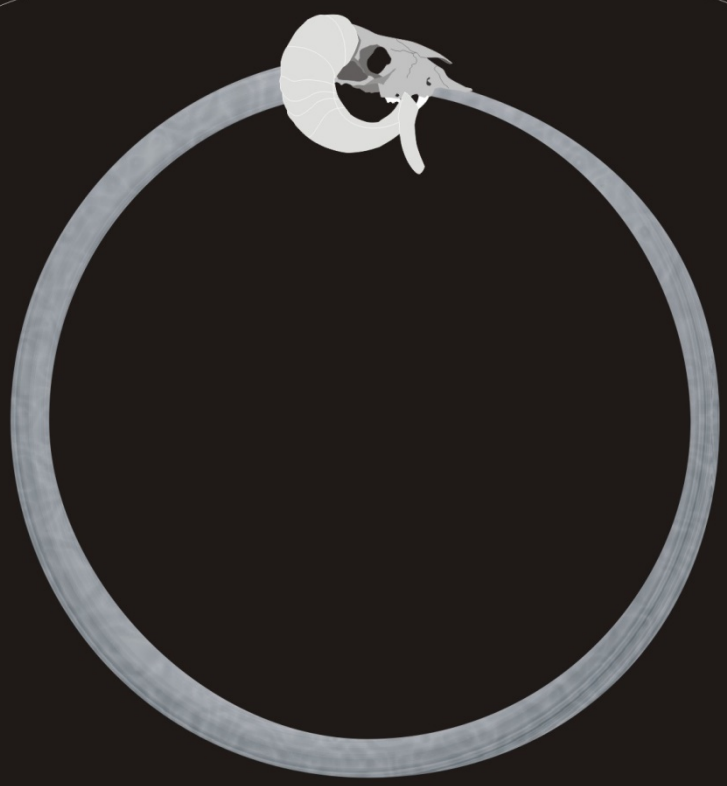
The Black Book of Heretical Shadows



Shadowrun Rules for Fantasy Settings

...

The Black Book of Heretical Shadows

Shadowrun Rules for Fantasy Settings

MATURE CONTENT WARNING

99% of the content herein is old-hat standard fantasy RPG levels of content where the GM will essentially be the one to set, or at least try to reign in the maturity level.

However, there are topics touched upon such as racism, slavery, murder-for-magical power, a few references to orgies, and then the stuff that didn't hit my radar as being required for content warnings ...oh, like tobacco, alcohol, and drug references...there's a few of those in here as well. Anyway, sorry if I missed anything, hope you enjoy.

Oh, and there's pixies. Fucking pixies.

Created Dec 2015 – June 2017, Sonoma County, CA

1st Printing, June 2017

This work is free and not for sale.

Writing & Editing: Logan Z. Hill & Timothy Imbach
Layout, Art, & Maps: Logan Z. Hill
Play Testers: Billy Bentel, Colter Hill, Logan Hill, Erin Imbach, Katie Imbach, Timothy Imbach, Phillip Lopez, Leif Noble

Table of Contents

Introduction 1

I. Overview 2

A. Character Creation Overview 2
- **Qualities vs. Everything Else** 2
  - Negative Qualities & Karma Example 2
  - Law of Average & Character Creation 4
- **Character Creation Karma Costs** 4
  - I. Species 4
    - Species & Qualities 4
  - II. Social Class & Heroic Status 4
    - Social Class & Heroic Status & Qualities 4
  - III. Attributes 5
    - Attributes & Qualities 5
  - IV. Magic 5
    - Magic & Qualities 6
  - V. Qualities 6
    - Qualities & Karma 6
  - VI. Skills 6
    - Skills & Qualities 7
  - VII. Styles 7
    - Styles & Qualities 7
  - VIII. Goods & Services 7
    - Goods & Services & Qualities 7
  - IX. Miscellaneous 7
    - Miscellaneous Qualities 7

B. Alignment 8
- **Alignment & Magic** 8
  - Types of Aligned Items 8
    - Name Aligned 8
    - Specifically Aligned 9
    - Generally Aligned 9
  - What Being Aligned Does 9
    - On the Aligned 9
    - On the Unaligned 9
    - On the Opposite Alignment 9
  - The Aligned Using Aligned Items 9
  - Summoning Aligned Spirits 9
    - Hostile 9
    - Sympathetic 10

C. Rules Changes 11
- **Naming Changes** 11
  - A Note About Time 11
- **Mechanics Changes** 11
  - Character Creation 11
  - Metahumans 11
  - Attributes 11
  - Magic 11
  - Qualities 11
  - Skills 11
  - Martial Arts aka "Styles" 11
  - Equipment 11
  - Downtime 11
- **New Mechanics** 12
  - Terrain 12
    - Terrain Environmental Modifiers 12
    - Terrain Movement Modifiers 12
  - Senses & Combat 13
    - Sense Categories 13
    - Senses 13
    - Lack of Senses in Combat 13
  - Elemental Damage Types 13
    - Elemental Type 13
    - Acid 13
    - Cold 13
    - Earth 14
    - Electricity 14
    - Fire 14
    - Force 14
    - Ice 14
    - Sand 14
    - Sonic 14
    - Water 14
    - Catching Fire 14
  - Astrally Attacking Active Spells 15

II. Species 16

A. General Species Information 16
- Alternate Species Karma Costs 16
- **Equipment Size** 16
- **Racism** 16
- **Species Movement & Vision** 17
  - Movement 17
  - Overland Travel Rate (OTR) 17
  - Vision 17
  - Qualities 17

B. Individual Species 19
- **Dwarves** 19
  - Dwarf Species Traits (171 Karma) 19
- **Elves** 19
  - Elf Species Traits (172 Karma) 19
- **Gnolls** 19
  - Gnoll Species Traits (188 Karma) 19
- **Goblins** 19
  - Goblin Species Traits (111 Karma) 19
- **Halflings** 20
  - Halfling Species Traits (91 Karma) 20
  - Generic Halfling Racial Traits 20
- **Hobgoblins** 20
  - Hobgoblin Species Traits (140 Karma) 20
  - Generic Hobgoblin Racial Traits 20
- **Humans** 21
  - Human Species Traits (100 Karma) 21
- **Kobolds** 21
  - Kobold Species Traits (133 Karma) 21
- **Lizardfolk** 21
  - Lizardfolk Species Traits (185 Karma) 21
- **Minotaurs** 21
  - Minotaur Species Traits (198 Karma) 21
- **Ogres** 22
  - Ogre Species Traits (199 Karma) 22
- **Orcs** 22
  - Orc Species Traits (173 Karma) 22

III. Social Class & Heroic Status 23

A. Social Class 23
- **Vocational Upbringing** 23
  - Unskilled 23
  - Skilled 23
  - High Society 23
  - Starting Coin 24
  - Earning Coin: Using VU 24
    - Law of Average & Earning Coin 24

B. Heroic Status & Beyond 26
  - Heroic Status 26
  - Legendary & Epic Status 26
  - AG Specific 26

IV. Attributes 27

A. Attribute Basics 27
  - Law of Average & Attributes 27
- **Base Attributes** 27
  - AG Specific 27
- **Natural Maximum Attributes** 27
- **Augmented Maximums** 28
- **Improving Legendary & Epic Attributes** 29
- **Attributes & Age** 29
  - Fickle Fates: Random Attributes 29

B. Edge 30
- **New Edge Effects** 30
  - Flash of Recognition 30
- **New Uses For Burning Edge** 30
  - Avoiding Madness 30
- **Legendary Edge Effects** 30
  - Legendary Alignment Suppression 30
  - Legendary Close Call 30
  - Legendary Dead Man's Trigger 30
  - Legendary Pushing the Limit 30
  - Legendary Second Chance 30
  - Legendary Survivor 30
  - Legendary Work 30
- **Epic Edge Effects** 30
  - Epic Close Call 30
  - Epic Dead Man's Trigger 30
  - Epic Pushing the Limit 30
  - Epic Second Chance 30
  - Epic Survivor 31
  - Epic Work 31

C. Essence & Magic 32

D. Madness 33
- **Madness Effects, the Good** 33
- **Madness Effects, the Bad** 33
- **Madness Effects, the Ugly** 34
- **Healing Madness** 34

V. Magic 35

A. Magic for Everyone 35
- **Ancestor Prayer** 35
  - Praying to your Ancestors 35
    - Law of Average & Ancestor Prayer 35
  - Ancestor Prayer Effects 35
  - Bad Ancestors 35
  - Limiting Ancestor Prayer in Game 35

B. Users of Magic 36
- **The Magic Quality** 36
- **Magical Traditions** 36
- **Magical Colleges** 36
- **Magical Schools** 36
  - Sense Schools 36
    - Astral Perception Sense School 36
    - Astral Projection Sense School 36
  - Ability Schools 37
    - Bardic Ability School 37
    - Harnessing Ability School 37
    - Physical Ability School 37
  - Skill Schools 37
    - Conjuring Skill School 37
    - Enchanting Skill School 37
    - Sorcery Skill School 37
- **Additional Colleges & Customization** 38
  - Primary & Secondary Colleges 38
    - Behind the Karma Costs 38
  - College Customization Rules 38
    - The Aspected College 38
  - School Customization Rules 38
    - Custom Magic User Example 39
- **Magic Powers** 39
  - Why Are You Fucking With Adepts?! 39
  - Summoning Spirits & Your Praxis 39

C. Traditions 41
- **Meta-Tradition** 41
  - Tradition Drain Attributes 41
    - Logic 41
    - Intuition 41
    - Charisma 41
- **Tradition Spirits** 41
- **Unaspected Tradition** 42
- **Non-Religious Traditions** 42

D. General Traditions 43
  - Commonality of the Mentor Spirit/Patron… 43
- **Elder God Traditions** 43
- **Progenitor God Traditions** 43
- **Aspected God Traditions** 44
- **Outside God Traditions** 44
  - Non-Deity Traditions 44

E. Patron Deities: Advantages &… 45
  - Bards & Ovates' Advantages 45
- **Patron Deity Disadvantages** 45
  - Agitator 45
  - Allergy (common, mild) 45
  - Ardent Loyalty 45
  - Awkward 45
  - Berserk 45
  - Bonding Word 45
  - Dutiful 45
  - Equitble 45
  - Hedonist 45
  - Hermit 45
  - Honorable 45
  - Hoodlum 46
  - Indulgent 46
  - Irenic 46
  - Larcener 46
  - Legalist 46
  - Lethargic 46
  - Mad Berserk 46
  - Magagoraphobic 46
  - Megalomaniac 46
  - Melancholia 46
  - Mischievous 46
  - Miserly 46
  - Music Lover 46
  - Nyctophobic 46
  - Oath-Bound Cursed 46
  - Obsessive 46
  - Petulant 46
  - Photophobic 46
  - Principled 46
  - Roamer 47
  - Sadistic 47
  - Secretive 47
  - Stubborn 47
  - Tenacious 47
  - Truth Seeker 47
  - Unfettered 47
  - Volatile 47
  - Yellow 47
- **Elder God Patron Deities** 47
  - Akravel Patron Deity 47
  - Indulk Patron Deity 47
  - Omkra Patron Deity 47
  - Shilzashri Patron Deity 47
  - Day Patron Deity 47
  - Night Patron Deity 47
  - Sherlin Patron Deity 48
  - Tolren Patron Deity 48
- **Progenitor God Patron Deities** 48
  - Anodez (Humans) Patron Deity 48
  - Autnurmaul (Minotaurs) Patron Deity 48
  - Durmordaden (Dwarves) Patron Deity 48

Ekitkish (Gnolls) Patron Deity 48
Iegarut (Goblins) Patron Deity 48
Kilkrusa (Orcs) Patron Deity 48
Lamlavoth (Lizardfolk) Patron Deity 48
Morgash (Orcs) Patron Deity 48
Odafierma (Dwarves) Patron Deity 48
Rukgekur (Ogres) Patron Deity 48
Talarolin (Elves) Patron Deity 49
Ulamari (Humans) Patron Deity 49
Zeshimauk (Kobolds) Patron Deity 49
Aspected God Patron Deities 49
Aushmad Patron Deity 49
Benran Patron Deity 49
Chesdali Patron Deity 49
Daihen Patron Deity 49
Dommeran Patron Deity 49
Edelkan Patron Deity 49
Enralul Patron Deity 49
Henaqaun Patron Deity 49
Kolosra Patron Deity 49
Lauldan Patron Deity 50
Lishida Patron Deity 50
Mahali Patron Deity 50
Nezran Patron Deity 50
Obzul Patron Deity 50
Olzani Patron Deity 50
Polsran Patron Deity 50
Reshzi Patron Deity 50
Shenralil Patron Deity 50
Shozia Patron Deity 50
Szurillaunii Patron Deity 50
Therzai Patron Deity 50
Unzires Patron Deity 51
Wesherii Patron Deity 51
Zol Patron Deity 51
Shadow Aspected God Patron Deities 51
Iu'Aushmad Patron Deity 51
Iu'Chesdali Patron Deity 51
Iu'Daihen Patron Deity 51
Iu'Dommeran Patron Deity 51
Iu'Edelkan Patron Deity 51
Iu'Enralul Patron Deity 51
Iu'Henaqaun Patron Deity 51
Iu'Lishida Patron Deity 51
Iu'Nezran Patron Deity 51
Iu'Obzul Patron Deity 52
Iu'Olzani Patron Deity 52
Iu'Reshzi Patron Deity 52
Iu'Shenralil Patron Deity 52
Iu'Shozia Patron Deity 52
Iu'Therzai Patron Deity 52
Iu'Unzires Patron Deity 52
Iu'Zol Patron Deity 52
Outside God Patron Deities 52
Gaumrok Patron Deity 52
Ishrelin Patron Deity 52
Narkrisis Patron Deity 52
Ofaeryun Patron Deity 53
Shoolavin Patron Deity 53
Uzipekra Patron Deity 53
F. New Spirits & Spirit Rules 54
Chaos Spirits 54
Spirits of Chaos 54
Evil Spirits 54
Spirits of Evil 54
Good Spirits 55
Spirits of Good 55
Order Spirits 55
Spirits of Order 55
Spirit Rules 56
Summoning Spirits 56
Getting Rid of Spirits 56
Banishing 56
Disrupting 56
Annihilating 56
Spirit & Reputation 57
So You're A Spirit Now?! 57
G. Spell Mechanics 58
New Spell Keywords & Rules 58
Range: Self 58
Combat Spell Drain Codes 58
Combat Touch Spells 58
Kinetic Elemental Spells 58
Non-Kinetic Elemental Spells 58
Combat Spells Subtype: Lasting 58
Mental Manipulation & Mentally Invasive... 58
[Elemental] Resistance 59
H. New Spells 60
New Combat Spells 60
Earth Bolt 60
Earth Torrent 60
[Element] Hands 60
Ice Lance 60
Ice Spears 60
Ice Shards 60
Ice Explosion 60
Razor Stones 60
Razor Storm 60
Sand Blast 60
Sand Storm 60
Water Jet 60
Water Ball 60
New Health Spells 61
Cure Great Plague 61
New Illusion Spells 61
Dancing Lights 61
Empower 61
Faerie Fire 61
Ghost Sound 61
Vanish 61
New Manipulation Spells 61
Control Fire 61
Create Water 61
[Element] Shield 62
[Element] Barrier 62
Enchant Personal Weapon: Disruption 62
Enchant Weapon: Disruption 62
Hold Creature 62
Mass Hold Creature 62
Levitate Self 62
Repair Undead 62
Mass Repair Undead 62
Teleportation Magic 62
Manipulation Spell Keyword: Teleportation 62
Dimension Door 63
I. Rituals 64
New Keywords & Powers 64
Undead (Keyword) 64
Spell-Like (Keyword) 64
Summoning Resistance (critter Power) 64
Taxing (Keyword) 64
New Rituals 64
General Rituals 64
Animate Dead (Undead Type) 64
Astral Guide 64
Consecrate Dead 64
Summon Spirit of the Dead (Undead Type) 65
Legendary Rituals 65
Aulnaumumon 65
Divine Bulwark 65
Mark Rituals 66
General Mark Rituals 66
Impel Ordeal 66
Magical Rank [Organization] 66
Chaos Mark Rituals 67
Chaos Marks & Player Characters 67
Gaumrok Marks of Chaos Rituals 67
Curse of Gaumrok 67
Hand of Slaughter 67
Body of Carnage 67
Ishrelin Marks of Chaos Rituals 68
Mark of Debauchery 68
Mark of Masochism 68
Mark of Sadism 69
Narkrisis Marks of Chaos Rituals 69
Sign of Narkrisis 69
Flesh of Narkrisis 69
Kiss of Narkrisis 69
Ofaeryun Marks of Chaos Rituals 69
Mark of Madness 69
Tongue of the Mad 70
Visage of Insanity 70
Uzipekra Marks of Chaos Rituals 70
Famine of the Body 70
Famine of the Mind 71
Famine of the Void 71
J. Alchemy 72
Alchemy Changes 72
New Alchemy Options 72
Activation Preparation Trigger 72
K. Bardic Magic 73
The Bardic College 73
Bardic Abilities 73
Bardic Rally 73
Battle Song 73
Countersong 73
Countersong, Greater 73
Dispelling Song 73
Dispelling Song, Greater 73
Harmonious Invocation, [Spirit Type] 73
Harmonious Rebuking, [Spirit Type] 73
Spellsong, Combat 74
Spellsong, Detection 74
Spellsong, Health 74
Spellsong, Illusion 74
Spellsong, Manipulation 74
Theatrical Ritual 74
Valiant Harmony 74
Bardic Spells 74
Bardic Summoning 74
Bardic Centering Metamagic 74
L. Ovate Magic 75
Harnessing 75
Harnessing Animals 75
Calling Animals 75
Mounting 75
Commands 76
Drain Pool 76
Branding 76
M. Magical Items 77
Formulae 77
Alchemical Preparation Formulae 77
Focus Formulae 77
Focus Enhancement Formulae 77
Magical Compound Formulae 77
Ritual Formulae 78
Spell Formulae 78
Summoning Formulae 78
Talisman Formulae 78
Foci 78
AG Specific 78
Foci Enhancements 78
Armor Foci 78
Aura Enhancement 79
Elemental Enhancement 79
Fortified Enhancement 79
Invulnerable Enhancement 79
Attribute Foci 79
Bardic Foci 79
Hastening Foci 79
Ovate Foci 79
Protective Foci 79
Elemental Resistance Foci 79
Defense Foci 79
Disease Resistance Foci 79
Greater Defense Foci 79
Spell Resistance Foci 79
Toxin Resistance Foci 79
Skill Foci 79
Spell Foci 79
Weapon Foci 80
Bane 80
Cleaving (Melee only) 80
Dancing (Melee only) 80
Defending (Melee only) 80
Disruption (Melee only) 80
Distance (Ranged only) 80
Elemental 80
Keen 80
Mana Force 81
Merciful (Melee only) 81
Returning (Thrown Weapon only) 81
Seeking (Ranged only) 81
Speed 81
Spell Storing 81
Throwing (Melee only) 81
Vicious (Melee only) 81
Vorpal (Melee only) 81
Wounding 81
Reagents 81
General Usage 81
Reagents: The Problem in the Core Rules 82
Additional Usages 82
Refined Reagents 82
Radical Reagents 82
Orichalcum 83
Harvesting Reagents & Reagent Quality 83
Specific Reagents 84
Talismans & Other Magical Items 84
Talismans 84
Changes & Modifications to Canon... 84
Alchemical Preparations & Related Entries 84
Talismans 85
New Magical Items (Talismans) 86
N. Back of the Beyond 88
Breaking Through 88
The Background Count Kingdom 88
Dice Pool Modifier 88
Bonus Hits 88
Increased Drain 88
Damage 88
Acclimated 88
Detection 88
Background Count Phylum 88
Negative 88
Positive 88
Background Count, what the data shows 89
Background Count Classes 89
Benign 89
Harmful 89
Background Count Orders 89
Burst 89
Empathic 89
Natural 89
Background Count Families 89
Alchera 89
Fovea 90
Ley Lines 90
Rifts 90
Storms 90
Background Count Genera 90
Aligned 90
Unaligned 90
Background Count Species 90

All 91
Acclimated 91
Aligned 91
Shallows 91
Putting It All Together 91
Example 1 91
Example 2 91
Afreng's Well 91
Gnollwar Hill 91
Slaughterfields 92
The Ethereal 92
"Shadows" 92
Backgrounds 92
Auras 92
Forms 92
Patterns 92
Signatures 92
Marks 93
Astral Signatures Example 94
Ethereal Senses 94
Astral Perception & Assensing 95
Automatic 95
Trained 95
Locating 95
Reading 95
Combat In The Ethereal/Astral 97
Astrally Attacking Active Spells 97
The Astral 98
Getting to the Astral 98
Diving 98
Floating 98
Shunting 98
Dweller on the Threshold 98
Places in the Astral 98
Leaving & Bypassing the Astral 98
Mortals in the Other Realms 99
Going Home 99
The Other Realms 99
Time in the Realms 99
Traveling the Realms 99
Magic & the Realms 100
Magic 100
Summoning 100
O. Initiation & Metamagics 101
Initiation 101
Fantasy Magic Arts 101
Master of Magical Arts Karma Costs 101
Magic Arts: The Rituals, Enhancements, &… 101
The Magic Arts 102
Adept Magic Art 102
Astral Magic Art 102
Aura Magic Art 102
Bardic Magic Art 102
Defensive Magic Art 102
Enchanting Magic Art 102
Nature Magic Art 102
Necromancy Magic Art 103
Ovate Magic Art 103
Realms Magic Art 103
Sorcery Magic Art 103
Spirit Magic Art 103
Notes on the Dark Arts 103
New Metamagics 104
Adaptare 104
Advanced Flexible Foci 104
Anagnorisis 104
Beast Master 104
Branding Master 104
Catharsis 104
Chaos Attenuation 104
Chaotic Weave 104
Commanding Predator 104
Dark Necromancy 104
Empowered Manifestation 104
Empowered Summoning 104
Exalted Channeling 105
Exalted Companion 105
Exalted Summoning 105
Flexible Foci 105
Fortified Presence 105
Greater Calling 105
Harness Slot 105
Harnessing Master 105
Inciting Song 105
Light Necromancy 105
Mana Frugal 105
Master Summoner 105
Mounted Centering 106
Nature Control 106
Necromancy 106
Necromaster 106
Necrotic Attunement 106
Peripeteia 106
Realm Attenuation [Deity's Realm] 106
Realm Conjuration [Deity's Realm or… 106
Realm Shieldling [Deity's Realm] 106
Seon 106
Shroud of Undeath 107
Superior Nature Control 107
Suppressed Masking 107
Swift Quickening 107
Traveler's Attenuation 107
Traveler's Insight [Skill] 107
Veil of Undeath 107
Wild Shieldling 107
Metamagic Expansions & Clarifications 107
Masking 107
Sensing 107
Metamagics Lists 108
Metamagic Alphabetical List 108
Core Rules/*Street Grimoire* Metamagics… 108
Magic Arts (Core Rules/*Street Grimoire*… 109

VI. Qualities 111

A. Modified Positive Qualities 111
Low-Light Vision (RF, 116) 111
Mentor Spirit (SR5, 76) 111
Thermographic Vision (RF, 118) 111
B. Modified Negative Qualities 112
Allergy (SR5, 78) 112
Neoteny (R&G, 121) 112
Prejudice (SR5, 82) 112
C. New Positive Qualities 113
Ambassador 113
Animal Ally 113
Aware 113
Epic 113
Fast Reflexes 113
Favored Enemy 113
Hero 113
Heroic Attribute 114
Improved Magic Resistance 114
Increased Run, Sprint, or Walk 114
Knowledgeable 114
Legendary 114
Liber Magus 114
Natural Armor 114
Natural Weapon 114
Naturally Insulated 115
Ordeal Born 115
Patron Deity 115
Quite the Professional 115
Sturdy 115
Uncanny Dodge 115
Vastly knowledgeable 115
D. New Negative Qualities 116
Aged 116
Decreased Run, Sprint, or Walk 116
Disadvantage 116
Hobbled 116
Lifestyle cost+X% 117
Ordeal-Scarred 117
Unaware 117
E. Qualities List 118
***Shadowrun 5th Edition Core Rulebook* 118**
Available Positive Qualities 118
Restricted Positive Qualities 118
Unavailable Positive Qualities 118
Available Negative Qualities 118
Restricted Negative Qualities 118
Unavailable Negative Qualities 118
***Run & Gun* 118**
Unavailable Positive Qualities 118
Unavailable Negative Qualities 118
***Run Faster* 118**
Available Positive Qualities 118
Restricted Positive Qualities 118
Unavailable Positive Qualities 119
Available Negative Qualities 119
Restricted Negative Qualities 119
Unavailable Negative Qualities 119
***Street Grimoire* 119**
Restricted Positive Qualities 119
***Hard Targets* 119**
Available Positive Qualities 119
Available Negative Qualities 119
***Data Trails* 119**
Restricted Negative Qualities 119
***Chrome Flesh* 119**
Available Positive Qualities 119
Available Negative Qualities 119
Restricted Negative Qualities 119
***Bullets & Bandages* 120**
Restricted Positive Qualities 120
Restricted Negative Qualities 120
Unavailable Negative Qualities 120
***The Assassin's Primer* 120**
Restricted Positive Qualities 120
Restricted Negative Qualities 120

VII. Skills 121

A. Skills Overview 121
Legendary & Epic Skills 121
B. Skills List 123
Active Skills 123
Combat Skills 123
Physical Skills 123
Social Skills 123
Magical Skills 123
Resonance Skills (not available, yet) 123
Technical Skills 124
Vehicle Skills 124
Knowledge & Language Skills 124
Knowledge & Language Skills 124
Available Skill Groups 124
Archery 124
Athletics 124
Close Combat 124
Conjuring 124
Enchanting 124
Influence 124
Outdoors 124
Performance 124
Sorcery 124
Stealth 124
Tinkerer 124
Unavailable Skill Groups 124
~~Acting~~ 124
[Biotech] 124
[Cracking] 124
[Electronics] 124
[Firearms] 124
[Engineering] 124
[Tasking] 124
C. New Skills 125
New Combat Skills 125
Axes (Agility) 125
Bows (Agility) 125
Blades/Swords (Agility) 125
Crossbows (Agility) 125
Spears/Polearms (Agility) 125
Throwing Weapons (Agility) 125
New Social Skills 125
Dramatic Performance (Charisma) 125
Musical Performance (Charisma) 125
Physical Performance (Charisma) 125
New Technical Skills 125
Clockwork Mechanic (Logic) 125
Medieval Mechanic (Logic) 125
Siege Weapons (Logic) 126
Trapsmith (Logic) 126
D. Using Skills: Additions 127
Alchemy 127
High Alchemy (a.k.a. Magical Alchemy) 127
Activation 127
Low Alchemy (a.k.a. Nonmagical Alchemy) 127
Material Damage 127
Lingering Effect 127
Animal Handling 127
Mount Basics 127
Mounting & Dismounting 127
Commanding Your Mount 127
Guiding Your Mount 128
Mounted Combat Rules 128
Aerial Mounts 129
Sample Mounts 129
Dog, riding (494 Karma) 129
Horse, heavy (786 Karma) 129
Horse, riding (704 Karma) 129
Mule/Donkey (584 Karma) 129
Wolf, Dorwol (713 Karma) 129
Arcana 130
Armorer 130
First Aid & Medicine 130
Healing Modifiers 130
Medicine Specializations 130
Leadership 130
Direct Attack 130
Survival 131
Survival Basics 131
Survival Time 131
Survival Thresholds 131
A Note on Caves & Dungeons 132
The 3 Legs of Survival 132
Food 132
Thirst 133
Shelter 133
Example: Shelter Ratings 134
Getting Soaked 135
Lack of Sleep & Traveling 135
Net Hits Beyond the Threshold 135
Survival Damage 135
Survival & Lifestyles 135
Swimming 136
General Social Skills 136
Predilections 136
Notorious 136
Knowledge Skills 138
Knowledge & Active Skills 138
The Knowledge Trinity 138
Local Knowledge 138
Professional/Primary Interest 138
Secondary Interest/Second Language 138

Monster Knowledge 138
Cypher Knowledge Skill 138
Language Skills 139
Literacy 139
Literacy in Other Worlds 139
Reading 139
Old Texts 139
Lifting/Carrying 141
Encumbered 141
Armor & Encumbrance 142
Getting Crushed 142
Reducing the Load 142
Sturdy 142
E. Skill PACKS 143
Slave Skill PACK 143
Commoner Skill PACK 143
Expert Skill PACK 143
Noble Skill PACK 143
Royalty Skill PACK 143

VIII. Styles 144

A. Styles Overview 144
Changes 144
Styles 144
Specializations 144
Techniques 144
Standard Techniques 145
New Action Techniques 145
Modifying Techniques 145
Armor Techniques 145
Social Techniques 145
Improved Standard Techniques 145
Master Techniques 145
Technique Overlap 145
Learning Lone Techniques 145
Using Techniques Without the Training 145
B. Techniques 146
Name 146
Martial Techniques 146
Adroit Block 146
Adroit Counterstrike†† 146
Adroit Defending Against Knock Down 146
Adroit Defending Against Charge Attacks 146
Adroit Defender in Melee Targeted by… 146
Adroit Dodge[m] 146
Adroit Interception 146
Adroit Parry 146
Adroit Throw†† 146
Ballestra 146
Break Weapon 146
Clinch 148
Counterstrike 148
Disarm 148
Entanglement 148
Expert Blind Fighting[m] 148
Expert Break Weapon†† 148
Expert Dirty Trick 148
Expert Disarm†† 148
Expert Entaglement†† 148
Expert Feint (Melee) †† 148
Expert Gain Advantage†† 149
Expert Harder Knock 149
Expert Knock Down 149
Expert Knock Out of Hands 149
Expert Location (arm, leg) 149
Expert Location (eye) 149
Expert Location (eye, ear, sternum) 149
Expert Multiple Attack Defense 149
Expert Multiple Opponent Defense[m] 149
Expert Pin† 149
Expert Ranged Attack in Melee Combat† 149
Expert Shake Up 149
Expert Splitting the Damage 149
Expert Trick Shot 149
Expert True Strike†† 149
Expert Vitals 149
Feint 150
Finishing Move 150
Fling Kick 150
Full Offense 150
Gain Advantage 150
Half Sword 150
Haymaker 150
Herding 150
Iaijutsu[m] 150
Improved Disarm: Deal Damage†† 150
Improved Falling Damage Reduction… 151
Improved Grapple Damage 151
Improved Grapple Limit 151
Improved Interception 151
Improved Knock Down: Deal Damage 151
Improved Knock Out of Hands: Deal… 151
Improved Movement: Increased… 151
Improved Movement: Increasing… 151
Improved Multi-Attack 151
Improved Resist Forced Movement 151
Improved Sneaking: Hide in Plain Sight 151
Improved Sneaking: Silent Steps 151
Improved Unarmed Combat Reach 151
Kip-Up Attack 151
Neijia 152
Penetrating Opportunist 152
Penetrating True Strike 152
Pin 152
Pouncing Dragon 152
Power Charge Attack 152
Power Clinch 152
Power Crush 152
Power Opportunist 152
Reversal 152
Sacrifice Throw 153
Shadow Block 153
Sly Reversal (Interrupt Action) †† 153
Swift Block 153
Swift Clinch/Grapple (Reversal) 153
Swift Counterstrike 153
Swift Dodge 153
Swift Finishing Move 153
Swift Parry 153
Swift Protecting the Principle 153
Swift Reversal 153
Swift Sacrifice Throw 154
Swift Shadow Block 154
Swift Throw Person 154
Throw Person 154
True Strike[m] 154
Two-Weapon Defense 154
Two-Weapon Strike 154
Wild Attack[m] 154
Martial Techniques By Action Types 155
Armor Techniques 157
Name 157
Cloth Armor Technique 157
Exotic Armor Technique 157
Leather Armor Technique 157
Metal Armor Technique 157
Shield Armor Technique 157
Unarmed Technique 157
Social Techniques 158
Using Social Techniques 158
Adroit All the World's a Stage†† 158
Adroit But We're Friends†† 158
Adroit Dominating Presence†† 158
Adroit Fake It'Til You Make It†† 158
Adroit Fast Talking†† 158
Adroit Follow the Queen†† 158
Adroit Mad Dog†† 158
Adroit Negotiator [Type] †† 158
Adroit Not My Usual Attire†† 159
Adroit Valiant Voice†† 159
Adroit You Can Trust Me†† 159
Air of Authority 159
All the World's a Stage 159
Angry Growler 159
Bigger Than I Look 159
Bullshitter 159
But We're Friends 159
Casual Stance 159
Commanding Presence 159
Dominating Presence 159
Fake It'Til You Make It 159
Fast Talking 160
Fear Me 160
Follow the Queen 160
Friendly Face 160
Honey-Tongued 160
Mad Dog 160
Negotiator [Type] 160
Not My Usual Attire 160
Unlocked Desires 160
Valiant Voice 160
Valorous 160
Winning Smile 160
You Can Trust Me 160
C. Master Techniques 161
Assassin's Strike 161
Beguiling Battery 161
Cleave 161
Commanding Plea 161
Dancemaster 161
Deceptive Strike 161
Forgewall 162
Incapacitating Strike 162
Precision Strike 162
Rallying Cry 162
Rapid Fire 162
Spring Attack 162
Taunting Strike 162
Two-Weapon Mastery 162
Vanishing Act 162
D. New Styles 163
Anvil 163
Battledancer 163
Cat Burglar 163
Flashing Blade Ninjutsu 163
One-Handed Style 163
Piquing Duelist 164
Silent Assassin 164
Sly Grifter 164
Street Rat 164
Two-Handed Style 164
Two-Weapon Style 164
Veteran Commander 165
Way of the Bow 165
Way of the Courtesan 165

IX. Goods & Services 166

Behold the Economy Inherent In The… 166
A. Equipment Attributes 167
Availability & Settlement Size 167
Item Quality 167
Poor Quality 167
Common Quality 167
Good Quality 167
Fine Quality 167
Superior/Masterwork Quality 167
Equipment Sizes 167
Species Equipment Sizes Reference 168
Armor, Weapons, & Equipment Sizes 168
Medieval vs. Modern: Arms & Armors 168
Constructing & Repairing Arms & Armor 168
B. Equipment Packages 169
Social Class Equipment Packages 169
Adventuring Gear Package 169
C. Clothing, Armor, & Shields 170
Armor & Equipment Sizes 170
Clothing 170
Clothing Availability 171
Articles of Clothing 171
Clothing Outfits 171
Armor Descriptions 172
Barding 174
Armor Categories 174
Common 174
Restrictive 174
Material 174
Armor Rating 174
Common Armors (the Templates) 174
Armor Pieces 175
Rare Armor Lists 176
Shields & Helms 177
Armor Materials 177
Armor Modifications 179
Armor Quality 179
Getting Dressed 179
Swift Dressing 179
Rushed Dressing 179
Clothing, Armor, & Other Items: Survival 180
D. Weapons 182
Weapons & Equipment Sizes 182
Weapon Sizes Example 182
Double Weapons 183
Base Weapon Attributes 183
Custom Base Weapons 184
Weapon Descriptions 184
Weapon Materials 188
Adamantine Weapons 188
Iron Weapons 188
Mithril Weapons 188
Silvered Weapons 188
Weapon Quality 188
Weapon Damage Conversions 188
E. Gear 189
Adventuring Gear 189
Containers 192
Low Alchemy Items 193
Container 193
Flask 193
Pouch 193
Vial 193
Other 193
Drams 193
Substance Types 194
Drug 194
Toxin 194
Weapon 194
ES & Toxins 194
New Effects 194
Material Damage 194
Lingering Effect 194
Acid or Acid? 195
Specialty Gear 199
Magical Items 201
Formulae 201
Reagents 201
Reagents: Calculating Base Costs 201
Foci 202
Purchasing & Bonding Items with… 202
Talismans & Other Magical Items 202
Multiple Foci Bonding Example 203
F. Food, Drink, Lodging, & Other Common… 204
Drunkenness 204

G. Animas, Mounts, & Transport 205
Training Animals 206
H. Cost of Living & Lifestyles 207
Destitute Living 207
Poor Living 207
Common Living 207
Good Living 207
Fine Living 207
Superior Living 207
AG Specific 208
I. Hirelings & Services 209
J. Slaves 210
K. Starting Gold 211

X. Downtime 212

A. Downtime Basics 212
Downtime Basics Example 212
Continuity Tests 212
B. Improvements: Spending Karma 213
Once Per Downtime Improvements 213
Improvements Example 213
Additional Improvements 213
What About the Anytime Improvements? 213
Converting Karma & Gold 213
Converting Karma & Gold Example 214
Non-Karma Improvement Requirements 214
Improvements & Availability 214
List of Karma & Time 214
C. Instruction 216
D. Earning Coin 217
F. Downtime Lite 218

XI. Gamemastering 219

A. Adventures 219
B. Reputation 220
Prestige 220
Notoriety 220
Effects of Notoriety 220
Fame 220
C. Travel 221
Carrying Capacity 221
Personal Movement 221
Tactical Movement 221
Chase Movement 221
Overland Travel Rate 222
Terrain & Overland Travel Rate 222
Trackless 222
Trails 222
Roads 222
Highways 223
Survival Skill 223
Overland Travel Rate Hustling 223
Water Travel 223
Mounts & Vehicles 223
D. Fatigue 224
Activity Fatigue 224
Encumbrance Fatigue 224
Running Fatigue 224
Sprinting Fatigue 224
Travel Fatigue 224
Environmental Fatigue 224
E. Fantasy Populations 225
Population Demographics 225
Species Population Types 225
Racial Population Types 225
Government 226
Form 226
Law 226
Alignment 227
Settlements 227
Settlement Types 227
Settlement Population Density 227
Culture & Primary Settlement 228
Settlement Spheres of Influence 228
Dependent Settlements 228
Geography 229
Agriculture 229
Terrain 229
Cultural ES 230
People In Your Neighborhood 231
Social Classes 231
The Military Class 232
Businesses 232
Academic Businesses 233
Artisan Businesses 233
Clothing & Textile Businesses 233
Construction Businesses 234
Food & Drink Businesses 234
General Businesses 234
Health Businesses 234
Magic Businesses 235
Metal & Gem Businesses 235
Service Businesses 235
Wood Businesses 235
Guilds, Thieves' Guilds, & Universities 236
Animals 237
Settlement Modifiers 238
Grand Cultures 238
Getting Your Overview 238
1. Population & Government 238
2. Estimate Your Grand Culture's Land… 238
3. Estimate the Terrain Population &… 238
4. Estimate Number of Major… 239
5. Estimate the Age of the Grand Culture 239
Overview Values 239
Major Settlements 240
Major Roads 240
Overlapping Spheres of Influence 240
Remaining Settlements & Roads 240
Castles, Ruins, & Monuments 241
Putting it All Together 242
Primary Settlement Example: Ashwyrm… 242
Settlement: Ashwyrm 242
Grand Culture Example: Duvaran 243
Grand Culture: Duvaran 244

XII. Creatures 246

A. Generalities 246
The Size of that Thing 246
Physiologistics 246
Flight 247
Swimming 247
Psychologistics 247
Knowledge & Language Skills 247
Magiclogistics 247
Creating Creatures 248
Physical Attributes 248
Mental Attributes 248
Magic & Edge 248
Skills 248
Powers, Qualities, & Weaknesses 248
Calculating the Karma Cost 248
As a PC Species 248
B. Flora & Diseases 249
Contagion (type) 249
Akravel's Gift to Omkra 249
Balaus/Maiden's Death 249
Belladonna/Nightshade 249
Black-eyed Moss 249
Bloodplague 249
Bloodthorns 249
Bonepine 250
Cancer 250
Edekdeni Tree 250
Giltafasrik 250
The Great Plague 250
Hardir Oak 250
Housemoss 250
Kaorkkaz Tree 250
Merethgrass 250
Mossrot 251
Mukkurok Cactus 251
Olzani's Tears 251
Plague-eyes 251
Salkwaudel Tree 251
Weeping Lily 251
C. Fauna 252
Generic Fauna 252
Very Tiny Generic Animals (ES -6) 252
Very Tiny Fish/Cephalopod (602 Karma) 252
Very Tiny Bird (612 Karma) 252
Very Tiny Mammal/Reptile (580 Karma) 252
Tiny Generic Animals (ES -5) 252
Tiny Fish/Cephalopod (557 Karma) 252
Tiny Bird (529 Karma) 252
Tiny Mammal/Reptile (495 Karma) 252
Very Small Generic Animals (ES -4) 253
Very Small Fish/Cephalopod (554 Karma) 253
Very Small Bird (569 Karma) 253
Very Small Mammal/Reptile (537 Karma) 253
Small Generic Animals (ES -3) 253
Small Fish/Cephalopod (589 Karma) 253
Small Bird (581 Karma) 253
Small Mammal (563 Karma) 253
Small Reptile (556 Karma) 253
Average-Sized Generic Animals (ES -2) 254
Average-Sized Fish/Cephalopod (609… 254
Average-Sized Bird (583 Karma) 254
Average-Sized Mammal (563 Karma) 254
Average-Sized Reptile (557 Karma) 254
Biggish Generic Animals (ES -1) 254
Biggish Fish/Cephalopod (619 Karma) 254
Biggish Bird (583 Karma) 254
Biggish Mammal (575 Karma) 254
Biggish Reptile (559 Karma) 254
Big Generic Animals (ES 0) 255
Big Fish/Cephalopod (680 Karma) 255
Big Bird (629 Karma) 255
Big Mammal (650 Karma) 255
Big Reptile (629 Karma) 255
Large Generic Animals (ES 1) 255
Large Fish/Cephalopod (782 Karma) 255
Large Bird (728 Karma) 255
Large Mammal (747 Karma) 256
Large Reptile (751 Karma) 256
Very Large Generic Animals (ES 2) 256
Very Large Fish/Cephalopod (872 Karma) 256
Very Large Bird (928 Karma) 256
Very Large Mammal (887 Karma) 256
Very Large Reptile (896 Karma) 256
Alphas 256
Beetle, Jehki 257
Beetle, Jehki (469 Karma) 257
Crow, Blood 257
Crow, Blood (678 Karma) 257
Dog, riding 257
Dog, riding (494 Karma) 257
Gorilla, Bonepine 257
Gorilla, Bonepine (623 Karma) 258
Horse, heavy 258
Horse, heavy (784 Karma) 258
Horse, riding 258
Horse, riding (702 Karma) 258
Ironfish 258
Ironfish (580 Karma) 258
Mastodon, Khormadal 258
Mastodon, Khromadal (3,159 Karma) 258
Monkey, Afreng Screecher 259
Monkey, Afreng Screecher (332 Karma) 259
Mule/Donkey 259
Mule/Donkey (584 Karma) 259
Pegasus 259
Pegasus (1,014 Karma) 259
Puma, Storm 259
Puma, Storm (940 Karma) 259
Rabbit, Klorugi 259
Rabbit, Klorugi (600 Karma) 260
Squid, Odimedgul 260
Squid, Sky Odimedgul (914 Karma) 260
Squirrel, Gaelish 260
Squirrel, Gaelish (487 Karma) 260
Thide'grresh 260
Thide'grresh (814 Karma) 261
Toad, Snow 261
Toad, Snow (730 Karma) 261
Wasp, White Tiger 261
Wasp, White Tiger (960 Karma) 261
Whiteowl 261
Whiteowl (720 Karma) 261
Wolf, Dorwol 262
Wolf, Dorwol (713 Karma) 262
Yak, Hu'al 262
Yak, Hu'al (565 Karma) 262
D. Mortal Races 263
Commoners 263
Commoner Skill PACK 263
Thugs 263
Thug Skill PACK 263
Soldiers 263
Soldier Skill PACK 263
Aspected Apprentices 263
Aspected Apprentice PACK 264
Skilled Magicians 264
Karma Costs by Social Class Overview 264
Dwarves 264
Dwarf, Commoner (475 Karma) 264
Dwarf, Thug (635 Karma) 264
Dwarf, Soldier (737 Karma) 264
Dwarf, Logic Aspected Apprentice (626… 265
Dwarf, Intuition Aspected Apprentice... 265
Dwarf, Charisma Aspected Apprentice… 265
Dwarf, Logic Skill Magician (887 Karma) 265
Dwarf, Intuition Skilled Magician (887… 265
Dwarf, Charisma Skilled Magician (897… 265
Elves 266
Elf, Commoner (476 Karma) 266
Elf, Thug (636 Karma) 266
Elf, Soldier (738 Karma) 266
Elf, Logic Aspected Apprentice (627… 266
Elf, Intuition Aspected Apprentice... 266
Elf, Charisma Aspected Apprentice… 266
Elf, Logic Skill Magician (888 Karma) 267
Elf, Intuition Skilled Magician (888… 267
Elf, Charisma Skilled Magician (898… 267
Giants 267
Giant Species Traits (460 Karma) 267
Giant, Commoner (764 Karma) 268
Giant, Thug (924 Karma) 268
Giant, Soldier (1,161 Karma) 268
Giant, Logic Aspected Apprentice (720… 268
Giant, Intuition Aspected Apprentice... 268
Giant, Charisma Aspected Apprentice… 268
Giant, Logic Skill Magician (1,176 Karma) 269
Giant, Intuition Skilled Magician (1,176… 269
Giant, Charisma Skilled Magician (1,186… 269
Gnolls 269
Gnoll, Commoner (492 Karma) 269
Gnoll, Thug (652 Karma) 269
Gnoll, Soldier (759 Karma) 269
Gnoll, Logic Aspected Apprentice (638… 270
Gnoll, Intuition Aspected Apprentice... 270

Gnoll, Charisma Aspected Apprentice… 270
Gnoll, Logic Skill Magician (894 Karma) 270
Gnoll, Intuition Skilled Magician (904… 270
Gnoll, Charisma Skilled Magician (904… 270
Goblins **271**
Goblin, Commoner (415 Karma) 271
Goblin, Thug (575 Karma) 271
Goblin, Soldier (662 Karma) 271
Goblin, Logic Aspected Apprentice… 271
Goblin, Intuition Aspected Apprentice... 271
Goblin, Charisma Aspected Apprentice… 271
Goblin, Logic Skill Magician (817 Karma) 272
Goblin, Intuition Skilled Magician (827… 272
Goblin, Charisma Skilled Magician (827… 272
Halflings **272**
Halfling, Commoner (395 Karma) 272
Halfling, Thug (555 Karma) 272
Halfling, Soldier (642 Karma) 272
Halfling, Logic Aspected Apprentice… 273
Halfling, Intuition Aspected Apprentice... 273
Halfling, Charisma Aspected Apprentice… 273
Halfling, Logic Skill Magician (807 Karma) 273
Halfling, Intuition Skilled Magician (817… 273
Halfling, Charisma Skilled Magician (817… 273
Hobgoblins **274**
Hobgoblin, Commoner (444 Karma) 274
Hobgoblin, Thug (604 Karma) 274
Hobgoblin, Soldier (711 Karma) 274
Hobgoblin, Logic Aspected Apprentice… 274
Hobgoblin, Intuition Aspected... 274
Hobgoblin, Charisma Aspected… 274
Hobgoblin, Logic Skill Magician (595… 275
Hobgoblin, Intuition Skilled Magician… 275
Hobgoblin, Charisma Skilled Magician… 275
Humans **275**
Human, Commoner (404 Karma) 275
Human, Thug (564 Karma) 275
Human, Soldier (661 Karma) 275
Human, Logic Aspected Apprentice… 276
Human, Intuition Aspected Apprentice... 276
Human, Charisma Aspected Apprentice… 276
Human, Logic Skill Magician (816 Karma) 276
Human, Intuition Skilled Magician (826… 276
Human, Charisma Skilled Magician (816… 276
Kobolds **277**
Kobold, Commoner (437 Karma) 277
Kobold, Thug (597 Karma) 277
Kobold, Soldier (699 Karma) 277
Kobold, Logic Aspected Apprentice… 277
Kobold, Intuition Aspected Apprentice... 277
Kobold, Charisma Aspected Apprentice… 278
Kobold, Logic Skill Magician (839 Karma) 278
Kobold, Intuition Skilled Magician (849… 278
Kobold, Charisma Skilled Magician (839… 278
Lizardfolk **279**
Lizardfolk, Commoner (489 Karma) 279
Lizardfolk, Thug (649 Karma) 279
Lizardfolk, Soldier (761 Karma) 279
Lizardfolk, Logic Aspected Apprentice… 279
Lizardfolk, Intuition Aspected... 280
Lizardfolk, Charisma Aspected… 280
Lizardfolk, Logic Skill Magician (901… 280
Lizardfolk, Intuition Skilled Magician… 280
Lizardfolk, Charisma Skilled Magician… 281
Minotaurs **281**
Minotaur, Commoner (502 Karma) 281
Minotaur, Thug (662 Karma) 281
Minotaur, Soldier (774 Karma) 281
Minotaur, Logic Aspected Apprentice… 281
Minotaur, Intuition Aspected Apprentice... 281
Minotaur, Charisma Aspected… 282
Minotaur, Logic Skill Magician (904… 282
Minotaur, Intuition Skilled Magician… 282
Minotaur, Charisma Skilled Magician… 282
Ogres **283**
Ogre, Commoner (503 Karma) 283
Ogre, Thug (663 Karma) 283
Ogre, Soldier (770 Karma) 283
Ogre, Logic Aspected Apprentice (649… 283
Ogre, Intuition Aspected Apprentice... 283
Ogre, Charisma Aspected Apprentice… 283
Ogre, Logic Skill Magician (905 Karma) 284
Ogre, Intuition Skilled Magician (895… 284
Ogre, Charisma Skilled Magician (905… 284
Orcs **284**
Orc, Commoner (477 Karma) 284
Orc, Thug (637 Karma) 284
Orc, Soldier (744 Karma) 284
Orc, Logic Aspected Apprentice (628… 285
Orc, Intuition Aspected Apprentice... 285
Orc, Charisma Aspected Apprentice… 285
Orc, Logic Skill Magician (879 Karma) 285
Orc, Intuition Skilled Magician (879… 285
Orc, Charisma Skilled Magician (879… 285
E. Monstrous Nature **286**
Elemental Beasts **286**
Attributes & Base Scores 286
Skills 286
Positive Qualities 286
Optional Positive Qualities 286
Powers 286
Optional Powers 286
Negative Qualities & Weaknesses 286
Optional Negative Qualities &… 286
Karma Costs 286
Elemental Beast Base 286
Sample Elemental Beasts 287
Hell Hounds 287
Hell Hound (1,122 Karma) 287
Ice Vultures 287
Ice Vulture (1,064 Karma) 287
Mountainheart Tigers 287
Mountainheart Tiger (1,906 Karma) 287
Stone Apes 288
Stone Ape (971 Karma) 288
Zephyr Horses 288
Zephyr Horse (1,233 Karma) 288
Gargantua **288**
Gargantua Template (52,311 Karma) 288
Gargoyles **288**
Gargoyle Template 288
Gargoyle Commoner Skill PACK 289
Dwarf Gargoyle, Commoner (1,064… 289
Elf Gargoyle, Commoner (1,074 Karma) 289
Giant Gargoyle, Commoner (1,445 Karma) 289
Gnoll Gargoyle, Commoner (1,106 Karma) 289
Goblin Gargoyle, Commoner (980 Karma) 290
Halfling Gargoyle, Commoner (980… 290
Hobgoblin Gargoyle, Commoner (1,043… 290
Human Gargoyle, Commoner (1,002… 290
Kobold Gargoyle, Commoner (1,033… 291
Lizardfolk Gargoyle, Commoner (1,097… 291
Minotaur Gargoyle, Commoner (1,129… 291
Ogre Gargoyle, Commoner (1128 Karma) 291
Orc Gargoyle, Commoner (1,076 Karma) 292
Shapechangers **293**
Doppelganger 293
Doppelganger Species Traits (590 Karma) 293
Average Doppelganger (1,130 Karma) 293
Were-creatures 293
Werelions 294
Werelion Base (450 Karma) 294
Dwarf Werelion, Commoner (925 Karma) 294
Elf Werelion, Commoner (926 Karma) 295
Giant Werelion, Commoner (1,214 Karma) 295
Gnoll Werelion, Commoner (942 Karma) 296
Goblin Werelion, Commoner (865 Karma) 296
Halfling Werelion, Commoner (845… 297
Hobgoblin Werelion, Commoner (894… 297
Human Werelion, Commoner (854 Karma) 298
Kobold Werelion, Commoner (887 Karma) 298
Lizardfolk Werelion, Commoner (939… 299
Minotaur Werelion, Commoner (952… 299
Ogre Werelion, Commoner (953 Karma) 300
Orc Werelion, Commoner (927 Karma) 300
Wererats 301
Wererat Base (255 Karma) 301
Dwarf Wererat, Commoner (730 Karma) 301
Elf Wererat, Commoner (731 Karma) 302
Giant Wererat, Commoner (1,019 Karma) 302
Gnoll Wererat, Commoner (747 Karma) 303
Goblin Wererat, Commoner (670 Karma) 303
Halfling Wererat, Commoner (650 Karma) 304
Hobgoblin Wererat, Commoner (699… 304
Human Wererat, Commoner (659 Karma) 305
Kobold Wererat, Commoner (692 Karma) 305
Lizardfolk Wererat, Commoner (744… 306
Minotaur Wererat, Commoner (757… 306
Ogre Wererat, Commoner (758 Karma) 307
Orc Wererat, Commoner (732 Karma) 307
Werewolves 308
Werewolf Base (285 Karma) 308
Dwarf Werewolf, Commoner (760 Karma) 308
Elf Werewolf, Commoner (761 Karma) 309
Giant Werewolf, Commoner (1,049… 309
Gnoll Werewolf, Commoner (777 Karma) 310
Goblin Werewolf, Commoner (700 Karma) 310
Halfling Werewolf, Commoner (680… 311
Hobgoblin Werewolf, Commoner (729… 311
Human Werewolf, Commoner (689… 312
Kobold Werewolf, Commoner (722… 312
Lizardfolk Werewolf, Commoner (774… 313
Minotaur Werewolf, Commoner (787… 313
Ogre Werewolf, Commoner (788 Karma) 314
Orc Werewolf, Commoner (762 Karma) 314
Trolls **315**
Troll Template 315
Sample Trolls 315
Troll Giant (1,879 Karma) 315
Troll Gnoll (1,400 Karma) 315
Troll Goblin (1,192 Karma) 316
Troll Minotaur (1,459 Karma) 316
Troll Ogre (1,519 Karma) 316
Troll Orc (1,394 Karma) 316
Wyverns 317
Wyvern Template 317
Wyvern, Young (494 Karma) 317
Wyvern, Adolescent (772 Karma) 317
Wyvern, Adult (1,061 Karma) 318
Wyvern, Old (1,731 Karma) 318
F. Fey **319**
Fey Nature, er, Nature of Fey, um… 319
Fey Classification 319
Universal Fey Powers 319
Universal Fey Powers (94 Karma) 319
Fey Elements 319
Air 319
Air Element Fey Powers (46 Karma) 319
Earth 320
Earth Element Fey Powers (51 Karma) 320
Fire 320
Fire Element Fey Powers (46 Karma) 320
Matter 320
Matter Element Fey Powers (46 Karma) 320
Mind 320
Mind Element Fey Powers (55 Karma) 320
Water 320
Water Element Fey Powers (56 Karma) 320
Fey Forms 320
Wisps 320
Wisp Form Fey (627 Karma) 320
Wode 321
Wode Form Fey (635 Karma) 321
Wyrd 321
Wyrd Form Fey (525 Karma) 321
Faeries 321
Faerie Form Fey (774 Karma) 321
Fey Skills 321
Fey Skills 321
Sample Fey **321**
Bergbui (Earth & Matter Wyrd) 321
Bergbui (Earth & Matter Wyrd, 1,056… 321
Brownie (Earth & Mind Wode) 322
Brownie (Earth & Mind Wode, 1,260… 322
Dancing Ember (Fire Wisp) 322
Dancing Ember (Fire Wisp, 1,124 Karma) 322
Nymphs (Earth, Matter, Mind, & Water… 323
Dryad (Earth, Matter, Mind, & Water… 323
Pixie (Air, Earth, Matter, & Mind Faerie) 323
Pixie (Air, Earth, Matter, & Mind Faerie… 324
Uiscewyrd (Matter & Water Wyrd) 324
Uiscewyrd (Matter & Water Wyrd… 324
Will-o-the-Wisp (Air Wisp) 325
Will-o-the-Wisp (Air Wisp, 1,216 Karma) 325
G. Undead **326**
Becoming Undead **326**
Corporeal 326
Incorporeal 326
Feeding 326
The Undead, Edge, & Professional Rating 326
Degeneracy of the Undead 327
The Undead & Other Spirits 327
Getting Rid of the Undead 327
Zombies **328**
New-Born Zombie Template 328
New-Born Zombie: Human Commoner… 328
Skeletons **328**
Average Skeleton Template 328
Average Skeleton: Human Commoner… 328
Ghouls **329**
New Ghoul Template 329
Average Ghoul: Human Commoner… 329
Bonewights **329**
Average Bonewight Template 329
Average Bonewight: Human Commoner… 330
Wights **330**
New Wight Template 330
Average Wight: Human Commoner… 330
Apparitions **331**
New Apparition Template 331
Average Apparition: Human Commoner 331
Undead Spirits **332**
New Undead Spirit Template 332
Average Undead Spirit: Human 332
Shadows **333**
New Shadow Template 333
Average Shadow: Human Commoner 333
Wraiths **334**
New Wraith Template 334
Average Wraith: Human Commoner 334
Spectres **335**
New Spectre Template 335
Average Spectre: Human Commoner 335
Vampires, Liches, & Ghosts **336**
Applying Corporeal Undeath **336**
H. Spirits **337**
Spirit Karma Costs 337
Spirits of Chaos 337
Spirits of Evil 338
Spirits of Good 338
Spirits of Order 338
I. Angels & Demons **339**
Angel/Demon Emissaries **339**
Angel/Demon Emissary (1,973 Karma) 339

Angel/Demon Marshals **340**
Angel/Demon Marshal (2,081 Karma) 340
Angel/Demon Troops **340**
Angel/Demon Aerial Troop (1,146 Karma) 340
Angel/Demon Ground Troop (1,126… 341
J. Creatures of Chaos **342**
Crawling Maw **342**
Crawling Maw (1,307 Karma) 342
Void Stalker **342**
Void Stalker (2,729 Karma) 343
K. The Old Ones **344**
Dragons **344**
Dragon Template 345
Dragon, Young (1,179* Karma) 345
Dragon, Adolescent (2,086* Karma) 345
Dragon, Young Adult (6,003* Karma) 346
Dragon, Adult (10,172* Karma) 346
Dragon, Mature (14,986* Karma) 347
Dragon, Old (21,784* Karma) 347
Dragon, Venerable (27,678* Karma) 348
Dragon, Ancient (34,768* Karma) 348
Spiderfolk **349**
Hunter Spiderfolk 349
Young Hunter Spiderfolk (1,442 Karma) 349
Adolescent Hunter Spiderfolk (2,178… 349
Adult Hunter Spiderfolk (3,327 Karma) 350
Old Hunter Spiderfolk (4,596 Karma) 350
Ancient Hunter Spiderfolk (7,294 Karma) 350
Weaver Spiderfolk 350
Young Weaver Spiderfolk (1,386 Karma) 350
Adolescent Weaver Spiderfolk (2,133… 351
Adult Weaver Spiderfolk (3,312 Karma) 351
Old Weaver Spiderfolk (4,538 Karma) 351
Ancient Weaver Spiderfolk (7,190 Karma) 351
Degenerate Spiderfolk 352
Treefolk 352
Treefolk Speices Traits (2,544 Karma) 352
Treefolk, Average (3,009 Karma) 352
L. Powers & Weaknesses **353**
Core Rules Powers & Weaknesses… **353**
Alienate 353
Astral Gateway 353
Dive Attack 353
Energy Aura 353
Essence Drain 353
Essence Loss (Weakness) 353
Flight 353
Hardened Armor 354
Immunity 354
Induced Dormancy (Weakness) 354
Materialization 354
Natural Weapon 354
Pounce 354
Sapience 354
Secretion/Substance Extrusion (Silk… 355
New Powers **355**
Astral Camouflage 355
Astral Inversion 355
Astral Phasing 355
Astral Shunt 356
Attribute Damage 356
Attribute Drain 356
Death Wail 356
Elemental Melee Attack 356
Fortified Body/Willpower 356
The Great Plague 357
Hive 357
Improved Banishing Resistance 357
Incorporeal 358
Ink Sack 358
Mana Resistor 358
Physical Mimicry 358
Shapeshift 359
Summoning Resistance 359
Suppressed Metabolism 360
Swim 360
Undead Hunger 360
Verugilsh 360
Wound of Chaos [Rating] 360
New Weaknesses **361**
Powerless 361
Powers Lists **362**

List of the Lists, Tables, & Images

I. Overview Tables
Table: Character Creation Overview 3
Table: Species Total Karma Cost 4
Table: Social Class & Vocational Upbringing 4
Table: Heroic Status 4
Table: Attribute Karma Cost 5
Table: Species' Attribute Bonuses 5
Table: Magically Active Karma Costs 5
Table: Magical Colleges' Karma Costs 5
Table: Magic Powers Karma Costs 6
Table: Magical Schools' Karma Costs 6
Table: Skills' Karma Costs 7
Table: Styles & Techniques' Karma Costs 7
Table: Gold Karma Cost 7
Table: Contacts' Karma Costs 7
Table: Aligned Item Costs 10
Table: Terrain Environmental Modifiers 12
Table: Fire! 15
II. Species Tables
Table: Species Total Karma Cost 16
Table: Species Karma Difference 16
Table: Species Movement 17
Table: OTR Conversions 17
Table: Species Vision 17
Table: Species' Qualities 18
III. Social Class & Heroic Status Tables
Table: Social Classes 23
Table: Earning Coin Modifiers 24
Table: Earning Coin by Social Class… 25
IV. Attributes Tables
Table: Species' Attribute Bonuses 28
Table: Attribute Tree 28
Table: Species Maximum Attributes… 28
Table: Attribute Karma Cost 28
V. Magic Tables
Table: The Magic Quality (Ordeal Born) 36
Table: Magical Ability Karma Costs 36
Table: Standard Magical Colleges & Their… 37
Table: Individual Schools' Karma Costs 37
Table: Magic Powers By School 39
Table: Magic Powers' Karma Costs 39
Table: Spirits' Spell Category Associations 41
Table: Spirit Index Modifications 57
Table: General Mind-Affecting Spell Bonus… 59
Table: Common Species Classifications 59
Table: Teleportation Mishap 63
Table: Magical Initiation Rank Costs 66
Table: Typical Animals by Essence 75
Table: Harvesting Area Modifiers 83
Table: Assensing Test's Reagent Quality &… 83
Table: Conon Magical Items Creation Rules 86
Table: New Magical Items Creation Rules 87
Table: Astral Signatures 93
Table: Astral Perception Terrain Thresholds 95
Table: Astral Perception Observe in Detail 95
Table: Reading (Assensing an Aura/Form) 96
Table: Reading (Assensing a Signature) 97
Table: The Realm's Magical Pressures 100
VI. Qualities Tables
Table: Ordeal-Scarred 117
VII. Skills Tables
Table: Standard & Heroic Skills' Karma Costs 121
Table: Legendary Skill Karma Costs 122
Table: Epic Skill Karma Costs 122
Table: Epic Skill Karma Costs, Continued 122
Table: Basic Mount Commands 128
Table: Situational Dice Pool Modifiers to… 128
Table: Weapon Size Base Thresholds &… 130
Table: Survival Base Thresholds 131
Table: Survival Threshold Modifiers 131
Table: Survival Dice Pool Modifiers 132
Table: Daily Food by ES 133
Table: Daily Water by ES 133
Table: Basic Full Suit Clothing/Armor… 135
Table: "Tents" Temperature Ratings 135
Table: Clothing, Armor, & Tents 135
Table: Survival DV Multipliers 135
Table: Prejudices & Predilections of the… 137
Table: Monster Knowledge 138
Table: Old Texts Dice Pool Modifiers by… 140
Table: Encumbrance Effects 141
Table: Encumbrance by Physical Limit 142
VIII. Styles Tables
Table: Learning Styles 145
Table: Martial Techniques List 147
Table: Called Shot Martial Techniques List 155
Table: Complex Action Martial Techniques… 155
Table: Free Action Martial Techniques List 155
Table: Simple Action Martial Techniques List 155
Table: Defense Test Martial Techniques List 156
Table: Other Action Martial Techniques List 156
Table: Armor Techniques List 157
Table: Social Techniques List 158
Table: Master Techniques List 161
Table: Styles List 163
IX. Gold & Equipment Tables
Table: Settlement Size Availability Modifiers 167
Table: Humanoid ES Height Ranges &… 168
Table: Weapon Size Base Thresholds &… 168
Table: Social Class Clothing Packages 169
Table: Adventuring Gear Package 169
Table: Clothing, Articles 170
Table: Clothing, Outfits 171
Table: Common Armors 174
Table: Armor Pieces 175
Table: Basic Clothing Armor Pieces 175
Table: Light Leather/Padded Armor Pieces 175
Table: Leather Armor Pieces 175
Table: Studded Leather Armor Pieces 175
Table: Hide Armor Pieces 175
Table: Scale Armor Pieces 176
Table: Chainmail Armor Pieces 176
Table: Banded Mail Armor Pieces 176
Table: Splint Mail Armor Pieces 176
Table: Plate Mail Armor Pieces 176
Table: Rare Cloth Armors 176
Table: Rare Leather Armors 176
Table: Rare Metal Armors 177
Table: Special Armors 177
Table: Shields & Helms 177
Table: Armor Materials Modifiers 178
Table: Armor Quality Modifiers 179
Table: Helms/Shields Quality Modifiers 179
Table: Base Donning Clothing/Armor Times 180
Table: Basic Full Suit Clothing/Armor… 180
Table: Specific Common Clothing/Armor… 180
Table: Specific Rare Clothing/Armor… 180
Table: Tent Packages 180
Table: "Tents" Temperature Ratings 181
Table: Clothing, Armor, & Tents… 181
Table: Weapons Base Values 182
Table: General Weapons 183
Table: General Weapons, Continued 184
Table: Weapon Ranges (in meters) 184
Table: Weapon Materials 188
Table: Weapon Quality Modifiers 188
Table: Weapon Damage Conversions 188
Table: Book Prices & Weights by Pages 189
Table: Adventuring Gear 190
Table: Containers 192
Table: Low Alchemy Items 194
Table: Alchemist's Labs & Kits Bonuses 196
Table: Specialty Gear 199
Table: Formula Costs 201
Table: Base Reagent Costs 201
Table: Raw Dram Costs by Reagent Type 201
Table: Reagent Quality Multipliers &… 201
Table: Foci Costs 202
Table: Attribute Foci Karma Bonding Costs 202
Table: Foci Enhancement Force Modifiers 202
Table: Canon Magical Compounds (SG, 218) 202
Table: Canon Magical Items Costs 203
Table: New Magical Items Costs 203
Table: Food, Drink, Lodging, & Other… 204
Table: Animals, Mounts, & Gear 205
Table: Transport 205
Table: Exotic Animals 205
Table: Lifestyles 208
Table: Hirelings & Services 209
Table: Slaves 210
Table: Starting Gold 211
X. Downtime Tables
Table: Once Per Downtime Improvements 213
Table: Additional Improvements 213
Table: Character Improvements & Training… 215
Table: Instruction Costs 216
Table: Earning Coin Modifiers 217
Table: Earning Coin by Social Class… 217
XI. Gamemastering Tables
Table: Mounts' Carrying Capacities in kg (lbs) 221
Table: Chase Movement Speeds 221
Table: Overland Travel Rates 222
Table: Terrain & Overland Movement 222
Table: Hills & Other Terrain Overland… 222
Table: Population Types 225
Table: Settlement Types 227
Table: Settlement Population & Density 227
Table: Settlement Density 227
Table: Spheres of Influence 228
Table: Random Dependent Settlements 228
Table: Average Settlement Total Populations 229
Table: Average Settlement Agriculture Area 229
Table: Terrain Population Density 230
Table: Densities by ES 230
Table: Settlement Population by ES 231
Table: Settlement Social Classes, pt 1… 231
Table: Settlement Social Classes, pt 2… 231
Table: Settlement Social Classes, pt 3… 231
Table: Settlement Social Classes, pt 4… 231
Table: Average Settlement Social Classes 231
Table: Military Class Tiers' Average Pop… 232
Table: Military Recruitment & Conscription… 232
Table: Settlement Businesses 236
Table: Primary Settlement Universities 237
Table: Primary Settlement Livestock 237
Table: Primary Settlement Beasts of Burden 237
Table: Settlement Size Availability Modifiers 238
Table: Secondary Settlement Distances 240
Image: Ashwyrm Spheres of Influence 242
Image: Duvaran Terrain Density 243
Table: Duvaran Area Populations 243
Image: Duvaran Major Settlements Spheres… 244
Image: Duvaran Map 245
XII. Creatures Tables
Table: General ES Height Ranges &… 246
Table: Extended ES Height Ranges &… 246
Table: Average Body/Agility/Reaction… 247
Table: Base Movement by ES 247
Table: Thide'grresh Age Categories 260

Table: Species Social Class PACK Karma Costs 264
Table: Gargoyle Karma Costs by Species 289
Table: Werelion Karma Costs by Species 294
Table: Wererat Karma Costs by Species 301
Table: Werewolf Karma Costs by Species 308
Table: Average Wyvern Sizes 317
Image: Degeneracy of the Unconsecrated… 327
Table: Corporeal Undead Attribute Modifiers 336
Table: Corporeal Undead Powers &… 336
Table: Spirit Karma Costs 337
Table: Average Dragon Sizes 344
Table: Average Hunter Spiderfolk Sizes 349
Table: Average Weaver Spiderfolk Sizes 349
Table: Natural Weapon Karma Costs 354
Table: Rising from the Great Plague 357
Table: Type of Undead Rising 357
Table: First Roll: 1D6, Positive or Negative 360
Table: Second Roll: 3D6, Afflicted Stat 360
Table: Critter Powers List 362
Table: Spirit Powers List 363
Table: Matrix Critter Powers List 363
Table: Full Critter Weaknesses List 363

Introduction

My dear gentle reader[1], you hold in your hands (or more likely see on your screen) the result of over a year's worth of work accompanied by nearly a year of playing the standard Shadowrun rules with an additional five months or so of playtesting these rules; rules which are, in essence, a serious parody of Shadowrun's rules for use in a fantasy setting.

Additionally, there are many elements that have been influenced, inspired, and incorporated from other role playing games with AD&D, Call of Cthulhu, D&D 3.5, Pathfinder, and Warhammer Fantasy Roleplay being at the forefront.

Rest assured that these rules have not been fully playtested nor has every element presented herein been explored at the table. In the common tongue of the age what this book represents is a "beta" version of the rules, or maybe even an "alpha-plus" version.[2]

In fact there exists two versions of these rules, the first version is used in a Forgotten Realms campaign run by Tim and is the version playtested (recordings of which can be found at fizzygoo.com/ita/campaigns#SC – the Sword Coast campaign). This version used a best fit adaptation of the Faerunean races following the standard character creation and racial Attributes, which marks the primary and almost only difference between the two versions. It provided the skeletal framework for the second version.

The second version, this version, is primarily for my own fantasy setting, Agrros Guleth, with the intent of fixing, or at least addressing, the issues, inconsistencies, and errors of the core system. Of course I do not expect this book to be free of error, inconsistencies, or issues of its own…but there is great freedom in knowing that those problems are my responsibility to address and fix when they come up.

Great care has been taken so as to ensure that **you will need the canon Shadowrun books**, specifically *Shadowrun 5th Edition Core Rulebook*, *Street Grimoire*[3], *Run & Gun*, *Run Faster*, and *Howling Shadows,* in order to play as this is not a stand-alone book but more of an unofficial non-canon serious-parody alternate-world campaign rule book. And even then, it is not the Agrros Guleth campaign book, only the rules for adapting Shadowrun rules for it. So…buy those official books (or at least the core book), modify what you want or need to from this book for your own fantasy settings, and play!

Especially as the degradation of official communications began to intensify towards the overall Shadowrun community over the past half-decade (not counting the often excellent, but officially not official, communications from the freelance writers and forum admins which have often gone above and beyond expectations), my philosophy has been that if I don't like, agree, or am just confused by some section of the Shadowrun rules that instead of solely issuing complaints on the forums I would instead re-write the offending section and offer that up as constructive criticism so that even if it goes unheard of in official channels, it serves as a reference for the community in general and my game group specifically. This has brought about two fully written up missions and four rule expansions/clarifications books for the standard Shadowrun 5th Edition rules and setting (which are also freely available at fizzygoo.com/ww/shadowrun.php – among things). Taken together, these works served as a complimentary piece to Tim's Forgotten Realm's conversion document in creating this version.

On a personal note, I have been playing Shadowrun, or at least attempting to, on and off since 1989 and creating this work has long been a dream of mine but it is with sincere thanks to Tim for initiating the formative push that got this ball rolling. While I entered role-playing games via D&D it was through Shadowrun that I learned how to role-play, partly because I began playing it at a key point in maturation but also because it excited every aspect of my being; from the guns, cars, dragons, and fireballs to the socio-political and economic complexities of the real world that it mirrors. The early editions were and are an inspiration and in part inspired me to get a degree in physics and history; Shadowrun's duality of technology and history-inspired magic. In short, I love Shadowrun – "Grade A bang-bang!"[4]

Logan Hill a.k.a. Fizzygoo
Santa Rosa, CA
16-Feb-2017

---

[1] Seriously? This is how this starts out, "dear gentle reader"? And footnotes in the introduction?!? Also, it'sthe only reason she loves me…footnotes in the introduction.
[2] OMG! Could have just said, "this is a beta version of semi-playtested rules!"
[3] The 2nd printing of *Street Grimoire* came out during the writing of this book but since the downloadable pdf did not include any of the changes (or at least only the changes from the original errata sheet from years ago or not new errata only the old) this book references the 1st printing.
[4] Hatchetman on 12-17-2050 quoting Clarence Boddicker in Robocop (1987), *Street Samurai Catalog*, 60.

I. Overview

The best advice I received was during the Siege of Fengnaul as we fought off General Narumbukurl's army. During the scorching summer that year, thousands of his orcs stormed the walls, climbing over their fallen comrades, every day for weeks on end. During a lull in horde's advances, a fellow archer, whose name I never learned, said to me, "aim accurately, spare arrows, and never negotiate with dragons."

~Aslairi Verlendif

True Account of the 'Ikrektaungko War' from 1343 EF to 1362 EF (1391 EF)

This chapter delves into some of Shadowrun 5th edition's rules and how to use them with a fantasy setting in general, and Agrros Guleth in particular. Sections of this chapter after A Character Creation Overview include notes, changes, and additions to the standard rules that do not fit well in the other chapters.

There are sidebars throughout this and the following chapters entitled "AG Specific" which detail how the rules differ from the standard Shadowrun 5th edition rules and/or the modified rules being used for the Forgotten Realms setting.

A. Character Creation Overview

When creating characters in the Agrros Guleth setting using Shadowrun 5th Edition rules replace the standard character creation process with the following variation of the Point Buy system from *Run Faster* and follow the steps in the Character Creation Overview table, below. You start with 800 Karma (Starting Karma) and need to spend your Starting Karma in nine sections; Species, Social Class & Heroic Status, Attributes, Magic, Qualities, Skills, Styles, Goods & Services, and Miscellaneous.

The Character Creation Overview table below lists the steps of character creation.

Qualities vs. Everything Else

Since everything is purchased with Karma at character creation as well as after (with a few exceptions), then many purchases work much like buying Qualities (and purchasing Qualities, during and after character creation, works as per standard Shadowrun 5th Edition core rules). Most everything is noted as to whether it follows the Qualities rule of "double the Karma cost" for post-character-creation purchasing. If it doesn't, ask your GM. But when in doubt follow this rule: Is it an Attribute or Skill (including Styles and Techniques)? If yes, its cost is **not doubled**. If no, it is not an Attribute or Skill, (including Styles and Techniques), then double its Karma cost for post-creation purchasing.

Negative Qualities, however, give you Karma. They increase your Starting Karma. If something references your Starting Karma then it is the 800 Karma (or whatever base you GM set for your character) plus your starting Negative Qualities Karma (even if you later buy them off).

Buying Positive Qualities doesn't balance the scale, either. If your GM starts you with 800 Karma and during character creation you take 30 Karma worth of Positive and 30 Karma worth of Negative Qualities, then your Starting Karma is 830.

What does this all mean, why spend the time on it? Well, short term, nothing. Long term however, it means you (not necessarily your character in this case) are willing to take short cuts to power. See the "Impatient" part of B Alignment, below for more on this. Additionally, if you buy off your Negative Qualities you're still at that 800 Karma + Negative Qualities + Karma Earned & Bought total Karma but you have now effectively given back the original Negative Qualities Karma you "borrowed" in addition to paying for it again as it costs double the original Karma to get rid of a Negative Quality.

Negative Qualities & Karma Example

Tracy takes 25 worth of Negative Qualities at character creation so the character has a total Starting Karma of 825.

After several Adventures, Tracy's character has earned 50 Karma, which is spent to get rid of all of his Negative Qualities (as it costs double the original cost to do so). So while his Total Karma is 875, he's only benefited from that original 25 Karma from the Negative Qualities.

While his companions who didn't take any Negative Qualities at character creation have a 25 Karma lead in Skills, Attributes, etc. over Tracy's character. Good thing they're friends.

So you should think long and hard as to whether a Negative Quality really fits you character concept.

On the flip side, you can spend up to 60 Karma on Positive Qualities? Really? Why yes, yes you can. And here's why: You want to use Edge like in a normal Shadowrun game? That's 10 Karma for the Hero Positive Quality. You want to have opened yourself to the possibility of using magic? That's 15 Karma for the Ordeal Born Positive Quality. So right off the bat, there's 25 Karma worth of Positive Qualities that it would be wise to purchase during character creation. Oh, and you want to be a full magician, that's another 30 Karma, so that's 55 Karma on Positive Qualities leaving you with only 5 Karma-worth of Positive Qualities remaining to buy.

Table: Character Creation Overview

Character Creation Step	Min. Karma You must spend	Max. Karma You can spend
I. Species: Purchase your species (all species, even humans, have a cost). A. Do not apply your species' Attribute bonuses to your Attributes yet. B. Make a note of your species' Qualities (these Qualities do not count towards your maximum Positive and Negative Quality Karma limits).	91 (100 with Attribute penalty costs factored in)	199 (229 after Attribute penalty costs factored in)
II. Social Class & Heroic Status: Purchase social class and choose vocational upbringing. A. Note social modifiers, Contact purchasing modifiers, and gold modifiers. B. Purchase Heroic Quality (10 Karma, to regain spent Edge as normal &to be able to burn Edge) or not (regain spent Edge per week rather than per day & unable to burn Edge).	-30	160
III. Attributes: All ten Attributes (standard eight plus Edge and Magic) start at rating 1 and the eleventh Attribute, Essence, starts at 6 (max for most mortal species). A. Purchase Attributes: 1. Adjust base Attributes by spending Karma to raise them as normal, OR 2. Gain starting Karma by reducing them. B. After Karma expenditures, finalize Attributes by your species' Attribute bonuses. C. Final Attribute Ratings 1. All final ratings must be at least rating 1. 2. Only one of the ten Attributes may be at starting maximum: 6 + species' bonus + Qualities, if any, and not including Hero Quality modifications. 3. Only two finalized Attributes may be rating 1 (all others must be 2 or higher).	None (200 suggested minimum)	None (But you can start with only one Attribute at species' maximum)
IV. Magic: Decide if your character is magically active. If yes, then; A. Purchase the Ordeal Born Positive Quality (15 Karma). B. Purchase your Magical College (30 Karma max) which includes the cost for your Magical School(s) appropriate to your College and fill in the details. C. You can choose to purchase the Patron Deity/Mentor Spirit Positive Quality (5 Karma). D. These purchases count towards your maximum Positive Qualities (60 Karma max). E. Purchase the appropriate Powers related to your College and its Schools (these do not count as Qualities, nor against your Maximum Positive Qualities)	0	50
V. Qualities: Choose Qualities. A. You may buy up to 60 Karma worth of Positive Qualities (including Heroic Quality in Step II and the Magic options in Step IV but not including Qualities from your species). B. You can take up to 30 Karma worth of Negative Qualities at character creation. (Though you can take more Negative Qualities without gaining additional Karma if you choose; you're just capped at 30 bonus Karma. Negative Qualities from your species do not count towards your 30 Karma cap.)	-30	60
VI. Skills: Purchase skills, skill groups, and specializations. Suggested starting skills based on social class are provided as skill PACKS (with corresponding Karma cost). A. You gain free Knowledge and Language skill points equal to (Logic + Intuition) × 2 as per the Sapience Power, spent on a one-to-one basis for skill ratings. The Knowledgeable Positive Quality changes this multiplier from × 2 to × 3 (elves naturally have this quality as a part of their species Karma cost).	None (100 suggested minimum)	None (400 suggested maximum)
VII. Styles: Purchase Styles, Specializations, and Techniques. A. Purchase up to two Styles (only one if you have purchased a Magical College) as well as Specialization in those Styles. B. Gain one free Technique per Style purchased. C. Purchase additional Techniques for each Style (maximum of 4 purchased, 5 total). D. If you do not purchase any Styles, you may purchase one Lone Technique.	None	68 (34 if you purchased a Magical College)
VIII. Goods & Services: Purchase gold with Karma and then purchase your equipment, spells, rituals, alchemical preparations, telesma, talismans, foci, etc. 1 Karma equals 10 gold pieces (gp), based on 1 Karma equals 2,000¥.	0 (10 suggested minimum)	200
IX. Misc: Miscellaneous finishing touches; purchase Contacts, determine starting Reputation scores, etc.	Varies	Varies

Law of Average & Character Creation

The average human is a commoner that has not undergone the Ordeal (which would allow them to use most magical skills), let alone training in magic, so that's 100 Karma (100 for human, 0 for the rest).

The average human will have rating 3 in all eight base Attributes and in Edge and Magic – it's a magical world so everything living thing has at least rating 1 magic unless they're Burn Outs – (+250 Karma for Attributes, 350 so far).

For skills, the average human will have the Commoner's Skill PACK (54 Karma, see below), plus an additional number of skills or higher skill ranks in some of the PACK skills (but at most only about 46 Karma worth, 100 total Karma for skills, 450 total so far).

For net worth, the average Commoner will not own their housing and only possess the most basic of equipment to do their job, cook, and the like, which equates to approximately 10 gold (1 Karma) with no more than 5 gold on hand in any given month (most of which goes towards food, taxes (a.k.a. rent), and general welfare).

In total, the average human commoner is a 451 Karma build. The same halfling commoner would only cost 462 Karma, while an ogre commoner would cost 580 Karma.

Character Creation Karma Costs

Below are the base Karma costs for each of the nine Character Creation steps. Only the costs for the choices within each section are listed or stated, that which is gained from each purchase is found within the corresponding chapters below or in the Shadowrun core books.

I. Species

Purchase your species. Only purchase one species. Don't purchase two, silly.

Table: Species Total Karma Cost

Species	Karma	Species	Karma
Dwarf	171	Human	100
Elf	172	Kobold	133 (153)
Gnoll	188	Lizardfolk	185
Goblin	111 (131)	Minotaur	192
Halfling	91 (111)	Ogre	199 (229)
Hobgoblin	140	Orc	173

(The numbers in parenthesis include the minimum Karma cost to keep penalized Attributes at at least rating 1. And since you would be forced to spend at least that much in Attributes, this represents the true cost of the species even though the additional Karma is spent in the Attributes Step of character creation. But to be clear, you use the first number as the cost for the species, the number in parenthesis is merely to be informative.

For example, a goblin character must spend at least 10 Karma on both her Body and Strength to raise them from rating 1 to rating 2 so that she will have rating 1 in both after her species' Attribute penalties [-1 to each] are applied.)

Species & Qualities

Positive and Negative Qualities gained from your species do not count towards your maximum Positive and Negative Qualities (-60/+30 Karma max, respectively) at character creation.

Species' Karma costs **are not doubled** after Character Creation…but something else must be going on if you're doing something that weird. Talk to your GM, make sure you don't have a fever, relax a bit, have a cup of tea, and then come back and see what's going on.

II. Social Class & Heroic Status

Purchase your Social Class (being a Commoner is free) and choose your Vocational Upbringing (at no cost, but there are minimum Skill rating restrictions).

Table: Social Class & Vocational Upbringing

Social Class	Karma Cost	Vocational Upbringing (choose one, no cost)
Slave	-30	Unskilled
Commoner	0	Skilled
Expert	25	High Society
Noble	75	
Royal	150	

Purchase the Heroic Positive Quality if you want to. It allows you to spend and regain Edge normally (as per Shadowrun core rules) in addition to post creation benefits. If you do not purchase this Quality then you cannot burn Edge and it takes you longer to regain it (but you can purchase it after character creation…at twice the cost).

Table: Heroic Status

Status	Karma Cost
Non-Heroic (no Heroic Quality)	0
Heroic (Heroic Quality)	10

Social Class & Heroic Status & Qualities

Social Class is not counted as a part of your Qualities maximums.

The Heroic Positive Quality counts towards your maximum Positive Qualities (-60 Karma max).

Social Classes' Karma costs **are not doubled** after Character creation, but unless you're a time traveler then you're not going to be able to change where you came from.

The Heroic Positive Quality's Karma cost **is doubled** after Character Creation.

III. Attributes

You can only purchase one Attribute at rating 6 (before applying Species' Attribute bonuses, Qualities, etc.), your maximum starting Magic Atribute is rating 4, and you may only have two Attributes at rating 1 (after apply Species' Attribute bonuses, Qualities, etc.) during Character Creation.

Table: Attribute Karma Cost

Desired Rating	Karma Cost	Desired Rating	Karma Cost
-4	-75	2	10
-3	-35	3	25
-2	-20	4	45
-1	-10	5	70
0	-5	6	100
1	0/Base	7	135

After you have spent Karma on your Attributes, apply your species' Attribute bonuses to the appropriate Attributes.

Table: Species' Attribute Bonuses

Species	Attribute Bonuses
Dwarf	+2 BOD, +1 STR, +1 WIL, +1 CHA
Elf	+1 AGI, +1 REA, +1 INT, +2 CHA
Gnoll	+1 BOD, +1 AGI, +2 STR, +1 INT, +1 CHA
Goblin	-1 BOD +1 AGI, +1 REA, -1 STR, +1 INT, +1 CHA
Halfling	-1 BOD, +1 AGI, -1 STR, +1 WIL, +1 INT, +1 CHA
Hobgoblin	+2 BOD, +1 AGI, +1 STR, +1 INT
Human[1]	+1 to any 3 OR +2 to 1. And +1 Edge, +15 Karma
Kobold	-1 BOD, +1 AGI, +2 REA, +1 STR, +1 INT
Lizardfolk	+2 BOD, +1 AGI, +2 STR, +1 WIL
Minotaur	+3 BOD, +2 STR, +1 INT
Ogre	+4 BOD, -1 AGI, -1 REA, +4 STR, -1 INT
Orc	+2 BOD, +1 AGI, +2 STR

[1] The human bonuses to any 3 or any 1 cannot be applied to Special Attributes (Edge, Magic, or Essence), but these points increase the natural and Hero maximum ratings for the Attributes to which they are applied.

Attributes & Qualities

Attribute purchases do not count towards your maximum Positive and Negative Qualities at character creation (-60/+30 Karma respectively). Obviously, Qualities that affect Attributes do.

Attributes' Karma costs **are not doubled** after Character Creation.

IV. Magic

You may only purchase one Magical College at Character Creation. If you design a custom College then you need your GM's approval (and it should not wholly mimic any two or more of the other Colleges).

Your Magic Attribute must be at least 1 (which is the default starting rating before you put Karma into it) in order to use magic skills and abilities, with a maximum of 4 at character creation (though depending on the campaign style, the GM may adjust the maximum as desired).

If you purchase a Magical College then you may only purchase one Style (see below) at Character Creation (where if you do not purchase a Magical College then you may purchase two Styles).

Table: Magically Active Karma Costs

Magical Status	Karma Cost
Not Magically Active	0
Magically Active (Ordeal Born Quality)	15
Patron Deity/Mentor Spirit Quality	5

If you are Magically Active (have purchased the Ordeal Born Positive Quality), purchase your Magical College. See chapter V Magic for the Schools that each of the listed Magical Colleges gains (each of which makes up the Colleges' Karma costs).

You may only have one Magical College at character creation and this is your Primary College.

Table: Magical Colleges' Karma Costs

Magical College	Karma Cost	Magical College	Karma Cost
Adept	15	Magician	30
Aspected	10	Ovate	15
Bardic	10	Custom	Varies, 30 max

If you are an adept or a custom magic-user with access to Power Points then you gain your first Power Point for free. You must purchase additional Power Points with Karma and you can never have more Power Points than your Magic Attribute; Power Points cost 4 Karma if bought with your Primary College (8 Karma for Secondary Colleges).

You can now purchase Astral Projection for 4 Power Points, but you also must have purchased Astral Projection (which means for a standard character creation you will be unable to purchase Astral Projection through the Adept or Physical School).

If your Primary College is Bard, then it costs 5 Karma per Bardic Ability (10 Karma for Secondary Colleges). You gain the Bardic Rally Bardic Ability for free. The most Bardic Abilities you can know at any time is equal to your Magic Rating.

If you are an Ovate, then you gain one free Harness Slot and you must purchase additional Harness Slots for 10 Karma each (20 each if it is through a Secondary College) . You can never have more Harness Slots than your Magic Attribute.

If you are creating a custom magic-user, then the maximum Karma you can spend on Magical Schools is 30.

All formulae purchased at character creation only cost Karma, no gold cost, and are only restricted by Availability (max 12). Additionally, at character creation you have already learned the formulae (though you should have an idea of where and when your character spent the base time to learn them as a part of your backstory).

All formulae cost 5 Karma through your Primary College (and 10 Karma through Secondary Colleges).

Alchemical preparation, foci, foci enhancement, and talisman formulae just teach you how to make the associated items; you still have to purchase the actual items (and possibly spend Karma to bond them) separately during Step VIII Goods & Services.

The maximum number of all formulae that you can know at character creation is equal to your Magic Rating × 2.

The maximum number of bound spirits you can have at character creation equals half your Magic Rating (round down).

At character creation the most foci you can have bonded (their total Force) is equal to your Magic Rating × 2 and you must pay the bonding Karma cost in addition to the gp cost.

Table: Magic Powers Karma Costs

Power Points	Karma Cost	Bard Abilities/Ovate Harness Slots	Karma Cost
Primary School	4	Primary School	5/10
Secondary Schools	8	Secondary Schools	10/20
Formulae (Spells, Rituals, Alchemical Preparations, Foci, Foci Enhancements, Summoning, & Talismans)			
Primary School	5	Secondary School	10

If you choose to make a custom Magical College, the following table lists the individual Magical Schools' Karma Costs.

Table: Magical Schools' Karma Costs

Magical School	Karma Cost	Magical School	Karma Cost
Conjuring	5	Bardic[2]	5
Enchanting	5	Harnessing[3]	10
Sorcery	5	Astral Perception	5
Physical (PP[1])	15	Astral Projection[4]	10

[1] Power Points. You gain 1 free PP on first learning this School
[2] You gain the Bardic Rally Bardic Ability for free on first learning this School.
[3] You gain one free Harnessing Slot on first learning this School.
[4] You must have to have the ability of Astral Perception in order to take Astral Projection.

Magic & Qualities

All listed Magical Karma costs (Qualities, Colleges, [and their constituent Schools]) are applied towards your maximum Positive Qualities limit at character creation (-60 Karma maximum), except the Magic Powers, Power Points, Bardic Abilities, and Harness Slots, which do not.

Magical Qualities, Magical Colleges and Magical Schools' Karma costs **are doubled** after Character Creation. Magical Powers' (Power Points, Bardic Abilities, Harness Slots, and Magical Qualities) Karma costs **are not doubled** for your Primary College (before or after character creation) but they **are doubled** for your Secondary Colleges (which can be learned only after character creation).

V. Qualities

Purchase other Positive and Negative Qualities as you like while keeping track of the Character Creation maximums for both.

Qualities & Karma

Maximum Karma you can spend on/gain from…
Positive Qualities is 60 Karma
Negative Qualities is 30 Karma

The Heroic Positive Quality (10 Karma), Ordeal Born Positive Quality (15 Karma), Patron Deity/Mentor Spirit Positive Quality (5 Karma), and Magical Colleges & Schools (10 to 30 Karma) all count towards your maximum Qualities at Character Creation.

Choose additional Qualities here if you have not yet reached the maximums by purchasing Positive Qualities and gaining bonus Karma from Negative Qualities.

All Qualities' Karma costs **are doubled** after Character Creation.

VI. Skills

You cannot purchase a Skill or Skill Group rating higher than 6 at character creation unless you have taken the Aptitude Positive Quality (14 Karma) which allows you to raise one Skill (not a Skill Group) to 7 at character creation; you still must spend the Karma to raise that Skill to 7.

The Karma costs in the table below represent the total Karma cost of purchasing a skill at the listed rating.

With the Sapience Quality (free as a part of all Species' base Qualities), you gain free Knowledge and Language skill points equal to (Logic + Intuition) × 2. These points are spent on a one-to-one basis for skill ratings (i.e. spending 3 of these points on a Knowledge skill gives you that skill at rating 3). The Knowledgeable Positive Quality changes this multiplier from × 2 to × 3 (elves naturally have this quality as a part of their species Karma cost).

Languages: You gain your Milk Tongue (Native Language) at rating 8 for free at character creation. For all Language Skills, you have a -4 literacy penalty when attempting to read in those languages (and generally just can't attempt to in languages that you have no rating in). For every 1 of the free Knowledge/Language skill points or 4 Karma (8 after character creation) that you spend on a language (called a Literacy Specialization), you reduce the literacy penalty by 2 and once reduced to 0 the same expenditures provide a cumulative +2 literacy bonus. The maximum number of Literacy Specializations that you can have per language is equal to your Logic Attribute.

Table: Skills' Karma Costs

Rating	Active Skill Karma Cost	Group Skill Karma Cost	Kn/Lang Karma Cost
1	2	5	1
2	6	15	3
3	12	30	6
4	20	50	10
5	30	75	15
6	42	105	21
7	56	-	28

Specializations: 7 Karma cost per Specialization, only one Specialization per Skill at Character Creation and you cannot Specialize in a Skill if you purchased it as part of a Skill Group.

Skills & Qualities

Skills do not count towards your maximum starting Positive Qualities (-60 Karma), but Qualities that affect your skills do.

The Karma costs for skills after character creation **are not doubled**.

VII. Styles

You may purchase two Styles at Character Creation unless you have purchased a Magical College in which case you may only purchase one Style.

When you purchase a Style you gain one of its Techniques for free.

At Character Creation you cannot have more than 5 total Techniques per Style (1 free, 4 purchased), and each of your Techniques cannot be higher than Level I.

You cannot learn Master Techniques at Character Creation.

You may specialize in a Style at Character Creation.

If you do not purchase any Styles at Character Creation, you may instead purchase one Lone Technique.

Remember to purchase Armor Techniques for the armors you buy if you want to gain their full Armor Rating.

Table: Styles & Techniques' Karma Costs

Style/Technique	Karma Cost
Style	7
Style Specialization	7
Technique Level I	5
Lone Technique Level I	15

Styles & Qualities

Styles, their Specializations, and Techniques to not count as Qualities.

Styles, their Specializations, and Techniques' Karma costs **are not doubled** after Character Creation.

VIII. Goods & Services

You may purchase up to 2,000 gold pieces (gp), 200 Karma worth, at character creation, including your Lifestyle costs.

You cannot purchase items with an Availability rating over 12 at character creation

Some equipment, such as foci, cost Karma as well as gold which you must also pay for at character creation.

Table: Gold Karma Cost

Gold	Karma Cost
10 gold pieces (gp)	1

The maximum number of all formulae that you can know at character creation is equal to your Magic Rating × 2.

The maximum number of bound spirits at character creation equals half your Magic Rating (round down) and cost Force × 2.5 gp each.

At character creation the most foci you can have bonded (their total Force) is equal to your Magic Rating × 2 and you must pay the bonding Karma cost in addition to the gp cost.

Goods & Services & Qualities

Goods and Services, even if they have a Karma cost, do not count towards your maximum Qualities.

Learning Spells, bardic abilities, rituals, preparations, and any other formula' Karma costs **are doubled** after Character Creation (unlike Shadowrun core rules).

The Karma costs for bonding Foci and other "magical items" **are not doubled** after Character Creation.

IX. Miscellaneous

Purchase Contacts, determine your starting Reputation scores, and anything else required to finish up your character.

Contacts must have a minimum rating of 1 in both Connection and Loyalty and cannot have a rating higher than 6 in either category.

Table: Contacts' Karma Costs

Contact's Connection Karma Cost	Contact's Loyalty Karma Cost
Rating	Rating

Reputation is defined by three stats; Prestige (SR5 Street Cred), Notoriety, and Fame (SR5 Public Awareness).

Prestige equals Earned Karma (not including bonus Karma from Negative Qualities) divided by 10 (round down).

Prestige Limit Modifier equals Prestige divided by 3 (round down).

Notoriety is gained, 1 point each, from the following SR5 Negative Qualities: Addiction, Bad Luck, Gremlins, Spirit Bane, and/or Uncouth, and also for each of these new Negative Qualities: Cursed, Mad, and/or Ordeal-Scarred.

You lose 1 point of Notoriety for the following SR5 Positive Qualities: Blandness, First Impression, Lucky, and also for each of these new Positive Qualities: Ambassador, Heroic, and/or Quite the Professional.

Fame is awarded by the GM. You start with zero Fame.

Miscellaneous Qualities

Miscellaneous costs, even if they have a Karma cost, do not count towards your maximum Qualities.

Miscellaneous costs **are not doubled** after Character Creation unless specifically listed as such.

In addition, you begin with a random amount of additional coin as determined in chapter IX Goods & Services, K Starting Gold.

B. Alignment

Alignment (as found in D&D/Pathfinder) is used in AG. Though the vast majority of mortals are neutral. They lean towards morally upright behavior towards their friends and community while easily finding justification in the abuse, even torture or enslavement, of the "other." See the *Agrros Guleth Campaign Book* for the long detailed look at good and evil, law and chaos, in world. Otherwise, this is what you need to know for your character.

Pick an alignment: Choose between Law, Neutrality, and Chaos. Then Choose between Good, Neutrality, and Evil. Then put those to choices together. That's how you plan to play your character; Lawful Neutral, Neutral Good, Neutral/Unaligned, Chaotic Good, etc. It can change later depending on how you play, magical curses, modern culture coming to more enlightened understandings of morality, etc. Just remember, on average…sentient mortal species are Neutral all around.

Karma Division: Now take all of your Karma, even the 800 Starting Karma (or whatever you GM gave you) for character creation, and divide that by 1,500 and round down. That's your Alignment Score. Is that number a 1 or greater? No? Great, nothing to see here. Sure, if your aura is assensed and they get 5 hits on you then they will know your alignment leanings, but eh. Mortals are fickle and you'll probably go from Lawful Good to Chaotic Evil and back by the end of lunch. Things, things like spells, items, you know, "things," that affect alignment at this stage don't do anything for or against you.

Alignment Score: At 1,500 Karma (700 Earned Karma – or less even if, like, you took Negative Qualities), your Alignment Score is 1.0. Among other things, this means that you, your aura, is set to your alignment. Things (you know, those "things") that affect alignment can affect you, for good or ill. And other things, living things, they now have a chance to "see" your alignment and get a glimpse of your inner-self. And it now takes work to change your alignment. You can't just have an epiphany at seeing the field of orcs you slaughtered and change your alignment, you'll have to go on a quest or something dangerous or risky and annoy your party as you push them to help you become Plucky-Neutral, or something.

When you or any other creature gains an Alignment Score of 1.0 (GMs should work to make these moments memorable) its similar to a spirit becoming free; you gain a True Name (SG, 203) and others can use those rules to make a spirit formula which can be used to make a name aligned item with your name on it (see below).

Note that the GM is free to give creatures whatever Alignment Score he or she sees fit, but in general the 1,500 total Karma should be used as a guideline. The GM can also decide to adjust the base Karma to fit their campaign.

Impatient: Remember how Negative Qualities affect your Starting Karma? Where if you take 25 Karma worth of Negative Qualities at character creation then your Starting Karma is 825 (or 25 + whatever you GM has started you out with)? You see how this is working out yet? No? Okay, so you took Negative Qualities to get more power in other areas so you'll reach that 1,500 Karma mark at least 2 adventures before your long-time compatriots do. Things get more dangerous when you hit 1,500 Karma and so your "friends" are now in more danger because of you. Because of "things" that get attracted to you and your 1.0+ Alignment score. But then, when your non-Negative Quality-Taking friends reach the 1,500 Karma mark they're at your level now and they don't have the Negative Qualities to weigh them down.

Alignment & Magic

Foci, spells, and other magical items and effects can be made to be more effective on or against one alignment while becoming less useful against the others. From here on out, an "aligned item" or other variation of that phrase applies to foci, spells, rituals, preparations, and other magical items and effect. It's just easier to say "aligned item" than to say "aligned foci, spells, rituals, preparations, and other magical items" every time. So now that that's clearish…

Using aligned items on creatures with an Alignment Score less than 1.0 does nothing in particular. A Force 3 Lawful Good aligned Weapon Focus is just a standard Force 3 Weapon Focus against creatures with an Alignment Score under 1.0 (though lesser creatures inclined towards Chaotic Evil may sense in some way that the weapon would do more damage if they were more powerful after taking damage from it or touching it or licking it, whatever).

Types of Aligned Items

Items are either name aligned, specifically aligned, or generally aligned which means:

Name Aligned

Name aligned items are those that affect a specific individual with an Alignment Score of 1.0 or greater. You must have a spirit formula of the creature's True Name in order to create a name aligned item. There is no "opposite [alignment]" for a name aligned item, only whether it is a boon or a bane against the named individual. Instead, to the person it is aligned towards it is either a boon or a bane.

There are essentially two types of name aligned items, boon and bane (not to be confused with the bane weapon focus enhancement, see Chapter V Magic, M Magic Items). By default, unless stated otherwise, a name aligned item is a boon, which means that it gives its bonuses (see below) to that individual, and only that individual, who is aligned with that item. For example, Excalibur would be a boon name aligned weapon focus…King Arthur name aligned.

A bane name aligned item gives its bonuses to anyone who uses the item against that named individual.

So a Merlin (Named) boon aligned power or weapon focus would give the magician bonuses when he wielded it, while a Merlin (Named) bane aligned power or weapon focus would give bonuses to anyone who used it to cast spells against or attack said wizard.

Specifically Aligned

These items affect a specific alignment combination, either Lawful Good or Lawful Neutral. For every other alignment combination, other than the opposite alignment, it is considered unaligned (see below). The opposite alignment is just that. If the item is Lawful Neutral aligned, then the opposite alignment is Chaotic Neutral (and only Chaotic Neutral; Chaotic Evil and Chaotic Good would be considered unaligned). If the item is specifically aligned against True Neutral (written as True Neutral to avoid confusion with generally aligned Neutral items, see below) then it does not have an opposite alignment and all other alignments are unaligned.

Generally Aligned

These items affect any of the alignment combinations that it is a part of, so a Neutral aligned item (not True Neutral, just Neutral) affect any of the three Neutral alignments; Lawful Neutral, Chaotic Neutral, and True Neutral. A Good aligned item affects any of the three Good alignments; Lawful Good, Chaotic Good, and Neutral Good. And so on.

Specifically aligned items are more common, and cost less in both Karma and gold, than generally aligned items. Name aligned items tend to be unique and are the most difficult (i.e. costly) to create.

What Being Aligned Does

How an aligned item works depends on whether it is being used by a creature that shares its alignment, is of an unaligned alignment or is on an opposite alignment as well as who is being targeted by it (if anyone). Remember, this is only if the creature has an Alignment Score of 1.0 or greater. Against creatures with a score under 1.0 the item works as if it is not aligned whatsoever (save perhaps minor cosmetic hints).

So if anyone with an Alignment Score less than 1.0 uses a Lawful Neutral power focus to cast a fireball against a Chaotic Neutral creature with an Alignment Score equal to or above 1.0, they would get the bonuses but even if they were Lawful Neutral they would not gain the bonuses for casting a levitation spell through focus on themselves. But on the bright side, those with an Alignment Score less than 1.0 don't suffer any of the penalties for using the item either.

On the Aligned

Unless otherwise specified by a particular aligned item, any magic that is aligned increases the dice pool used for that item by +2 (Spellcasting test for spells, Attack tests for weapons, etc.) and the associated limit(s) by +1 when used by a creature of that alignment or True Name. If it is bane named aligned item then the bonuses are gained by those who use it against the named individual.

Additionally, aligned items bypass/ignore Immunities and similar Powers/Qualities, reduce any natural Hardened Armor ratings to normal Armor and halve any natural normal Armor (for both natural and mystic versions) against creatures that the magic is aligned against. So if a Good aligned power focus is used to cast a spell against an Evil creature (again with an Alignment Score of 1.0 or greater) that has the Magic Resistance Positive Quality…the poor Evil creature doesn't get the benefits of the Quality.

On the Unaligned

An aligned item is used by creatures (with an Alignment Score of 1.0 or greater) of any other alignment (or name) except the one designated by the item and its opposite alignment suffers a -2 dice pool penalty and the limit is reduced by 1. These modifiers work just like those for the aligned, above. Immunities, similar Powers/Qualities, and Armor are unaffected.

On the Opposite Alignment

Aligned items used by creatures of the opposing alignment (with Alignment Scores of 1.0 or greater) suffer a -4 dice pool penalty and a -2 penalty to the limit, and are applied as the modifiers for aligned are. Additionally the target's bonuses from Immunity and similar Powers/Qualities are doubled in addition to treating any normal Armor (natural and mystic) as hardened if an aligned item is used against those with the same alignment by someone with the opposite alignment of the item. There are no opposite "alignments" for name aligned items.

The bonuses stack. Using a True Neutral aligned power focus to cast a True Neutral aligned combat spell against a True Neutral creature gives the caster a +4 dice pool bonus to the Spellcasting test and increases its limit by +2, while suffering a -4/-2 penalty against all other alignments.

The Aligned Using Aligned Items

If you use an aligned item and you yourself have an Alignment Score of 1.0 or greater then things work a bit differently. The dice pool bonus gained is either +2 or +(your Alignment Score [round down to nearest whole integer]) and the limit is increased either by +1 or + one-third your Alignment Score (round down), whichever is greater in both cases. However, the penalties against unaligned and opposite alignments do not change.

This is why the GM may wish to adjust the 1,500 Karma divisor for determining the campaign's Alignment Score as the average ancient dragon (Ha! Average! Ha!) using a Good aligned spellcasting focus would gain a +23 dice pool bonus and a +7 bonus to the limit when casting the appropriate spells and a +46 dice pool bonus and +14 bonus to the limit if the spell itself is also Good aligned. But then again, if you're worrying about ancient dragons slinging spells at you, you're already probably fucked.

Summoning Aligned Spirits

It's possible to summon spirits that are aligned as if the spirit is an aligned item but they must be bound immediately and they also have the added designation of "hostile" or "sympathetic."

Summoning a specifically aligned spirit gives the spirit a dice pool bonus equal to half (round up) its Force on the Summoning test. Generally aligned spirits gain a dice pool bonus equal to its Force on the Summoning test. These bonus dice are applied to Binding tests as well, but not Banishing test (for those tests, standard aligned item bonuses are used).

Hostile

Hostile aligned spirits only gain the +2 dice pool bonus and +1 to limits when being, well, hostile to the alignment they are aligned to. This means that a Lawful Evil aligned hostile spirit will have a Chaotic Good alignment itself.

Sympathetic

Sympathetic aligned spirits only gain the +2 dice pool bonus and +1 to limits when, you guessed it, being friendly and helpful to creatures of that alignment. So a Lawful Evil aligned sympathetic spirit will itself be Lawful Evil.

Aligned spirits do not suffer the penalties when making tests against the unaligned, but they do against the opposite alignment(s).

Aligned spirits use their own Alignment Score for determining dice pool and limit bonuses above the standard +2 and +1, respectively.

A name aligned spirit is not necessarily a free spirit, rather it is a spirit that is essentially really good at dealing with a specific individual with a True Name/Alignment Score of 1.0 or greater. A free spirit must have an Alignment Score of 1.0 or greater in order for you to summon a name aligned spirit to help/harm that free spirit.

Table: Aligned Item Costs

Spells, Rituals, Alchemical Preparations

Aligned Type	Karma	Cost	Base time to learn
Specifically Aligned	×3	×5	21 days
Generally Aligned	×5	×10	30 days
Name Aligned	×6	×15	33 days

Binding

Aligned Type	Drams	Time to bind
Specifically Aligned	Force × 75	2 hours per Force
Generally Aligned	Force × 125	4 hours per Force
Name Aligned	Force × 150	5 hours per Force

Foci

Aligned Type	Karma	Cost	Base time to bond
Specifically Aligned	×3	×5	2 hours per Force
Generally Aligned	×5	×10	4 hours per Force
Name Aligned	×6	×15	5 hours per Force

C. Rules Changes

There are some general changes to the core Shadowrun 5th Edition rules, which are listed here:

Naming Changes

The following names have been changed or modified from the Shadowrun core rules:

Evade test: The name of the test to avoid Interception (SG, 194)
Knock out of Hands [Called Shot]: Replaces Blast out of Hands [Called Shot] (SR5, 195)
Gain Advantage [Called Shot]: Replaces Reversal [Called Shot] (R&G, 112)
Grapple, Grappled, and Grapple/Grappling Actions: Replaces Subdue/Subduing, Subdued, and Subdue/Subduing Actions

A Note About Time

Different worlds usually travel around their stars and spin on their axis at different rates than Earth. Agrros Guleth is no different.

However, to make things easy, where the rules specify an action, training, or other test takes a week; that's 7 days. A month is 30 days. And so on.

The GM is free to modify this, of course. If your fantasy campaign is set in an alternate Earth, then using the standard months as "a month" may be easier to track.

Mechanics Changes

Below are general descriptions of rules-mechanics changes to the system by chapter section:

Character Creation

The above Character Creation Overview covers the changes made to how characters are created in this setting.

Metahumans

Chapter II Species covers the species and races specific to this setting. Standard Shadowrun 5th Edition metahumans are not options in this setting.

Attributes

Starting attributes differ from the standard Shadowrun 5th Edition rules. See chapter IV Attributes for more information.

Magic

Many changes have been made to magic, specifically: How magic abilities are purchased and gained, how traditions work (especially in relation to Mentor Spirits/Patron Deities), clarification of Assensing, Alchemy potency Tests, modification and changes to Astral space, etc. See chapter V Magic below for detailed information on the changes to Magic in this setting.

Qualities

Some qualities have been altered to fit the setting. See chapter VI Qualities for the changes.

Skills

Some skills (most notably the Blades, Performance, and Impersonation skills) have been altered and new skills added. See chapter VII Skills for more information.

Additionally, without the Hero Positive Quality the maximum you can raise a skill's rating to, after character creation, is 8 (9 with the Aptitude Positive Quality). With the Hero Positive Quality, you may raise your skills up to the standard rating 12 (13 with Aptitude), and even higher with the Legendary and Epic Positive Qualities.

Martial Arts aka "Styles"

Martial arts have been largely reworked. See chapter VIII Styles below for detailed information on how Styles work for this setting.

Equipment

Changes to equipment and lifestyles have been made to suit the setting. Shadowrun 5th Edition equipment is not used for this setting. For all the changes, modifications, and additions to equipment and lifestyles, see chapter IX Goods & Services.

Downtime

Chapter X Downtime expands upon and fleshes out the standard Shadowrun 5th Edition downtime improvements to characters.

New Mechanics

The following new rules-mechanics have been implemented. These rules either do not fit in the other sections or are specifically combat rules related.

Terrain

Because fantasy settings have a much higher probability of the characters finding themselves outside of concrete and steel urban jungles, what with their nice flat streets where all anyone can complain about is the occasional pothole, the terrain upon which combat occurs plays a more important role here.

The type of terrain that characters find themselves in can now affect Melee Attack Tests (and other Skill tests that rely upon the use of the terrain, such as a Gymnastics test down a hill) and movement in combat.

Note that the GM may just give one overall Terrain type (Easy, Difficult, etc.) to the combat, as in "Everyone's fighting in a swamp, it's a Challenging Terrain," or the GM may designate specific areas on a battlemat as different Terrain types.

Terrain Environmental Modifiers

Terrain modifiers are calculated along with Visibility and Light modifiers when determining Environmental penalties for Melee Attack Tests and other Skill tests that make use of the physical environment as deemed appropriate by the GM. Terrain modifiers do not apply to Ranged Attack Tests.

Table: Terrain Environmental Modifiers

Terrain	Modifier
Easy Terrain: Even footing, flat & level, no obstructions (examples: Floor of tavern's open room, cobblestone street, typical dungeon floor, open field)	–
Difficult Terrain: Uneven footing, sloped ground, minimal obstructions (examples: Floor of a tavern after a brawl, a tavern with support posts every couple of meters, rain soaked cobblestone street, typical cavern floor, in a stream, on stairs, abundant low brush or lightly wooded area, less than 45 degree grassy hill slope, old battlefield, 1 meter wide cliff-side path.)	-1
Challenging Terrain: Broken or very rocky ground, many obstructions (examples: Rotted out floor of an abandoned building, large harem room (with many candles, beds, hanging curtains), rickety suspension bridge, icy cobblestone street, busy street, thickets, cluttered or icy cavern floor, knee deep in water, thick brush or old woods, greater than 45 degree grassy hill slope, fresh battlefield, less than 45 degree rocky hill or mountain slope, narrow (less than half a meter) wide cliff-side path.	-3
Severe Terrain: No flat areas, jagged rocks, steep slope, heavily obstructed (examples: Icy rotted out floor of an abandoned building, rotted out suspension bridge, riot or heavily thronged streets, heavy thickets, icy and cluttered cavern floor, waist-deep in water, greater than 45 degrees on a rocky hill or mountain slope [including while up a cliff with no path])	-6

Terrain & Movement Modifiers

In combat the Type of Terrain you are in can slow you down (or in some cases, speed you up). For Easy and Difficult Terrain your movement remains unchanged.

Challenging Terrain: Crossing or moving through/into Challenging Terrain takes twice as much effort so your movement is halved (e.g. each meter-square/hex requires two meters of movement to move into if using a battlemat).

Severe Terrain: Crossing or moving through/into Severe Terrain takes four times as much effort so your movement is quartered (e.g. each meter-square/hex requires four meters of movement to move into if using a battlemat).

Surprised by Terrain: If your movement takes you into Challenging or Severe Terrain without your knowledge (such as declaring to run across a clearing when you have failed to notice the quicksand covering most of it), then your movement is still reduced and you keep moving towards your intended destination.

If you have remaining movement but not enough to move another meter in the Challenging or Severe Terrain then at the expense of your remaining movement you may (or must if you were "surprised" by the terrain) move one more meter which occurs at the end of the Combat Turn. For example, you have a running rate of 12 and choose to run across the clearing with the shallow quicksand (Severe Terrain) that you have failed to notice. On your turn you would declare that you were going to run 12 meters through the clearing. The first 3 meters are normal, the GM says, but then you splash into the quicksand. With 9 meters remaining of your declared movement you make it two meters (taking up 4 meters of your movement each) and you have 1 meter remaining which means at the end of that Combat Turn your momentum carries you another meter forward.

Other Movement Considerations: At the GMs discretion, you may be able to move at double your movement rate (e.g. two meter-squares/hexes moved per meter of movement spent when using a battlemat) when moving downhill with a successful Gymnastics Test. This Gymnastics test suffers penalties based on the Terrain type and has a Threshold set by the GM based on the circumstances.

Additionally, you can crawl at half your walking rate (minimum of 1 meter). If the Terrain is Challenging or worse then you may be required to make a Climbing test (with Terrain modifiers) to crawl over the Terrain; each hit allows you to crawl up to your full crawling rate.

Senses & Combat

Senses, and their use in combat, have been expanded upon and clarified from the core Shadowrun rules as follows.

Sense Categories

Your senses fall into one of the following four categories.

Targeting Sense: A Targeting Sense can be used to determine the exact location of a target with the potential precision of a normal human's sight. For most of the sapient species, sight is the primary Targeting Sense, with touch being a distant second.

Semi-Targeting Sense: These senses can be used to determine the location of a target (e.g. a one meter square that a human is standing in), but it isn't as precise or discerning as a Targeting Sense. Creatures with an Enhanced Sense power typically have a Non-Targeting Sense (see below) as a Semi-Targeting Sense (see Senses below for more details in the Enhanced Sense Power and Senses). The playable species do not have any inherent Semi-Targeting Senses.

Non-Targeting Sense: Non-Targeting Senses allow you to sense the general area where a target is (at best). For the playable species, hearing and smell are Non-Targeting Senses (e.g. you can smell when someone wearing perfume enters the room or you hear their footsteps but not necessarily where they actually are).

No-Range Sense: These senses can't generally be used to locate targets at all save for in the most obvious circumstances related to that sense's use. Typically Taste and Touch are No Range Senses but if the target is touching you then touch is now a Targeting Sense for you at the point of contact (you still might not know if the invisible finger poking you is attached to anything beyond just a floating invisible finger after all and it could be a tentacle and not even a finger, but whatever it is, it is there, poking you).

Senses

Various senses are described below for humans (and the other primary sapient humanoids). If the sense is listed as "distance" then that means the sense works at a range. If no range is specified, then it is Line of Sight.

Hearing: Non-Targeting Sense.
Sight: Distance Targeting Sense
Smell: Non-Targeting Sense
Taste: No-Range Targeting Sense
Touch: No-Range Targeting Sense

Enhanced Senses: Unless otherwise indicated, this power effectively moves a sense up one category (e.g. from Non-Targeting to Semi-Targeting). If the Enhanced Sense is written as "Enhanced Senses ([the sense], X, Y)" then the first number, X, indicates the Enhanced Sense is a Targeting Sense within that number of meters, a Semi-Targeting Sense from beyond X out to Y meters, and Non-Targeting beyond Y meters.

Lack of Senses in Combat

Below is an outline of the combat modifiers based on your Senses, or lack thereof.

Defender not perceiving Attacker with any Targeting or Semi-Targeting Senses: You are considered "Unaware of Attack" and are unable to defend. If you are already engaged in combat, the attacker receives a "Character Has Far Superior Position" dice pool modifier (+4) to the attack, but you may defend as normal. In either case, you receive a -4 dice pool modifier to Evade tests that include these opponents.

Defender not perceiving Attacker with any Targeting Senses, but with one or more Semi-Targeting Senses: You defend as normal but the attacker receives a "Character Has Far Superior Position" dice pool modifier (+4) to the attack. If you are already engaged in combat, the attacker only receives a "Character Has Superior Position" dice pool modifier (+2) to the attack. In either case, you receive a -2 dice pool modifier to Evade tests that include these opponents.

Defender perceiving Attacker with one or more Targeting Senses: You defend as normal and the attacker does not receive any "Superior Position" modifiers to the attack. You make Evade tests as normal.

Attacker not perceiving Defender with any Targeting or Semi-Targeting Senses: You suffer the "Blind Fire" modifier (-6) to your attack, in addition to any other applicable attack modifiers. You may not take the Intercept Interrupt action against the defender.

Attacker not perceiving Defender with any Targeting Senses, but with one or more Semi-Targeting Senses: You suffer half the "Blind Fire" modifier (-3) to your attack, in addition to any other applicable attack modifiers. You may take the Intercept Interrupt action against the defender and suffer the half "Blind Fire" modifier (-3) to your attack.

Attacker perceiving the Defender with one or more Targeting Senses: You do not suffer any sense-based modifiers to your attack. You make take the Intercept Interrupt action against the defender as normal.

Elemental Damage Types

These rules replace or modify the Elemental Damage types found in the *Shadowrun 5th Edition Core Rulebook* & *Street Grimoire*. Elemental types follow the format below;

Elemental Type

(Damage Type) [Kinetic (can cause knockdown) or Non-Kinetic (cannot cause knockdown)] {Elemental Resistance}

Notes, if any.

Primary Effect: Effect description.

Secondary Effect(s): Effect(s) description(s). Unless otherwise noted, secondary effects do not apply unless damage has been taken.

Wet Modifier: While wet, certain elemental effects may be altered, increased, or diminished as listed here. You may end up getting wet for many reasons (falling in a stream, standing in the rain, water spells, etc.). You will effectively become dry under normal circumstances (assuming they are not exposed to more water) 10 minutes after being made wet. This time period may vary depending on the environment, absorption of your clothing, and just how wet you got.

Acid

(Physical) [Non-Kinetic] {Acid Resistance}

Corrosive: As per SR5, 170.

Cold

(Physical) [Non-Kinetic] {Cold Resistance}

Freezing: As per SR5, 170.

Numbing: Cold damage numbs flesh, nerves, muscle and bone. If you take damage from a cold-based attack, reduce your Agility and Reaction by 1 for 1 Combat Turn. The Agility and Reaction reduction does not accumulate with multiple attacks, but the length of the penalty is extended by 1 Combat

Turn for each successful damaging attack while you are affected.

Wet Modifier: If the you are wet, increase the DV of a Cold attack by 2.

Earth

(Physical) [Kinetic] {Armor}

Earth damage can have either the Heavy Hitting or Shrapnel secondary effects, but not both, as specified by the spell or effect.

Heavy Hitting: Earth and stone hit hard, potentially knocking the wind out of you, clocking your noggin, or otherwise stunning you momentarily. You must succeed at a Body + Willpower (2) Test or suffer an immediate -5 penalty to your Initiative Score.

Shrapnel: Sharp stone shards cause bleeding wounds. You suffer 1P DV, unresisted, at the end of the Combat Turn. Multiple attacks in the same Combat Turn do not increase this bleed damage, but extend it by 1 Combat Turn for each successful damaging attack while you are affected. A successful Logic + First Aid [Mental] (2) Test or a Heal spell that removes at least 1 box of damage ends all current bleed effects.

Electricity

(Physical or Stun) [Non-Kinetic] {Electricity Resistance}

Shocking: As per SR5, 170-171.

Wet Modifier: If you are wet, increase the AP of the Electrical attack by -2.

Fire

(Physical) [Non-Kinetic] {Fire Resistance}

Igniting: As per SR5, 171 and see Catching Fire (below).

Wet Modifier: If you are wet, increase your Fire Resistance by 2. If you take damage, you are considered Non-Flammable for the secondary effects of that Fire-Based attack but any non-continuous wet condition is removed (e.g. you become non-wet).

Force

(Physical or Stun) [Kinetic] {Armor}

Force damage can have either the Piercing or Forceful secondary effects, but not both, as specified by the spell or effect.

Piercing: Magical force can be as hard and sharp as steel. Increase the normal AP of the attack by -2.

Forceful: Reduce your Physical Limit by 2 when determining if you are knocked down by the attack.

Ice

(Physical) [Kinetic] {Armor}

Ice damage can have either the Heavy Hitting or Shrapnel secondary effects, but not both, as specified by the spell or effect.

Piercing: Magical ice can be as hard and sharp as steel. Increase the normal AP of the attack by -2.

Shrapnel: Jagged ice shards flay the skin, causing bleeding wounds. You suffer 1P DV, unresisted, at the end of the Combat Turn. Multiple attacks in the same Combat Turn do not increase this bleed damage, but extend it by 1 Combat Turn for each successful damaging attack while you are affected. A successful Logic + First Aid [Mental] (2) Test or a Heal spell that removes at least 1 box of damage ends all current bleed effects.

Sand

(Stun or None) [Kinetic] {None}

Blinding: Particles of sand and dust blind you. If the attack hits (regardless of damage), you must succeed at a Reaction + Agility (2) Test otherwise if you fail you are unable to make visual Perception tests for 1 Combat Turn. The length of the blindness is extended by 1 Combat Turn for each successful damaging attack while you are affected.

Sonic

(Stun or None) [Non-Kinetic] {Sonic Resistance}

Deafening: If the attack hits you (regardless of damage), you must succeed at a Body + Willpower (2) Test otherwise if you fail you are unable to make hearing-based Perception tests for 1 Combat Turn. The length of the deafness is extended by 1 Combat Turn for each successful damaging attack while you are affected.

Water

(Stun or None) [Kinetic] {None}

Forceful: If the attack succeeds, you reduce your Physical Limit by 2 when determining if you are knocked down by the attack. If the spell or effect isn't designed to deal damage, the Water damage for knockdown purposes is the Force of the spell (unless otherwise stated in the spell's description). You roll Agility, reducing the Water damage by a number of hits before figuring Knockdown.

Drenching: If the attack hits you (regardless of damage), the area around you with a radius of (Force/2) meters is considered Difficult Terrain for the next 10 minutes. You are now wet and any active fires in that same area have their DV reduced by the spell's Force. Also, any exposed or unsealed equipment that is susceptible to water damage may be ruined (as decided by the GM).

Catching Fire

Creatures, characters, objects, and materials belong to one of three flammable categories;

Highly Flammable: Catches on Fire automatically. (Lantern oil, pitch, dry straw, etc.)

If a Flammable or Non-Flammable object or creature is coated in a Highly Flammable material, they catch fire automatically when exposed to an attack or existing flame that could normally have a chance of lighting them on fire.

Flammable: Standard Catch Fire Test (SR5, 171). (Clothing, cloth armor, leather armor, wood, creatures with the Flammable Quality, etc.) If an object is flammable, but the GM deems the object especially resistant to catching fire, a Fire Resistant Rating can be added solely for the purpose of resisting catching fire (wet wood for example, or the fire-resistant bark of a particular variety of tree, etc.)

Non-Flammable: If the Fire's modified DV is greater than the target's Body x 3 or Structure rating x 3 then the non-flammable target must make a Body x 2 or Structure rating x 2 + Inherent or Magical Fire Resistance - Fire AP to avoid catching on fire. (Most living creatures fall under this category as does most metal; metal weapons, metal armor, etc.)

The Fire! table below lists the properties of various sources of fire. Where ranges are given, it is for the GM to determine the value of specific flames in that category. The "Body/Structure" entry lists the Body or Structure rating for non-flammable creatures or materials before it will catch fire (if the Body or Structure of a non-flammable thing is less than the listed values then it is at risk of catching fire).

Table: Fire!

Source	DV	AP	Body/ Structure
Small flame (candle)	1 – 3	+1 to -3	0 – 1
Medium flame (torch, camp fire)	3 – 6	-2 to -5	1 – 2
Large flame (bonfire)	6 – 12	-4 to -8	2 – 4
Fire-based spells	As spell	As spell	DV × 3
Fire-based Powers	As Power	As Power	DV × 3
Elemental Fire Enhanced Weapon Foci	As weapon	As weapon	DV × 3
Contact with another object that is on fire	Current DV	-2	DV × 3

Catching Fire Test, Catching Fire Damage, & Putting a Fire Out: As per SR5, 171.

Playing with Fire: If a creature or character comes in contact with a fire source outside of a normal fire-based attack test, (e.g. stepping into a campfire, or being thrown into a bonfire, etc.) the character or object must immediately check to see if they and/or their clothing and equipment catch fire, using half the DV of the Fire (rounded up) as threshold for the Catching Fire test.

Astrally Attacking Active Spells

With an Astral Attack (Unarmed or with a Weapon Focus, see Astral Damage Table, SR5, 315), you may target an active spell by making an Opposed Astral Combat + Willpower [Astral/Accuracy] Test.

If the active spell is not on or directly affecting an Aura or Astral Form, then your attack is opposed by the spell's Force x 2.

If the active spell is on or directly affecting an Aura or Astral Form, then you must make a Called Shot (Free Action, -4 dice pool penalty) to attack the spell and it is resisted with the Defender's Intuition + Logic + Force of the spell.

If the spell is sustained or has been made permanent, the defender gains a +2 (+4 if Karma was spent to make the spell permanent) dice pool bonus to their Defense Test (in addition to the spell's Force if it is on or directly affecting an Aura or Astral Form).

If the spell is being sustained by a focus, then the attacker must make a Called Shot (Free Action, -4 dice pool penalty) to target the active spell in the sustaining spell focus and the attack is defended against with only the spell's Force + Focus' Force + 2.

Each net hit the attacker achieves on the Attack Test reduces the Force of the active spell by 1. When the spell's Force has been reduced to 0, it dissipates leaving only its lingering signature as normal.

Regardless of the outcome of the attack, the attacker must resist Drain as if they had cast the spell at its Force at the start of the attack (minimum 2 DV as normal).

II. Species

Be wary when traveling in the farthest reaches of the Western Marches as not only do the barbaric Adrugoth pay little heed to our territorial boundaries but the open roads abound with Jozan ogres and the multitude of civilized orcs and goblins who would just as soon rob you as trade with you. The road side inns are no better as they are the dens of bandits and highwaymen drinking plans for into whose neck to next place their daggers.

~Bolren Davartain
Travels In The West (3637 EF)

A. General Species Information

Choose your character's species. The total Karma cost for each species is listed on the Species Total Karma Cost table, below.

Each species has natural inherent bonuses (and possibly penalties) to various Attributes. Species' Attribute bonuses are applied during step III B in character creation, after Karma has been spent to raise the Attributes. So if your species has attribute penalties then you will have to spend Karma to raise the penalized attributes so that they are at least rating 1 after the penalties are applied. See the individual species' tables below for what those Attribute bonuses are (these bonuses are repeated in the Species' Attribute Bonuses table in chapter IV Attributes as well).

Additionally, most species have their own inherent Qualities. These Qualities do not apply to the maximum amount of Positive and Negative Qualities during character creation. Some of the Qualities are new and are detailed in chapter VI Qualities. Standard qualities have the book and page number referenced in parenthesis.

Table: Species Total Karma Cost

Species	Karma	Species	Karma
Dwarf	171	Human	100
Elf	172	Kobold	133 (153)
Gnoll	188	Lizardfolk	185
Goblin	111 (131)	Minotaur	198
Halfling	91 (111)	Ogre	199 (229)
Hobgoblin	140	Orc	173

(The numbers in parenthesis include the minimum Karma cost to keep penalized Attributes at, at least, rating 1. And since you would be forced to spend at least that much on Attributes, this represents the true cost of the species even though the Karma is spent in the Attributes Step of character creation. But to be clear, **you use the first number as the cost for the species**, the number in parenthesis is merely to be informative.

For example, a goblin character must spend at least 10 Karma on both her Body and Strength to raise them from rating 1 to rating 2 so that she will have a rating 1 in both after her species' Attribute penalties [-1 to each] are applied.)

Alternate Species Karma Costs

Your GM may decide that for their campaign humans are the baseline (0 Karma) and as such you only have to pay the difference between your chosen species' total Karma cost and that of humans. The Table below lists the species in ascending order of cost.

Table: Species Karma Difference

Species	Karma	Species	Karma
Human	0	Elf	72
Halfling	-9 (11)	Orc	73
Goblin	11 (31)	Gnoll	88
Hobgoblin	40	Lizardfolk	85
Kobold	33 (43)	Minotaur	98
Dwarf	71	Ogre	99 (129)

(The numbers in parenthesis include the minimum Karma cost to keep penalized Attributes at, at least, rating 1. And since you would be forced to spend at least that much on Attributes, this represents the true cost of the species even though the Karma is spent in the Attributes Step of character creation. But to be clear, **you use the first number as the cost for the species**, the number in parenthesis is merely to be informative.)

The following are additional factors for you to consider for your character in regards to your species.

Equipment Size

The Equipment Size (ES) number is used to help determine things like what equipment you can wear, how fast you can travel, and other things that are generally based on your species' overall humanoid shape. Humans have an ES of 0, and other species are in relation to that; either equal to humans or a positive (larger) or negative (smaller) number.

Racism

In Agrros Guleth, there is some racism (prejudice against groups within your own species) but more commonly there exists "speciesism", prejudice against the other sentient humanoids in the world. In fact, this speciesism is so common that unless you have come from an exceptionally metropolitan city-state, everyone has the equivalent of Shadowrun's Prejudice Negative Quality at the biased level to every species except their own. As such, if you purchase the Negative Quality increase the degree of animosity to the next higher degree; 0 Karma for Outspoken, 2 Karma for Radical, and the 5 Karma becomes violence on sight unless you succeed on a Willpower + Charisma [3] Test.

It should be noted that this speciesism does not align with what is commonly considered racism. These fantasy species understand and are aware of the fact that the other mortal races are fully sapient and inherently not "less-than" in that regard. Speciesism works on the level of bigotry and hatred for the other while acknowledging, though possibly

grudgingly so, that the other species draw upon the same wells of intellect and thought.

Species Movement & Vision

Movement

The table below details the base movement and sprinting rates of the twelve major species of Agrros Guleth:

Table: Species Movement

Species	Walk	Run	Sprint
Dwarf, Kobold	AGI×2	AGI×4	+1m/hit
Elf, Hobgoblin, Human, Lizardfolk, Orc	AGI×2	AGI×4	+2m/hit
Gnoll, Goblin	AGI×2	AGI×5	+2m/hit
Halfling	AGI×2	AGI×5	+1m/hit
Minotaur	AGI×3	AGI×4	+2m/hit
Ogre	AGI×3	AGI×4	+1m/hit

Overland Travel Rate (OTR)

Unless stated otherwise, the rate at which you travel while walking is equal to [5 + Equipment Size] kilometers per hour. This is sustainable for 8 hours a day before fatigue checks must be made. If you stop and rest in the middle of the 8 hours for an hour then you gain a +2 bonus to Fatigue Tests for the next 8 hours of travel immediately after the first 8 hours.

For species with an ES of -5 or lower, each interval halves the previous number. So ES -4 travels at 1 kph, ES -5 travels at 0.5 kph, ES -6 travels at 0.25 kph, etc.

Table: OTR Conversions

Base ES	OTR (km/hour)	Miles/hour[1]
-6	0.25	0.15
-5	0.5	0.25
-4	1	0.5
-3	2	1.25
-2	3	2.0
-1	4	2.5
0	5	3.0
1	6	3.75
2	7	4.25
3	8	5
4	9	5.5
5	10	6.25

[1] Save for 0.25 km/hr, all other conversions are rounded to the nearest quarter mile.

Vision

All species have normal "human" vision. In addition, some species also have either Low-Light, or Thermographic vision as detailed in the table below:

Table: Species Vision

Species	Vision
Halfling, Human, Kobold, Lizardfolk, Ogre	Normal
Elf, Gnoll, Minotaur	Normal & Low-Light
Dwarf, Goblin, Hobgoblin, Orc	Normal & Thermographic

Qualities

Each species has a set of inherent Qualities that are gained from paying the Karma cost for the species itself. These Qualities do not count towards your maximum Positive and Negative Qualities Karma costs at Character Creation (+60/-30, respectively). The table below lists these Qualities as well as the ES of each species.

Table: Species' Qualities

Species	Qualities
Dwarf	**Equipment Size:** 0 **Positive:** Improved Magic Resistance +1 (New), Resistance to Pathogens & Toxins +2 (SR5 77), Sapience (New), Sturdy (New), Thermographic Vision (RF 118†). **Negative:** Decreased Sprint (New).
Elf	**Equipment Size:** 0 **Positive:** Improved Magic Resistance +2 (New), Knowledgeable (New), Low-Light Vision (RF 114†), Sapience (New).
Gnoll	**Equipment Size:** 1 **Positive:** Increased Run (New), Low-Light Vision (RF 114†), Natrually Insulated 1 (New), Resistance to Pathogens & Toxins +2 (SR5 77), Natural Weapon: Bite (Unarmed Combat, (STR+2)P, Reach -, AP -2) (New), Sapience (New).
Goblin	**Equipment Size:** -1 **Positive**: Increased Run (New), Linguist (RF 148), Perceptive +2 (RF 148), Resistance to Pathogens & Toxins +2 (SR5 77), Sapience (New), Thermographic Vision (RF 118†). **Negative:** Neoteny (RF 121).
Halfling	**Equipment Size:** -1 **Positive:** Improved Magic Resistance +1 (New), Increased Run (New), Magic Sense (RF 116), Perceptive +2 (RF 148), Sapience (New). **Negative:** Decreased Sprint (New), Neoteny (RF 121).
Hobgoblin	**Equipment Size:** 1 **Positive:** Sapience (New), Thermographic Vision (RF 118†).
Human	**Equipment Size:** 0 **Positive:** Sapience (New).
Kobold	**Equipment Size:** -1 **Positive:** Functional Prehensile Tail (RF 115), Improved Magic Resistance +1 (New), Natural Armor +2 (New), Natural Weapon: Bite (Unarmed Combat, (STR+1)P, Reach -1, AP -1) (New), Natural Weapon: Claws (Unarmed Combat, (STR+1)P, Reach -, AP -1) (New), Sapience (New). **Negative:** Decreased Sprint (New), Neoteny (RF 121).
Lizardfolk	**Equipment Size:** 1 **Positive:** Functional Prehensile Tail (RF 115), Improved Magic Resistance +1 (New), Natural Armor +3 (New), Natural Weapon: Bite (Unarmed Combat (STR+2)P, Reach -, AP -2) (New), Natural Weapon: Claws (Unarmed Combat (STR+1)P, Reach -, AP -1) (New), Sapience (New). **Negative:** +20% Lifestyle cost (New).
Minotaur	**Equipment Size:** 1 **Positive:** Increased Walk, Low-Light Vision (RF 114†), Natural Armor +1 (New), Natural Weapon: Horns (Unarmed Combat (STR+3)P, Reach -, AP -2) (New), Naturally Insulated 2 (New), Sapience (New). **Negative:** +30% Lifestyle cost (New).
Ogre	**Equipment Size:** 1 **Positive:** Natural Armor +2 (New), Elongated Limbs (RF 114), Increased Walk (New), Sapience (New). Negative: +50% Lifestyle cost (New), Decreased Sprint (New).
Orc	**Equipment Size:** 0 **Positive:** Improved Magic Resistance +1 (New), Resistance to Pathogens & Toxins +1 (SR5 77), Sapience (New), Thermographic Vision (RF 118†).

(New) qualities are new and are detailed in the Qualities chapter, below.
† indicates that the quality has been modified (usually in base Karma cost) from standard Shadowrun 5th Edition rules.

B. Individual Species

The following tables list each species' overall traits (Equipment Sizes and Qualities reprinted from the Species' Qualities table) and the species' races in Khormadal (if any). For detailed information on these species see the *Agrros Guleth Campaign Book*.

The listed life expentancies assumes optimal conditions free of violence and other external health-affecting issues.

Dwarves

Dwarf Species Traits (171 Karma)

Age					
Puberty	Mature	Middle Age	Old Age	Ven.	Life Exp.
14	25	266	418	452	470

Average Birthing		
Gestation	No. of Birth	Birth Spacing
319 days	1	3 years

Diet	Omnivorous
Primary Races	Ang-Dur, Kagurzan, Dunhier
Vision	Thermographic
Movement	Walk AGI×2; Run AGI×4; Sprint +1m/hit
Equipment Size	0
Attribute Modifiers	+2 Body, +1 Strength, +1 Willpower, +1 Charisma
Positive Qualities	Improved Magic Resistance +1 (New) Resistance to Pathogens & Toxins +2 (SR5 77) Sapience (New) Thermographic Vision (RF 118)
Negative Qualities	Decreased Sprint (New)

Elves

Elf Species Traits (172 Karma)

Age					
Puberty	Mature	Middle Age	Old Age	Ven.	Life Exp.
17	30	1037	1620	1747	1820

Average Birthing		
Gestation	No. of Birth	Birth Spacing
417	1	90 years

Diet	Omnivorous, preferring vegetarian diet
Primary Races	Donrailin, Dormith, Fenrail
Vision	Low-Light
Movement	Walk AGI×2; Run AGI×4; Sprint +2m/hit
Equipment Size	0
Attribute Modifiers	+1 Agility, +1 Reaction, +1 Logic, +2 Charisma
Positive Qualities	Improved Magic Resistance +2 (New) Knowledgeable (New) Low-Light Vision (RF 114) Sapience (New)
Negative Qualities	None

Gnolls

Gnoll Species Traits (188 Karma)

Age					
Puberty	Mature	Middle Age	Old Age	Ven.	Life Exp.
10	18	35	56	60	63

Average Birthing		
Gestation	No. of Birth	Birth Spacing
245 days	3	1 year

Diet	Carnivorous, no difficulty with carrion
Primary Races	Ekgini, Okhegi, Genhenigi, Hegeni, Hogura, Ukgora
Vision	Low-Light
Movement	Walk AGI×2; Run AGI×5; Sprint +2m/hit
Equipment Size	1
Attribute Modifiers	+1 Body, +1 Agility, +2 Strength, +1 Intuition, +1 Charisma
Positive Qualities	Increased Run (New) Low-Light Vision (RF 114) Naturally Insulated 1 (New) Resistance to Pathogens & Toxins +2 (SR5 77) Natural Weapon: Bite (Unarmed Combat, (STR+2)P, Reach -, AP -2) Sapience (New)
Negative Qualities	None

Goblins

Goblin Species Traits (111 Karma)

Age					
Puberty	Mature	Middle Age	Old Age	Ven.	Life Exp.
8	14	30	47	51	53

Average Birthing		
Gestation	No. of Birth	Birth Spacing
196 days	4	1.5 years

Diet	Omnivorous, preferential to meat
Primary Races	Agarush, Botchur, Kordgrik, Kulgrok, Petchari, Togrosh, Akgrad
Vision	Thermographic
Movement	Walk AGI×2; Run AGI×5; Sprint +2m/hit
Equipment Size	-1
Attribute Modifiers	-1 Body, +1 Agility, +1 Reaction, -1 Strength, +1 Intuition, +1 Charisma
Positive Qualities	Increased Run (New) Linguist (RF 148) Perceptive +2 (RF 148) Resistance to Pathogens & Toxins +2 (SR5 77) Sapience (New) Thermographic Vision (RF 118)
Negative Qualities	Neoteny (RF 121)

Halflings

Halfling Species Traits (91 Karma)

Age					
Puberty	Mature	Middle Age	Old Age	Ven.	Life Exp.
10	17	65	90	102	108

Average Birthing		
Gestation	No. of Birth	Birth Spacing
204 days	1	4 years

Diet	Omnivorous, preferential to vegetarianism		
Primary Races	TBD		
Vision	Normal		
Movement	Walk AGI×2	Run AGI×4	Sprint +1m/hit
Equipment Size	-1		
Attribute Modifiers	-1 Body, +1 Agility, -1 Strength, +1 Willpower, +1 Intuition, +1 Charisma		
Positive Qualities	Improved Magic Resistance +1 (New) Increased Run (New) Magic Sense (RF 116) Perceptive +2 (RF 148) Sapience (New)		
Negative Qualities	Decreased Sprint (New) Neoteny (RF 121)		

Generic Halfling Racial Traits

Height/Weight Averages		
Gender	**Height**	**Weight**
Female	1.17 ± 0.10	26.3 ± 4.5
Male	1.14 ± 0.10	24.9 ± 3.6

Physical Characteristics	• Tan to brown skin, often with a emerald-greenish hue. • Hair thickness varies from fine to thick (average 70 μm). Brown, blonde, and black hair most common. • Eye color is commonly green but blue and brown is not uncommon..
Primary Language(s)	TBD or specific Khormadal language.
Current Nations, City-states, etc.	TBD or specific Khormadal culture.

Hobgoblins

Hobgoblin Species Traits (140 Karma)

Age					
Puberty	Mature	Middle Age	Old Age	Ven.	Life Exp.
13	20	68	102	114	120

Average Birthing		
Gestation	No. of Birth	Birth Spacing
305 days	2	3 years

Diet	Omnivorous, preferential to meat		
Primary Races	TBD		
Vision	Thermographic		
Movement	Walk AGI×2	Run AGI×4	Sprint +2m/hit
Equipment Size	1		
Attribute Modifiers	+2 Body, +1 Agility, +1 Strength, +1 Intuition		
Positive Qualities	Sapience (New) Thermographic Vision (RF 118).		
Negative Qualities	None		

Generic Hobgoblin Racial Traits

Height/Weight Averages		
Gender	**Height**	**Weight**
Female	2.03 ± 0.30	111.1 ± 15.9
Male	2.03 ± 0.30	111.1 ± 15.9

Physical Characteristics	• Grayish, reddish, yellowish, or bluish hued skin. • Hair thickness varies from medium to thick (average 90 μm). Brown and black hair most common. • Eye color is commonly yellow, black, or dark red.
Primary Language(s)	TBD or specific Khormadal language.
Current Nations, City-states, etc.	TBD or specific Khormadal culture.

Humans

Human Species Traits (100 Karma)

Age					
Puberty	Mature	Middle Age	Old Age	Ven.	Life Exp.
12	20	72	112	121	126

Average Birthing		
Gestation	No. of Birth	Birth Spacing
290 days	1	2 years

Diet	Omnivorous
Primary Races	Kemir, Sezri, Valdain
Vision	Normal
Movement	Walk AGI×2 / Run AGI×4 / Sprint +2m/hit
Equipment Size	+0
Attribute Modifiers	+1 to three Attributes (not including special Attributes) and +1 to Edge or +2 to one Attribute (not including special Attributes), +1 to Edge, and +15 Karma. Bonuses increase the starting and natural maximum of the Attribute(s) to which they are applied.
Positive Qualities	Sapience (New)
Negative Qualities	None

Kobolds

Kobold Species Traits (133 Karma)

Age					
Puberty	Mature	Middle Age	Old Age	Ven.	Life Exp.
9	16	38	46	50	52

Average Birthing		
Gestation	No. of Birth	Birth Spacing
221 days	3	1.5 years

Diet	Carnivorous
Primary Races	Idothjeath
Vision	Normal
Movement	Walk AGI×2 / Run AGI×4 / Sprint +1m/hit
Equipment Size	-1
Attribute Modifiers	-1 Body, +1 Agility, +2 Reaction, +1 Strength, +1 Intuition
Positive Qualities	Functional Prehensile Tail (RF 115) Improved Magic Resistance +1 (New) Natural Armor +2 (New) Natural Weapon: Bite (Unarmed Combat, (STR+1)P, Reach -1, AP -1) (New) Natural Weapon: Claws (Unarmed Combat, (STR+1)P, Reach -, AP -1) (New) Sapience (New)
Negative Qualities	Decreased Sprint (New) Neoteny (RF 121)

Lizardfolk

Lizardfolk Species Traits (185 Karma)

Age					
Puberty	Mature	Middle Age	Old Age	Ven.	Life Exp.
18	32	103	160	173	180

Average Birthing		
Gestation	No. of Birth	Birth Spacing
442 days	3.5	6 years

Diet	Omnivorous, preferential to meat
Primary Races	Koldesz
Vision	Normal
Movement	Walk AGI×2 / Run AGI×4 / Sprint +2m/hit
Equipment Size	1
Attribute Modifiers	+2 Body, +1 Agility, +2 Strength, +1 Willpower
Positive Qualities	Functional Prehensile Tail (RF 115) Improved Magic Resistance +1 (New) Natural Armor +3 (New) Natural Weapon: Bite (Unarmed Combat (STR+2)P, Reach -, AP -2) (New) Natural Weapon: Claws (Unarmed Combat (STR+1)P, Reach -, AP -1) (New) Sapience (New)
Negative Qualities	+20% Lifestyle cost (New)

Minotaurs

Minotaur Species Traits (198 Karma)

Age					
Puberty	Mature	Middle Age	Old Age	Ven.	Life Exp.
16	27	100	155	169	175

Average Birthing		
Gestation	No. of Birth	Birth Spacing
368 days	1	4.5 years

Diet	Herbivorous
Primary Races	Mumrabet, Nurayed
Vision	Low-Light
Movement	Walk AGI×3 / Run AGI×4 / Sprint +2m/hit
Equipment Size	1
Attribute Modifiers	+3 Body, +2 Strength, +1 Intuition
Positive Qualities	Increased Walk (New) Low-Light Vision (RF 114) Natural Armor +1 (New) Natural Weapon: Horns (Unarmed Combat (STR+3)P, Reach -, AP -2) (New) Naturally Insulated 2 (New) Sapience (New)
Negative Qualities	+30% Lifestyle cost (New)

Ogres

Ogre Species Traits (199 Karma)

Age					
Puberty	Mature	Middle Age	Old Age	Ven.	Life Exp.
10	17	34	53	58	60

Average Birthing		
Gestation	No. of Birth	Birth Spacing
221 days	1	1 year

Diet	Omnivorous, preferential to meat		
Primary Races	Azjaran, Churiszon, Gazuran, Gizulen, Ishuran, Izulen, Jathazan, Jumirjun		
Vision	Normal		
Movement	Walk AGI×3	Run AGI×4	Sprint +1m/hit
Equipment Size	1		
Attribute Modifiers	+4 Body, -1 Agility, -1 Reaction, +4 Strength, -1 Intuition		
Positive Qualities	Natural Armor +2 (New) Elongated Limbs (RF 114) Increased Walk (New) Sapience (New)		
Negative Qualities	+50% Lifestyle cost (New) Decreased Sprint (New)		

Orcs

Orc Species Traits (173 Karma)

Age					
Puberty	Mature	Middle Age	Old Age	Ven.	Life Exp.
11	19	36	57	64	66

Average Birthing		
Gestation	No. of Birth	Birth Spacing
245 days	1.5	2 years

Diet	Omnivorous		
Primary Races	Agarush, Botchur, Petchari, Togrosh, Kordgrik, Kulgrok, Akgrad		
Vision	Thermographic		
Movement	Walk AGI×2	Run AGI×4	Sprint +2m/hit
Equipment Size	0		
Attribute Modifiers	+2 Body, +1 Agility, +2 Strength		
Positive Qualities	Improved Magic Resistance +1 (New) Resistance to Pathogens & Toxins +1 (SR5 77) Sapience (New) Thermographic Vision (RF 118).		
Negative Qualities	None		

III. Social Class & Heroic Status

It is but by the grace of the gods that you not only hold this esteemed tome in your hands but that you also have mastered the ability to comprehend the words herein. For were you deemed unworthy, the gods would have made you some poor ignorant serf ankle-deep in the muck of the fields at the beck and call of a spoiled noble in the backwoods of the Empire.

~Ubrek Markof
On the Basics Forms and Functions of Magic (3298 EF)

A. Social Class

For detailed information about social classes, see the *Agrros Guleth Campaign Book*. At the end of chapter VII Skills there are Skill PACKS based on the general nature of each social class. You must choose a social class at character creation, which represents the social class into which your character was born. You may gain or lose social standing throughout your adventuring career but you can't change where you came from.

Table: Social Classes

Social Class	Karma Cost	"First Impression" Social Modifier	Bonus Karma for Gold	Karma for Contacts
Slave	-30	-2 dice	0	Charisma × 2, max 6 Karma per Contact
Commoner	0	+0 dice	0	Charisma × 3, max 7 Karma per Contact
Expert	25	+0 die	10*	(Charisma × 3)+10, max 7 Karma per Contact
Noble	75	+1 dice	35*	(Charisma × 3)+20, max 9 Karma per Contact
Royalty	150	+2 dice	75*	(Charisma × 3)+30, max 10 Karma per Contact

*At least half of this bonus gold must become a part of starting gold, a.k.a. "in the bank."

Vocational Upbringing

Unless you grew up as a spoiled privileged self-centered fuckwit, then your family (or close friends of your family, or the orphanage, or what have you) will have trained you in a vocation that you were expected to make a living with until the whole hero-thing went and mucked up everyone's plans.

There are three kinds of Vocational Upbringing (VU): Unskilled, Skilled, and High Society. You must pick one (and a related Profession Skill that requires GM approval) at character creation and tie it in with your Social Class. Each is detailed below.

The Profession Skill is the Skill that you choose as a part of your Vocational Upbringing and is not necessarily a Profession Knowledge Skill.

Unskilled

You grew up with the serfs. Or maybe with a family that were servants to a noble lord. Or with other street urchins. Regardless, you never learned a trade. You either began working as a specific basic laborer (agriculture, construction, service, etc.), spread yourself thin (doing a little fishing here, house work there, field work over there, etc.) or somewhere in between.

The good news is; you can choose just about any Skill to justify your Vocational Upbringing. The bad news is you will get lower starting gold and if you try to ply your non-existent trade during downtime you'll earn the least amount among your hero peers (unless they're Unskilled as well).

Nearly any skill can be selected as an Unskilled Vocation's Professional Skill, though common ones are the Knowledge Profession Skills like beggars, farmers, fishers, gamblers, hunters, laborers, and servants. You could have been one of the best servants of a noble before you became an adventurer or you could have been one of the worst understudies in an acting troupe or you could have not paid much attention to your mother's teachings while hunting for the family. When attempting to make money using your Unskilled Vocational Upbringing Profession Skill during downtime, you will always roll as if defaulting on the skill, even if you have a rating in that Profession Skill.

Skilled

You were taught, or were being taught, a profession before you decided risking life and limb was a better life for you. The trade you learned was meant to be your source of income when you became an adult.

You must designate a Technical, Social, or Vehicle skill as your Skilled Vocational Upbringing's Profession Skill and purchase that Skill at a rating of no less than rating 3 at character creation. Alternatively, you may purchase three related Knowledge and/or Language Skills, each at rating 3, and designate them as your Skilled Vocational Upbringing Profession Skills, using the lowest rating of them for Starting Coin and Earning Coin (see below).

Skilled professions have a great amount of, well, skill to them. You will be hard pressed in convincing your GM that your UV is Skilled while taking Knowledge Profession Skills related to being a beggar, fisher, laborer, shepherd, or servant.

High Society

This isn't the "do-nothing, parents-paid-for-everything, lazy" kind of high society. If you choose High Society as your Vocational Upbringing then it means you studied to be a functional and contributing member of the upper class. You may have come from commoner roots, or been an attentive

slave, or a studious expert or noble, but either way you put in time and effort into the High Society profession you were going to go into before the spark of adventuring caught your eye.

You must designate a Technical, Social, or three related Knowledge and/or Language Skills for your High Society Profession Skill(s), and purchase that Skill (or those Knowledge/Languages) at a rating of at least 5 at character creation.

High Society professions are typically trades and skills that are useful to the upper class; architects, artists, barristers, courtesans, musicians, scribes, and even occasionally things like armorer (the local noble's weaponsmith) or hunter (assistant to the court's Master of the Hunt), etc.

Starting Coin

Together, your Social Class, Vocational Upbringing, starting Lifestyle, and a random roll determines the amount of coin you start the game with. This is detailed in chapter IX Goods & Services, K Starting Gold. But remember, if you're bringing in a new character to an already in-progress campaign, you still get to roll for starting coin in addition to any coin the GM hands out to keep you matched with the current, living, PCs (and our condolences to you for any deceased characters that prompted this new character).

Earning Coin: Using VU

During Downtime (see chapter X Downtime) you can use your Vocational Upbringing Profession Skill (or lowest of the three Knowledge/Language Skills) to make money (Earning Coin).

To Earn Coin, at the start of Downtime roll your Profession Skill's dice pool (remember, -1 if Unskilled). The number of hits you get is applied to the following formula:

Earned Coin (in silver pieces [sp]) = Vocational Upbringing Modifier × Social Class Modifier × Profession Skill hits × 1.5 sp × number of days spent working.

As a rule of thumb, you should only make one Earning Coin Test per downtime unless the downtime lasts longer than one month.

If you get no hits, then you earn half of what you would on one hit.

If you roll a glitch, then things go wrong enough that you are not able to make any money during the Downtime. It may be due to running out of materials, low demand, expenditures matching revenue, etc.

If you roll a critical glitch, then not only do you not earn any coin during the Downtime, but bad things are the reason why: Adventure time!

You cannot use Edge for Earning Coin. It's not very heroic, now is it?

With GM approval, you may buy hits for your Earning Coin Test (4 dice per hit, as normal). If your dice pool is below 9, then it is suggested (to your GM) that you have to roll.

Table: Earning Coin Modifiers

Social Class	Modifier	Vocational Upbringing	Modifier
Slave	× 0.5	Unskilled	× 0.5
Commoner	× 1	Skilled	× 1
Expert	× 2	High Society	× 5
Noble	× 5		
Royal	× 25		

Law of Average & Earning Coin

So the average human will have a rating 3 in the appropriate Attribute and some level of skill in their VU profession.

With a Skill rating of 3 ("Competent", SR5, 131) they will, on average achieve 2 hits (64.9% chance of 2 hits with 6 dice) and if they work nearly every day for a month they will usually earn enough to maintain their Lifestyle (poor/squatter for Unskilled commoners, common/low for Skilled commoners, and good/medium for High Society commoners).

Once the average human raises their VU profession's skill up to 5, then they will have a dice pool of 8, allowing them to buy the 2 hits needed to maintain their Lifestyle (NPCs generally just get to buy the hits, regardless of their skill rating, mostly because it's sort of time consuming for the GM to roll for every working adult NPC in the world).

At skill rating 6 ("Professional", SR5, 131), the average human will have a dice pool of 9 where an average roll will net them three hits (62.3% chance of 3 hits with 9 dice), meaning they will be able to live securely in their current Lifestyle.

Table: Earning Coin by Social Class, Vocational Upbringing, and Number of Profession Hits

Vocational Upbringing & Social Class	Base Modifier	Number of Hits						
		0	1	2	3	4	5	6
		× 1.5 sp per day =						
Unskilled								
Slave	× 0.25	0.187	0.375	0.75	1.125	1.5	1.875	2.25
Commoner	× 0.5	0.375	0.75	1.5	2.25	3.0	3.75	4.5
Expert	× 1.0	0.75	1.5	3.0	4.5	6.0	7.5	9.0
Noble	× 2.5	1.875	3.75	7.5	11.25	15.0	18.75	22.5
Royal	× 12.5	9.375	18.75	37.5	56.25	75.0	93.75	112.5
Skilled								
Slave	× 0.5	0.375	0.75	1.5	2.25	3	3.75	4.5
Commoner	× 1.0	0.75	1.5	3.0	4.5	6.0	7.5	9.0
Expert	× 2.0	1.5	3.0	6.0	9.0	12.0	15.0	18.0
Noble	× 5.0	3.75	7.5	15.0	22.5	30.0	37.5	45.0
Royal	× 25.0	18.75	37.5	75.0	112.5	150.0	187.5	225.0
High Society								
Slave	× 2.5	1.875	3.75	7.5	11.25	15.0	18.75	22.5
Commoner	× 5.0	3.75	7.5	15.0	22.5	30.0	37.5	45.0
Expert	× 10.0	7.5	15.0	30.0	45.0	60.0	75.0	90.0
Noble	× 25.0	18.75	37.5	75.0	112.5	150.0	187.5	225.0
Royal	× 125.0	93.75	187.5	375.0	562.5	750.0	937.5	1125.0

B. Heroic Status & Beyond

These rules allow for the fantastic, what with the whole "fantasy setting" part of the game. Overall it's to help the GM mark stages in game play where the PCs have gain great achievements in personal power and as such the GM can throw bigger, tougher, and scarier problems their way without having to worry that it will stop the fun of the game in doing so. Below is just an outline of the considerations for Heroic status and nots about where to find information on Legendary and Epic status.

Heroic Status

In order to be able to Burn Edge (see SR5, pg 57), you must take the Hero Positive Quality (10 Karma, see chapter VI Qualities, C New Positive Qualities below). You can still use Edge by spending points on Edge Effects, including Dead Man's Trigger, if you do not have the Hero Positive Quality, but you only regain Edge at a rate on 1 point per week.

Additionally without the Hero Positive Quality you are limited to rating 8 in Skills (9 with Aptitude Positive Quality). With the Quality you may raise your skills up to the standard 12 (13 with Aptitude).

Legendary & Epic Status

With the Hero Quality and after you have earned in game 700 Karma (including starting Negative Qualities' bonus Karma) you may purchase the Legendary Positive Quality. After that and once you have earned 1,500 Karma you may purchase the Epic Quality. These two qualities open up more fantasy options for your character. See chapter I Overview, B Alignment and VI Qualities, for more information.

The GM is free to change these Karma thresholds as fits their campaign.

AG Specific

Why Social and Heroic Class (and why the Karma cost for them?)

Class systems within Shadowrun are largely based on wealth and in most cases anyone with enough nuyen can effectively "buy" their way into social circles. In Agrros Guleth and many other fantasy settings there still exists a class system that is intimately tied to birth, influence, and wealth. The poorest noble is still entitled to social boons that even the richest commoner has no access to…at least not without working hard to become a noble. Karma costs for social classes indicate the price paid for winning (or losing) the lottery of birth.

The Hero Positive Quality is an aspect of the fantasy of Agrros Guleth. Unlike level-based RPGs, it is uncommon for PCs in this system to "achieve godhood" but the Hero Positive Quality indicates a step down that path as well as providing some simple rules for distinguishing between the "common folk" and those "born for greatness" (though you can take the quality later on, after character creation).

IV. Attributes

Bothus! A man of magnificent strength/He could lift all of the woodman's timber/Carrying it for over a day's length/But poor Bothus was not very limber/And his mind was like that of a dumb goat/Butting 'gainst antagonizing boulders/One day he took his great axe to his boat/And drowned upside-down up to his shoulders.

~Unknown

Common children's song (circa 3100 EF)

A. Attribute Basics

There are 10 Attributes; the base eight (Body, Agility, Reaction, Strength, Willpower, Logic, Intuition, and Charisma) and two special (Edge and Magic) Attributes.

Each starts at rating 1.

First spend Karma to raise or lower your Attributes based on the Attribute Karma Cost table below (it follows the standard 5 Karma × Next Rating cost).

Essence and Madness are two additional special Attributes that you cannot raise with Karma (or lower during character creation to gain more Karma). Essence starts at 6. Madness starts at 0.

Law of Average & Attributes

The average adult human Attribute rating is 3 for all 10 Attributes. Average human babies (ages 0-4) have Attribute ratings of 0. Average human children between 5 and 11 years old have Attribute ratings of 1. Average young humans, approximately between the ages of 12 and 19, have Attribute ratings of 2. These baselines should be taken into account for role-playing purposes. For example, a character with a Strength of 2 and a Logic of 1 would have the physical prowess of a 15-year old human and the reasoning ability of an 8 year old.

Base Attributes

At character creation you may only raise one of the 10 base Attributes to the base maximum of 6 with Karma (which does not include species' or Qualities' bonuses), Magic is maxed out at 4, and only two of these Attributes may be at rating 1 once character creation is finalized. Species' Attribute bonuses increase or decrease your Attribute base maximums.

If you lower an Attribute below 1 to gain starting Karma then your species' bonus to that Attribute must finalize the Attribute to at least 1. You may not use Qualities in this way, only species' Attribute bonuses.

With the Hero Positive Quality, your base attribute maximums are increased by +2 after character creation. This is the Hero maximum Attribute rating. This only increases the maximums, not your actual Attributes which you must still raise with Karma and time as normal after character creation.

With the Legendary Positive Quality the base maximums are increased by another +3 (+5 total).

With the Epic Positive Quality the base maximums are increased by another +4 (+9 total).

AG Specific

Why change the how attributes are purchased at character creation?

While Shadowrun 5th Edition may have an internally consistent rational for why the base metaspecies cost what they do in Karma, I couldn't find it even with applying 6th World "racism" and other modifiers. So for Agrros Guleth the species were built up from scratch. Since there is no dominate species in Agrros Guleth (as humans are in Shadowrun) most of the social considerations (racism and ill-fitting items for Trolls, for example) average out. So all that was left was building each species so GMs could decide how to balance them.

For Attributes specifically, average humans became the baseline. All species' Attribute bonuses are calculated as a part of the species' Karma cost as if starting at rating 3 and then buying the bonus from there. So a +1 species' Attribute bonus takes up 20 Karma of the species' cost (assumed rating 3, raised to 4 is 20 Karma…if I did the math right, of course). This means you get more bang for your Karma if you purchase higher than rating 3 in Attributes that your species has bonuses for.

Natural Maximum Attributes

The natural maximum ratings for your Attributes are base rating + species bonus ± Qualities (and at character creation only one Attribute may be at the natural maximum). The species' bonuses are reprinted in the Species' Attribute Bonuses table. The Exceptional Attribute (Lucky for Edge) and Heroic Attribute Qualities increase the natural maximum Attribute ratings while some Negative Qualities (see chapter VI Qualities below) and damage can lower your natural maximums.

Each Species has a natural maximum, and a Hero maximum Attribute Rating, as detailed in the Species Maximum Attributes table. The first numbers in that table are the species' adult averages (3 ± their species' bonuses), the second are natural maximums (6 ± their species' bonuses), and the third are the post-character-creation Hero maximums (8 ± their species' bonuses). These maximums can be increased by taking the Exceptional Attribute and Heroic Attribute Qualities.

Table: Species' Attribute Bonuses

Species	BOD	AGI	REA	STR	WIL	LOG	INT	CHA
Dwarf	+2	+0	+0	+1	+1	+0	+0	+1
Elf	+0	+1	+1	+0	+0	+0	+1	+2
Gnoll	+1	+1	+0	+2	+0	+0	+1	+1
Goblin	-1	+1	+1	-1	+0	+0	+1	+1
Halfling	-1	+1	+0	-1	+1	+0	+1	+1
Hobgoblin	+2	+1	+0	+1	+0	+0	+1	+0
Human	+ Edge, +15 Karma and choose either: +1 to any three Attributes[1] **or** +2 to any one Attribute[1]							
Kobold	-1	+1	+2	+1	+0	+0	+1	+0
Lizardfolk	+2	+1	+0	+2	+1	+0	+0	+0
Minotaur	+3	+0	+0	+2	+0	+0	+1	+0
Ogre	+4	-1	-1	+4	+0	+0	-1	+0
Orc	+2	+1	+0	+2	+0	+0	+0	+0

[1] These attribute bonus points cannot be applied to Special Attributes (Edge, Magic, etc.) but these points increase the natural and Hero maximum ratings for the Attributes to which they are applied.

Augmented Maximums

An augmentation to an Attribute is any Attribute bonus applied from "outside" your core self. Spells, Adept abilities, gear, curses, cyberware, bioware, all are examples of augmentation sources. Regardless of how many difference sources provide you with an augmentation bonus, you are always limited by your augmented maximum bonus.

Augmented bonuses are always applied to your current Attribute rating.

The normal maximum augmented Attribute bonus is + 4. So at character creation a character could have one Attribute at base maximum + species' bonus + Exceptional Attribute + Heroic Attribute + up to 4 augmentation bonuses.

Drugs break the augmented maximum rule. Attribute bonuses from drugs may push an Attribute over its augmented maximum. Regardless of the other sources of other augmentations, if using a drug pushes you over your augmented maximum then you must immediately make an Addiction Test based on the drug with a +1 increase to the Addiction Threshold to avoid becoming addicted, in addition to the standard Addiction rules.

The augmented maximum is increased to +6 with the Legendary Positive Quality and +10 with the Epic Positive Quality (see chapter VI Qualities).

Table: Attribute Tree

Attribute Total
+ Drugs
+ Augmented bonuses
(Max +4/+6 Legendary/+10 Epic)

Natural Maximum
+ Qualities
+ Species' bonus

Base Maximum
Epic (15)
Legendary (11)
Hero (8)
Normal (6)

Table: Species Maximum Attributes (average/natural maximum/Hero maximum)

Species	Body	Agility	Reaction	Strength	Willpower	Logic	Intuition	Charisma	Edge
Dwarf	5/8/10	3/6/8	3/6/8	4/7/9	4/7/9	3/6/8	3/6/8	4/7/9	3/6/8
Elf	3/6/8	4/7/9	4/7/9	3/6/8	3/6/8	3/6/8	4/7/9	8/10	3/6/8
Gnoll	4/7/9	4/7/9	3/6/8	8/10	3/6/8	3/6/8	4/7/9	4/7/9	3/6/8
Goblin	2/5/7	4/7/9	4/7/9	2/5/7	3/6/8	3/6/8	4/7/9	4/7/9	3/6/8
Halfling	2/5/7	4/7/9	3/6/8	2/5/7	4/7/9	3/6/8	4/7/9	4/7/9	3/6/8
Hobgoblin	5/8/10	4/7/9	3/6/8	4/7/9	3/6/8	3/6/8	4/7/9	3/6/8	3/6/8
Human*	3/6/8	3/6/8	3/6/8	3/6/8	3/6/8	3/6/8	3/6/8	3/6/8	4/7/9
Kobold	4/5/7	4/7/9	8/10	4/7/9	3/6/8	3/6/8	4/7/9	3/6/8	3/6/8
Lizardfolk	5/8/10	4/7/9	3/6/8	5/8/10	4/7/9	3/6/8	3/6/8	3/6/8	3/6/8
Minotaur	6/9/11	3/6/8	3/6/8	5/8/10	3/6/8	3/6/8	4/7/9	3/6/8	3/6/8
Ogre	7/10/12	2/5/7	2/5/7	7/10/12	3/6/8	3/6/8	2/5/7	3/6/8	3/6/8
Orc	5/8/10	4/7/9	3/6/8	5/8/10	3/6/8	3/6/8	3/6/8	3/6/8	3/6/8

* If you chose +1 to three Attributes, the natural and Hero maximums for those Attributes is increased by 1. If you chose +2 to one Attribute, the natural and Hero maximum for that Attribute is increased by 2.

Table: Attribute Karma Cost

Desired Rating	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12
Karma Cost	-75	-35	-20	-10	-5	0	10	25	45	70	100	135	175	220	270	325	385

Improving Legendary & Epic Attributes

When improving an Attribute above and beyond what most could ever hope to achieve, it costs more Karma but the rate of improvement is still the same (the new Rating in weeks).

Legendary Attributes cost ten times the next, desired, rating in Karma

Epic Attributes cost fifteen times the next rating in Karma.

Attributes & Age

Attribute ratings and maximums assume a healthy adult for that species. By taking the Aged Negative Quality you can start at an age other than adulthood but this affects your Attributes. You might also have a birthday in game that puts you in a new age category and you must apply the modifiers as well (though the GM may roll 3D6 to randomly determine the number of months after your birthday for when the modifiers are applied). The Attribute modifiers listed for the age categories are cumulative (save for Child and Puberty age categories which are reversed in their accumulation; Child age category adds the Puberty age category modifiers to it, later reaching Puberty removes the Child modifiers) and are applied both to your starting Attributes (after spending Karma) and your Natural Maximums.

If an age category older than Adulthood's modifier reduces an Attribute to 0 or lower then you're dead, a corpse, and no fun at the party. Though if it is the Venerable age category that reduces one or more of your Attributes to 0 then those final reductions that push your Attributes to 0, and only those, are postponed until the end of your randomly determined Life Expectancy.

If an age category younger than Adulthood's modifier reduces an Attribute to 0, then the minimum is 1.

Childhood: -1 to all Attributes.

Puberty: -1 to all Attributes.

Adult: Standard Attributes.

Middle Aged: -1 to one Physical Attribute (player's choice), +1 to Willpower or Charisma (player's choice).

Old: -1 to all Physical Attributes, +1 to either Logic or Intuition (player's choice), -1 to Willpower or Charisma (opposite of the Middle Aged choice).

Venerable: -1 to all Physical Attributes, +1 to either Intuition or Logic (opposite of the Old age choice), and -1 to both Willpower and Charisma.

Fickle Fates: Random Attributes

If you (or your GM) wants to go a little old school, you can randomly determine your starting Attributes.

Keep in mind that if you have a negative Species Attribute modifier then you may have to spend further Karma in order to make sure that your Attribute(s) have a positive value.

Method I: Spend Karma on 10 Attributes but do not assign the ratings to any specific Attribute just assign the ratings to a numbered list from 1 to 10. Then roll 2D6 for the first Attribute and assign it to the Attribute listed below, based on the result

2D6 Roll	Attribute
2	Body
3	Agility
4	Reaction
5	Strength
6	Willpower
7	Logic
8	Intuition
9	Charisma
10	Edge
11	Magic
12	Roll Again

Do the same for the remaining ratings, going down your list. If you roll an Attribute that has already been assigned, choose the next lowest unassigned Attribute and if none are available work back up the list to the first unassigned Attribute. Once you have 6 remaining Attributes, you can consolidate the remaining Attributes on a 1D6 table if you choose.

Method II: For each of the 10 Attributes, roll a 1D6. The results are the base ratings for each Attribute and then purchase them with your starting Karma as normal. Remember that you cannot start with more than one Attribute at the racial maximum or more than two at rating 1, so if you roll a 6 for any Attribute or roll a 1 for two Attributes then any further rolls of 6 or 1 on the remaining Attributes must be rolled again until a non-6 and/or non-1 result is achieved.

Method III: For each of the 10 Attributes, roll 2D6 and divide by 2 (rounding up). The result is the rating for the Attribute rolled for. Once you are finished, spend the Karma for the Attributes as normal. You can increase the number of dice rolled, dividing the results by the number of dice used. The more dice you use, the higher the probability that you will end up with average Attributes. As with Method II, if you roll a rating 6 or two rating 1s, then any further rating 6 or 1 rolls must be re-rolled as you can only start with one Attribute at your species maximum and two of your Attributes at rating 1.

B. Edge

If you do not have the Hero Positive Quality then you cannot Burn Edge, though you can spend it normally on Edge effects, and it takes a full week (regardless of how much or little you have rested) to recover one point of Edge instead of one good night's rest.

If you do have the Hero Positive Quality then you can use and Burn Edge normally.

Both the Legendary and Epic Positive Qualities open up additional uses of Edge.

New Edge Effects

In addition to the Shadowrun core rules Edge effects (SR5, 56), the following are uses of Edge available to anyone with the Edge to use.

Flash of Recognition

You can spend a point of Edge to add you Prestige Limit Modifier (see chapter XI Gamemastering, B Reputation) to the Social Limit of your next Social test. This works much like a limited version of the First Impression Quality as it is only applied to one Social test and for whatever reason that the GM deems appropriate, you won't continue to gain the Prestige Limit Modifier against that individual or group until they would normally learn of your Prestige (which may be at the end of the current encounter, depending on how you play your cards, er dice, er character's personality, yeah, that's it).

New Uses For Burning Edge

With the Hero Positive Quality you can Burn Edge normally as well as for the following reason:

Avoiding Madness

If you gain a point of Madness, you may immediately Burn a point of Edge to avoid gaining the point of Madness. You must do so immediately. If you let the moment pass, you're stuck with that point of Madness and all the resulting effects (see section 4 Madness, below).

Legendary Edge Effects

The following Edge Effects can be used if you have the Legendary Positive Quality:

Legendary Alignment Suppression

For one test, before the test is rolled, you suppress your alignment as if you had less than 1,500 Karma which negates the bonuses gained from aligned items used by you or against you for that test.

Legendary Close Call

As per Close Call, but if you negate the effects of a glitch (not a critical glitch) then you may also re-roll half (round down) of the dice that came up as 1's in the original test.

Legendary Dead Man's Trigger

As per Dead Man's Trigger, but if you succeed on the Body + Willpower (3) test, then you gain a full Action Phase at the end of the current Initiative Pass.

Legendary Pushing the Limit:

As per Push the Limit, but add 1.25 × your Edge rating (round down) to your test.

Legendary Second Chance

As per Second Chance, but if the original roll was a glitch (but not a critical glitch) then so long as the re-roll does not result in a glitch, then glitch is negated.

Legendary Survivor

By spending a point of Edge, you can ignore the Survival effects from having inadequate food, thirst and shelter (see chapter VII Skills, E Using Skills: Additions, Survival) for a number of days equal to half your Edge (round up). At the end of this time you take unresisted Stun Damage equal to twice your Edge, even if you found the necessities you lacked during that time.

Legendary Work

You can use a point of Edge to cut the time interval of an Extended Test in half. The finished item's quality, if any, is also increased by one step from what was intended (a Common item becomes Good, Good becomes Fine, etc.).

Epic Edge Effects

The following Edge Effects can be used if you have the Epic Positive Quality:

Epic Close Call

As per Close Call, but you may either completely negate the effects of a critical glitch or re-roll all the dice that came up as 1's on the original test of that resulted in a glitch (not a critical glitch).

Epic Dead Man's Trigger

As per Dead Man's Trigger, but if you succeed on the Body + Willpower (3) test, then you gain a two full Action Phases, the first at the end of the current Initiative Pass and the second at the end of the next Initiative Pass (even if it is in a new Combat Turn).

Epic Pushing the Limit

As per Push the Limit, but add 1.5 × your Edge rating (round down) to your test.

Epic Second Chance

As per Second Chance, but if the original roll was a glitch or a critical glitch, then so long as the re-roll does not also result in a glitch or critical glitch, then the glitch or critical glitch is negated.

Epic Survivor

Like Legendary Survivor Effect, save that you can ignore those Survival effects for a number of days equal to your Edge × 1.5 (round up).

Epic Work

You can use a point of Edge to cut the time interval of an Extended Test by one-tenth the time. The finished item's quality, if any, is also increased by two steps from what was intended (a Common item becomes Fine, Good becomes Superior/Masterwork, etc.).

C. Essence & Magic

Each character's Essence Attribute starts at 6 and cannot be raised above 6. Essence determines the maximum Magic Attribute that a character can have (not including Magic increases due to Initiation). Loss of Essence results in a loss of Magic (round down to nearest whole number) regardless of their starting values. For example, if a character with Essence of 6 and Magic of 3 loses a point of Essence then their Magic is reduced to 2.

At character creation you cannot have a Magic rating greater than 4. This is to reflect a moderate to low-magic campaign. If the GM is running a high-magic campaign or has other reasons for doing so, they may adjust the character creation cap on Magic (though they are still limited by their Essence).

Characters whose Magic is reduced to 0 are burnt-out and lose access to all their magic-related abilities and skills. In addition, the burnt-out character suffers a -1 dice pool penalty to all actions as they are cut off from the natural mana of the world in which they grew up, but they also gain a +3 dice pool bonus on any magic related Resistance tests. Only through extreme measures can a burnt-out character regain their Magic Attribute.

If your Essence is reduced to 0 then you die.

A change from core Shadowrun rules is that some Essence loss can be healed. Specifically, Essence lost from the Essence Drain power (but not the Energy Drain power) is healed at a rate of 1 point every two months. But unless specifically noted, Essence that has been lost cannot be regained.

If you are an Adept or Mystic Adept, remember that in the fantasy setting when you increase your Magic Attribute you do not immediately gain Power Points. Power Points must be purchased separately either through Initiation and taking the Power Point option (which effectively increases your Magic rating for determining your maximum number of Power Points) or with Karma at a rate of 4 Karma for Adepts during character creation, 8 Karma for Adepts after character creation, or 8 Karma for Mystic Adepts during character creation, 16 Karma for Mystic Adepts after character creation (and Power Points purchased this way are limited by your actual Magic rating).

D. Madness

Madness is an attribute that you don't want. Lucky for you, it starts at 0 and you can't buy it at character creation. However, as your character suffers the slings and arrows of the world you can gain Madness. Madness, the Attribute, is not "normal" mundane madness or crazy or the suffering from a disease or experiencing the ravages of old age. The Attribute, Madness, represents how much the 'things-mortals-were-not-meant-to-know' have tainted the essence of your being, your mind and soul.

If you critical glitch on a Composure Test, you gain a point of Madness.

If you critical glitch on casting or resisting (if applicable) a Control Actions, Control Thoughts, Mindlink, Mind Probe, Mob Control, Mob Mind, or other spell or effect that expressly takes away your agency in a similar way, then you gain a point of Madness.

If you critical glitch on summoning a spirit and fail a Composure (2) Test, then you gain a point of Madness (2 if you critical glitch on the test).

If you take boxes of Overflow damage and fail a Composure (2) Test (and don't die), then you gain a point of Madness (2 critical glitch).

If you fail the Composure (4) Test when gaining the Ordeal Born Positive Quality, you gain a point of Madness (2 if you…you get the point).

If you fail a Composure Test that specifically is about losing your mind, you gain a point of Madness (2 on a, what is it called, oh yes, 2 points if you critical glitch on the Composure Test).

You see the pattern. Basically you will always have a roll involved and it will either be a Composure Test or the result of a critical glitch. Call "bullshit" if the GM just assigns you a point of Madness without A) a dice pool roll involved, and B) informing you that you are at risk of gaining a point of Madness (unless its listed above, then you should have read this section and it's your fault for not paying attention, you silly crazy goose).

The Maximum rating for your Madness Attribute is your Essence + 6. Which is interesting as this clearly and assuredly indicates that Madness is bound and woven within the strengths and ties of the living and not the lost as one would suspect given that those with low Essence experience a madness all their own. Of course!

Madness Effects, the Good

The good news is that you get the following benefits for going mad:

- A bonus dice pool modifier to Drain resistance tests equal to your Madness rating.
- A bonus dice pool modifier to your Ordeal Born Positive Quality Composure (4) Test equal to your Madness rating if you take the Quality after character creation (but you automatically gain another point of Madness, even if you were part of a ritual, two points if you fail the Composure Test [three if you critical glitch on it]).
- A bonus dice pool modifier to your melee attacks equal to half your Madness rating (round down).
- A bonus dice pool modifier to your Defense Tests equal to half your Madness rating (round down).
- A bonus dice pool modifier to your Spellcasting and Summoning Tests equal to half your Madness rating (round down). These dice are rolled separately from the base dice pool and do not count, for or against, the possibility of rolling a critical glitch (and hence gaining an additional point of Madness).

Madness Effects, the Bad

So, like, sweet! Right! Now the bad news:

- Whenever you gain a point of Madness, you must immediately make a Composure Test (unless you Burn Edge to not gain the point of Madness), the threshold of which is equal to 2 + half your new Madness rating (round up). If you fail, then you gain a Negative Quality or Qualities with a total karma cost equal to 5 × Madness rating (current) Karma. You must choose a Negative Quality or Qualities that best fit how you gained the most recent point of Madness or increase the severity of a preexisting Negative Quality or Qualities if they relate to how you gained the point of Madness. And the GM gets final say, but the GM shouldn't be too much of an asshole, you are going mad, after all. With GM approval you can "save up" for a higher-cost Negative Quality, but you should act like you're starting to get the Negative Quality you're saving up for.
- Your Madness rating can be added to the threshold of any test that is related to your Mental Attributes. Usually, it is only applied to thresholds related to Negative Qualities or Mentor Spirit/Patron Deity Disadvantages. Another guideline is that if the Test you are making is in the service of crazy then the threshold remains the same but if the Test is to resist acting, thinking, or being crazy then add your Madness to the threshold.
- The threshold on Assensing Tests to see that you're mad is equal to 6 – your Madness rating.
- You attract crazy. Any time you spend time with a large group of people that you are not familiar with (walking down a busy street, at the busy bazaar, crowded tavern, etc.), the GM will roll your Madness dice pool. The number of hits indicates the depth, severity, and danger of the crazy that you attract. On one hit you might attract the attention of an obsessive acolyte while on four hits it may become obviously apparent to a group of squatters that you are going to be the next Hero-God to ascend into the heavens and as such you have to serve their needs or be sacrificed in order to help you ascend faster.

Madness Effects, the Ugly

As your Madness Attribute increases, things get ugly.

- Whenever your Madness Attribute is raised so that it equals your Essence, a spirit (of the GM's choosing), with a Force equal to your Madness, appears. Usually they just outright attack you, but sometimes not. Sometimes they befriend you, likely because they see power in you that they can use to further their own ends. Sometimes they do other things. It's hard to tell what the spirit is going to do. It's Madness, I tell you.
- When a creature (spirit, infected, magical, or otherwise) uses Drain Essence on you, it gains a point of Madness the first time it feeds on (or otherwise drains) you. There is no resistance test to avoid this and the creature draining you will only be aware of your Madness if it successfully Assenses your aura.
- When your Madness Attribute is raised above your Essence it's time to seriously think about playing another character. Seriously. Unless there's some master plan between you and your GM that outlines what and why you need this character to be mad in the campaign, then retire the character and look forward to failing all your Composure Tests with your next one.

Healing Madness

Getting rid of your Madness Attribute is a lot like increasing other Attributes, only it's in reverse. Essentially, all you have to do to get rid of a point of Madness is pay Karma equal to 5 x Madness rating (current), and rest for 1 week x Madness rating (current). Only problem with Madness is that if you take the time to "heal" from Madness, then you can do nothing else but rest. No running around adventuring, no increasing a skill or raising a physical attribute, or even reading anything remotely promoting the learning of knowledge at a valuable level.

V. Magic

You must begin with the basics. Breathe. In, then out. Breathing is magic. Controlling your breathing is to control magic at a fundamental level. That is why we are more than the common beasts of the land and air. We can choose when and where we breathe and by extension when and where to exert our power over the world. With training you can learn to fly. With mastery you can seek audience with the gods themselves while you still draw breath with your mortal form!

~Pithlem Haururod

Strata of Enlightenment, vol. I (2737 EF)

Most Magic Abilities are a special type of Positive Quality. As such, they count towards your maximum Positive Qualities at character creation (60 Karma) and cost double if you purchase them after character creation.

Choosing the Ordeal Born Positive Quality (15 Karma) means you are magically awakened, semi-trained (self-taught, or professionally, or etc.) in how to feel the mana flowing around and through you, and now you need to decide now what kind of user of magic you want your character to be…if at all yet. You can wait until later to purchase Magic Qualities (at double the Karma cost). But in order to effectively use any form of magic, you must take the Ordeal Born Quality (see chapter VI Qualities, C New Positive Qualities).

A. Magic for Everyone

Agrros Guleth is infused with magic as a natural force (quintessence) and adding to that; mortals have souls. Everyone is touched by and has encountered magic.

Ancestor Prayer

Nearly every culture has some form of ancestor worship and there is a slim chance that a mortal's prayer will reach the ears of an ancestor's soul with enough clarity for the ancestor to reply with a limited boon or blessing. But it's exceptionally rare and sometimes the ancestor prayed to isn't the one that answers.

Praying to your Ancestors

Ancestor Prayer can only be attempted once per day as a Complex Action, Intuition + Charisma (8) Test, with a bonus to the supplicant's dice pool equal to their Magic Attribute, and of course Edge can be used on the test.

The GM can also award you extra dice for particularly dramatic role playing.

Law of Average & Ancestor Prayer

The average human with all Attributes at rating 3 will have 9 dice (12 if they spend a point of Edge) for attempting an Ancestor Prayer. At 9 dice, this gives the average human about a 0.1% chance (1 in 1,000) of their prayer being heard. This means that a person's prayer is heard and replied to about once every 2.5 Agrros Guleth years (396.33 days).

If the average human uses Edge to Push the Limit then, before counting exploding 6s, they have nearly a 2% chance (1 in 50) of being heard by the ancestor. Because Edge only refreshes at 1 point a week for those without the Hero Positive Quality, at most the average human will be able to use Edge for Ancestor Prayer only about 38 times in a year (36 weeks in an Agrros Guleth year, plus 2 extra Edge for the first week). This means that using Edge, before counting exploding 6s and not including non-Edged prayers, their prayer is heard and replied to once nearly every year and a half.

Ancestor Prayer Effects

On a successful Ancestor Prayer Test, the ancestor or ancestors hear the prayer and their emotionally charged thoughts manifest as a magical boon to the supplicant. The actual mechanical nature of the boon is dependent on the situation and nature of the prayer. The following lists some examples that the GM can use for answered prayers:

- +4 dice to a Skill or Attribute Test, including Extended Tests
- The effects of an Accident, Concealment, Guard, or Magical Guard Power
- One service from a Force 3 spirit
- +6 dice on a Defense Test
- Finding that needed item where least expected

Ancestor Prayers typically manifest invisibly; a roof beam falling to block enemies from opening a door, a sudden burst of strength to rescue a friend under rubble, etc. While the effects are invisible, the supplicant feels the magic of the boon, usually as a warm, soothing, comforting sensation.

Bad Ancestors

Let's face it, not every ancestor is the super-keen hero mother/father-figure the legends have made them out to be. Some ancestors were outright monsters and they're in the Realm suited to their monstrous ways and when they answer a prayer innocents often get hurt. It's ultimately up to the GM on how things go wrong for anyone but the supplicant, so be nice to your GM.

Limiting Ancestor Prayer in Game

The once per day limitation is a guideline for limiting Ancestor Prayer. If the GM wishes their campaign to feel like your ancestors are watching over you with interested intent, then the GM may allow you make as many Ancestor Prayer Tests as you can remember to make. But it is not unreasonable for the GM to limit Ancestor Prayers to one, and only one, test per game session for all the players (and the first to do so that session uses up everyone else's chance to invoke their ancestors).

B. Users of Magic

The standard Shadowrun magic user types are; Adept, Aspected Magician, Magician, and Mystic Adept. Here they are called Magical Colleges and the Mystic Adept has been removed (but see Magic Customization, below) while two new ones have been added; Bard and Ovate. Additionally, at character creation your Magic Attribute cannot be higher than 4 (unless the GM has decided otherwise).

The Magic Quality

The Positive Quality Ordeal Born is also called "Awakened," "Magically Active," and a variety of other names in other settings all of which ultimately indicate that your character has the ability to not only use magic, but the potential to harness that ability into various "schools" of magic through dedication to a magical "College." The table below lists the different costs of the Quality as used in the default setting of this book, Agrros Guleth (AG), and the Forgotten Realms (FR), where the rules of this book have been play tested.

Table: The Magic Quality (Ordeal Born)

	Karma Cost (At Character Creation/After)	
Quality	**AG**	**FR**
Ordeal Born	15/30	5/10

In order to learn a Magical College and the Magical Schools that comprise it, you must have this Magic Quality but you only need to purchase it once.

Magical Traditions

Traditions are more fully fleshed out in the next section, C. Traditions, but align with your belief-system. You can only have one tradition at a time, but they cost no Karma and through role-playing you may work to change your tradition over time with your GM's approval.

Your Drain Attribute is determined by your tradition. You tradition only guides your spirit (and their related spell categories) choices, while your Magical College (see below) solidifies those choices. .

The combination of your tradition and your Magical College(s) is your meta-tradition.

Magical Colleges

When you learn or discover how to use magic you learn a Magical College. These are typically thought of as "Wizards College" or "Divine College" or "Druidic College" but in your campaign they may be more detailed and specific, as in "Bob Loblaw Wizard College" which while it's similar to all other Loblaw Wizard Colleges it is of the Bob sect and therefore they do magical things the "Bob" way and no other way.

At character creation, you may only purchase one College. Later, you may purchase another (or several) but at double the listed cost.

Your College plus tradition determines the type of formulae you make and learn from normally. If you try to learn new formulae that have a different College but the same tradition as you then you only suffer a -2 penalty to your Learning Test (SR5, 299). If your College is the same but your tradition differs then you suffer the standard -4, and if both are different you suffer a -6 to your test.

The standard "generic" Colleges are Adept, Aspected Magician, Bard, Magician, and Ovate. If you choose one of these Colleges you must anchor it within the campaign; e.g. Malagreem Magician or High Forest Ovate.

The Karma costs for the Colleges are listed in the table below (note that these follow the same rules for post character creation Quality purchases: they count towards your character creation maximum Positive Qualities limit and cost double the listed Karma after character creation).

Table: Magical Ability Karma Costs

	Karma Cost (At Character Creation/After)		
Ability	**Base**	**Ordeal Born**	**Total**
Adept	15/30	15/30	30/60
Aspected Magician	10/20	15/30	25/50
Bard	10/20	15/30	25/50
Magician	30/60	15/30	45/90
Ovate	15/30	15/30	30/30

Each magical college is defined by one or more Magical Schools. You get access to all the magical schools for your college. But you still have to purchase the Skills and Powers that the Schools give you access to.

Magical Schools

Magical Schools define how you can use magic and by extension what Skills and Powers you will need to do so. Each College is made up of one or more Schools (which is how their Karma costs have been determined).

There are three general categories of Schools:

Sense Schools

The Sense Schools govern one's interaction with the Astral/Ethereal Realm. To really take advantage of either of the Sense Schools you need the Assensing Skill. Those with the Physical School (see Ability Schools, below) have an alternate path to gain the Sense Schools through the use of Power Points (1 Power Point for Astral Perception, 4 Power Points for Astral Projection).

Astral Perception Sense School

With this School you are able to use the Astral Perception ability. You must have this school in order to learn the Astral Projection Sense School.

Astral Projection Sense School

This School allows you to leave your body, astrally, in order to travel the Astral/Ethereal Realms and beyond. You must have the Astral Perception Sense School in order to gain access to this School.

Ability Schools

Ability Schools are those that have unique aspects to them that don't perfectly match the other Schools.

Bardic Ability School

The Bardic Ability School grants you the Rally Bardic Ability for free and access to purchase other Bardic Abilities with additional Karma (see section K Bardic Magic, below). Skills in the Performance Skill Group are key for those with the Bardic School.

Harnessing Ability School

Harnessing governs the ability to control non-sentient animals as well as inhabit their bodies for full control. You gain one free Harnessing Slot the first time you take a Harnessing School (see L Ovate Magic, below) and can purchase more with additional Karma.

Physical Ability School

This School gives you access to Power Points (as per standard Shadowrun rules). You gain you a free Power Point first time you take a Physical School and can purchase more with additional Karma.

Skill Schools

Skill Schools essentially train you how to use the standard Magical Skill Groups in accordance with your College and tradition.

Conjuring Skill School

This school allows you to use the Skills in the Conjuring Skill Group; Banishing, Binding, and Summoning. You must purchase summoning formulae for the spirits you wish to be able to summon and bind.

Enchanting Skill School

The Enchanting School allows you to use the Skills in the Enchanting Skill Group; Alchemy, Artificing, and Disenchanting. You must purchase the appropriate formulae as well.

Sorcery Skill School

With the Sorcery Skill School you can take full advantage of the Sorcery Skill Group; Counterspelling, Ritual Spellcasting, and Spellcasting. You must purchase the appropriate ritual and spell formulae as well.

Table: Standard Magical Colleges & Their Schools

	Schools							
	Sense Schools		Ability Schools			Skill Schools		
Magical College	Astral Perception	Astral Projection	Bardic	Harnessing	Physical	Conjuring	Enchanting	Sorcery
Adept	by Power	by Power[1]	No	No	Yes	No	No	No
Aspected	Yes	No[3]	No	No	No	Yes[2]	Yes[2]	Yes[2]
Bard	Yes	No[3]	Yes	No	No	No	No	No
Magician	Yes	Yes	No	No	No	Yes	Yes	Yes
Ovate	Yes	No[3]	No	Yes	No	No	No	No

[1] Adepts are now allowed to purchase Astral Projection at a cost of 4 Power Points, but must first have purchased Astral Perception (1 PP) and as such isn't available at character creation (costs more PP than maximum starting Magic Attribute of 4).
[2] Aspected can choose only one; Spellcasting, Summoning, or Enchanting and cannot purchase or use skills/magic from the other two categories. After character creation, at twice the character-creation Karma cost, they may purchase the other Skill Schools without having to learn a new College.
[3] After character creation, Aspected Magicians, Bards, and Ovates may purchase Astral Projection at twice the character-creation Karma cost without having to learn a new College.

Table: Individual Schools' Karma Costs

	Individual Schools' Karma Costs	"Standard" Colleges Builds				
Magical Schools	(Character Creation/After)	Adept	Aspected	Bardic	Magician	Ovate
Sense Schools						
Astral Perception School	5/10	-[2]	5/10	5/10	5/10	5/10
Astral Projection School[1]	10[2]/20[2]	-[2]	-	-	10/20	-
Ability Schools						
Bardic School	5[3]/10[3]	-	-	5[3]/10[3]	-	-
Harnessing School	10[4]/20[4]	-	-	-	-	10[4]/20[4]
Physical School	15/15	15/30	-	-	-	-
Skill Schools						
Conjuring School	5/10	-	5/10	-	5/10	-
Enchanting School	5/10	-	(only one	-	5/10	-
Sorcery School	5/10	-	allowed)	-	5/10	-
	Colleges' Total Costs:	**15/30**	**10/20**	**10/20**	**30/60**	**15/30**
Ordeal Born Quality	15/30	15/30	15/30	15/30	15/30	15/30
	Magic User's Total Costs:	**30/60**	**25/50**	**25/50**	**45/90**	**30/60**

[1] You must have Astral Perception in order to learn and use Astral Projection.
[2] Astral Perception and Astral Projection are possible if purchased with power points, 1 PP and 4 PP respectively.
[3] On taking the Bardic school you gain the Bardic Rally Bardic ability for free.
[4] On taking the Harnessing school you gain a free Harnessing Slot.

Additional Colleges & Customization

If you purchase another College during the campaign (after character creation) you must pay the full (doubled from character creation) Karma cost of the new College.

If it has overlapping Sense Schools you subtract that post-character-creation cost of those Schools from the College (even if you originally gained them through Power Points), but not for overlapping Ability of Skill Schools. The costs from these overlapping Schools are considered the price one pays to learn how to use the associated skills and abilities in the new manner while retraining the ability to perform them under the original College's paradigm as well (instead of complicating things by, for example, splitting up Spellcasting Skill into College #1 Spellcasting and College #2 Spellcasting Skills).

Primary & Secondary Colleges

After character creation you can learn new Colleges. The first College that you take is your Primary College and you pay Primary Karma costs for the Powers (i.e. formulae, Power Points, Bardic Abilities, Harness Slots, etc, see Magic Powers below) during and after character creation. All Secondary Colleges pay double the Karma for those powers and abilities.

When Initiating, as your metamagic choice, you may change your current Primary College to a Secondary and make one of your Secondary Colleges your Primary.

You can create your own College, by designing what Schools it has, using the above values. Your GM will decide on whether there are actually practitioners of that College in the campaign or if you have to modify it to fit the world.

For example, you may want to play something along the lines of a "Feral Druid." You decide that the Feral Druids have no real interest in the astral, so there's no Sense Schools in the Feral Druid College. The Feral Druids are keen on animals and living as them so you take the Harnessing School and since they're grounded in the physical world you also add the Physical School to the College. Additionally, you decide that the Feral Druids also use spells, rituals, and the like (especially physical spells) so you add the Sorcery School to the College. So that's the Harnessing School (10 Karma at character creation), Physical School (15 Karma), and Sorcery School (5 Karma) for a total of 30 Karma at character creation, 60 Karma afterwards.

Behind the Karma Costs

The above custom Karma costs of the individual schools started out such that they matched the Karma costs for magically active characters found in *Run & Gun* save each was lacking by 5 Karma.

The Ordeal Born Quality filled in that missing 5 Karma and then imposes an additional 10 Karma cost to becoming a magic user in this fantasy setting. If these house rules were being converted for a standard Shadowrun campaign then instead of Ordeal Born, characters would have to take "Awakened" as a Positive Quality which would cost 5 Karma. That 5 Karma would be included in the base costs in *Run & Gun* for Full Magician (30 Karma), Adept (20 Karma), Aspected Magician (15 Karma), and Mystic Adept (35 Karma).

Further adjustments were made, specifically increasing the cost to gain Astral Projection from 5 to 10 Karma, which only affected the Magician's Karma cost.

College Customization Rules

Custom Colleges have various restrictions and allowances (which the standard Colleges follow), and are listed below:

- A College may not cost more than 30 Karma at character creation (60 afterward), not including the Magical Positive Quality (e.g. Ordeal Born).
- A College must cost at least 10 Karma at character creation (20 afterward), before any School Customizations (see below), and not including the Magical Positive Quality (e.g. Ordeal Born).
- A College may be designed as a Road College, such that some Schools need not, or cannot be purchased immediately (such as the Aspected Magician College being able to "grow" into the Magician School).
- If a College has an Ability School, it may not have the Astral Projection School immediately available.
- A College's access to new Schools can be tied to Initiate Grade levels.

The Aspected College

Essentially the Aspected College is just a Road College version of the Magician College. As the above notes in the tables indicate that Aspected Magicians can purchase the other Skill Schools and the Astral Projection School after character creation (at double the cost).

Individual campaigns may have true Aspected Colleges in which growth after character creation is not possible and you must learn a new College to gain access to those or other Schools. While mechanically speaking, learning a new College that has the two "missing" Skill Schools and the Astral Projection school would be the same (as it costs double Karma, but the same amount, either way); on the other hand the Road College version is not charged double for formulae because they still fall within their Primary College's purview, while the non-Road version of becoming a Full Magician would have two or more Colleges associated with it.

School Customization Rules

You can further customize a magic use[illegible]dding restrictions to the Skill Schools.

- If you have the Conjuring School (5 Karma) you can reduce its Karma cost by 1 for every spirit type in your Praxis that you are restricted from Summoning or Binding. These restricted spirits must be those normally allowed by your meta-tradition. Spirits on this restricted list gain a +2 dice pool bonus to resisting banishing by you.
- If you have the Enchanting School (5 Karma) you can reduce its cost by 1 for each of the 3 skills (Alchemy, Artificing, and Disenchanting) that you are not allowed to use.
- If you have the Alchemy Skill within the Enchanting School, you can lower the Enchanting School cost (5 Karma) by 1 for every two Spell Categories (Combat spells, Detection spells, etc.) that you are not allowed to use in alchemical preparations.
- If you have the Sorcery School (5 Karma) you can reduce its cost by 1 for each of the 3 skills (Spellcasting, Counterspelling, and Ritual Spellcasting) that you are not allowed to use.
- If you have the Sorcery School, you can lower the Sorcery School cost (5 Karma) by 1 for every two Spell Categories (Combat spells, Detection spells, etc.) that you are not allowed to cast.

Regardless of what restrictions you take on your magical abilities, if you wish to lift a restriction or gain a new school you must pay double the Karma "gained" from taking the restriction and double the school's cost and studying/meditating/etc. for a month, in addition to purchasing the skills needed.

Custom Magic User Example

Lisa wants to create a combat mage Road College. She decides to take the Conjuring Skill Group but limits herself to beast, earth, and fire spirits (5 Karma - 2 for two spirit restrictions, 3 Karma total so far), with water and air on her restricted list. She wants the Sorcery Skill group, but only for the Combat spells (5 Karma - 2 for no Counterspelling and Ritual Spellcasting, -2 for access to only one spell category, 1 Karma, 9 total). She's not interested in the Enchanting Skill group. She does want to be able to fight in the astral, so she has to take Astral Perception (5 Karma, 14 total) in order to take Astral Projection (10 Karma, 24 total). So she spends the 24 Karma for her custom magic user on top of the 15 Karma for the Ordeal Born Quality.

If she later wants her character to learn how to use Counterspelling, then she must pay double the Karma (2 Karma in this case) and then use Karma to buy the Counterspelling skill.

Magic Powers

The Ability and Skill Schools give you access to Magic Powers that you pay additional Karma for (and coin, after character creation, in some cases). These Powers are as follows:

Table: Magic Powers By School

School	Powers
Bardic	Bardic Abilities
Harnessing	Harnessing Slots
Physical	Power Points
Conjuring*	Summoning Formulae
Enchanting	Alchemical Preparation Formulae
	Focus Enhancement Formulae
	Focus Formulae
	Magical Compound Formulae
	Talisman Formulae
Sorcery	Ritual Formulae
	Spell Formulae

* Conjuring, specifically summoning and what spirits you can summon differs from the canon Shadowrun rules and is detailed below.

Each of the individual Powers cost a certain amount of Karma to learn. Unlike Qualities, Powers cost the same amount during and after character creation but they cost twice as much if the College through which you purchase them is not your Primary College. The table below lists the costs of Powers for Primary and Secondary Colleges.

Table: Magic Powers' Karma Costs

Power	Primary College Cost	Secondary College Cost
Bardic Abilities	5	10
Harnessing Slots	10	20
Power Points	4	8
All Formulae	5	10

At character creation you must purchase all Powers in order to use them (save for the bonus Powers from the Ability Schools; Bardic Rally, 1st free Harnessing Slot, and 1st free Power Point).

The 4/8 Karma for Power Points equates to a 1/2 Karma cost per 0.25 Power Points (the lowest fraction used for Adept Powers).

Why Are You Fucking With Adepts?!

I know what you're thinking, making Adepts have to pay for Power Points with additional Karma is not "core" and "punishes" the archetype.

Yup.

Here's the reasoning: It's not clearly stated (if at all) in the core book exactly what happens when an adept raises their Magic Rating. So that needed to be addressed. But the old assumption is that they immediately gain another full Power Point. So the path would work as follows: Adept raises Magic up to maximum, gaining Power Points freely along the way. Once maxed out, initiate and gain a Power Point (or other metamagic) and then the adept can raise their Magic again for another free Power Point.

The cost for raising Magic is the same for all magic capable creatures and the inherent bonus (added dice to Magic related tests) are also the same. But for all other magic users they also have to spend Karma for specific skills related to their magic as well as having to purchase formulae while being more dependent on reagents.

An alternate version would be instead of penalizing adepts, give magicians a free spell, ritual, etc., when they raise their Magic Attribute.

But instead, this setting uses the penalized adept rules. This way non-magic focused martial "classes" have to spend Karma on Styles and Techniques (see later), spellcasters and summoners have to spend Karma on new spells, rituals, multitude of foci and reagents, and adepts have to spend Karma on their Power Points.

If it seems that adepts are progressing slower than the other archetypes then feel free to adjust the Power Point Karma costs or do away with them altogether.

Summoning Spirits & Your Praxis

Standard Shadowrun rules have your tradition dictate which five types of spirits you are able to summon. Here, it is your meta-tradition that determines the spirit types you are allowed to learn to summon. Where your tradition influences your spirit choices from within, your College dictates what spirits you've learned to summon from outside. Your tradition's listed spirits are a guideline; most conjurers of the same tradition, on average, know how to summon those spirits or at least be philosophically open to the idea of summoning them. Your College will then dictate specific allowed or banned spirit types. What you finally set in stone, the spirits you can summon and to which spell categories they are tied, is called your Praxis.

Depending on your tradition and College, you may be able to build your Praxis as you play. Each time you learn a new summoning formulae you then tie that spirit type to a spell category. Or you may have them all set down in advance, especially if your College dictates strongly what spirits are allowed,

Whether you cast spells or not, you must always have each of your summonable spirit types aligned with the 5 spell

categories (as a Fire Spirit tied to Healing spells that you summon cannot then be Banished but re-summoned before departing and then Bound by an enemy magic user for the purpose of Sustaining an Illusion spell…the spell category that the enemy magic user's Praxis says is tied to Fire Spirits).

A Praxis, your Praxis, only allows for 5 types of spirits maximum, ever. If you know 5 types and attempt to learn a 6th then one of the other 5 is erased from your Praxis, usually randomly and if you roll a glitch on your Learning Test for the sixth's summoning formulae then you must erase two of the original 5 types of spirits in your Praxis (and much worse happens on a critical glitch). Even if you just attempt to read from a summoning formulae for a one-time conjuration of a spirit type not in your Praxis will erase one of your 5 spirits types from it. This is often why some conjurers never fill out all five spirits of their Praxis, keeping one slot open so that they may use costly summoning formulae for one-time spiritual invocations. Obviously there are rumors of powerful wizards, liches, dragons, and things beyond the things that are things you know about who can have larger Praxes, but we're not getting into that now and feel secure in your ability to justly mold such rulesets for your own campaign as needed.

You can still read from or consume summoning formulae to summon a spirit of a type not on your Praxis but you suffer the standard penalties for do so (see section M Magical Items, Formulae, below). This is the case if your Praxis isn't filled out, as for when you're allowed to build your Praxis after character creation; you could either spend the Karma and time to Learn a summoning formula of a spirit type to include it in as one of the five in your Praxis or you could suffer the penalties in reading it or consuming/destroying it.

C. Traditions

You are afforded a good amount of leeway when deciding your magical tradition. Since every living thing in Agrros Guleth has a Magic Attribute of at least rating 1 but no magical training nor having undergone the Ordeal to awaken their potential, the default is Unaspected (see Unaspected Tradition, below).

With magic being so prevalent in the world, there are few distinctions between magical traditions such that instead of there being hard and fast tradition types, there is a more chromatic-scale smearing of what differentiates traditions. What are classically thought of as "wizard colleges" may teach the traditional Logic focused, five-elements, school of the SR5 Hermetic Tradition but alternates abound. The following provides the guidelines to setting up your tradition.

Meta-Tradition

The first thing to do is figure out your meta-tradition, which is a combination of your tradition and your Magical College(s). Are you like a classical wizard, a magical bard, a pious priest, a studious religious monk, a druid, etc.? The core substances that hold a meta-tradition together are language and ideology. A wizard college may count clerics, heretical druids, bards, in addition to the stereotypical academic wizard among their ranks but their lectures, texts, and assemblies will be conducted in shared language(s) and overall the members of the academy will adhere and profess to a core ideology that informs their application of magic in the world as well as the methods by which to achieve their goals.

In Agrros Guleth, the primary meta-traditions of the human dominated regions are; the Malagreem ("wizards"), the major geographical regions of the Order ("druids"), and the deific religions ("clerics").

Your meta-tradition also dictates how you learn magic, in particular the form your magical formulae take (see M Magic Items below) and who you can comfortably learn magic from.

Once you have your meta-tradition (and a thematic title to work with) you should have an idea about the rest of your tradition.

Tradition Drain Attributes

Drain is always resisted with Willpower and one of the other three Mental Attributes. Your choice of the other Mental Attribute reflects heavily on your tradition. Here are some keywords and classic archetypes as guidelines for each of those Attributes:

Logic

Study, formula, scientific approach, organized. Classical wizards, priests focused on knowledge or cataloging.

Intuition

Emotions, artistic approach, empathy, passion. Hermit-wizards, druids and nature priests, ascetics.

Charisma

Personality, leadership, charming, social. Bards, con-artists, cult leaders, priests and wizards inclined towards leadership positions or social interaction.

Tradition Spirits

Every tradition leans heavily towards five spirit types and each of those is associated with a spell type. You are free to choose your spirit types, as constrained by your College, and assign them to the spell types as best fits your meta-tradition, tradition, and theme. The associations between spirits and spells is largely thematic, with the only mechanical restriction being that a bound spirit can only Aid Sorcery, Spell Sustain, and Spell Bind spells of their associated type. The following table lists the spirit types available and their most common spell type associations as a percentage of the total number of SR5 and SG traditions that have access to the associated spirit type.

Chaos, Evil, Good, and Order spirits are detailed in the Spirits section at the end of the Magic section (and reprinted in chapter XII Creatures, H Spirits). Only if you have a Patron Deity with an alignment that matches those spirits (Lawful for Order, Chaotic for Chaos, etc.) can choose these spirits as a type you can summon.

Table: Spirits' Spell Category Associations

Spirit	Total Traditions	Combat	Detection	Health	Illusion	Manip.
Air (SR5, 303)	15	20%	13.3%	13.3%	53.3%	0%
Beasts (SR5, 303)	6	66.7%	0%	0%	7.7%	7.7%
Chaos (New)	NA	20%	20%	20%	20%	20%
Earth (SR5, 303)	13	7.7%	23.1%	30.7%	7.7%	30.7%
Evil (New)	NA	20%	20%	20%	20%	20%
Fire (SR5, 303)	13	46.2%	7.7%	23.1%	7.7%	15.4%
Good (New)	NA	20%	20%	20%	20%	20%
Guardian (SG, 193)	4	75%	0%	0%	0%	25%
Guidance (SG, 193)	5	0%	40%	0%	20%	40%
Man (SR5, 303)	7	14.3%	0%	28.6%	14.3%	42.9%
Order (New)	NA	20%	20%	20%	20%	20%
Plant (SG, 193)	9	0%	11.1%	77.8%	0%	11.1%
Task (SG, 193)	2	0%	0%	0%	0%	100%
Water (SR5, 303)	16	0%	56.3%	0%	31.3%	12.5%

Unaspected Tradition

Okay, so you're the uninitiated just hitting your magic-puberty awkward phase and you've got a 1 in Magic and not much else to show for it, what can you do?

Nothing, go home. Just kidding. If you don't have the Hero or Ordeal Born Positive Qualities then once in a double full moons (about once a month) you can attempt to cast any spell or summon any kind of spirit…but it better fucking make sense. Like weeping over your fallen comrade who you've been madly in love with for years and you pull a heal spell out of your anterior sphincter or someone makes you really really really mad so you go all Tetsuo powerball on them, and even then it will require a Composure (3) test to pull it off. You roll either Charisma or Willpower (whichever is higher and as if untrained with a -1) in place of Spellcasting or Spellcasting (if you have it) plus your Magic rating. Drain is always equal to just the Force × 2 and it's Physical. Unaspected always use Charisma + Willpower for Drain Resistance Tests.

"But I have the Hero Positive Quality, just not the Ordeal Born Positive Quality," you say? Okay, well then you can do the same thing but instead the drain is either the Force + 2 or the normal Drain, whichever is higher, and it's Stun. But still only once a month or so and only under extreme situations that makes sense.

Oh, and one more little tiny thing to consider. If you use magic like this, any and all training, improvements, etc., (anything that requires time and karma to improve) gets immediately reset (training time is lost, Karma is not spent) and you must immediately spend all your current Karma on the Ordeal Born quality. If you do not currently have enough Karma to purchase the Ordeal Born quality, all future Karma that you earn must first go towards purchasing the Ordeal Born Positive Quality. When you have finally paid for the quality (30 Karma total with post-character-creation cost) then you go through the Ordeal. So don't go opening astral doors to your soul unless you're willing to pay the price.

So what about when you have both the Hero and Ordeal Born Positive Qualities? Well, until you gain magical colleges and schools not much, you're still limited to random once-a-monthish attempts to cast a spell or summon a spirit but now the drain is either the Force or the normal Drain, whichever is greater, and it is Stun. Additionally you do not have to succeed on a Composure test.

Once you gain a magical college and/or schools then this magic-out-of-you-ass ability is lost. You can get away with being Unaspected for a while if you wish. During the first month of your "training" in your first magical college you must pick your associated Drain Attribute. Each week after that you must codify at least one of the spell-spirit relationships and any spells or spirits that you cast that do not have a defined relationship for, the Drain is increased by +2. After the month of training and five weeks, you will have become set in your tradition. This is the harder path, most who follow the magical paths end up codifying their tradition by the end of learning their first college.

Non-Religious Traditions

Wizard schools, bardic colleges, hedge-wizards, and other non-religious organizations and individuals typically have their own tradition or traditions that are a narrowing of the focus of their meta-tradition. These are left to the GM to develop in order to make sure they fit the theme of the institution.

When in doubt, use the traditions found in *Shadowrun 5th Edition Core Rulebook* and *Street Grimoire* as guidelines.

It costs you 5 Karma for the Mentor Spirit or Patron Deity Positive Quality (10 Karma after character creation). This grants you access to bonuses as well as penalties in addition to guiding your character's personality (though how is largely up to you in that you may embrace, reject, or be neutral to the fact that your mentor spirit or patron deity is so closely acting in your life).

You can still follow a patron deity as your tradition (and follow their tradition) without taking the Positive Quality. You don't get any of the advantages or suffer the disadvantages, but the deity will still be happy for the attention.

Patron deities guide what spirit types you can choose from and which spell categories they are associated with.

Below are the various possible traditions based on patron deity categories.

In the following traditions' listings of spell types and associated spirits, if more than one spirit is given for a spell type then you must choose one, and only one, of those for your character (and you must still learn the summoning formulae for the spirits in your Praxis). Once you make your choice of spirits, you are stuck with that Praxis unless you buy off the Patron Deity Positive Quality as if it were a Negative Quality and then purchase a new Patron Deity Quality or learn a new College with the Conjuring Skill School. In either case you must still purchase and learn the summoning formulae for the new spirit types (which will also remove the now unavailable spirit types that you previously learned).

Commonality of the Mentor Spirit/Patron Deity Positive Quality

Down the street is a temple to Anodez, the human's father-god. There's a high priest, a couple of second in command types, a dozen or so core clergy and another dozen of laypersons that work there. Is everyone one of them going to be either berserkers or have a mental break if they go back on a promise? No. Out of the thirty or so at the temple, none of them are likely to have the Patron Deity Positive Quality. It's rarer than that.

Even though every living thing in Agrros Guleth has a Magic rating, only 2.4% of the population (24 persons out of every 1,000) is Ordeal Born. They will all have a tradition, but it's only around 6% of them (1.44 out of every 1,000) that will have the Mentor Spirit or Patron Deity Quality. Most think they do, but few actually do.

Character creation makes it seem like anyone can just choose a Mentor Spirit or Patron Deity if they're willing to spend the Karma. But in reality, it chooses you, makes you special, and it also makes you a target.

Elder God Traditions

The Elder Gods favor the following attributes for resisting drain and assign the following spirits to spell type relationships:

Drain: Willpower + Intuition
Combat: Beasts or the god's Element
Detection: Guidance
Health: Their Element or Plant
Illusion: Their Element or Guardian
Manipulation: Task, or their opposite element.

While the above is a guideline, followers of the Elder Gods almost never have other elemental spirit associations. Even more rarely will they have an opposing element (no water for the fire god, and so forth) and when they do they often are a part of heretical sects and cultic splinter groups.

For the four primary Elder Gods, their elements (and opposite elements) are apparent. For the four children of the Elder Gods, their clergy gravitate towards the following elements

Day: Air and Fire.
Night: Air and Water.
Sherlin: Earth and Water.
Tolren: Earth and Fire.

Followers of animism, hermits, or other nature-based/non-civilization-centered belief systems typically use the Elder God Traditions template as well. However, these kinds of religions and organizations often have spirits of man as an option for any of their spell type-spirit relationships (though Combat, Illusion, and Manipulation are the most common and the spirits are less likely to appear as your species and more likely to appear fey-like) and can have Charisma as their Drain attribute (though rarely).

Progenitor God Traditions

Progenitor gods favor the following attributes for resisting drain and assign the following spirits to spell type relationships:

Drain: Willpower + (Intuition or Charisma)
Combat: Beasts or Man
Detection: Guidance or Task
Health: Plant
Illusion: Guardian
Manipulation: Man or Task

Many follows of the Progenitor gods will have one or two elemental spirits replacing the ones above.

Most City God Traditions, as well as most non-pious bards, use the Progenitor God Traditions as their template and will always have spirits of man as one of their spirit types.

Aspected God Traditions

The following attributes for resisting drain and spirit to spell type relationships are guidelines for those with an Aspected God as their patron deity.

Drain: Willpower + (Logic, Intuition, or Charisma)
Combat: Beast, Guardian, Man or an Element
Detection: Guidance, Guardian, or an Element
Health: Guidance, Plant, or an Element
Illusion: Guardian, Man, or an Element
Manipulation: Man, Task, or an Element

Those who follow a Good deity can choose Good spirits, an Evil deity – Evil spirits, a Lawful deity – Order spirits, and those that follow a Chaotic deity can choose Chaos spirits. If you follow a deity of the four extreme corners (Lawful Good, Lawful Evil, Chaotic Good, or Chaotic Evil) then you may only choose one alignment-type spirit.

Most wizards, sorcerers, and cultists will have traditions that match the Aspected God Traditions template.

Outside God Traditions

Outside Gods are generally evil bad-bad and they fall outside of your choices for a Patron Deity. But what is typical, you ask. Okay, you could expect something like:

Drain: Willpower + Logic + Madness Rating
Combat: Evil
Detection: Earth
Health: Beast
Illusion: Chaos
Manipulation: Plant

But seriously, that's just a random example.

Non-Deity Traditions

Given the reality of deities, almost all magic users in Agrros Guleth have a tradition based off the above general "God Traditions."

However, there are some groups that use magicwithout a deific mindset. Psionics, secular wizards, feral druids, and the like do occur in the world (and other worlds) and as such there is no reason a player can't choose a tradition based on these ideas (and others). When doing so, it is suggested the player and GM refers to the standard Shadowrun traditions to guide the creation of new fantasy-world traditions.

E. Patron Deities: Advantages & Disadvantages

Each deity offers advantages and disadvantages that affect you if you have the Patron Deity Positive Quality.

For advantages, each deity has an advantage that applies universally to anyone who takes the Patron Deity quality for that deity (even if you aren't a magic-user). Then there are separate advantages that apply to Magicians (including Bards, see below), Adepts, and Ovates (see below). When you choose the quality you must choose one of those bonuses. If you later gain the abilities of the other paths, you do not gain the advantages from the Patron Deity quality for them, only one. You may purchase the same Patron Deity quality (at standard post-creation Karma cost) in order to gain the advantage of another magic-user path. But you gain no other benefits from doing so (though no additional disadvantages either).

Anyone that gets 4 hits on an Assensing Test when assensing you sees that you have this quality, and with 5 hits the assensor knows which deity it is.

Bards & Ovates' Advantages

Bards gain their Patron Deities' listed Magician advantage which is applied to the corresponding Bardic Ability. If none exists, the GM is free to rule that that deity does not favor bards or, more likely, give the bard a usable advantage.

Ovates gain the advantage of a +2 dice pool bonus to Harnessing and Mounting tests for animals related to the deity, as determined by the GM.

Patron Deity Disadvantages

Disadvantages are universal and apply regardless of your magic-user college/path or even if you are not a magic-user. You can take any of the below Disadvantages as a stand-alone Negative Quality for 7 bonus Karma (or through bad luck and role playing). Below is a list of the disadvantages.

The Mentor Spirits listed in brackets are from the *Shadowrun 5th Edition Corebook* if unmarked, *Street Grimoire* if marked with a dagger "†", and *Howling Shadows* if marked with a double-dagger "‡", and any changes to the disadvantages here supersede those in the canon books:

Agitator

Make a Charisma + Willpower (3) Test to resist gossiping, spreading lies, or stirring up drama and excitement, especially when things are quiet and stable in public, to the point of even throwing drinks on someone. [Chaos†, Trickster†, Troublemaker†]

Allergy (common, mild)

As per the Negative Quality, but you do not gain the bonus Karma and cannot buy it off without abandoning your Mentor Spirit/Patron Deity (and losing all associated advantages). [Eagle, Nature, Warding]

Ardent Loyalty

Make a Charisma + Willpower (3) Test in order to leave behind, betray, or let another friend or comrade sacrifice themselves in your place. Your enemies, however, don't inherently have your respect. [Dog, Friendship, Loyalty]

Awkward

You are socially awkward and receive a -2 dice pool penalty to all Etiquette Tests. [Giraffe‡]

Berserk

Every time you take Physical damage equal to half your Body (round up) from a single source you must make a Charisma + Willpower (3) Test (wound modifiers apply) or go berserk for 3 Combat Turns, minus 1 turn per hit. The duration stacks for each failed test. Berserk also ends when your attacker is incapacitated. When berserk, you must attack your attacker as directly as possible with as much power as you can all without regard for your own safety. [Bear, Protection, Strength]

Bonding Word

Take a -1 dice pool modifier to all actions if you break a promise, intentionally or not, until you set things right. [Adventure, Dragonslayer, Heroism]

Dutiful

When accepting a plan of action, orders from a superior, or just committing to cleaning your house, you must make a Charisma + Willpower (3) Test to stop doing so before the pan of action or orders are completed. Even if you succeed you suffer a -1 dice pool penalty to all actions until you get back to work. You are allowed reasonable breaks, time to eat and sleep and so on. If you take Physical damage while being meticulous in your task, you may immediately make another test with a bonus dice pool equal to the number of Physical boxes of damage you have taken so far. [New]

Equitable

You must make a Charisma + Willpower (3) Test any time you engage in trade, even if someone is just giving you a gift. If you fail then you must negotiate a fair trade (which may take the form of physical labor, social favors, etc., especially in the case of gifts). [New]

Hedonist

Make a Charisma + Willpower (3) Test in order to not indulge in a vice when it is available. [Seducer, Seductress, Temptation]

Hermit

Make a Charisma + Willpower (3) Test to abandon your home, safehouse, or routine and even if you succeed you receive a -1 penalty to all active skill tests for three weeks until you settle into a new home or routine. [Boar‡]

Honorable

Take a -1 dice pool modifier to all actions if you act dishonorably or without courtesy, intentionally or not, until you set things right. [Duty, Wisdom, Wise warrior]

Hoodlum
Make a Charisma + Willpower (3) Test to resist engaging in minor crimes such as vandalism, destruction of property, and jay walking when the “coast is clear” or in order to impress your friends just how much of a rebel you are. [New]

Indulgent
Make a Charisma + Willpower (3) Test to refuse a sincere request for your help. [Fire-bringer, Generosity, Invention]

Irenic
Make a Charisma + Willpower (3) Test at the start of combat in order to cause Physical damage. If you fail, then any time you or an ally takes Physical damage during combat you may make another test at the start of the next Combat Turn. [Mediator†, Pacifist†, Peacemaker†]

Larcener
Make a Charisma + Willpower (3) Test to resist opening a locked door, stealing minor valuable items, or follow leads leading to a possible payout. [Raccoon‡]

Legalist
Make a Charisma + Willpower (3) Test to break the law, even if you are in a nation or other country whose laws you don't agree with. [New]

Lethargic
In order to take action when you have committed yourself to rest, relaxing, or recuperating from wounds, you must make a Charisma + Willpower (3) Test to do so. If at any time you take Physical damage while resting then you may immediately make another test with bonus dice equal to the number of Physical boxes of damage you have taken. [New]

Mad Berserk
As berserk, but if there is still time remaining and your targets are incapacitated, you must continue attacking their bodies. [Hunger, Shark, Violence]

Magagoraphobic
Being outside and in the open (large auditoriums, theaters, and the like) imparts a -1 dice pool modifier to Magic tests which doubles (-2) if there is a large crowd as well. [Spider‡]

Megalomaniac
Make a Charisma + Willpower (3) Test whenever someone does not follow your orders or commands. If you fail, then you must correct the offending behavior, either by slapping the person, killing them, whatever works for you to get your point across. If your dominance hasn’t been clearly established then the threshold of the test is reduced to 1. [New]

Melancholia
Make a Charisma + Willpower (3) Test whenever you find yourself near joyful celebrations, music, or even in other social occasions such as negotiations or court audiences . If you fail you must find a way, subtly or overtly (your choice), to either remind the revelers of their sadness or silence the music or both, even if only for a brief but profound moment. [New]

Mischievous
Make a Charisma + Willpower (3) Test to not exploit another's misfortune to your own advantage or play pranks/tricks, even to the disadvantage of your friends. [Deception, Mischief, Raven]

Miserly
Make a Charisma + Willpower (3) Test in order to give anything away or be charitable. [Chaos, Greed, Sea]

Music Lover
Make a Charisma + Willpower (3) check to resist putting on a performance for a group of people in situations where it would be considered appropriate by you and your mentor spirit/patron deity as well as to interrupt a musical performance, even if the performer is an enemy and the performance could cause harm. [New]

Nyctophobic
After sunset, until sunrise, you suffer a -1 dice pool modifier to Magic tests which doubles (-2) if you are in Dim Light or Total Darkness (regardless of how well you can see in the dark). [New]

Oath-Bound Cursed
If you break any oath or agreement that you willingly enter into, then you immediately lose a point of Magic. If the oath or agreement was outside the realm of possibility for you to complete, then you do not suffer the ill effects, but if you give up before finding out that it is not possible, you do. You can attempt to atone at the GM's discretion. [Whale‡]

Obsessive
Make a Willpower + Intuition (3) Test when confronted with a "haunting question" (GM's discretion) and if you fail you must immediately, to the best of your ability, start researching the question by making an Intuition + Logic [Mental] (5, 1 hour) Extended Test with the appropriate tools (like in a library, with your own books, through divination spells, etc.). Additionally, upon your first initiation (Grade 1) you must choose Divination as your first metamagic (even over choosing a Power Point or any other ability). [Mystic†, Oracle†, Teacher†]

Petulant
Make a Charisma + Willpower (3) Test to not respond in kind to an insult or slight. [Anger, Thunderbird, War]

Photophobic
After sunrise, until sunset, you suffer a -1 dice pool modifier to Magic tests which doubles (-2) if you are in Full Light or can see the sun (even if you are blind, cowled, or underground). [New]

Principled
Make a Charisma + Willpower (3) Test to resist intervening on behalf of those bullied and against those polluting. You must also succeed on this test to act as a bully or pollute. [Dolphin‡]

Roamer

You must spend at least four hours a day outside and able to run, drive, or otherwise travel faster than walking. If you do not, after 24 hours and each 24 hour hours thereafter you suffer a cumulative -1 dice pool modifier (maximum -3) to all active skill tests until you "get free." [Horse‡]

Sadistic

At the start of every combat, you must succeed on a Charisma + Willpower (3) Test or you cannot make an attack that incapacitates your target unless or until you take Physical damage from your target(s). [Cat, Mystery, Stealth]

Secretive

Make a Charisma + Willpower (3) Test anytime anyone asks you a question. If you fail, you do not think they are worthy of an answer (truthful or lies). If you take any damage as part of the questioning (like torture) then you may make another test immediately. [New]

Stubborn

Make a Charisma + Willpower (3) Test in order to abandon or change a plan, course of action, or similar commitment and in order to do anything without a plan. [Alligator‡, Crocodile‡, Endurance, Greed‡, Mountain, Sloth‡, Stubbornness]

Tenacious

Make a Charisma + Willpower (3) Test to retreat from combat. [Fellowship, Hunting, Wolf]

Truth Seeker

Make a Charisma + Willpower (3) Test to resist pursuing hidden knowledge or secrets, arcane or social, when you are made aware of their existence. [Curiosity, Knowledge, Snake]

Unfettered

Make a Charisma + Willpower (3) Test to give your word or even agree to do anything asked of you. You may still find yourself wanting to do what is asked, but if you fail on the test then you will refuse to give your word. [New]

Volatile

Make a Charisma + Willpower (3) Test to resist attacking, with the intent to cause damage, anyone who disagrees with you (GM's discretion). [Berserker†, Warrior†, Warmonger†]

Yellow

Make a Charisma + Willpower (3) Test in order to not immediately flee or seek cover at the start of combat. If there is nowhere to hide or run to, then you are forced to fight and can do so. [Rat, Scavenging, Survival]

Elder God Patron Deities

Akravel Patron Deity

Advantages

All: +2 dice to Animal Handling, Intimidation, Running, or Survival Tests (choose one).
Magician: +2 dice for Summoning: spirits of Earth
Adept: 2 free levels of Attribute Boost (Body)

Disadvantage

Stubborn

Indulk Patron Deity

Advantages

All: +2 dice to Animal Handling, Gymnastics, Intimidation, or Survival Tests (choose one).
Magician: +2 dice for Summoning: spirits of Air
Adept: 2 free levels of Attribute Boost (Agility)

Disadvantage

Roamer

Omkra Patron Deity

Advantages

All: +2 dice to Animal Handling, Intimidation, Perception, or Survival Tests (choose one).
Magician: +2 dice for Summoning: spirits of Fire
Adept: 2 free levels of Attribute Boost (Reaction)

Disadvantage

Petulant

Shilzashri Patron Deity

Advantages

All: +2 dice to Animal Handling, Intimidation, Survival, or Swimming Tests (choose one).
Magician: +2 dice for Summoning: spirits of Water
Adept: 2 free levels of Attribute Boost (Strength)

Disadvantage

Volatile

Day Patron Deity

Advantages

All: +2 for Judge Intentions Tests
Magician: +2 dice for Detection: spells, preparations, and rituals
Adept: Free Enhanced Perception

Disadvantage

Nyctophobic

Night Patron Deity

Advantages

All: +2 dice for Composure Tests
Magician: +2 dice for Illusion: spells, preparations, and rituals
Adept: 2 free levels of Kinesics

Disadvantage

Photophobic

Sherlin Patron Deity

Advantages

All: +2 dice for Memory Tests
Magician: +2 dice for Health: spells, preparations, and rituals
Adept: Free Improved Potential (Mental limit)

Disadvantage

Stubborn

Tolren Patron Deity

Advantages

All: +2 to one non-combat Active skill's Tests of your choice.
Magician: +2 dice for Manipulation: spells, preparations, and rituals
Adept: 2 free levels of Adrenaline Boost

Disadvantage

Roamer

Progenitor God Patron Deities

Anodez (Humans) Patron Deity

Advantages

All: +2 dice to Instruction or Leadership Tests (choose one).
Magician: +2 dice for Summoning: spirits of man
Adept: Free Astral Perception

Disadvantage

Berserk or Bonding Word

Autnurmaul (Minotaurs) Patron Deity

Advantages

All: +2 dice to Instruction or Leadership Tests (choose one).
Magician: +2 dice for Summoning: spirits of man
Adept: Free Astral Perception

Disadvantage

Berserk or Roamer

Durmordaden (Dwarves) Patron Deity

Advantages

All: +2 dice to Instruction or Leadership Tests (choose one).
Magician: +2 dice for Summoning: spirits of man
Adept: Free Astral Perception

Disadvantage

Prurient or Stubborn

Ekitkish (Gnolls) Patron Deity

Advantages

All: +2 dice to Instruction or Leadership Tests (choose one).
Magician: +2 dice for Summoning: spirits of ma
Adept: Free Astral Perception

Disadvantage

Roamer or Tenacious

Iegarut (Goblins) Patron Deity

Advantages

All: +2 dice to Instruction or Leadership Tests (choose one).
Magician: +2 dice for Summoning: spirits of man
Adept: Free Astral Perception

Disadvantage

Hedonist or Mischievous

Kilkrusa (Orcs) Patron Deity

Advantages

All: +2 dice to Instruction or Leadership Tests (choose one).
Magician: +2 dice for Summoning: spirits of man
Adept: Free Astral Perception

Disadvantage

Honorable or Tenacious

Lamlavoth (Lizardfolk) Patron Deity

Advantages

All: +2 dice to Instruction or Leadership Tests (choose one).
Magician: +2 dice for Summoning: spirits of man
Adept: Free Astral Perception

Disadvantage

Berserk or Principled

Morgash (Orcs) Patron Deity

Advantages

All: +2 dice to Instruction or Leadership Tests (choose one).
Magician: +2 dice for Summoning: spirits of man
Adept: Free Astral Perception

Disadvantage

Petulant or Tenacious

Odafierma (Dwarves) Patron Deity

Advantages

All: +2 dice to Instruction or Leadership Tests (choose one).
Magician: +2 dice for Summoning: spirits of man
Adept: Free Astral Perception

Disadvantage

Hermit or Prurient

Rukgekur (Ogres) Patron Deity

Advantages

All: +2 dice to Instruction or Leadership Tests (choose one).
Magician: +2 dice for Summoning: spirits of man
Adept: Free Astral Perception

Disadvantage

Indulgent or Mad Berserk

Talarolin (Elves) Patron Deity

Advantages

All: +2 dice to Instruction or Leadership Tests (choose one).
Magician: +2 dice for Summoning: spirits of man
Adept: Free Astral Perception

Disadvantage

Ardent Loyalty or Petulant

Ulamari (Humans) Patron Deity

Advantages

All: +2 dice to Instruction or Leadership Tests (choose one).
Magician: +2 dice for Summoning: spirits of man
Adept: Free Astral Perception

Disadvantage

Berserk or Principled

Zeshimauk (Kobolds) Patron Deity

Advantages

All: +2 dice to Instruction or Leadership Tests (choose one).
Magician: +2 dice for Summoning: spirits of man
Adept: Free Astral Perception

Disadvantage

Bonding Word or Mad Berserk

Aspected God Patron Deities

Aushmad Patron Deity

Advantages

All: +2 dice to Leadership Tests.
Magician: +2 dice for Combat: spells, preparations, and rituals. Or +2 dice for Summoning spirits of Man.
Adept: 1 free level of Combat Sense.

Disadvantage

Principled

Benran Patron Deity

Advantages

All: +2 dice to Artisan or [Specific] Mechanic Tests (choose one).
Magician: +2 dice for Manipulation: spells, preparations, and rituals. Or +2 dice for Summoning Task spirits.
Adept: 1 free level of Improved Ability (technical skill)

Disadvantage

Stubborn

Chesdali Patron Deity

Advantages

All: +2 dice to Animal Handling Tests.
Magician: +2 dice for Health: spells, preparations, and rituals. Or +2 dice for Summoning Plant spirits.
Adept: 1 free level of Improved Ability (non-combat skill)

Disadvantage

Indulgent

Daihen Patron Deity

Advantages

All: +2 dice to Leadership Tests.
Magician: +2 dice for Detection: spells, preparations, and rituals. Or +2 dice for Summoning spirits of Man.
Adept: 1 free level of Improved Ability (non-combat skill)

Disadvantage

Oath-Bound Cursed

Dommeran Patron Deity

Advantages

All: +2 dice to Sneaking Tests.
Magician: +2 dice for Illusion: spells, preparations, and rituals. Or +2 dice for Summoning Guidance spirits.
Adept: 1 free level of Enhanced Accuracy (skill) and 1 free level of Danger Sense.

Disadvantage

Truth Seeker

Edelkan Patron Deity

Advantages

All: +2 dice to Etiquette Tests.
Magician: +2 dice for Manipulation: spells, preparations, and rituals. Or +2 dice for Summoning Guardian spirits.
Adept: 2 free Improved Sense powers.

Disadvantage

Roamer

Enralul Patron Deity

Advantages

All: +2 dice to Negotiation Tests.
Magician: +2 dice for Detection: spells, preparations, and rituals. Or +2 dice for Summoning Guardian spirits.
Adept: 1 free level of Mystic Armor.

Disadvantage

Legalist

Henaqaun Patron Deity

Advantages

All: +2 dice to Memory Tests.
Magician: +2 dice for Detection: spells, preparations, and rituals. Or +2 dice for Summoning Guidance spirits.
Adept: 1 free level of Improved Potential (Mental Limit)

Disadvantage

Dutiful

Kolosra Patron Deity

Advantages

All: +2 dice to Arcana or Assensing Tests (choose one).
Magician: +1 to Drain Resistance Tests or +1 service when successfully summoning spirits (not cumulative with other Qualities that increase spirit services).
Adept: 1 free level of Mystic Armor.

Disadvantage

Obsessive

Lauldan Patron Deity

Advantages

All: +2 dice to Tracking Tests.
Magician: +2 dice for Combat: spells, preparations, and rituals. Or +2 dice for Summoning Beast spirits.
Adept: 2 free levels of Attribute Boost (Agility).

Disadvantage

Tenacious

Lishida Patron Deity

Advantages

All: +2 dice to one Performance Skill Tests (choose one).
Magician: +2 dice for Illusion: spells, preparations, and rituals. Or +2 dice for Summoning spirits of Man.
Adept: 1 free level of Improved Ability (Con or one skill in the Performance skill group).

Disadvantage

Music Lover

Mahali Patron Deity

Advantages

All: +2 dice to Judge Intentions Tests.
Magician: +2 dice for Detection: spells, preparations, and rituals. Or -1 to Drain Value when Summoning (minimum 2 DV).
Adept: 1 free level of Combat Sense.

Disadvantage

Awkward

Nezran Patron Deity

Advantages

All: +2 dice to Composure or Leadership Tests (choose one).
Magician: +2 dice for Combat: spells, preparations, and rituals. Or +2 dice for Summoning spirits of Man.
Adept: Free Killing Hands.

Disadvantage

Tenacious

Obzul Patron Deity

Advantages

All: +2 dice to Tracking or Unarmed Combat Tests (choose one).
Magician: +2 dice for Combat: spells, preparations, and rituals. Or +2 dice for Summoning Guidance spirits.
Adept: 1 free level of Critical Strike

Disadvantage

Stubborn

Olzani Patron Deity

Advantages

All: +2 dice to Toxin Resistance Tests (including, especially, alcohol).
Magician: +2 dice for Health: spells, preparations, and rituals. Or +2 dice for Summoning spirits of Man.
Adept: 1 free level of Pain Resistance.

Disadvantage

Hedonist

Polsran Patron Deity

Advantages

All: +2 dice to Memory Tests.
Magician: +2 dice for Detection: spells, preparations, and rituals. Or +2 dice for Summoning Guidance spirits.
Adept: 2 free Improved Sense powers.

Disadvantage

Bonding Word

Reshzi Patron Deity

Advantages

All: +2 dice to Assensing Tests.
Magician: +2 dice for Detection: spells, preparations, and rituals. Or +2 dice for Summoning Guardian spirits.
Adept: 1 free level of Combat Sense.

Disadvantage

Sadistic

Shenralil Patron Deity

Advantages

All: +2 dice to Perception Tests or +2 dice for Resist Damage Tests (not including Drain), choose one.
Magician: +2 dice for Spell Category: spells, preparations, and rituals (choose one). Or +2 dice for Summoning one spirit type (choose one).
Adept: 1 free level of Rapid Healing.

Disadvantage

Unfettered

Shozia Patron Deity

Advantages

All: +2 dice to First Aid, Gymnastics, or Judge Intentions Tests (choose one).
Magician: +2 dice for Health: spells, preparations, and rituals. Or +2 dice for Summoning Guardian spirits.
Adept: 1 free level of Pain Resistance.

Disadvantage

Ardent Loyalty

Szurillaunii Patron Deity

Advantages

All: +2 dice to Arcana or Assensing Tests (choose one).
Magician: -1 to Drain Value of recklessly cast spells. Or +1 service on successfully summoned spirits.
Adept: 1 free level of Enhanced Perception.

Disadvantage

Obsessive

Therzai Patron Deity

Advantages

All: +2 dice to Assensing, First Aid, or Composure Tests (choose one).
Magician: +2 dice for Health: spells, preparations, and rituals. Or +2 dice for Summoning spirits of Man.
Adept: 2 free levels of Kinesics.

Disadvantage

Lethargic

Unzires Patron Deity

Advantages

All: +2 dice Artisan Tests.
Magician: +2 dice for Manipulation: spells, preparations, and rituals. Or +2 dice for Summoning Guidance spirits.
Adept: 1 free level of Improved Ability (non-combat skill)

Disadvantage

Hedonist

Wesherii Patron Deity

Advantages

All: +2 dice for Judge Intentions Tests.
Magician: +2 dice for Detection: spells, preparations, and rituals. Or +2 dice for Summoning Guardian spirits.
Adept: 1 free level of Enhanced Perception

Disadvantage

Secretive

Zol Patron Deity

Advantages

All: +2 dice to Negotiation Tests.
Magician: +2 dice for Detection: spells, preparations, and rituals. Or +2 dice for Summoning spirits of Man.
Adept: 1 free level of Improved Ability (Negotiation).

Disadvantage

Oath-Bound Cursed

Shadow Aspected God Patron Deities

lu'Aushmad Patron Deity

Advantages

All: +2 dice to Intimidation Tests.
Magician: +2 dice for Combat: spells, preparations, and rituals. Or +2 dice for Summoning spirits of Man.
Adept: 1 free level of Critical Strike.

Disadvantage

Agitator

lu'Chesdali Patron Deity

Advantages

All: +2 dice to Survival Tests.
Magician: +2 dice for Manipulation: spells, preparations, and rituals. Or +2 dice for Summoning Plant spirits.
Adept: 1 free level of Rapid Healing.

Disadvantage

Awkward

lu'Daihen Patron Deity

Advantages

All: +2 dice to Etiquette Tests.
Magician: +2 dice for Manipulation: spells, preparations, and rituals. Or +2 dice for Summoning spirits of Man.
Adept: 2 free levels of Kinesics

Disadvantage

Hedonist

lu'Dommeran Patron Deity

Advantages

All: +2 dice to Etiquette Tests.
Magician: +2 dice for Health: spells, preparations, and rituals. Or +2 dice for Summoning Guidance spirits.
Adept: 1 free level of Improved Ability (non-combat skill).

Disadvantage

Indulgent

lu'Edelkan Patron Deity

Advantages

All: +2 dice to Survival Tests.
Magician: +2 dice for Illusion: spells, preparations, and rituals. Or +2 dice for Summoning spirits of Man.
Adept: 1 free level of Enhanced Perception

Disadvantage

Miserly

lu'Enralul Patron Deity

Advantages

All: +2 dice to Con Tests.
Magician: +2 dice for Illusion: spells, preparations, and rituals. Or +2 dice for Summoning Guardian spirits.
Adept: 1 free level of Improved Ability (Con or one skill in the Performance skill group).

Disadvantage

Hoodlum

lu'Henaqaun Patron Deity

Advantages

All: +2 dice to Artisan or Con Tests (choose one).
Magician: +2 dice for Illusion: spells, preparations, and rituals. Or +2 dice for Summoning Guidance spirits.
Adept: 1 free level of Voice Control.

Disadvantage

Agitator

lu'Lishida Patron Deity

Advantages

All: +2 dice to Sneaking Tests.
Magician: +2 dice for Illusion: spells, preparations, and rituals. Or +2 dice for Summoning spirits of Man.
Adept: 1 free level of Improved Ability (non-combat skill)

Disadvantage

Melancholia

lu'Nezran Patron Deity

Advantages

All: +2 dice to one Combat Skill Tests (choose one).
Magician: +2 dice for Combat: spells, preparations, and rituals. Or +2 dice for Summoning Beast spirits.
Adept: 1 free level of Pain Resistance.

Disadvantage

Mad Berserk

lu'Obzul Patron Deity

Advantages

All: +2 dice to Negotiation Tests.
Magician: +2 dice for Health: spells, preparations, and rituals. Or +2 dice for Summoning spirits of Man.
Adept: 1 free level of Improved Potential (Social Limit)

Disadvantage

Irenic

lu'Olzani Patron Deity

Advantages

All: +2 dice for Composure Tests.
Magician: +2 dice for Manipulation: spells, preparations, and rituals. Or +2 dice for Summoning spirits of Man.
Adept: 1 free level of Rapid Healing.

Disadvantage

Lethargic

lu'Reshzi Patron Deity

Advantages

All: +2 dice to Alchemy Tests.
Magician: +2 dice for Heath: spells, preparations, and rituals. Or +2 dice for Summoning Guardian spirits.
Adept: 2 free levels of Danger Sense.

Disadvantage

Lethargic

lu'Shenralil Patron Deity

Advantages

All: +2 dice to Negotiation Tests.
Magician: +2 dice for Health: spells, preparations, and rituals. Or +2 dice for Summoning spirits of Man.
Adept: 1 free level of Improved Ability (non-combat skill).

Disadvantage

Principled

lu'Shozia Patron Deity

Advantages

All: +2 dice to Con Tests.
Magician: +2 dice for Illusion: spells, preparations, and rituals. Or +2 dice for Summoning spirits of Man.
Adept: 1 free level of Voice Control.

Disadvantage

Hedonist

lu'Therzai Patron Deity

Advantages

All: +2 dice to Intimidation Tests.
Magician: +2 dice for Manipulation: spells, preparations, and rituals. Or +2 dice for Summoning spirits of Man.
Adept: Free Killing Hands.

Disadvantage

Stubborn

lu'Unzires Patron Deity

Advantages

All: +2 dice to Con Tests.
Magician: +2 dice for Detection: spells, preparations, and rituals. Or +2 dice for Summoning Task spirits.
Adept: 1 free level of Improved Potential (Mental or Social Limit)

Disadvantage

Mischievous

lu'Zol Patron Deity

Advantages

All: +2 dice to Negotiation Tests.
Magician: +2 dice for Detection: spells, preparations, and rituals. Or +2 dice for Summoning spirits of Man.
Adept: 2 free levels of Kinesics.

Disadvantage

Equitable

Outside God Patron Deities

Gaumrok Patron Deity

Advantages

All: +2 dice to two Combat Skills' Tests (choose one).
Magician: +2 dice for Combat: spells, preparations, and rituals and +1 dice for Summoning Beast spirits.
Adept: Free Killing Hands and 1 free level of Critical Strike.

Disadvantage

Any, Mad Berserk and Volatile are typical.

Ishrelin Patron Deity

Advantages

All: +2 dice to Con Tests and +2 to one Combat Skill's Tests (choose one).
Magician: +2 dice for Illusion: spells, preparations, and rituals and +1 dice for Summoning one elemental spirit (choose one).
Adept: 2 free levels of Kinesics and 1 free level of Voice Control.

Disadvantage

Any, Hedonist or Sadist are common.

Narkrisis Patron Deity

Advantages

All: +2 dice for Damage Resistance Tests (not including Drain) and +2 dice to one Combat Skill's Tests (choose one).
Magician: +2 dice for Health: spells, preparations, and rituals and +1 dice for Summoning Chaos or Evil spirits.
Adept: 1 free level of Mystic Armor and 1 free level of Pain Resistance.

Disadvantage

Any, Secretive is most common.

Ofaeryun Patron Deity

Advantages
All: +2 to any two Skills' Skill Tests (choose two). **Magician:** +3 dice for one Spell Category (choose one): spells, preparations, rituals. Or +3 dice for Summoning one spirit type (choose one). **Adept:** One bonus Power Point.
Disadvantage
Any

Shoolavin Patron Deity

Advantages
All: +2 to Survival Tests and one Combat Skill's Tests (choose one) **Magician:** +2 dice for Illusion: spells, preparations, and rituals and +1 dice for Summoning Beast and Plant spirits. **Adept:** 1 free level of Combat Sense and 1 free level of Enhanced Perception.
Disadvantage
Any, Roamer is typical.

Uzipekra Patron Deity

Advantages
All: +2 dice to any action that furthers Uzipekra's nihilistic non-cause of nothing. **Magician:** None **Adept:** None
Disadvantage
Any, or none (you choose).

F. New Spirits & Spirit Rules

The following section contains new spirits that can be summoned by those whose tradition allows as well as new and clarified rules for spirits.

Chaos Spirits

These spirits come from astral regions closely aligned to the Chaos Realms and are wildly unpredictable in nearly every aspect. Their astral forms are akin to giant single-celled organisms that constantly undulate and fluctuate in shape and color. When they manifest they take on an amalgamated physical form that matches is powers with elements of beasts, humanoids, plants, and elemental forces all vying for dominance. Magical scholars have never been able to conclusively determine whether a summoner can summon the same spirit of chaos, if they are all one and the same, or if they are always different.

Spirits of Chaos

B	A	R	S	W	L	I	C	EDG	M	ESS
F+*	F+*	F+*	F+*	F	F	F	F	F/2	F	F

Initiative	((Rea + Int) + *) + 2D6
Astral Initiative	(Int × 2) + 3D6
Skills	Assensing, Astral Combat, Counterspelling, Exotic Ranged Weapon, Perception, Unarmed Combat
Powers & Qualities	Astral Form, Materialization, Sapience, Roll 1D6 when successfully summoned: 1-2: Accident, Fear, Guard, Natural Weapon (DV = F + 2, AP = -F/2) 3-4: Elemental Attack, Energy Aura, Engulf. Roll 1D6 for element type: 1: Electricity, 2: Fire, 3: Acid, 4: Cold, 5: Pollutant, 6: Radiation 5-6: Binding, Concealment, Innate Spell (gains Spellcasting Skill, choose any one spell known by the summoner, Force is limited to the spirit's Magic), Magical Guard
Optional Powers	Randomly determined. Roll 1D6: 1, Enhanced Senses (1-2, Low-Light. 3-4, Smell. 5-6, Thermographic Vision). 2, Mind Link. 3, Movement. 4, Noxious Breath. 5, Search. 6, Mutagen.
Special	* Each time a chaos spirit is summoned, roll1D6 for each of its Physical Attributes and apply the following modifiers based on the result. 1: -2, 2: -1, 3: +0, 4: +1, 5: +2, 6: +3. Regardless of the modifier, the minimum final rating is 1. Changes to Reaction affect the manifested Chaos spirit's Initiative.

Evil Spirits

Spirits of Evil are summoned from the astral near the Gods' Realms and typically appear as a shadowy form of the summoner's species, though other forms that indicate their inherent malevolence are also common. These spirits dislike being summoned for anything but immoral and harmful reasons.

Spirits of Evil

B	A	R	S	W	L	I	C	EDG	M	ESS
F+1	F+1	F+2	F+3	F	F	F	F	F/2	F	F

Initiative	((Rea + Int) + 2) + 2D6
Astral Initiative	(Int × 2) + 3D6
Movement (ES)	×2/×4/+2m (ES varies)
Skills	Assensing, Astral Combat, Perception, Spellcasting, Unarmed Combat, plus one other Combat Skill
Powers & Qualities	Accident, Astral Form, Innate Spell (choose any two spells known by the summoner, Force is limited to the spirit's Magic), Materialization, Sapience, Shadow Cloak
Optional Powers	Compulsion, Influence, Pestilence, Paralyzing Touch, Search
Special	When given a command to do something that the spirit would see as a morally good act, it is allowed to make an opposed Willpower + Charisma vs. the summoner's Willpower + Charisma + net hits on the summoning test. If the spirit is successful it refuses the command and the service is lost. If it fails, then it carries out the service as commanded.

Good Spirits

These spirits are summoned from the astral near the Gods' Realms and often appear as beautiful and elegant specimens of the summoner's species. They are inherently resistant to performing harmful or destructive acts unless it is clearly in morally-justified defense.

Spirits of Good

B	A	R	S	W	L	I	C	EDG	M	ESS
F+1	F+2	F+2	F+2	F	F	F	F	F/2	F	F

Initiative	((Rea + Int) + 2) + 2D6
Astral Initiative	(Int × 2) + 3D6
Movement (ES)	×2/×4/+2m (ES varies)
Skills	Assensing, Astral Combat, Counterspelling, Perception, Unarmed Combat, plus one other Combat Skill
Powers & Qualities	Astral Form, Concealment, Guard, Magical Guard, Materialization, Sapience
Optional Powers	Movement, Natural Weapon (DV = F +1, AP = -F/2), Paralyzing Touch, Search, Sonic Projection
Special	When given a command to do something that the spirit would see as a morally evil act, it is allowed to make an opposed Willpower + Charisma vs. the summoner's Willpower + Charisma + net hits on the summoning test. If the spirit is successful it refuses the command and the service is lost. If it fails, then it carries out the service as commanded.

Order Spirits

Spirits of order come from the astral near the Gods' Realms. Unless the summoner specifically focuses on summoning a different order spirit, it is always the same one that appears for the summoner regardless of Force, optional powers, etc. They most often appear as angular, almost robotic or mannequin-like, versions of the summoner's species, but platonic shapes with limbs and eyes are also common. Many who do not summon order spirits think of them as being somewhat dimwitted, but it is the order spirit's nature to use and hear language in an exacting and pedantic way.

Spirits of Order

B	A	R	S	W	L	I	C	EDG	M	ESS
F+1	F+1	F+1	F+1	F	F	F	F	F/2	F	F

Initiative	((Rea + Int) +1) + 2D6
Astral Initiative	(Int × 2) + 3D6
Movement (ES)	×2/×4/+2m (ES varies)
Skills	Assensing, Astral Combat, Exotic Ranged Weapon, Perception, Unarmed Combat
Powers & Qualities	Astral Form, Binding (LOS, Exotic Ranged Attack), Influence, Materialization, Sapience
Optional Powers	Accident, Enhanced Sense (any one sense), Guard, Natural Weapon (DV = F+3, AP = -F/2)
Special	Order spirits are the most exacting of spirits when it comes to interpreting commands and it takes a Complex Action (instead of a Simple Action) to do so.

Spirit Rules

The basic rule is that if a creature is not native to the Mortal Realm then it's a spirit.

Creatures that were born in Realms other than the Mortal Realm and its Ethereal, are considered spirits in the most general sense of the term. Mortal creatures (sentient and non-sentient, flora and fauna), fey, corporeal undead, and the Old Ones are not spirits (when in the Mortal Realm), while incorporeal undead (being "born" in the Mortal Realm's Ethereal) break the general rule but are also considered spirits. Offspring born to spirits while they are in the Mortal Realm lose their spirit "status" and are either considered mortals or monstrous in nature (mostly only possible with Angels and Demons, mostly).

Mortals that haven't died that have made their way through the Astral to any of the other Realms (including their Ethereal borders) are considered free spirits there.

Mortals that have died are then considered natives of the Gods' Realm to which they pass and are therefore spirits.

Summoning Spirits

Summoning spirits works normally. Any changes to summoning will be listed within specific spirit descriptions, rituals, metamagics, and the like.

Getting Rid of Spirits

There are three ways to get rid of a spirit; banishing, disrupting, and annihilating.

Banishing

Accomplished with the Banishing Skill, this is the most polite way to deal with a spirit as it unravels the entity's tenuous hold on the Mortal Realm not unlike slowly pulling back each finger of a man holding on to the edge of a cliff. It inspires fear in the spirit, but unlike the man in the analogy the spirit lands safely back in the deep regions of the Astral.

Note that any creature in the Astral (not including the Ethereal border of the Mortal Realm) is immune to banishing as it is effectively neutral territory as are they when in their native Realm (or its border Ethereal).

Summoned and bound spirits, "normal" spirits, are sent back to their Realm when the services they owe to their summoner are reduced to zero. In order to summon a normal spirit that has been banished, one must wait Force × 2 hours. Only these spirits, ones that are summoned (including bound) are subject to re-summoning if successfully banished.

Free spirits follow the rules found in Street Grimoire under the rules section starting on page 202 (ignore the in-world text on page 188). This means that, at a base minimum, a free spirit has a number of services (for the purpose of banishing only) equal to their Edge. If the free spirit does owe services, these are removed first and then Edge is reduced. Banished free spirits are able to return to the Mortal Real in Force × 2 weeks. Any mortals that have traveled through the Astral to any of the non-Mortal Realms and/or their Ethereal borders may be banished themselves, as if they are free spirits (see below).

Incorporeal undead are considered free spirits for the purpose of banishing. They usually have the Summoning Resistance power, which adds its rating to the DV of the Drain that the banisher must resist as well as adding its rating to the undead's Banishing Resistance test. Incorporeal undead that have been banished return to the Mortal Realm in Force × 1 week, though often longer as they are prone to getting lost in the Astral. Unlike other spirits, incorporeal undead must, are compelled to, return to the Mortal Realm.

Angels, Demons, and the Creatures of Chaos are the hardest to banish as they always have the Improved Banishing Resistance Power (having inherent "services" equal to twice its Edge) as well as usually having Summoning Resistance. But as luck would have it, "as above, so below" still holds true across the Realms, such that mortals traveling to the Chaos, Elemental, and Gods' Realms as well as the Void, also gain Improved Banishing Resistance while there. If successfully banished, they cannot return to the Mortal Realm (or the Realm they were banished in if not in the Mortal Realm) until Force × 1 month has passed.

Disrupting

A spirit is disrupted if one or both of its Condition Monitor boxes are filled. They do not have Physical Damage Overflow (though most do if encountered in their native Realm, unless that is also Mortal Realm or its Ethereal). When disrupted, the spirit returns to its native Realm for twice the amount of time as if banished:

Summoned/bound spirits can return after Force × 4 hours.

Free spirits (and mortals that have been disrupted in other Realms) can return after Force × 1 month.

Incorporeal undead are compelled to return after Force × 2 weeks.

Angels, Demons, and Creatures of Chaos can return to the Mortal Realms after Force × 2 months.

Unlike standard Shadowrun rules, a spirit that is disrupted in its native Realm is not destroyed. Instead, the spirit dissipates into the Realm's Ethereal where it takes half the listed time to reconstitute back in that Realm.

Annihilating

Also referred to as dissipation (SR5, 304: under the Bound Spirit service of Spell Binding), annihilation is the utter and complete destruction of a spirit forever and ever and ever. Annihilating a spirit is difficult to do, to say the least.

The easiest way to annihilate a spirit is to bind it and then force it to perform the Spell Binding service. But this only works for normal spirits.

All other spirits (free, incorporeal undead, angels, demons, creatures of chaos, and yes, mortals in other Realms) require you to go through the following steps in order to annihilate them (and you can do the same for normal spirits):

- First you must learn the spirit formula of the spirit (SG, 203).
- Next you must bind the spirit as per normal Binding rules (SR5, 300) and with the spirit formula the spirit is considered "summoned" by you for this purpose.
- Now you can attempt to annihilate the spirit by either forcing it to perform the Spell Binding service (which gives it time to figure out how to get help) or by banishing it.
- If you choose to banish it, remember that it is bound, by you, and gains your Magic rating on the Opposed Banishing + Magic [Astral] Test as well as bonus "services" that are added to its Edge based on your additional net hits from the binding test.
- Once the spirit's "services" (Edge + binding services) have been reduced to zero the spirit is free and able to take action on its next Action Phase. Before it escapes, you must succeed on one final Banishing test (minimum 1 net hit) and if you do, the spirit is annihilated.
- If the spirit is an incorporeal undead then after its "services" have been reduced to zero, and before the final Banishing

test, it is freed from its undeath and able to pass on to the Gods' Realm.

Annihilating a spirit is the ultimate cosmic "war-crime." Individuals may find justification in annihilating a sapient creature from the totality of the Universe but for most, especially those who are spirits in the general sense who live forever, it is seen as horrific and terrifying.

Spirits & Reputation

Reputation with spirits works as laid out in *Street Grimoire* (206-207). Modifications have been made to how much spirit index is accrued based on the actions taken against spirits. In the table below, each action should be read as "If you…" So if you disrupt a summoned spirit or command a summoned or bound spirit into a corrupt environment then you will gain spirit index. If a spirit chases you into a corrupt environment then that's on the spirit (or its summoner).

Table: Spirit Index Modifications

	Spirit Index Gained			
Action	**Sum.**[1]	**Free**	**Undead**	**Other**
Summoning (SR5, 300)	0	0	0	0
Banishing (SR5, 301)	0	1	0	1
Disrupting (SR5, 302)	1	2	0	1
Banishing then conjuring (SR5, 301)	2	NA	NA	NA
Binding (SR5, 300)	0	5	0	5
Rebinding (SR5, 300)[2]	1	3	0	3
Long-Term Binding (SG, 192)	10	15	NA	15
Fettering (SG,192)	5	10	NA	15
Resist Drain Power, Ally Spirit only (SG, 202)	NA	NA	NA	5
Spell Binding Service (SR5, 302)[3]	10	15	NA	20
Exposed to toxicity/corruption[4]	1	2	1	2
Exposed to mana void (per hour)[5]	BC	BC	BC	BC
Losing an ally spirit	NA	NA	NA	20
Annihilation	15	20	10	25

[1] Summoned and bound "normal" spirits.
[2] Per Binding Test after the first.
[3] Does not include if the spirit is annihilated.
[4] Per hour
[5] BC is the background count rating.

So You're A Spirit Now?!

Mortals that travel to the other Realms are effectively spirits there. When you arrive in a Realm other than the Mortal or Astral Realms, you gain the following Powers: Improved Banishing Resistance and Manifestation (often forced manifestation by the Realm).

You are treated as a free spirit there, and with Improved Banishing Resistance you have a number of services equal to twice your Edge.

On manifesting, your Attributes, Skills, Qualities, and the like are equal to your Mortal form (modified by any metamagics or other bonuses as specified).

In situations where Force is used, you use your Magic Attribute. So yes, if you're in the God's Realm an angel or demon can try to banish you back to the Mortal Realm or even try to learn your True Name, bind you, and then attempt to annihilate you.

G. Spell Mechanics

Spells follow all the standard rules but GMs are encouraged to create lists of spells that are available, those that are restricted, and those that are forbidden at character creation. Restricted spells should be available to characters that belong to groups, guilds, and societies that teach them and either unavailable or available with increased gp costs to characters that do not belong to those groups. Forbidden spells are not allowed at character creation and possibly not at all if the spell does not fit the fantasy setting.

New Spell Keywords & Rules

Range: Self

Spells with a range of Self only affect the caster. Spells with a range of Self (A) are area affecting spells that always center on the caster and emanate from them.

Combat Spell Drain Codes

Combat spells' Drain codes are determined by their Range (and if they have an Elemental category): Touch spells are base F – 6 Drain. LOS spells are base F – 3 Drain. LOS (A) spells are base F Drain, or if the spell does a specific elemental-type of damage then it is base F – 1 Drain.

The spells listed in *Street Grimoire* deviate from the above format. For example, the Corrode/Melt/Sludge [Object] spells in SG, 102, "[inflict] Acid damage (p. 170, SR5) upon their targets similar to Acid Stream and Toxic Wave (p. 283, SR5)." The Drain for those spells are Force -3/-2/-1, while for Acid Stream and Toxic Wave it is -3/-1. On the other hand Ice Spear/Ice Storm (SG, 103) which are LOS and LOS(A) respectively, have Force -3/+1 for their Drain codes. With the above rules, Ice Storm should be Force – 1 drain.

If your new spell affects a single "type" along the lines of "object", "[meta-]species", etc., then reduce the drain by half the original drain (round up [i.e. round down it's absolute value], with a minimum modifier of -1). So the Corrode/Melt/Sludge [Object] spells should have Drain codes of F -9/-4/-2

Combat Touch Spells

Combat spells that require you to touch the target, like Punch (SR5, 283) or [Element] Hands (new), specifically require you to make a Touch-Only Attack using your Unarmed Combat skill as a part of the normal casting of the spell. If you succeed on the Touch-Only Attack then you make your Opposed Spellcasting test as normal, but for every net hit on the Touch-Only Attack that you made, you gain a bonus die to the Spellcasting test.

Kinetic Elemental Spells

Kinetic elemental spells (Earth, Ice, Sand, and Water), with the notable exception of Force spells, leave behind a remnant of their physical element after the attack. A target is still wet after being hit with a water spell, icicle shards remain and melt as normal, rocks and sand litter the ground, etc.

Non-Kinetic Elemental Spells

Non-Kinetic elemental spells (Acid, Cold, Electricity, Fire, and Sonic) produce damaging elemental energies that dissipate nearly immediately after the spell ends. Secondary effects are applied, but the elemental energy that created those effects are no longer present unless it was cast as a Lasting Elemental Damage Spell (see below).

Combat Spells Subtype: Lasting

The base elemental combat spells all have their elemental effects dissipate nearly immediately. They may cause secondary effects, like flammable objects catching fire from a fire spell, but the magical element itself has disappeared after its initial damage is done. To extend this, you can create a Non-Kinetic Combat Spell with the "Lasting (#)" category. The starting drain modifier is +3 for these spells (regardless of range). The effects last until the end of the Combat Turn in which they were cast and deal an additional F DV in elemental damage (and does not include net hits). For each additional Combat Turn that the magical element lasts, increase the drain again by +1. So a Lasting (3) Fireball would deal its Force in fire damage to the target (if the spell was initially successful) at the end of the first, second, and third Combat Turns and have a Drain of F + 4 (-1 initially, +5 for Lasting [3]). Regardless of the elemental type, the target can use a Complex Action Willpower + Intuition Test to reduce the spell's lasting Force by 1 for each hit and when reduced to 0 the Lasting effect ends.

A target can only be affected by one Lasting effect of a specific elemental type at a time, but their Forces are combined for determining if you can "put out" the elemental effect. So if you are hit by a Force 5 Lasting (3) Fireball and a Force 3 Lasting (4) Fire Hands spell (a new spell that is a touch version of the Flamerthrower/Fireball spells), then you would only suffer the Lasting effects of the Fireball for the first 3 Combat Turns and on the 4th Combat Turn you would be subjected to the Fire Hands if you hadn't reduced the total Force through Willpower + Intuition Tests by then.

Mental Manipulation & Mentally Invasive Detection Spells

If the victim of a mental manipulation spell is commanded to perform an action that would obvious physical harm to himself or his allies, he receives a +2 dice pool modifier to his resist tests while the command continues. If the commanded to perform an action that would be obviously fatal to himself or his allies (such as stabbing himself in the heart with a dagger or pushing an ally off precipice to land hundreds of meters below), he receives a +4 dice pool modifier to his resist tests while the command continues.

Additionally, mental manipulation spells and mentally invasive detection spells (e.g. Mindlink and Mind Probe) are harder to cast on creatures with different brains than yours. For that reason magicians have developed specialized versions of these spells by species, such as Control Thoughts [Lizardfolk] and Influence [Dragons], which must be learned separately. These spells only work on members of the specified species. For the general spells, the table below provides the dice pool bonus to the Logic + Willpower test used to resist these mind-affecting spells when cast on species other than your own.

Table: General Mind-Affecting Spell Bonus Resistance Dice

Target is a different...	Target's Bonus
Species	+1
Genus	+2
Family	+3
Order	+4
Class or greater	+6

Non-sapient animals are always considered "subphylum or greater" unless the spell specifically affects such creatures, like Calm Animal and Calm Pack (SG, 114).

For example, a human magician tries to use Mind Probe against a halfling, an elf, an orc, a minotaur, a kobold, and an earth spirit. The halfling is only a different species, so it gets a +1 bonus to the resistance test. The elf and the orc are both of different genera than the human so each would receive a +2 bonus. Minotaurs are of a different order than humans, so the minotaur gains a +4 bonus. The kobold and the spirit are of different classes (greater in the case of the spirit) and thus both gain a +6 bonus to resist the spell. The human magician could learn Mind Probe [Halflings], Mind Probe [Elves], Mind Probe [Orcs], and so on, with each specific spell negating these bonuses.

As technology, specifically neurology, advances, magicians may devise specific spells that target greater classifications than species but until that time they must make due; suck it you technological primitives!

Table: Common Species Classifications

Class	Order	Family	Genus	Species
Mammalia	Primate	Homin.	Gigantus	Giants
				Ogres
			Nobilis	Dwarves
				Elves
			Homo	Halflings
				Humans
			Orcae	Goblins
				Hobgoblins
				Orcs
	Artiodactya	Boivd.	Boserectus	Minotaurs
	Carnivora	Felif.	Gnollae	Gnolls
Sauropsida	Squamata	Iguan.	Lacertae	Kobolds
				Lizardfolk
Neousdrakos	Pterodrakos	Megad.	Drakos	Dragons
Dualia	Fae	Fey	Elementis	Wisps
				Wodes
			Mentalis	Wyrds
				Faeries
Spiritae	Realmae	Lexae	Astralis	Spirits
			Divus	Angels/ Demons
		Archeae	Tenebrae	Chaos
Immortui	Mortae	Corpus	Corporeal	Mindless
				Sapient
		Spiritus	Incorporeal	Mindless
				Sapient

[Element] Resistance

[Element] Resistance is gained from certain spells and magical effects and helps protect you from a specific element. Add the full rating of the [Element] Resistance to your Armor Value when resisting the attacks and secondary effects of the specified element. (Ex: Fire Resistance 5 would add 5 dice to your Body + Armor Test to resist the damage of a fire-based attack. It would also add 5 dice to the Armor Value Test to see if the armor catches fire.)

These bonuses stack with natural damage type bonuses, such as clothing or armor's Fire Resistance modification and a Personal Fire Shield.

H. New Spells

The following section contains new spells. Unless otherwise specified in the spell's descriptions they follow the normal rules for spells (with the changes to spells outlined in this book, of course).

New Combat Spells

Earth Bolt

Combat (Indirect, Elemental [Earth])
Type: P **Range:** LOS
Duration: I **Drain:** F - 3

Earth Torrent

Combat (Indirect, Elemental [Earth])
Type: P **Range:** LOS (A)
Duration: I **Drain:** F - 1
These spells create an explosion of earth and rock that barrage the target(s). These spells deal Earth damage and have the Heavy Hitting secondary effect. Earth Bolt is a single-target spell; Earth Torrent is an area spell.

[Element] Hands

Combat (Indirect, Elemental [by Type])
Type: P **Range:** T
Duration: I **Drain:** F - 6
These are melee versions of the other element-based Combat Spells (SR5, 283-284, Acid Stream, Flamethrower, and Lightning Bolt as well as the new element types in this book). As a part of the normal casting of these spells, you must first make a Touch-Only Unarmed Combat Skill test (SR5, 187) against the target. If you succeed, then you must make your Opposed Spellcasting test as normal for the spell but for every net hit you gained on the Touch-Only Attack you gain an additional die to this test (maximum bonus dice equal to the Force of the spell). If you fail to touch your target, then the spell "discharges" harmlessly (or not on a glitch or critical glitch) and you resist Drain normally.

Ice Lance

Combat (Indirect, Elemental [Ice])
Type: P **Range:** LOS
Duration: I **Drain:** F - 3

Ice Spears

Combat (Indirect, Elemental [Ice])
Type: P **Range:** LOS (A)
Duration: I **Drain:** F - 1
These spells create spear-like icicles that impale the target(s). These spells deal Ice damage and have the Piercing secondary effect. Ice Lance is a single-target spell; Ice Spears is an area spell.

Ice Shards

Combat (Indirect, Elemental [Ice])
Type: P **Range:** LOS
Duration: I **Drain:** F - 3

Ice Explosion

Combat (Indirect, Elemental [Ice])
Type: P **Range:** LOS (A)
Duration: I **Drain:** F - 1
These spells create a flurry of razor sharp ice shards that slice the target(s). These spells deal Ice damage and have the Shrapnel secondary effect. Ice Shards is a single-target spell; Ice Explosion is an area spell.

Razor Stones

Combat (Indirect, Elemental [Earth])
Type: P **Range:** LOS
Duration: I **Drain:** F - 3

Razor Storm

Combat (Indirect, Elemental [Earth])
Type: P **Range:** LOS (A)
Duration: I **Drain:** F - 1
These spells create razor-like shards of stone that slice the target(s). These spells deal Earth damage and have the Shrapnel secondary effect. Razor Stones is a single-target spell; Razor Storm is an area spell.

Sand Blast

Combat (Indirect, Elemental [Sand])
Type: P **Range:** LOS
Duration: I **Drain:** F - 3

Sand Storm

Combat (Indirect, Elemental [Sand])
Type: P **Range:** LOS (A)
Duration: I **Drain:** F - 1
These spells create blasts of scouring sand that buffet and blind the target. These spells deal Sand damage (Stun). Sand Blast is a single-target spell; Sand Storm is an area spell.

Water Jet

Combat (Indirect, Elemental [Water])
Type: P **Range:** LOS
Duration: I **Drain:** F - 3

Water Ball

Combat (Indirect, Elemental [Water])
Type: P **Range:** LOS (A)
Duration: I **Drain:** F - 1
These spells create a highly pressurized blast of water that slams into the target(s). These spells deal Water damage (Stun). Water Jet is a single-target spell; Water Ball is an area spell.

New Health Spells

Cure Great Plague

Health (Essence)
Type: M **Range:** T
Duration: P **Drain:** F
This spell can be used on a patient suffering from the Great Plague. You must first detect the infliction on the victim (Assensing test, threshold 5). Once detected, you can cast the spell once, and only once, per infection. For every two full net hits that you make on the Spellcasting test, you reduce the critter's original net hits by 1. If you reduce it to zero, the victim is cured from the Great Plague. If you don't reduce it to zero, then at least you may have increased the chance they will pass their final Opposed test (see chapter XII Critters, L Powers & Weaknesses, New Powers, The Great Plague).

This spell has no effect on those who are fully undead.

New Illusion Spells

Dancing Lights

Illusion (Obvious, Single-Sense, Area)
Type: P **Range:** LOS (A)
Duration: S **Drain:** F - 3
This spell creates up to four illusory floating light sources (which can appear as torch lights, lantern lights, or glowing globes of any color similar to a will-o'-wisp) that each illuminate a radius around them equal to the half the spell's Force in meters. Each hit on the Spellcasting Test counters a -1 die penalty due to light conditions. The lights must stay within (Magic) meters of each other but otherwise move as the caster desires.

Embolden

Illusion (Realistic, Multi-Sense)
Type: M **Range:** Self (Area)
Duration: S **Drain:** F – 2
The spell fills the target with a sense of bravado and confidence. It Increases adrenaline levels and gives a feeling of empowerment. This spell affects a number of willing targets up to the caster's Magic Rating × 2 within (Magic × 5) meters of the caster. The targets gain a +1 DP modifier to Melee and Ranged Attack tests (including indirect combat spells) and Opposed tests vs. Fear effects. This bonus increases by +1 for every additional 5 hits after the 1st (+2 at 6 hits, +3 at 11 hits, +4 at 16 hits, etc). The caster does not benefit from this spell.

Faerie Fire

Illusion (Realistic, Single-Sense, Area)
Type: P **Range:** LOS (A)
Duration: S **Drain:** F – 2
The spell lines all targets in the area with a harmless, but realistic looking flame of any color the caster desires. These flames don't provide much illumination, but do make the lined target obvious and stand out for Perception Tests and negates the penalty for lack of light. In addition, invisible targets are still lined in faerie fire and can be "seen", or at least their outline can for as long as the spell is sustained.

Ghost Sound

Illusion (Realistic, Single-Sense, Area)
Type: P **Range:** LOS (A)
Duration: S **Drain:** F - 3
This spell creates a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound the spell creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on the Force of the spell. The spell can produce as much noise as Force × 4 normal humans. Thus talking, singing, shouting, walking, marching, or running sounds can be created. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise of 16 humans, while a roaring dragon is equal to the noise of 32 humans.

Vanish

Illusion (Realistic, Single-Sense)
Type: M **Range:** Self
Duration: I **Drain:** F – 3
The target becomes invisible, as per the invisibility spell (SR5 pg. 291) for a number of Combat Turns equal to one third the Force of the Spell (rounded up).

New Manipulation Spells

Control Fire

Manipulation (Environmental, Area)
Type: P **Range:** LOS (A)
Duration: S **Drain:** F - 2
This spell controls normal flames within line of sight. The number of hits determines the size/power of the fire that can be affected. Small campfires have a Power of 3 or 4, but a burning building or forest fire may have a Power as high as 15 or 20. If you can affect fire, you can move the fire 1 meter per hit every Combat Turn you sustain the spell assuming there is fuel for it to burn. Alternatively, you can also cause the flames to flare or die out, increasing or decreasing the Power Rating by 1 for every 2 hits on the Spellcasting test. This spell cannot affect magical fire (such as fire spirits) but can affect flames created by the after effects of spells.

Create Water

Manipulation (Environmental, Area)
Type: P **Range:** LOS (A)
Duration: I **Drain:** F - 2
This spell creates 2 liters of fresh water per hit on the Spellcasting test. This water can either be "funneled" into an appropriate container or spread out over the area of effect like rain. (3.7 liters equals 1 gallon.)

[Element] Shield

Manipulation (Physical)
Type: P **Range:** LOS
Duration: S **Drain:** F - 4

[Element] Barrier

Manipulation (Physical, Area)
Type: P **Range:** LOS (A)
Duration: S **Drain:** F - 2

The [Element] family of spells functions the same, but each element counts as a separate spell, such as Fire Shield, or Sand Barrier.

[Element] Shield creates an aura surrounding the target, intended to reduce damage caused by elemental attacks, both natural and magical. The spell provides [Element] Resistance equal to the number of hits.

[Element] Barrier creates a (Magic x meters radius) dome, protecting everyone inside.

Enchant Personal Weapon: Disruption

Manipulation
Type: M Range: Self
Duration: S Drain: F - 3

Enchant Weapon: Disruption

Manipulation
Type: M **Range:** LOS
Duration: S **Drain:** F - 1

This spell creates a shimmering field of magical energy around a single weapon or item of ammunition (arrow, sling bullet, etc.) the subject is wielding and allows it to bypass the Immunity to Normal Weapons Power of any Spirit of the spell's Force or lower. The spell is resisted by the weapon's Object Resistance (SR5, pg. 295). For every 2 full net hits, the enchanted weapon's Accuracy improves by 1 when attacking spirits. Enchant Personal Weapon is a self-only spell. Enchant Weapon is a LOS spell.

Hold Creature

Manipulation (Mental)
Type: M **Range:** LOS
Duration: S **Drain:** F – 2

Mass Hold Creature

Manipulation (Area, Mental)
Type: M **Range:** LOS (A)
Duration: S **Drain:** F

This spell is just like Control Actions, except you can only cause the victim to hold still, effectively paralyzed. The creature simply cannot move, but its consciousness is unaffected. Hold Creature affects a single living target; Mass Hold Creature affects living targets within the area of affect. Unlike Control Actions, you cannot give any new commands. If the target does not successfully resist the spell, they are "held" immediately without the need for the caster to spend another Complex action to command the target.

Levitate Self

Manipulation (Physical)
Type: P **Range:** Self
Duration: S **Drain:** F – 3

This spell works exactly as the Levitate spell, except the caster can only target themself.

Repair Undead

Manipulation (Physical, Bound)
Type: P **Range:** LOS
Duration: P **Drain:** F

Mass Repair Undead

Manipulation (Physical, Bound, Area)
Type: P **Range:** LOS (A)
Duration: P **Drain:** F + 2

Hits on the Spellcasting test "heal" an equal number of Physical boxes of damage to corporeal undead. Hits can also be used to reduce the base time for the spell to become permanent; Each hit spent in this way shaves off 1 Combat Turn. You can split the hits between effect and reduction of duration.

Repair undead affects a single corporeal undead creature. Mass Repair Undead affects any number of corporeal undead in the area of effect.

Teleportation Magic

Like the standard Shadowrun universe, there is no teleportation magic in Agrros Guleth. However, other fantasy worlds may have teleportation and the like so the following is one way in which to implement such magics.

Manipulation Spell Keyword: Teleportation

Teleportation spells create a temporary rift that bridges two points on the same plane of existence, transporting a creature or object between the two. This type of travel is exceptionally draining and the strain upon the caster to maintain such a rift is immense. The caster of a teleportation spell must always be a target of the spell, and if the spell is sustained, the caster must travel through the rift first. The penalty for sustaining a teleportation spell starts at -2 (as normal) and increases by -2 each Combat Turn after the first. A standard Sustaining Focus cannot be used with teleportation spells.

The drain for the spell is taken immediately when the caster arrives at the new location.

At the time of casting, you must be able to physically see your destination or visualize the destination (as described by individual teleportation spells), which must be a place you have actually seen before. If you are visualizing your destination, you must succeed on a Memory Test (3) to arrive at that location once the spell has been successfully cast (during Step 4 of Spellcasting). If you fail to meet the Threshold, you arrive somewhere other than intended (see Teleportation Mishap Table, below). If the mishap location you teleport to is within a solid object or structure, you are shunted to the nearest open area on the Prime Material, regardless of direction, and the Drain Value is increased by 1 for every 3 meters (or fraction thereof) you are shunted (shunted from the physical object you would have arrived in, not total meters by which the teleportation is off its mark if at all).

Glitches and critical glitches on Memory Tests are especially dangerous when casting teleportation spells. On a

glitch, you may arrive close to your destination (as if having only gotten 2 hits on the Memory Test), or you may arrive at a similar location that you know as your memories may have blurred the two places. On a critical glitch you are subject to the whims of the GM, at least more than usual, and could arrive at any location on the same plane of existence (though typically within the maximum range, well, no greater than double the range for the teleportation spell you just critically glitched on), but most likely you'll arrive where you wish most not to be.

Additionally, teleportation spells are extremely draining and typically have a DV based on their Force multiplied by another number, unlike "standard" spells which are Force plus/minus a value.

Table: Teleportation Mishap

Memory Test Hits	Your Destination is...
	Roll 2d6 Scatter Dice (Scatter Diagram; SR5, pg. 182) for direction from **your current location;**
0	Roll (1d6 x 1,000) meters horizontal distance Roll 1d6 for vertical variance (1-2: Up, 3-4: No Change, 5-6: Down) Roll 1d6 x 1,000) meters vertical distance
1	Roll (1d6 x 100) meters horizontal distance Roll 1d6 for vertical variance (1-2: Up, 3-4: No Change, 5-6: Down) Roll 1d6 x 100) meters vertical distance
2	Roll (1d6 x 10) meters horizontal distance Roll 1d6 for vertical variance (1-2: Up, 3-4: No Change, 5-6: Down) Roll 1d6 x 10) meters vertical distance
3	You arrive where intended, though you may find there is a stone wall where the town square used to be.

Dimension Door

Manipulation (Teleportation)
Type: P **Range:** Self
Duration: S **Drain:** F × 2

When casting this spell, the caster must choose a location within his line of sight within Force × Magic meters. This spell creates a shimmering, opaque, door-sized rift in the astral plane at the caster's location which immediately teleports the caster to the location chosen. The "door" remains open as long as you sustain the spell, or until (Magic) creatures other than the caster pass through it. The dimensional door blocks line of sight. Projectiles or other ranged weapons launched through the "door" suffer from the Blind Fire penalty, assuming there is someone on the other side to hit.

I. Rituals

Below are new rituals. Rituals listed with a Magic Art (see below) prerequisite means that to learn the ritual with the normal 5 Karma cost requires you to be a current Master in that Magic Art. If you are not, then the cost is 15 Karma to learn the ritual.

New Keywords & Powers

Undead (Keyword)

The ritual creates or summons an undead creature. Whatever undead is created or summoned is bound to the ritual leader, who can't have more undead under their control at one time than their Charisma rating × 2.

Spell-Like (Keyword)

The ritual acts as a spell, even though there is no spell cast during the ritual. The ritual can be dispelled, quickened, etc., just as a ritual with the Spell keyword.

Summoning Resistance (critter Power)

This Power adds its rating to the drain value that must be resisted by the ritual participants. See chapter XII Creatures, L Powers & Weaknesses, New Powers for more information.

Taxing (Keyword)

This ritual is especially taxing on the participants. The Drain taken at the end of the ritual is equal three times the number of hits (not net hits) on the defense side of the Ritual Spellcasting Test (minimum 3).

New Rituals

General Rituals

General rituals are the same as those found in the standard rules.

Animate Dead (Undead Type)

(Spell-Like, Undead)
Prerequisite: Necromancy Magic Art

This ritual creates corporeal undead, either skeletons or zombies (each requiring their own version of the ritual). The ritual can be used to either hasten the normal process of a corpse becoming undead or reversing the consecrate dead ritual's effects. In either case, the newly animated dead can understand the language of their creator (the ritual leader). The undead are bound only to the leader of the ritual and follow their orders. The magic animating the undead creatures lasts a number of hours equal to two times the Force times the net hits of the sealing test or until successfully disrupted (see section F New Spirits & Spirit Rules, Spirit Rules, Getting Rid of Spirits, above). During the Sealing Step, if the ritual leader knows the Quickening metamagic, he may spend karma at this point to make the magic sustaining the undead creatures permanent (1 Karma per individual undead).

The Force of the ritual must be equal to the highest Body Attribute of the undead created + 1 per additional corpse/skeleton. The ritual takes (Force x 10) minutes to perform.

The ritual requires skeletons or corpses that are at least 90% complete; the maximum which can be animated through this ritual at any one time is equal to the leader's Charisma × 2.

If the skeleton or corpse has been consecrated (with the consecrate dead ritual) then the Drain of the ritual is increased by +3.

Astral Guide

(Anchored)

This ritual takes one hour to complete and is anchored to the magic lodge in which it is performed. Upon successfully completing the ritual the leader becomes a spiritual guide for the other members to astral project with, even if the members cannot normally astral project.

Each member, including the leader, has a Force rating requirement for the ritual. If the leader or member can normally astral project, their Force rating requirement is 1, if they cannot normally astral project, it is 3. The Force of the ritual must equal or exceed the total required Force ratings of all the participants or the ritual won't work. For example, if two of the participants can astral project (rating 1 each) and the other two cannot (rating 3 each) then the Force of the ritual must be 8 or greater.

On step 7 of the ritual, every net hit the leader gets on the Ritual Spellcasting + Magic [Force] v. (Force x 2) Teamwork Test, the Drain is reduced by 1 (minimum of 2 DV). For members of the ritual that do not normally have a Drain Resistance dice pool, they use Willpower + Intuition to resist the Drain.

Once the ritual is complete, every participant is now astrally projecting and may do so for a number of hours equal to their own (Magic Rating x 2) + the Leader's Magic Rating (minimum the Leader's Magic Rating in hours). Additionally, each member is always aware of both the time remaining for all participants and the general direction of all the other participants until they return to their bodies.

If the leader of the ritual returns to their body first, or if they die, then each member is immediately snapped back into their own bodies and must resist the ritual's original Drain + 1 and the Drain is Physical even if it was originally Stun.

Consecrate Dead

(Anchored)
Prerequisite: Necromancy Magic Art

The Consecrate Dead ritual is used to ensure that a creature's corpse does not rise from the dead and that its soul successfully passes on. The ritual only takes 10 minutes to perform, does not require a magical lodge, and is anchored to the body that is to be consecrated. Regardless of the Force of the ritual, the only offering required (during Step 5) is two copper pieces (which are consumed by the ritual). Any actual reagents used in the ritual are used to reduce Drain during Step 7.

The minimum Force of the ritual is equal to the creature's original (Body + Willpower) ÷ 3 (round down, minimum 1). Performing the ritual at a higher-than-needed Force has no additional benefits. But if the ritual is performed in a magical lodge, subtract the lodge's Force from the DV of the Drain (minimum 0, i.e. no Drain)

If the ritual is successful, the creature is consecrated and it cannot rise from the dead (corporeally or incorporeally),

though the body can still be used in the Animate Dead ritual and other necromantic magics.

Summon Spirit of the Dead (Undead Type)

(Minion)
Prerequisite: Necromancy Magic Art
This ritual summons an incorporeal undead to do the bidding of the Ritual leader. The incorporeal undead is bound only to the leader of the ritual and follows their orders. A spirit of the dead lasts for a number of hours equal to its Force times the net hits on the Sealing Test. Summoned incorporeal undead can be banished as normal (see section F New Spirits & Spirit Rules, Spirit Rules, Getting Rid of Spirits, above) but they gain the summoner's Initiate Grade (if any) as bonus dice. The incorporeal undead are considered to have a number of Services equal to the net hits on the Seal the Ritual test. Each type of incorporeal undead is summoned by a separate ritual. A spirit's Summoning Resistance adds to the Drain Value that must be resisted by the Ritual participants.

The ritual takes (Force × 10) minutes to perform.

Legendary Rituals

Legendary rituals follow the normal rules for rituals but for those without the Legendary Positive Quality, the ritual's Force is increased by +4 for determining Drain and the only type of reagents allowed for reducing Drain are orichalcum drams (the equivalent of 3,000 raw drams, see section M Magical Items below).

Aulnaumumon

(Anchored, Spell, Spotter, Taxing)
Prerequisite: Druidic Magic Art
This ritual is known only to select elder-shamans of the Mumrabet minotaurs and has only been performed a handful of times in the history of Khormadal. Other secretive groups have also discovered variations of this ritual and have used it for more nefarious reasons than the Mumrabet shamans have.

The ritual takes one day per Force to complete and is anchored to the magical lodge in which it is performed (which, by necessity, requires the spotter to be a bound spirit).

The spotter is used to target a location and the area affected is a radius equal to the ritual's Force x 100 meters while extending cylindrically upwards an equal distance. During the ritual the sky darkens (clouds, fog, etc.) at the apex of the area affected, in the final ten minutes of the ritual a storm forms starting with light rain and ending in a heavy downpour and gale-force winds.

The leader and each participant may cast one indirect area Combat Spell as part of the ritual, each of which affects every living thing within the area (animals, people, trees, grass; every living thing) at the end of the ritual.

One box of Physical Damage per Force per participant is required as a sacrifice of the participants (and may result with wound modifiers to the final Ritual Spellcasting and Teamwork tests). The leader decides who will take the damage. For example, if the ritual is performed at Force 6 by four participants (6 × 4, for 24 total boxes of Physical damage), then each participant could take 6 Physical damage, or three of the participants could take 8 Physical while one takes none, etc.

The leader can also designate sacrificial participants (who must be restrained but conscious if they are unwilling). The sacrifices cannot take part in the Teamwork test, nor can they add their own spells to the ritual, but they take the required Physical damage first and only if they are killed (Physical Condition Monitor filled plus Overflow damage) can the leader then decide who takes the remaining damage, if any. For every full 6 points of Essence sacrificed in this way, the Force of each spell (but not the ritual itself) is increased by 1 (to a maximum of 2 × the ritual's Force).

If the leader has the Sacrifice Metamagic (Blood Magic), then the ritual only requires one box of Physical Damage per two Force of the ritual per participant and the maximum bonus to each of the spells' Force is increased to 3 × the ritual's Force.

The net hits from the Ritual Spellcasting test increases the damage of each spell normally.

Divine Bulwark

(Anchored, Taxing)
This ritual is known by the high priests of many large cities as it is used to protect the city's inhabitants during war and other times of great danger.

The ritual takes one minute per Force to complete and must be anchored to a magical lodge in a church or temple of the city's patron deity and must be cast at a Force of at least 1 per ~5,000 inhabitants give or take a thousand (divide the city's population by 5,000 and round normally).

Once complete at least one participant of the ritual must remain as the conduit who focuses on keeping the astral connection open between the city's god and the ritual's magic. As a Complex Action the conduit can pass on the duty of keeping the connection open to another participant of the original ritual. The other participants of the ritual are free to go about their duties, even if they leave the magical lodge, and are able to take over as a conduit if they return.

If the conduit priest takes any damage or is severely distracted they must make a Composure (Boxes of Damage Taken or 3 if no damage) Test otherwise the connection closes, all participants (regardless as to where they are) resist Drain, and all of the ritual's effects end.

The ritual protects the city with a magical field that bestows a +2 dice pool bonus to any and all Defense and Resistance tests to every sapient inhabitant of the city. What constitutes an inhabitant is typically someone who makes their permanent residence in the city but the city's god knows who to protect and so often traveling merchants, visiting allies, and the like are also protected by the ritual.

Additionally, all walls, buildings, architecture, and support structures in the city increase their Structure rating by the net hits made on the Ritual Spellcasting Test and the Armor rating is increased by half the net hits (round down).

Mark Rituals

Mark rituals are rituals that have one or more individuals as the target of the ritual's effects, the effects of which create a mark on them (see section N Back of the Beyond, The Ethereal, below).

Marks created by rituals are often referred to by the type of ritual that created it, though most of the marks created through Chaos Rituals are collectively called "Marks of Chaos" as few but the followers of Chaos have enough knowledge of the subject to identify it as anything but a Chaos mark (see below).

General Mark Rituals

Impel Ordeal

(Material Link)

This ritual causes the target to undergo the Ordeal (gaining the Ordeal Born Positive Quality) and eases the toll that it takes on the person (reducing the chance of gaining the Ordeal-Scarred Negative Quality). The target must be present for the ritual and the ritual imposes the ritual's Leader's Tradition upon the target (attributes for resisting Drain, spirit-spell associations if any) that can only be changed if the target later takes the Mentor Spirit/Patron Deity Positive Quality.

For every two full net hits on the Ritual Spellcasting test to seal the ritual, the target gains +1 die on their Composure (4) test for gaining the Ordeal Born quality.

If the target does not have the required Karma for the Ordeal Born quality (20 Karma if they succeed on their Composure Test, 30 if they fail) then the ritual fails (and the participants have to resist Drain normally) and the target must make a Composure (2) test (with no bonus dice) which otherwise follows the rules for the Ordeal Born Composure test. The ritual can be attempted again on the same target after one month has passed from the previous attempt.

The ritual takes (Force × 2) hours to complete.

The mark created by this ritual is the same as from the Ordeal Born Positive Quality, which is commonly referred to as "The Mark of Magic," or "Ordeal Marked."

Magical Rank [Organization]

(Material Link)

This ritual magically bestows upon the subject their new rank within their organization (typically the Malagreem, a specific church, or the Order) in addition to removing the markings of their old rank and adding the new mark and markings (such as the Hex Tattoos for the Malagreem).

The ritual only takes an hour and the material link is a drop of the member's blood on a sheet of paper, vellum, linen, or the like, which is not used up in the ritual, but kept by the organization (and can be used as a material link indefinitely). The Force of the ritual must be equal to the new rank divided by 2 (round up).

It takes a minimum of three participants of the rank the subject is trying to attain to complete this ritual. Three members of the next lower rank (the rank of the subject) can take the place of one standard participant and one member of three higher ranks (or the highest rank of the organization) than the subject can serve in place of all three normal participants. For example one Elder of the Order is able to initiate anyone into the Order as an Apprentice or raise an Apprentice to a Master (though they will rarely do so without two other Elders participating), but it always takes three Masters to initiate an Apprentice to Master, or a new member to Apprentice.

There is a specific Magical Initiation ritual for each organization (e.g. the Malagreem, each church, and the Order). Additionally there are specific aspects of the ritual that dictate its use for each type of membership rank that your order has, but as a member you know the subtle differences for each rank upon learning this ritual. The price most organizations require for performing the ritual is dependent on the level the rank being attained with the basic formula of $Rank^2 \times 10$ gp

Cost by general organization rank is as follows:

Table: Magical Initiation Rank Costs

Rank	Gp cost	Malagreem	Church	The Order
1	10	Apprentice	Acolyte	Apprentice
2	40	10º	Postulant	
3	90	9º	Cleric	
4	160	8º	Priest	Master
5	250	7º	H. Priest	
6	360	6º	Deacon	
7	490	5º	Bishop	
8	640	4º	A. Bishop	Elder
9	810	3º	Cardinal	
10	1,000	2º	Pontiff	
11	1,210	1º		
12	1,440	0º		

Upon successfully completing the ritual, the member's astral Pattern is marked. With 4 hits on an Aura Reading (Assensing) test the mark is discovered (as being a true magical mark as most organizations include a tattoo or symbolic item to physically represent the rank which can be forged or otherwise falsified) and requires an appropriate Knowledge skill test to determine which organization it belongs to once Assensed.

The ritual can be performed (with or without the member present, just so long as their material link is) to completely remove the rank, including the mark on the member's astral Pattern. This is done as above, but as if their rank was one higher for determining the ritual's Force and required participants.

This ritual is also used by organizations, like the Malagreem, to register magic-users (those who have gone through the Ordeal and have displayed some level of magical skill) that do not wish to join the organization. It is similar to performing the ritual for a rank 1 Apprentice or Acolyte in all ways save that on a successful Knowledge skill test to identify the mark after successfully Assensing it reads as essentially "registered but not an actual member" of the organization.

It is possible to be marked by multiple versions of this ritual, e.g. for those who join the Malagreem and a church.

These marks are commonly called "[Organization] Marks" or "Rank Marks."

Chaos Mark Rituals

These rituals each have an individual as the target, which is the one who will gain the benefits of the chaos ritual. They must be a willing sapient creature that is at least somewhat aware of the consequences of the ritual. The target must be present for the ritual (though some rituals allow the target to leave and come back during Step 6) and are typically the material link required unless otherwise stated. The target cannot be a participant unless they are also the leader of the ritual (in which case they will be unable to leave the ritual even if a non-leader target could).

In addition to the target, many chaos rituals require a victim. In some cases the target and victim can be one and the same person, in other chaos rituals they must be two separate creatures.

If the ritual fails, the listed physical transformations still take effect, but in a weak and atrophied way such than none of the bonuses or benefits are gained. Targets of failed Marks of Chaos rituals are usually slain, discarded, or abandoned by the rest of the ritual's participants and the local cult as a whole, but if the target lives then they must wait a month until they can attempt the ritual again.

Once a creature has gained a Mark from a specific Chaos God then they lose all benefits that they may have had from a Patron Deity or Mentor Spirit (but not the disadvantages) and they are unable to gain Marks of Chaos from any other Chaos Deity but the one they first pledge themselves to, save possibly Ofaeryun.

Chaos Marks & Player Characters

Chaos marks, and the rituals performed to gain them are evil. As such they are, as a default stance, not available to player characters and are used by the bad guy NPCs of the campaign.

If the GM decides to allow players access to chaos marks then that is something that should be discussed with the group. At the bare minimum it should be something like, "okay, so in this campaign it will be possible for your characters to become corrupted by evil forces and if that happens I'll allow the player to continue playing their corrupted character even if it means they actively work to bring about the downfall of the other characters." Or something like that, usually with input from every player at the table and the GM should be open to shelving the idea if any player has a strong aversion to it.

Gaumrok Marks of Chaos Rituals

For each of the Gaumrock Marks of Chaos Rituals the following applies:

- The target must freely give (inflict upon themselves) one box of Physical damage worth of blood during Step 5, which is the ritual's material link and is consumed at the end of the ritual.
- During Step 6 the target is sanctioned to go out and violently murder a member of their own species or culture (the victim) in melee combat in the name of Gaumrok.
- The victim cannot be bound, subdued, unconscious, or otherwise unable to defend themselves.
- If the target is also the leader of the ritual, then the victim must be present in the magical lodge at the start of the ritual as well, otherwise the target is allowed to leave the magical lodge and hunt down their victim, killing them where they find them.
- The ritual may have two targets if they are also each other's victims, where the one that survives becomes the true target of the ritual.
- Once the victim is slain and the target is back at the ritual (if they had to leave to find their victim) then the clock starts for the time listed to complete the ritual.
- If the leader of the ritual has the Sacrifice Metamagic (Blood Magic) then they gain a +4 dice pool bonus to the Ritual Spellcasting test.

Curse of Gaumrok

(Material Link)

The Force of this ritual must be equal to or greater than the Willpower of the target.

Once the target has returned from slaying their victim, the ritual takes 8 hours during which the target is subjected to 8 hours of wracking spiritual and physical torture. If the ritual is successful, the target is bestowed with a permanent physical change such as red snake-like eyes, sharpened rows of shark-like teeth, or deformed or semi-clawed hands. This transformation gives the target a permanent +2 dice pool bonus to Intimidate skill checks.

Additionally, the target's soul has been given to the Soul Reaper and a spark of his essence now resides in the back of their mind, helping to guide them to further his goals.

Hand of Slaughter

(Material Link)

Requires: Curse of Gaumrok

The Force of the ritual must be equal to or greater than half the Body of the target (round up) plus 1.

After successfully killing their victim, the target spends one hour in agony as they become dual natured (if not already) and one of their limbs transforms into a fearsome and grotesque living weapon. The form that the weapon takes often compliments the violent mind of the target. Warriors often have their forearm transformed into living-bone swords or maces while wildmen will tend to have enlarged bestial forearms; like that of a hawk, tiger, or bear. In either case, that limb now forever lacks fine manipulation.

If the ritual is successful, the transformed appendage can now be used as a melee weapon. The target must choose one melee weapon skill that the transformed limb mimics, such as Unarmed Combat, Blades, Clubs, etc. Regardless of the form that the weapon takes, it has the following statistics; +1 Reach, STR + [½ BOD (round down)] DV, -2 AP, and is considered magical (bypassing immunity to normal weapons and the like). The DV bonus of half the target's Body does not change if their Body changes after the ritual is performed.

Body of Carnage

(Material Link)

Requires: Curse of Gaumrok, Hand of Slaughter

The Force of the ritual must be equal to or greater than half the Body of the target (round up) plus 2.

The target's body is painfully transformed into a macabre instrument of death over the course of an hour. The physical appearance of the changes depends on the nature of the target. Individuals from civilized lands may have armor fused to their bodies in grotesque and twisted ways while tribal individuals may find their bodies taking on horrifically chimera aspects of various beasts.

Regardless of the transformation's appearance, if the ritual is successful the target gains hardened armor equal to 1.5 × Body (round down) but they can no longer wear normal armor. Any armor made for them must be of superior/masterwork quality, is always considered restrictive regardless of the material, takes twice the amount of time to put on or take off, and only provides half the armor rating (round up) regardless of any Armor Techniques (see chapter VIII Styles) they know.

Additionally, the subject's Hand of Slaughter weapon grows in size and now has a total Reach of +2 and gains +2 DV.

In addition to the normal results if the ritual fails, if Body of Carnage fails then the target has their Body permanently reduced by 1 and, after applying the reduction to Body, their Physical Condition Monitor is also permanently reduced by 1.

Ishrelin Marks of Chaos Rituals

Ishrelin Marks of Chaos rituals all share the following requirements and traits:

- These rituals require the filling of a sentient creature's Stun Condition Monitor. The victim must begin the ritual with no Stun damage and must be alive at the end of the ritual (but, obviously, not necessarily conscious). The victim can be willing or unwilling, bound or not, but it must know the language that is used by the target and the participants. If the target is also the victim then they must be willing. Typically, the target is the victim.
- Once the victim is unconscious the clock starts for the time listed to complete the ritual. If the target is also the victim the ritual can be extended until the target regains consciousness…or not; kind'a at the leader's whim at that point.
- The material requirement for these rituals is a non-negligible amount of bodily fluids from the target.

Mark of Debauchery

(Material Requirement)

The Force of this ritual must be equal to or greater than the Willpower of the target.

After the victim falls unconscious the ritual then takes 8 hours to complete where the target chaotically experiences agonizing ecstasy and euphoric pain while falling in and out of consciousness. Every hour during this process the target takes Stun damage (resisted normally), the DV of which is equal to the number of hours since this process has started (1 DV after the first hour, 2 DV after the second, up to 8S at the final hour of the ritual). There is a chance the target could die, especially if they were also the victim and thus starting the ritual with their Stun Boxes already filled. Such is the path for those unworthy of Ishrelin.

If the ritual is successful, the target has some portion of their body transformed in a way that is not immediately recognizable and is easily concealable but once discovered clearly marks the subject as being in league with the Whore of Chaos. Typical transformations include; a finger becomes elongated and phallic-like, or the target's tongue becomes grotesquely long and prehensile.

Those with the mark of debauchery gain a +2 dice pool bonus to Social Skill tests when attempting to persuade or force others to engage in activities honoring Ishrelin. This bonus also applies to defending against Judge Intentions tests.

Once the ritual is complete, Ishrelin's seductive whisperings coo in the back of the subject's mind forevermore, leading them down dark and twisted paths.

Mark of Masochism

(Material Requirement)

Requires: Mark of Debauchery

The Force of the ritual must be equal to or greater than half the Charisma of the target (round up) plus 2.

Once the victim falls unconscious, the orgiastic ritual takes one hour to complete (and often continues long after that).

If the ritual is successful, the target becomes more attractive, only obscenely so. Creatures of the same species (or those that find the target's species generally attractive) that view the target within (target's Magic rating × 2) meters are "attacked" by this obscene beauty in the form of an Opposed Charisma + Magic vs. Willpower + Charisma Test (modifiers that affect spell resistance are applicable, but Counterspelling does not).

If the attack succeeds the creature is consumed with lust for the target and will be unwilling to fight or continue fighting with the target, though the creature still acts appropriately for its personality, if not at least a bit unhinged by the swelling emotions, and can still defend itself normally and attack allies of the target. On each of the creature's Action Phases (if still in combat) or after every minute (if not in combat), the creature can continue to resist by making another Willpower + Charisma test (threshold equal the remaining net hits from the previous test or the original Opposed test) with a dice pool penalty equal to the target's remaining net hits. If the creature succeeds, each net hit they make reduces the target's net hits. Whether or not the creature resists, the target's net hits are reduce by one after every hour. Once the target's net hits are reduced to zero the effects ends and the creature cannot be affected by the target's mark of masochism for another full day.

Creatures are not affected if the target keeps their face covered (veils, masks, etc.).

In addition the newly marked follower of Ishrelin can now reduce Physical damage to Stun damage as follows: If the target has not taken any Physical damage (no boxes filled on their Physical Condition Monitor) and then takes Physical damage they may make a Charisma Test. For every success they get, they convert one box of Physical into Stun damage. Any remaining Physical damage is still taken. The target can continue to do this until they either take Physical damage, fall unconscious, or heal the Physical damage.

Finally, on gaining this mark, the target eschews cultural taboos, especially regarding apparel. They must succeed on a Charisma + Willpower (3) Test when they wear clothes or armor every time they put it on. If they succeed, the target can wear the apparel normally. If they fail, they are compelled to alter the clothing or armor so as to be considered inappropriately sexual, taking a -2 dice pool modifier to all actions until their worn apparel matches their strange aesthetics. For armor, they must remove up to either 2 armor rating's worth of protection or 70% of the protection (round up), whichever is more. For this reason, most targets end up only wearing their preferred apparel.

Mark of Sadism

(Material Requirement)
Requires: Mark of Debauchery, Mark of Masochism
The Force of the ritual must be equal to or greater than half the Charisma of the target (round up) plus 4.

The duration of this ritual is, at a minimum, 1 hour though in many cases the participants keep the orgy going long enough for the target to heal enough of their Stun damage so that they may fully contribute to the debauchery.

On successful completion of this ritual the target becomes even more grotesquely beautiful and is empowered by causing others pain and suffering. The target can now focus their lust-inspiring beauty on an individual (while not diminishing its area effect). If the creature is within range (target's Magic rating × 2 meters) and can see the target, the target may make an Opposed gaze attack using Charisma + Magic vs Willpower + Charisma as a Complex Action. The target gains bonus dice equal to their Initiate level, if any.

If the attack is successful, the target can now transfer damage dealt to themselves or to the creature between the creature and the target. For example, if the creature takes damage then the target could choose to take the damage themselves (and the creature not take the damage) or if the target takes damage the target could transfer it to the creature. The net hits from the gaze attack determine the total number of boxes of damage (Stun or Physical) that can be transferred. A creature can only be affected by one of these effects at a time. The effect ends if the creature moves out of Line of Sight from the target for more than one full Combat Turn. This cannot be used to transfer Drain damage.

Additionally, the target's bonus to Social tests from the Mark of Debauchery ritual is now increased to +4.

Narkrisis Marks of Chaos Rituals

Marks of Narkrisis all have the following requirements:
• The ritual is anchored to a creature, the victim, that has been slain. When, and if, the victim rises naturally from the dead (typically after three days) the ritual may begin.
• From the time the victim is slain until the end of the ritual, the victim, all participants, and the target must be present. This typically requires the victim to be bound as newly risen undead have a habit of wandering off. Brains and what not.
• The material component of these rituals must be an amount of flesh that deals three boxes of Physical damage to the target.
• The offering of the ritual requires the material component to be consumed by the newly risen undead victim.

Sign of Narkrisis

(Anchored, Material Link)
The Force of this ritual must be equal to or greater than the Willpower of the target.

When the sacrificial victim's corpse rises from the dead, the ritual then takes 8 hours to complete as the target and the rest of the participants meditate quietly on the magical proceedings.

If the Ritual Spellcasting test is successful, the target appears feverish and is beset with a chronic cough which sometimes produces dark, vile fluids. In the days after the ritual, the fever and coughing subsides to the point where the target just seems to be the kind of person that is prone to sickness. Other than the outward manifestations, the target is not negatively affected by this illness, but the shivering tick and cough reveal them as an agent of Narkrisis and the subject receives a +2 dice pool bonus to Intimidate skill checks.

Once the ritual is complete, a portion of the essence of Narkrisis is now residing in the back of the subject's mind, urging him or her on towards the Bone Man's terrible goals.

Flesh of Narkrisis

(Anchored, Material Link)
Requires: Sign of Narkrisis
The Force of the ritual must be equal to or greater than half the Charisma of the target (round up) plus 2.

An hour of silent meditation, after the victim has come back from the dead, is all the time that's needed to complete the ritual.

If the Ritual Spellcasting test is successful, the target of this ritual becomes disease ridden while gaining immunity (as per the power) to all diseases and poisons/toxins. In addition, the subject is now a carrier of the disease the Great Plague (bite, 2, see chapter XII Critters, L Powers & Weaknesses, New Powers).

Kiss of Narkrisis

(Anchored, Material Link)
Requires: Sign of Narkrisis, Flesh of Narkrisis
The Force of the ritual must be equal to or greater than half the Charisma of the target (round up) plus 4.

As with the other Narkrisis Mark rituals, it begins after the victim rises from the dead and then takes an hour.

The target of Kiss of Narkrisis becomes undead, often called "Death-kissed," and there is a 10% chance that he becomes incorporeal as well (a sum of 2 or 3 on a 2D6 roll). If the target becomes corporeal undead, they also become a carrier of the Plague-Eyes disease (see chapter XII Critters, B Flora, below).

Regardless of whether the target becomes corporeal or incorporeal undead, they will retain the Sapience power as well as the memories and skills of the target. See chapter XII Critters, G Undead for further information on becoming undead.

Ofaeryun Marks of Chaos Rituals

Ofaeryun marks are all about Madness (see chapter IV Attributes, D Madness).

Regardless of whether Ofaeryun marks of chaos rituals are successful or not, if the leader of the ritual takes Drain damage then both the leader and the target of the ritual must succeed on a Composure (4) test or tier Madness Attributes are increased by one. This is in addition to any other increases to the Madness Attribute that individual rituals bestow.

Ofaeryun mark rituals do not have a victim…unless you count the target.

Mark of Madness

(Material Link)
The Force of this ritual must be equal to or greater than the Intuition of the target.

The ritual takes 8 hours in which the target fasts and meditates. At the end of this time, if the ritual was successful, the target's mind has been irrevocably touched by Ofaeryun.

Unlike the other Chaos mark rituals, the mark of madness leaves no physical traces on the target regardless of whether the ritual fails or succeeds.

However no matter the outcome of the ritual, the target gains a point of Madness that cannot be healed and each

participant in the ritual must make a Composure (2) test or they too gain a point of Madness, though they can heal as normal.

Once the ritual is complete the target gains a +4 dice pool bonus to Judge Intentions when they are the "defender" of the test. Additionally, the target gains a +2 dice pool bonus to Con tests when they initiate the test.

On rare occasions the Mad Maiden slips in the Mark of Madness ritual into another ritual that has a sapient creature as the target. The leader of the ritual is allowed a Logic + Intuition (3) test, with a negative dice pool modifier equal to their own Madness rating if any, in order to notice that something is wrong with the ritual. Noticing occurs during Step 7, and if the Leader calls off the ritual then Drain must be resisted normally while both the original and the Mark of Madness ritual effects fail.

If the ritual is not called off, then the target is subjected to the original and this ritual. In most cases Ofaeryun slips his ritual into other Chaos rituals and the Impel Ordeal ritual. Obviously if the Force of the original ritual does not equal or exceed the target's Intuition, then the God of Madness usually doesn't bother.

Tongue of the Mad

(Material Link)
Requires: Mark of Madness
The Force of the ritual must be greater than the Intuition of the target.

The ritual takes eight hours to perform as contradictory scripts in every available language are scrawled in blasphemous ink over the target's body while dark prayers in a multitude of tongues are recited over them.

Whether successful or not, the target's tongue becomes black and their lips no longer sit horizontally on their face, but at a small and unnerving angle. The target also gains a point of Madness which cannot be healed. All participants must also succeed on a Composure (3) test or they too gain a point of Madness which can be healed as normal.

If the ritual is successful, the target can now understand, speak, read, and write any language or script as if a native in each. However, at the start of any conversation and again at any time they become emotional (agitated, excited, angry, lustful, scared, etc.) they must make a Composure (3) test with a negative dice poo modifier equal to their Madness Attribute. If they succeed they can communicated normally. If they fail then they are unable to speak or write within the confines of one language and instead every language they know gets mixed into the linguistic structure of their speech or writing. In order to understand the Madness' Marked individual listeners or readers must succeed on a Logic + Intuition (12) test where the threshold is reduced by one for each language that the listener or reader knows. If anyone spends over an hour trying to understand the target's failed Composure-test speech or writings they must make a Composure (2) test or gain a point of Madness (which can be healed normally).

Additionally, the target gains a +2 dice pool modifier against Spells and magical Powers that affect the mind.

Visage of Insanity

(Material Link)
Requires: Mark of Madness, Tongue of the Mad
The Force of the ritual must be greater than the Intuition of the target plus 2.

This ritual takes eight hours to complete as weak acids, scarifications, and other mutilations are performed on the target.

If the ritual fails, the target is forever mutilated and disfigured; a nightmarish version of their former self.

Regardless of the outcome of the ritual, the target gains a permanent (not healable) point of Madness while all participants must succeed on a Composure (3) test or gain a (healable) point of Madness.

If the ritual is a success, the target gains the gift of Ofaeryun's form, ever changing in subtle but maddening ways. Their eyes seem to float closer and farther apart, as they speak their lips undulate as if they were a ship on a calm black sea of insanity, their height and weight shift slowly but chaotically, as well as other subtle changes.

These changes occur at such a slow rate that they are not discernable save but subconsciously or if the target is observed closely for over 1D6 hours. Otherwise, if one is in the company of the target over several hours then at best those around them question their own sanity with thoughts like, "didn't they have blonde hair, not light brown, when they first came into the tavern," or "I didn't notice that mole before," and so on. The target is forever unrecognizable by their physical form by anyone that loses sight of the target for over a day (though they are still recognizable by their aura).

The target has a perfect memory of the general appearance they had when they met someone and if they succeed on a Composure (3) test, with a positive dice pool modifier equal to their Madness Attribute, they can re-assume that form (or at least the average of that form over the period in which they were in that person's company), though the re-assumed form is unrecognizable as such after 1D6 hours unless the target makes another Composure test to maintain the appearance.

A side benefit from this ritual is that the target gains magical Hardened Armor and (normal) Mystic Armor equal to their Intuition.

Uzipekra Marks of Chaos Rituals

For all of these Uzipekra rituals, if the leader takes Drain damage from performing it then they and the target increase their Madness Attribute by one. Other participants are not affected.

Uzipekra mark rituals do not require a victim.

Famine of the Body

(Material Link)
The Force of this ritual must be equal to or greater than the Body of the target.

Performed in utter darkness and silence, this ritual takes eight hours to perform. Once completed, the target of this ritual is left slightly, but noticeably, emaciated and gaunt with ashen, almost lifeless, flesh regardless of whether the ritual is successful or not.

If the ritual is successful, the target gains a +2 dice pool bonus to Intimidation and Sneaking tests as well as their Body increasing permanently by +1. If the ritual fails, the target's Body is decreased by 1 (but can be raised normally with Karma and time).

On successful completion of the ritual, the subject's soul has been given to the Black Dreamer and a spark of its nothingness now resides in the back of their mind, helping to guide them to further the Chaos god's goals.

Famine of the Mind

(Material Link)
Requires: Famine of the Body
The Force of the ritual must be equal to or greater than half the Willpower of the target (round up) plus 2.

The target of the Famine of the Mind ritual has their eyes transformed into windows to the Void. The subject can still see normally and gains the equivalent of thermographic vision, but anyone looking at the subject's eyes sees a black emptiness, two ocular wells into nothing.

Additionally, the target gains the Confusion Power (SR5, 395).

Famine of the Void

(Material Link)
Requires: Famine of the Body, Famine of the Mind
The Force of the ritual must be equal to or greater than half the Charisma of the target (round up) plus 4.

Whether successful or not, the target is transformed into a shadowy nothingness of its former self. Each crease, wrinkle, fold and bend in the subject's emancipated famish form seems to fall into emptiness. Light reflecting off the subject seems diminished, faded, and weak.

If the ritual succeeds, the subject gains an additional +4 dice pool bonus to Stealth tests (+6 total from Famine of the Body).

In addition, with a successful Unarmed Combat Touch-Only Attack, the target deals [Charisma+2] Stun Damage, -2 AP, that is resisted normally (Body + Armor). For every two full boxes of Stun dealt, the target may heal one box of either Physical or Stun (but not damage from Drain).

J. Alchemy

Alchemy, true or High Alchemy, creates temporary magical items (preparations), is used to harvest reagents, and create other magical alchemical items (the last two are detailed in section M Magic Items) which requires you to have undergone the Ordeal (Ordeal Born Positive Quality) and have learned the appropriate formulae (also see section M Magic Items, below)…otherwise the Alchemy skill is only used for low alchemy (see chapter VII Skills, E Using Skills: Additions, Alchemy and chapter IX Goods & Services, E Gear, Low Alchemy Items).

Alchemy Changes

Magic flows more freely in Agrros Guleth than it does in the 6th World of Shadowrun. When creating a preparation, in Step 5: Create The Preparation (SR5, 305), the Alchemy + Magic [Force] Test is not opposed by the Force of the preparation and Drain is simply Force ÷ 2 (round down, minimum 2 DV).

New Alchemy Options

Activation Preparation Trigger

An activation trigger works when the preparation is manipulated in a specific way as defined by you during Step 4 of the alchemy preparation process. A living being must be on the physical plane and able to touch and perform the activation action on the preparation in order to trigger it which usually takes a Simple Action. The target of the preparation is always the person who triggers it. The GM has the final say in what is an appropriate activation trigger, but common examples include snapping it in half (wax or clay seal, inscribed wand), lighting it on fire (inscribed cloth, cigar), imbibing or eating it (vial of liquid, an apple), opening it (a door, bottle, book), etc.

Regardless of the spell's range, it always targets or centers on the person triggering the preparation. Choosing an activation trigger adds +1 Drain to the creation of the preparation if it is a touch spell, +2 if it is line of sight, and +3 if it is an area spell. Additionally, if the preparation uses a healing spell the Drain is increased by an additional +1.

K. Bardic Magic

Bardic magic is a new type of magic that follows its own rules, though they adhere to the core Shadowrun magic philosophy.

The Bardic College

The bardic college gives you access to Bardic Abilities as well as astral perception. Most Bardic Abilities center around the Performance Skill Group (see chapter VII Skills, below). You gain the Bardic Rally Ability for free on purchasing the bardic school.

Additional Bardic Abilities can be learned for 5 Karma each, or 10 Karma and each takes a week to learn if purchased after character creation. The maximum number of Bardic Abilities you can have is equal to your Magic Rating.

Bardic Abilities

When you purchase or gain a Bardic Ability you must decide on which of the three Performance Skill Group's skills the ability is tied to. Most require Musical Performance, but with GM approval and ingenious thinking you might find a way to tie them to the Physical or Dramatic Performance skills.

Bardic Abilities typically require a Performance Skill Test to use, the specific Performance skill is the one you tied the Bardic Ability to when first learning it.

Bardic Rally

[Complex]
Make a Performance + Charisma test [Social]. Your allies that can hear and see you add 1 to their initiative Score for every 2 hits you get. This is a onetime effect per Complex action that applies to the current Combat Turn but allies that gain the benefit retain it for the Combat Turn even if they move out of line of sight or can no longer hear you.

You cannot Rally yourself.

Battle Song

[Complex]
Make a Performance + Charisma Test (3) [Social]. If you succeed, allies within (Magic × 5) meters that can hear your performance gain a +1 dice pool modifier to Melee and Ranged attack tests (including indirect combat spells) and opposed tests vs. Fear effects. If you attain 4 net hits above the Performance Test threshold (7 hits total), the bonuses are increased to +2. If you attain 8 net hits above the Performance Test threshold (11 hits total), the bonuses are increased to +3. These bonuses last as long as you continue to Perform, or are killed, paralyzed, stunned, knocked unconscious, or are otherwise prevented from being heard or performing as a Free action. You must continue to perform every initiative pass as a Free action, and the strain of the performance acts as if you are sustaining a spell (-2 to all actions).

Characters can only gain bonuses from one Battle Song at a time. You do not gain bonuses from your own Battle Song.

Countersong

[Interrupt (-5)]
You may use your Performance skill rating as if it were the Counterspell Skill rating for the purposes of Spell Defense vs. Mana Illusions and Mental Manipulation spells. If you have the Counterspelling Skill, then you may instead choose to add up to ½ your Performance Skill rating (round up) for this defense. This requires you to perform briefly and cannot be done as a Free Action; it must be taken as an Interrupt (-5).

Countersong, Greater

[Interrupt (-5)] (Requires Countersong)
As per the Countersong Bardic Ability but you may use the Spell Defense against any normally Counterspellable spell.

Dispelling Song

[Free]
You may use your Performance skill rating as if it were the Counterspell Skill rating for the purposes of Dispelling Mana Illusions and Mental Manipulation spells. If you have the Counterspelling Skill, then you may instead choose to add up to ½ your Performance Skill rating (round up) for this defense. This requires you to perform and cannot be done surreptitiously.

Dispelling Song, Greater

[Free] (Requires Dispelling Song)
As per the Dispelling Song Bardic Ability, but you may attempt Dispelling against any type of spell.

Harmonious Invocation, [Spirit Type]

[Complex]
When you choose this Bardic Ability you must designate a spirit type as appropriate to your tradition. You may then summon spirits of that type with a successful Performance + Magic test as your Summoning Test with a -2 dice pool penalty. You resist drain normally.

You may take Harmonious Invocation up to three times, each time designating a new spirit type as appropriate to your tradition. If you choose to take this ability after you already have three versions, you may do so but you lose one of the others (and you do not regain the Karma spent).

Harmonious Rebuking, [Spirit Type]

[Complex]
When you choose this Bardic Ability you must designate a spirit type as appropriate to your tradition. You may then banish spirits of that type with a successful Performance + Magic test as your Banishing Test with a -2 dice pool penalty. You resist drain normally.

You may take Harmonious Rebuking multiple times, each time designating a new spirit type.

Spellsong, Combat

[Complex] (Requires Spellsong, Manipulation)
You are able to weave bardic combat spells into your Performance. Your Performance + Magic test, as a Complex Action, is the "spellcasting" test to cast the spell with a -2 dice pool penalty. You resist drain normally.

Spellsong, Detection

[Complex]
You are able to weave bardic detection spells into your Performance. Your Performance + Magic test, as a Complex Action, is the "spellcasting" test to cast the spell with a -2 dice pool penalty. You resist drain normally.

Spellsong, Health

[Complex] (Requires Spellsong, Detection)
You are able to weave bardic health spells into your Performance. Your Performance + Magic test, as a Complex Action, is the "spellcasting" test to cast the spell with a -2 dice pool penalty. You resist drain normally.

Spellsong, Illusion

[Complex]
You are able to weave bardic illusion spells into your Performance. Your Performance + Magic test, as a Complex Action, is the "spellcasting" test to cast the spell with a -2 dice pool penalty. You resist drain normally.

Spellsong, Manipulation

[Complex] (Requires Spellsong, Illusion)
You are able to weave bardic manipulation spells into your Performance. Your Performance + Magic test, as a Complex Action, is the "spellcasting" test to cast the spell with a -2 dice pool penalty. You resist drain normally.

Theatrical Rituals

[Varies]
You are able to perform rituals by using your Performance skill in place of the Ritual Spellcasting skill but at a -2 dice pool penalty. Additionally, all participants of the ritual must have the same Performance skill as the leader. All the normal rules for rituals otherwise apply.

Valiant Harmony

(Requires Battle Song)
You can combine your Battle Song with other bards for greater effect. Each bard with Valiant Harmony may make a Battle Song Teamwork test. The participating bards and the allies to be affected must be able to hear each bard's performance and be within Battle Song range of each participating bard. The Teamwork test works as normal but with each additional performer after the first, the possible Battle Song bonus is increased by 1 for every 4 hits beyond 11. The normal maximum bonus from Battle song is +3 (requiring 11 hits).

Bardic Spells

Bardic spells are purchased like regular spell formulae, and you must have the corresponding Spellsong Bardic Ability's spell category in order to cast these spells.

In order to sustain spells or make them permanent, you must use your Performance continually, requiring a Free Action every Initiative Pass, while it is sustained or being made permanent. If you stop your performance, or are forced to stop, even for only a moment, then you cease sustaining or making permanent the spell.

Bardic spells cannot use spell foci unless it is a performance spell focus (see section M Magical Items, Foci, below).

Bardic spells cannot be cast, performed, recklessly.

Bardic Summoning

With the Harmonious Invocation and Rebuking Bardic Abilities, you are able to summon and banish spirits of the type designated when you take those abilities and learn the appropriate bardic summoning formulae. The bardic school lacks the ability to bind spirits, for that many bards study the summoning school.

Bardic Centering Metamagic

Bards are the epitome of the "centered magician" as from day one of gaining their abilities their magic is tied to performing in one way or another. Because of this, if you have the bardic school and have the Centering metamagic technique you gain an effective +1 to your Initiate grade when using Centering.

Additionally, bardic Centering is more specialized than the standard form. Musical bards will pick specific notes, refrains, melodies, dance steps, stanzas, dramatic quotes, etc., for centering each specific Bardic Ability, Spell, or Summons.

L. Ovate Magic

Ovate magicians are commonly called druids, witches/warlocks, and possessors, but ovate is the title given to them by the sages as they liken their control over animals as inserting the egg of their soul in the animal's mind. They do not normally cast spells or summon spirits, instead focusing on controlling and manipulating animals. As such, they are often self-appointed guardians of the natural world as they develop an affinity for the creatures they share bodies with, usually to the detriment of their social skills with sapient creatures.

Ovates have power over natural non-sapient (mostly) vertebrates (in four categories; mammals, fish and cephalopods, birds, and reptiles, but not insects, arachnids, or other non-vertebrates, as found in chapter XII Creatures, C Fauna, and otherwise referred to as animals from here on out) and with metamagics they can expand their powers of control over non-vertebrates and non-sapient monstrous creatures.

Many ovates are also skilled at mundane animal training and husbandry practices in addition to their magical abilities and can use those rules (HS, 183) to teach animals tricks as well as gain their loyalty through normal means.

Harnessing

Harnessing is at the core of an Ovate's abilities. It's what allows you to bring animals under your control.

At character creation, when you choose the Harnessing school, you gain one free Harnessing slot. Additional slots cost you 10 Karma at character creation. After character creation you can gain additional Harnessing slots by spending or 20 Karma and 12 days mediation (as per Learning Spells, SR5, 299, using Animal Handling + Intuition for the test) or by initiating and choosing the Harness slot metamagic option.

The maximum Harness slots you can have is equal to your Magic Attribute and is the maximum number of animals that you may have under your control at any one time.

Harnessing Animals

You can only harness animals that have an Essence equal to or lower than your Magic Attribute.

Table: Typical Animals by Essence

Essence	Examples
1	ES -6. ~0.04m (1.5 inch) long; tiny fish, small frogs, little lizards
2	ES -5. ~0.08m (3 inches) long; tiny fish, tiny amphibians, lizards, and snakes, very small rodents
3	ES -4. ~0.15m (6 inches) long: tiny fish, birds and snakes, normal lizards, small rodents
4	ES -3. ~0.33m (1 foot) long: average fish, small snakes and birds, big lizards, rodents, small cats
5	ES -2. ~0.61m (2 feet) long: big fish, normal snakes and birds, large lizards, big rodents, cats, small dogs
6	ES -1 to 1. From 0.76m (2.5 feet) to 2.74m (9 feet): most animals larger than a dog like black bears and small great cats, huge birds and snakes
7	ES 2. ~3.20m (10.5 feet): horses, large cows, brown bears, large great cats, giant birds and snakes
8	ES 3. ~4.12m (13.5 feet): very large horses, tiny elephants, hippopotami, other tiny megafauna
9	ES 4. ~5.00m (16.5 feet): small elephants, small megafauna
10	ES 5. ~5.80m (19 feet): elephants, normal megafauna
11	ES 6. ~6.60m (21 feet): mastodons, larger megafauna

In order to harness an animal you must have Line of Sight to the animal and succeed on an Opposed Animal Handling + Magic [Astral] vs. Willpower + Charisma. If you succeed, your net hits count as the number of times you may attempt to mount the animal (see below) and that animal begins to follow you to the best of its ability, or wait for you where you left it if it can't, and will do so until the next sunrise or sunset. If you fail, the animal goes about its business but it gains a +2 dice pool bonus to resisting further attempts until the next sunrise or sunset (and may attack on a Glitch or Critical Glitch).

You must resist Drain after attempting to harness an animal, the DV is equal to half (round down) of the animal's Essence (minimum of 2).

Calling Animals

In all but the most extreme environments (arid sandy deserts, mountain peaks, polar regions, etc.) there are usually enough small animals, Essence 2 to Essence 4 (ES -5 to ES -3), around that within an hour you will be able to find, and keep in sight long enough, one animal of those sizes per net hit on a Survival + Intuition (environment + temperature modifiers) Test.

If the situation is more pressing, you may attempt to call an animal of a specific Essence/Size. To do so, you must choose (i.e. set) the Essence of the animal you want and then make an Extended Animal Handling + Magic [Astral] (environment + temperature modifiers + Essence, 1 minute) Test. Only animals native to the region and climate may be called, so if you're looking for an Elephant-sized animal in a desert that naturally only has animals the size of vultures and snakes you'll be out of luck. An appropriate Knowledge Skill test will let you know what animals are native to the area.

Mounting

Ovates cannot astral project save for when they mount an animal that they have harnessed. When you mount an animal your astral self essentially possesses the animal immediately on success of the Mounting Test and your body is treated as if you were normally astrally projecting. You override the animal's control of its physical self but the animal is still aware, though it is generally neutral to, or even comforted by, the release of control (due in part to the magic of the original harnessing test).

You may attempt to mount an animal a number of times equal to your net hits on the Harnessing Test while it is harnessed, whether you succeed or fail on the Mounting Test. If you use up your attempts then after the last mounting is completed (either failed, or after you dismount if successful) then the animal goes free and must be re-harnessed (with the +2 bonus if before the next sunrise or sunset) if you wish to mount it again.

To mount an animal, you must succeed on a Mounting Test as a Complex Action: Opposed Charisma + Magic vs. Willpower + Charisma Test (and note the number of successes the animal gets on its test).

Once mounted, you can either take control or issue a command. You may also issue a command for it to follow once you're done controlling the animal.

While the animal is under your control you use its Physical Attributes, Qualities, Powers, and Weaknesses but you use your Mental Attributes, and Edge and Magic Attributes. You do not gain access to the animal's memories but you do sense its emotions and can communicate with it on its level and gain impressions of what it has sensed.

Commands

The number of success you get on your Mounting Test is the number of commands you may give the animal.

To issue a command you must be mounted and make an Animal Handing + Magic [Astral] (creature's hits, not net hits, from the Mounting Test) Test. If you succeed you can give the animal a simple command such as "attack that thing/those things that it can sense," or "fly above the trees until you hear me whistle, then come back," or "stay here and guard," and so on as long as the command is generally reasonable for such an animal.

Having the animal communicate with you, even on its limited level, requires a command.

If you have the animal scout for you (a command), you will have to re-mount it when it comes back in order to learn what it has seen or heard (again, at an animal level of communication when mounted).

Drain Pool

Drain for mounting is resisted once you dismount an animal. The base DV is the Animal's Essence ÷ 2 (minimum of 2).

For every three boxes of damage (Physical and Stun, round up) that the animal takes while mounted (even if healed during that time) the Drain DV is increased by +1.

If you issue a command while mounted, the DV is further increased by +1 for each command issued.

If the creature dies when you have taken control of it then immediately calculate your Drain Pool, double it, and that is the Drain DV you must resist.

Branding

Branding is to harnessing as binding is to summoning. With branding you may keep an animal harnessed indefinitely beyond the next sunsets and sunrises.

To brand an animal it must already be harnessed by you. You must then spend 8 hours with the animal, at the end of which you must make an Opposed Animal Handling + Magic vs. Willpower + Charisma + 2 Test. If you succeed you must immediately pay Karma equal to half the animal's Essence + 1 (minimum 2 Karma). If you fail, the animal is free from your harnessing and can go about its business as normal, but at least you don't lose any Karma.

Regardless as to whether you succeed or fail on the Branding Test, you must resist Drain with a DV equal to twice the hits, not net hits, that the animal got on the test.

For every additional Karma that you spend you can either reduce the time it takes by 1 hour (minimum 1 hour) or impose a dice pool penalty on the creature's Opposed test dice pool (maximum penalty equal to half your Charisma, round down).

Once branded, the creature is considered perpetually harnessed by you and there is no limit to the number of times you can mount it.

The maximum number of branded animals that you may have at any one time is equal to half your Charisma (round down) or your Magic Attribute (if it is less than half your Charisma). Branded animals under your control also count towards the total number of harnessed animals you may have at any one time.

M. Magical Items

Formulae, Foci, reagents, and other magical items follow the standard rules with the following clarifications, changes, and adjustments below.

Formulae

Formulae are physical and magical instructions for manipulating magic in a way specific to each formula. Formulae don't disappear in a puff of smoke when used and can be shared, borrowed, or stolen, so long as the formulae and the meta-traditions (see section C Traditions, above) of the students are similar. During character creation you automatically gain the formulae of any magic you purchase through Karma (spells, preparations, rituals, etc.) without having to spend the money for it (a free spellbook, bag of formulae rune stones, etc).

Regardless of tradition or type of formula, the Karma cost to learn the contents of a formula is 5 Karma for those related to your Primary College, 10 Karma for those related to your Secondary College(s), and three times as much if it has a metamagic requirement that you do not possess.

If you use a formula from your meta-tradition there is no modifier to the Learning Test (SR5, 299) to learn it, but instead of the core rules, you use the Arcana Skill to learn all formulae. If you use a formula from a similar meta-tradition (such as a cleric of a Lawful Good god using a formula of another Lawful Good god's clergy or a wizard of one institution using the formula from a rival wizard institution or a druid of one region using another druidic region's formula) then you suffer a -2 dice pool penalty on the Learning Test. If you at least know the language(s) that the formula is based on but little else in common with the formula's meta-tradition then you suffer a -6 dice pool penalty to the Learning Test. If you don't know the formula's base language(s) and/or the meta-tradition is wholly alien to you then you suffer a -12 dice pool penalty and the time required to learn from it is 36 days instead of 12.

You can attempt to create your own formula, either of known magical effects or to create your own, through research and meditation. Obviously, you must have a reason for knowing about the magical effect that you want to learn from the formula you're creating. If your character has never encountered the concept of invisibility or acid then it makes little sense to ex nihilo decide to create a spell formula for invisibility or acid based spells. Creating a formula requires an Arcana + Magic [Astral] (varies, 7 days) Extended Test. The threshold is determined by the type of formula you are trying to create (see individual formulae entries below). Once you create a formula, then you must learn it as normal.

Once you have successfully learned the contents of a formulae (SR5, 299) you can perform that magic without needing to reference the formulae. However you can read from your formulae while performing the magic which increases the time to do so but usually gives you a +2 dice pool bonus to the related Magic test. Additionally, you can have the formula be consumed at the end of reading from it, destroying the formula, usually in order to gain a +4 dice pool bonus. Individual formulae types list any differences to the above +2/+4 bonuses if you read from or destroy a ritual during the magic process as well as the additional time it takes. Because of these bonuses, magicians often create multiple copies of their formulae, which requires an Arcana + Magic [Astral] (10, 1 hour) Extended Test and an expenditure of half the formula's base cost in materials (often in the form of reagents) but you do not have to spend additional Karma because you have already learned the magic itself.

If you have not spent the Karma to learn a formula, you may still attempt to use it via reading from it or consuming it as above, however this imposes a -8 dice pool penalty to do so (net -6 for reading, -4 for consuming) and in either case the drain in do so (for all involved in the case of rituals) is increased by +4 and is Physical instead of Stun.

The prices and Availability of Formulae are listed in chapter IX Goods & Services, E Gear.

Here is a consolidated list of the formulae types, with changes to help make sense of it all between the core rulebook and *Street Grimoire*.

Alchemical Preparation Formulae

Creation Threshold: 14

These formulae are the alchemical preparation versions of spell formulae, and are subdivide by the spell categories (Combat, Detection, Health, Illusion, and Manipulation). Reading from one of these formulae to gain the dice pool bonus doubles the base time during Step 5: Create the Preparation.

Focus Formulae

Creation Threshold: 13 + Force rating

In order to create a focus, you must learn the corresponding focus formula at a specific Force rating. By default, focus formulae must be read during Step 5: Craft the Focus (no bonus dice for reading it). If the formulae is destroyed in the process to gain the +4 dice pool bonus the duration is increased by (Force ÷ 2) days (round down, minimum of 1 additional day).

Focus Enhancement Formulae

Creation Threshold: 15

These formulae teach you how to add an enhancement to a single type of foci (of any Force). You must read these formulae during the focus creation process (no bonus, no time increase), but destroying the formulae grants a +2 dice pool bonus and increases the time by 1 additional day.

Magical Compound Formulae

Creation Threshold: 16

These formulae are used to learn how to create magical compounds (SG, 218), which use alchemical preparation rules (SR5, 304), and require the Advanced Alchemy and Fixation Metamagics (see section O Initiation & Metamagics below), otherwise learning them costs three times the normal Karma. Reading from or destroying these formulae doubles the base time during Step 5: Create the Preparation.

Ritual Formulae

Creation Threshold: General 15, Legendary 21, Mark 16, Chaos 12

Ritual formulae are used to learn to perform rituals and are subdivided the categories of General, Legendary, Mark, and Chaos Mark rituals. Each of these formulae is for a specific ritual. By default you must read from the formulae during the ritual (no bonus dice, no increased time). If you destroy the ritual to gain the +4 dice pool bonus it increases the base time by 1 hour (or other listed interval for the ritual).

Bards use ritual formulae for their rituals but they are a separate subtype; Bardic Ritual Formulae

Spell Formulae

Creation Threshold: 14

Used to learn new spells, spell formulae are further categorized by spell categories (Combat, Detection, Health, Illusion, and Manipulation) which determine Availability and market price (see chapter IX Goods & Services, E Gear). Reading from or destroying a spell formulae in order to gain the dice pool bonus from doing so requires a full Combat Turn which means you must begin casting the spell at the beginning of a Combat Turn, on your first available Initiative Pass, and the spell "goes off" at the end of the last Initiative Pass of the Combat Turn. If you take damage while reading from the formula, then you must make a Composure test (boxes of damage taken) or the spell fails (the formula is not destroyed if that was the intent, and you do not suffer Drain).

Bards use spell formulae for their spells but they are a separate subtype; Bardic Spell Formulae.

Summoning Formulae

Creation Threshold: 18

These formulae teach you how to summon a specific type of spirit (Fire, Water, Plant, Guardian, etc.). On successfully learning a summoning formula you may add that spirit type to your Praxis (see section B Users of Magic, Summoning Spirits & Your Praxis, above) and you must link it to a spell category that is not used by any other spirit types in your Praxis. Your meta-tradition constrains what summoning formulae you may learn. Reading from a summoning formula to summon a spirit takes one full minute, while consuming/destroying the formula to summon a spirit requires a full hour.

If you attempt to create summoning formula for a spirit type that is not on your Praxis you suffer a -6 dice pool penalty and it is increased to -8 if it is not allowed by your meta-tradition.

Bards use summoning formulae for their summoning with the Harmonious Invocation Bardic Ability, but they are a separate subtype; Bardic Summoning Formulae.

Talisman Formulae

Creation Threshold: 16

If it is not an alchemical preparation, focus, focus enhancement, or magical compound then it is probably a talisman and will require a talisman formula for you to learn how to create it. These include formulae to create refined and radical reagents as well as one to create orichalcum in addition to any of the items listed in the "Talismonger Shop (All Sales Final!)" section of *Street Grimoire* (211) unless the item specifically specifies otherwise. Some talismans require the Alchemy Skill to create while others use Artificing. Reading from or destroying a talisman formula doubles the creation time.

Foci

The costs of foci, reagents, and the like are detailed in chapter IX Goods & Services, E Gear, while below are notes on specific and new foci.

If you have a Magic rating of 1 or greater then you are able to bond a focus. But the rules about the maximum number of foci that you can have bound at any one time still applies as well as all the other standard limitations (SR5, 318) unless a specific, and often unique, foci says differently.

AG Specific

Since every creature in the Agrros Guleth world has a Magic rating (unless Burnt Out), every living thing is effectively Awakened.

The Sword Coast playtesting campaign does not inherently give all creatures a Magic rating, however, the Hero, Legendary, and Epic Positive Qualities allows a creature to bond foci so that some of the foci, like Armor and Weapon, can be taken advantage of by non-Awakened creatures (the Hero Quality effectively giving you a Magic rating of 4 for rules on bonding and using foci).

Foci Enhancements

Some foci can also take further enhancements. These enhancements increase the Force of the foci for determining the bonding Karma cost, Availability, and gp cost by their Force Modifier but do not increase the actual Force of the Foci. If multiple enhancements are placed on an Armor Foci, the Force Modifiers are added together. Enhancements can be added later at the cost of the difference between the (Force + All Force Modifiers) – (Force + Old Force Modifiers).

When creating a focus with enhancements, the number of days it takes is increased by 1 and the Opposed Test's dice pool is increased by +1 per enhancement added.

See specific foci types below for individual enhancements.

Armor Foci

Armor Foci add its Force to the Armor rating of the armor and the armor also acts as mystic armor (which means you gain the full Armor rating against incorporeal attacks and can "take it with you" into the astral).

Unlike other foci, Armor Foci must be enchanted on armor. Most Armor Foci are complete suits of armor which means you need to be wearing the whole suit for the focus to activate. Individual pieces of armor can be made into Armor Foci, the Karma and gold costs remain the same, but unless the piece is over 50% of the suit (which only chest pieces are) then the armor only gains half the Force (round down) as a bonus to the Armor rating and called shots can be made to target non Armor Foci areas.

By default, Armor Foci will resize to perfectly fit your body so long as the original version is of the same ES and general body type. Enchanters can remove this feature which lowers the Karma cost by × 0.8, increases the Availability by +2 and the cost by × 1.25.

Common Armor Foci enhancements are as follows:

Aura Enhancement

+3 Force Modifier. As per the Elemental enhancement but the wearer can choose to make Unarmed Attacks with the element instead which has a DV of STR + (½ Force [round down]), AP –½ Force, and Reach +1. Additionally, those that successfully make melee attacks against the wearer must resist ½-Force in elemental damage.

Elemental Enhancement

+2 Force Modifier. One element is chosen for the Armor Foci, such as fire, cold, electricity, etc. When resisting damage from that element you gain an additional armor dice pool bonus equal to the Force of the Armor Foci (effectively the Armor Foci gains Force × 2 armor rating against that element type).

Fortified Enhancement

+2 Force Modifier. With this enhancement half the total Armor rating (round up) is considered Hardened Armor.

Invulnerable Enhancement

+4 Force Modifier. Like the fortified enhancement, but the total Armor rating of the Armor Foci is considered Hardened Armor.

Attribute Foci

Attribute Foci add their Force to one of the eight primary Attributes (Body, Agility, Reaction, Strength, Willpower, Logic, Intuition, or Charisma) as augmentation bonuses.

These Foci are rated as either Heroic, Legendary, or Epic and correspond to the Hero, Legendary, and Epic Positive Qualities. Anyone that meets the normal requirements for bonding foci can bond to any Attribute Foci of any of the three ratings but you the bonus gained is still limited by your augmented maximum and the Karma cost for bonding increases if you do not have the corresponding Positive Quality. Note that if you later gain the required Positive Quality then you can take full advantage of the Attribute bonus but you will have paid the higher Karma cost for it. Chapter IX Goods & Services, E Gear, has the different Karma costs based on status.

Bardic Foci

Bards make use of Bardic Foci, each of which is attuned to a specific Bardic Ability that the focus bestows a dice pool bonus to equal to its Force. Additionally, there are Spellsong Sustaining Foci which work like normal Sustaining Foci but for bards' Spellsong spells and which still require the Bard to perform (as a Free Action each Initiative Pass).

Spellsong, Spellsong Sustaining, Harmonious Invocation, and Harmonious Rebuking foci all must be attuned to either a specific spell category or spirit type, as appropriate to the focus.

Hastening Foci

These foci add half (round down) their Force as Initiative Dice (maximum +4 dice at Force 8). These bonus dice do not stack with any other increases to Initiative but do stack with inherently natural increases (such as with Fast Reflexes or Lightning Reflexes Positive Qualities), up to a maximum of +5D6 Initiative Dice. Because these are foci, they do "travel" with those who astral project and add to Astral Initiative.

Ovate Foci

Foci for Ovates mimic Spirit Foci in cost, both Karma and gold. Harnessing Foci are like Summoning Foci, in that they add dice equal to its Force to Harnessing tests with animals of the same type as the focus (mammals, reptiles, birds, or fish/cephalopods). Branding foci are like Binding foci, adding dice equal to its Force to the Branding Test with animals of the same type as the focus (as above)

Protective Foci

These Foci add their Force to a specific Resistance or Defense test. Bonuses do not stack, including with similar magical bonuses from other items, such as Armor Foci enhancements.

Elemental Resistance Foci

These foci protect you from a single element damage type (fire, cold, etc.) by adding its Force to any Damage Resistance tests made against the element and any secondary effects.

Defense Foci

Attuned to a specific defense type that costs Initiative; Full Defense, Block, Dodge, or Parry (including their Pre-Emptive counterparts), these foci add their Force to those Defense tests.

Disease Resistance Foci

These foci add their Force to any Disease Resistance tests, including magical diseases.

Greater Defense Foci

Similar but more powerful than Defense Foci, these foci add their Force to all standard Defense tests (Normal Defense, Full Defense, Block, Dodge, Parry, and their Pre-Emptive counterparts).

Spell Resistance Foci

Tied to a specific spell category and subcategory (e.g. Mental Manipulation, Direct Combat, etc.) or a specific critter Power (e.g. Fear, Compulsion, etc.), these foci add their Force to any related Resistance tests.

Toxin Resistance Foci

These foci add their Force to any Toxin Resistance tests, including magical toxins.

Skill Foci

Skill Foci are attuned to a specific Active, Knowledge, or Language Skill. When activated they add their Force to any Skill test with that skill.

Spell Foci

Spell foci follow the basic rules as found in the Shadowrun 5th Edition Core Rulebook, with the following additions.

Spell Foci can be crafted specifically for a subcategory of spells (usually only Combat and Manipulation spell foci are done this way), such as Indirect Combat Spellcasting Focus, Mental Manipulation Sustaining Focus, etc.

The bonding cost is the same (Force × 2), but the Availability is reduced to (Force × 2)R and the cost is reduced to Force × 10 gp.

Weapon Foci

Weapon Foci work a little differently here than in the standard rules (SR5, 320).

In addition to the usual bonuses gained from using a bonded active Weapon Focus, the weapon's Accuracy is also increased by Force ÷ 3 (round up).

Thrown Weapon Foci, if the weapon itself is normally designed for throwing, remain active until they stop. Once they hit their target or miss and land somewhere they deactivate. If a weapon can be used both as a thrown weapon and a melee weapon (like throwing axes, daggers, spears, etc.) then the Weapon Foci works for both but enhancements that only work for either melee or ranged only work when the weapon is used properly.

Ranged Weapons that rely on the power of creature using it (e.g. bows, crossbows, and slings but not rifles, or siege weapons that require more than one operator) can be made into Weapon Foci; imparting their magic onto their ammunition (which lose the magic once they hit their target or otherwise end their flight).

Weapon Foci can have the following enhancements, though some can only be applied to either melee or ranged weapons:

Bane

+1 Force Modifier

The Bane ehnacement grants the Weapon Focus a +2 DV bonus against a single species. Undead count as two separate species, corporeal and incorporeal, spirits are by type, and angels/demons and creatures of chaos are by alignment.

Cleaving (Melee only)

+4 Force Modifier

When taking the Multiple Attack Free Action against multiple opponents, you reduce the effective number of opponents by one (to a minimum of one) when determining if you must split your dice pool. For example, if you are attacking two opponents with a Cleaving Weapon Foci as a part of a Multiple Attack Free Action you would not spit your dice pool and instead roll your full attack dice against each opponent. If you were attacking four opponents instead of two then you would divide your attack dice pool by 3 instead of 4. Techniques that grant you extra dice when splitting your dice pool for multiple attacks only apply if your dice pool is actually split (3 or more opponents).

Dancing (Melee only)

+4 Force Modifier

As a Complex Action an active dancing Weapon Focus can be loosed by its bonded owner to attack or defend (owner's choice) on its own. It fights for a number of Combat Turns equal to its Force + 1 and uses the Weapon Skill and Physical Attributes of its bonded owner (only including the enhancements provided by the Weapon Focus itself; other Foci, Spells ,Adept abilities, etc., are not usable by the dancing weapon). At the end of the dancing duration the weapon drops to the ground. The dancing weapon rolls its own Initiative Score using its owner's Initiative and acts independently. While dancing, the weapon cannot perform the Intercept Action and the owner is not considered armed with the weapon nor considered to be in melee, unless fighting apart from the weapon. The weapon is considered wielded or attended by the owner for all techniques or effects that target items. While dancing, the weapon shares the same space as its owner and either attacks adjacent foes or defends its owner from adjacent foes depending on the owner's choice when releasing the weapon. If defending, the dancing weapon will use Parry or Pre-Emptive Parry. If attacking, it will make normal melee attacks. The weapon accompanies its owner everywhere, whether they move by physical or magical means. If the owner has an unoccupied hand, they can grasp the dancing weapon while it is attacking or defending as a Free Action. When so retrieved, the weapon can be made to dance again if it still has at least 1 full Combat Turn left in its duration, otherwise can't dance again for (Force) Combat Turns.

Defending (Melee only)

+1 Force Modifier

The Initiative penalty to perform the Parry (Interrupt Action) and Pre-Emptive Parry (Free Action) are reduced by 4 to -1 when using the weapon focus.

Disruption (Melee only)

+3 Force Modifier

When an undead creature is damaged by this a Weapon Foci with this enhancement it must make a special Disruption Resistance Test; Undead's Magic + Essence + Ritual Leader's Magic Rating (for undead created through rituals) and the undead gains a dice pool bonus equal to their Willpower if they have the Sapience Power. The threshold is equal to half the Weapon Foci's Force (round down) + 1 for every three full boxes of damage dealt. If successful no additional affects to the undead occur. If the undead fails the test, then for every net hit short of the Threshold the undead's Essence is reduced by 1. Essence lost in this way returns at a rate of 1 per full 24 hours. If the undead's Essence is reduced to 0 it is disrupted, which means for corporeal undead it is destroyed and for incorporeal undead it is forced to the deep astral for Force × 2 weeks.

Distance (Ranged only)

+1 Force Modifier

This enhancement doubles the range multipliers or categories of the weapon.

Elemental

+1 Force Modifier

This focus has a specific elemental type (fire, lightning, acid, cold, etc.). As a Simple Action the element enhancement of the active Weapon Foci can be turned on, wreathing the weapon's damaging end in elemental energy. The Weapon Foci now deals damage as if made of that element type in addition to the element's secondary effects, if any. The DV and AP of secondary effects are equal to half the focus' Force (round up).

Keen

+2 Force Modifier

The keen weapon enhancement subtracts half its Force (round down) to the weapon's AP. This modification is applied before applying similar bonuses from weapon quality or Techniques.

Mana Force

+4 Force Modifier

This enhancement transforms the "business end" of the weapon into shimmering energy that gives off light as a torch and ignores nonliving matter. Your attack counts as a Touch-Only Attack (+2 dice pool bonus and ties go to the attacker) and if hit, the creature makes its Damage Resist test using only its Body plus natural (i.e. living) armor and/or any armor that counts as magical or Mystic Armor (such as Armor Foci, the Armor spell, etc).

Merciful (Melee only)

+1 Force Modifier

As a Simple Action, you can activate the Merciful property of this weapon focus. The DV increases by +2 and the damage becomes Stun damage. You can deactivate the Merciful property as a Simple Action.

Returning (Thrown Weapons only)

+1 Force Modifier

The weapon remains active after hitting its target and flies through the air back to the owner. It returns to the owner at the end of the Combat Turn it was thrown. Catching the weapon is a Free Action for the owner. If the owner can't catch it or has moved since throwing the weapon, it drops to the ground in the square from which it was thrown and deactivates.

Seeking (Ranged only)

+1 Force Modifier

The seeking enhancement causes the weapon to veer towards its target, negating visibility penalties that would otherwise apply so long as the attacker can actually see or otherwise target the creature. It does not negate blind fire; arrows mistakenly shot into an empty space or darkness, for example, do not veer and hit invisible or unseen enemies even if they are nearby.

Speed

+3 Force Modifier

The weapon enhances the speed at which the owner acts in combat, adding +1d6 to the owner's Initiative score. This Initiative increase does not stack with any other magical enhancements to Initiative (Adept Powers, Spells, or other Magical items or Foci.) It does stack with natural increases to Initiative, such as the Lightning Reflexes Quality. The maximum Initiative dice a character can have is 5d6.

Spell Storing

Various Force Modifier

The weapon is magically prepared at its creation to act as reusable lynchpin for alchemical preparations with the contact trigger, despite having its own aura. When the weapon foci is active, the "business" end of the weapon becomes the alchemical preparation following all normal alchemy rules, except that the contact trigger remains dormant until activated by the owner of the weapon foci with a Simple Action. The next living being the weapon's head touches triggers the preparation. The alchemical preparation loses potency as normal, even while the trigger is dormant. The weapon must stay active while "storing" the preparation or it is lost. The Force increase of the Spell Storing Enhancement can be as high as +6 and must equal or exceed the Force of any Alchemical Preparation placed upon it. Only one Alchemical preparation can be "stored" on the Weapon Focus at a time.

Throwing (Melee only)

+1 Force Modifier

This melee weapon can be thrown with accuracy and gains the following Range increments [STR × 2 / STR × 4 / STR × 6 / STR × 8]. In addition, the Weapon Focus bonus also applies to the Throwing Weapon Skill.

Vicious (Melee only)

+1 Force Modifier

While active, the weapon focus creates a disruptive energy resonance between you and the target of your melee attack. The weapon deals +4 DV damage. If your opponent takes damage from the weapon, however, you must resist half that many boxes of Stun Damage as normal.

Vorpal (Melee only)

+5 Force Modifier

When making a Specific Location Called Shot (Neck) [Free Action], this weapon focus adds +5 to the DV, increases AP by -5, and ignores the DV Limit of the Neck Location. If the target is killed it is decapitated or its head explodes as appropriate to the melee weapon (and if the applicable to the physiology and size of the creature).

Wounding

+3 Force Modifier

Damage from this weapon focus causes bleeding wounds. The target suffers from the Bleedout Condition; the target suffers 1P DV, unresisted, for every action they perform that is not First Aid until a successful Logic + First Aid [Mental] (4) Test (with standard First Aid modifiers) is made or a Heal spell is cast on them and removes at least 1 box of damage. Multiple wounds from this Weapon increase the unresisted bleedout DV by 1, but a single First Aid + First Aid [Mental] (4) or Heal spell that removes at least 1 box of damage will stop all the bleedout damage.

Reagents

Reagents work as defined in the core rules (SR5, 316; SG, 209) with the following additions and changes as outlined in this subsection. The prices and availability of reagents are listed in chapter IX Goods & Services, E Gear.

General Usage

To create refined reagents, radical reagents, and orichalcum, you must first learn the talisman formula for each (see Formula, above).

Reagents are measured in raw drams which are what you get when using the Harvesting Reagents rules (SR5, 317-318). "Dram" is the reagent equivalent of "piece" when referring to coins. A raw dram is the copper piece version of reagents. When you use a reagent, the reagent is used up (at the very least made inert and often consumed in the process) regardless of the number of drams the reagent contains. This means it's possible to waste a refined reagent with 100 raw drams of power by using it to increase the limit of a spell you're casting by 5 as the remaining 95 raw drams will also be used up.

While Force is the primary limiting factor when performing magical actions, you may only add up to your Magic rating × 1.5 (round down) in raw drams for a specific test (creating alchemical items or other enchantments do not count here), unless you use orichalcum in which case there is no limit to the number of raw drams that you can use.

Raw, refined, and radical reagents, and orichalcum are the base reagents.

Unlike the standard rules, in fantasy settings you can use refined, radical, and orichalcum reagent drams in place of raw reagent drams for standard reagent uses (SR5, 316-317). To use refined and radical reagents they must be of the same tradition that you follow. Orichalcum is universal and anyone of any tradition can use it. The process of creating refined reagents, radical reagents, and orichalcum is the same as in the standard rules (SG, 210-211) but the effective power of the base reagents are changed as follows:

Raw Dram: 1 raw reagent has the power of 1 raw dram and typically weighs 5 grams (0.01 lbs)

Refined Dram: 10 raw reagents (10 raw drams) create 1 refined reagent which has the power of 1 refined dram (10 raw drams equivalent) and weighs 40 grams (0.09 lbs) or 4 grams per dram.

Radical Dram: 10 refined reagents (100 raw drams) create 1 radical regent which has the power of 1 radical dram (100 raw drams equivalent) which weighs 0.25 kg (0.55 lbs) or 2.5 grams per dram.

Orichalcum Dram: 30 radical reagents (3,000 raw drams) create 1 orichalcum reagent which has the power of 1 orichalcum dram (3,000 raw drams equivalent) which weighs 5.31 kg (11.7 lbs) or 1.77 grams per raw dram. Creating orichalcum requires an Alchemy + Magic [Astral] (4) Test (unlike standard rules which is a threshold of 3) at the end of the standard refining process (SG, 210). The most common radical reagents used to make orichaclum are those listed in *Street Grimoire*, but magicians have found other radical reagents from which orichalcum can be extracted which they keep as closely guarded secrets.

Distilling Reagents: By default, regardless of tradition, the base time to distill a set of reagents is twelve hours. A "set" of reagents is the amount of reagents used and produced with one test, as per SG, 210, and multiple sets require separate tests for each. Distilling requires, at a minimum, an alchemist's kit (see chapter IX Goods & Services, E Gear, Low Alchemy Items) which imposes a -4 dice pool penalty to the distilling test and only one set of reagents at a time can be worked on. A portable alchemist's lab reduces the penalty to -2, requires only 10 hours, and two sets of reagents can be worked on at one time. Having a full alchemist's lab removes the penalty altogether (+0 to the distilling test), requires only 8 hours, and four sets of reagents can be worked on at a time.

Refined and radical reagents, and orichalcum can be divided into single drams during the processes of creating them or afterwards by making an Alchemy + Magic [Astral] (3, 1 hour) Extended Test so long as you have a portable alchemy lab or better work environment (same penalties apply as per distilling).

Most of the entries that use non-raw reagent drams are clear in *Street Grimoire*. If the text says "1 dram of radical reagents" then that means a radical reagent dram which is the equivalent of 100 raw drams. To avoid any confusion, if the canon text says "[type] reagent" or "dram of [type] reagent" then that means either a refined, radical, or orichalcum dram, not raw drams.

Reagents: The Problem in the Core Rules

The core rules state, "the power of a set of [raw] reagents is measured in drams of orichalcum, or simply drams, an imprecise but useful comparison to the power in the magical material known as orichalcum…A reagent that is worth a single dram of orichalcum usually weighs more than the traditional 1.77 grams, but is usually still fairly small an tends to weigh less than 5 grams" (SR5, 316).

Raw reagents are the reagents referred to in the core rulebook. *Street Grimoire* has the rules for using 10 raw reagents to create a refined reagent, 10 refined reagents to create a radical reagent, and 30 radical reagents "to create a single dram of orichalcum" SG, 210.

To break that down:

3,000 raw drams creates 300 refined drams creates 30 radical drams creates 1 orichalcum dram. But 1 raw dram has the comparable magical power of 1 orichalcum dram. So you effectively use thousands of raw drams to create orichalcum with the magical power of one raw dram.

Hence the reason for the changes to reagents.

Additional Usages

In addition to the standard uses of reagents in the core books, you can also use reagents in the following ways listed below. Unless otherwise stated you must use a dram of the type of reagent named or a more powerful reagent dram. You cannot use 100 raw reagents to reduce the Drain for Artificing, for example, you must use a radical reagent dram or 100 raw drams worth of orichalcum.

Refined Reagents

Alchemy Drain Reduction: For every refined dram that you use, you can decrease the Drain from an Alchemy test (minimum of 2 DV).

Refined Limit Increase: If you use refined drams (and only refined drams or better) then the multiplier for the maximum number of raw drams you can use to increase the limit of a standard magical test is increased to twice your Magic rating.

Radical Reagents

Artificing Drain Reduction: For every radical dram that you use, you can decrease the Drain from an Artificing test (minimum of 2 DV).

Binding Spirit Services: For every radical dram that you use in a Binding test, if you succeed then you gain an additional service (maximum equal to your Magic Rating). If no services are gained from the test, then the additional services (and the reagents) are lost.

Radical Limit Increase: If you use radical drams (and only radical drams or better) then the multiplier for the maximum number of raw drams you can use to increase the limit of a standard magical test is increased to five times your Magic rating.

Radical Resistance Reduction: For every radical dram that you use, you can reduce the Object Resistance or Opposed Force by 2 for Ritual or Alchemy tests.

Radical Summoned Spirit Service: If you use a radical dram, and only one, you can gain one additional service when summoning a spirit. If no services are gained from the test, then the additional service (and the reagent) is lost.

Orichalcum

For allowed tests made using orichalcum, even just one raw dram of it, to set the limit of the test, the limit can be set to any value you desire.

Magical Empowerment: For every raw dram of orichalcum that you use (not full orichalcum drams) you gain a +1 dice pool bonus to a magical test (one that uses your Magic rating as part of the test). The maximum bonus you can gain on any single test in this way is equal to your Magic rating.

Orichalcum Resistance Reduction: For every orichalcum dram that you use, you can reduce the Object Resistance or Opposed Force by 2 for Artificing or Conjuring tests.

Orichalcum Summoned Spirit Service: If you use 25 raw drams of orichalcum (not full orichalcum drams) you double the number of services when summoning or binding a spirit. If no services are gained from the test, then the additional services (and the reagents) are lost.

Harvesting Reagents & Reagent Quality

Reagents follow the same quality rules as other items and equipment in Agrros Guleth (instead of the standard qualities, SG, 228) but good quality reagents are the "industry standard" and are the listed base prices, availability, and weights in the Base Reagent Costs and Raw Dram Costs by Reagent Type tables in chapter IX Goods & Services, E Gear.

The test for harvesting reagents in this world is actually two tests, an Assensing test and an Alchemy test, after an hour of searching an appropriate area for the reagents. The typical area needed to harvest reagents is a quarter hectare (50 m × 50 m area of land or about 200 meters of a 2 meter diameter cave) and the type of area searched imposes a dice pool modifier to both tests as listed in the table below.

Table: Harvesting Area Modifiers

Area Type	Dice Pool Modifier
Within 100 × |background count| meters of a background count you are not acclimated to	- |½ background count rating|
Urban (city, village, etc.)	-4
Rural (farmland, mines, quarries, etc.)	-2
Wilderness (within 10 km of urban/rural, old mines/dungeons/or quarries)	0
Pristine Wilderness (over 10 km of urban/rural, natural caves/caverns)	+2
Within 100 × |background count| meters of a background count you are acclimated to	+ |½ background count rating|

The first test is an Assensing + Magic [Mental] Test which is used to determine the quality of reagents found as well as the number of hours you can spend searching the area for reagents. When you make your first Assensing test for an area, in addition to determining the quality of reagents that you find that first hour, every 2 full hits you get provides you with another hour's worth of searching. You must make the Assensing test for each hour that you search, but only the first determines additional hours. Once you harvest all the reagents that you can in the area it becomes depleted and you must wait until the next full moon or a full month (GM and campaign dependent) to attempt to harvest that area again. It is up to the GM as to whether other people can harvest the same area after it is depleted and/or the maximum hours that it can be searched for reagents.

The quality of reagents that you find with the Assensing test is listed on the table below.

Table: Assensing Test's Reagent Quality & Total Hours

Number of Hits	Quality	Hours of Searching Area
1	Poor	1 hour
2	Common	2 hours
3	Good	2 hours
4	Fine	3 hours
6	Superior	4 hours

The second test is a standard harvesting reagents test (SR5, 317) save that the quality of raw reagents gained has been determined by the previous Assensing test.

When you distill reagents, the reagent type they are being distilled into will be of the lowest quality of the reagents used in the process. For example, if you use 3 superior raw reagents, 6 fine quality raw reagents, and 1 common quality raw reagent to make a refined reagent, the refined reagent will be common quality.

The properties of the various qualities of reagents are listed below and in a table in chapter IX Goods & Services, E Gear.

Poor Quality Reagents: These are valued at 40% the base reagent price (4 cp for a raw dram) and the time to distill them is increased by 100% (double). Additionally, suffer a -2 dice pool penalty on Magic tests using poor reagents, you must use twice the listed raw drams to perform any Magic test that you make using poor reagents and any 2's or 3's rolled on the test are counted as 1's for determining glitches and critical glitches (even if you use mix them with other quality reagents in the test).

Common Quality Reagents: Common quality reagents are 20% less than the base reagent price (8 cp for a raw dram), the time to distill them is increased by 50% (× 1.5). Additionally you suffer a -1 dice pool penalty on Magic tests using common reagents and any 2's rolled on tests made with common reagents count as 1's for determining glitches and critical glitches (even if you mix them with other, higher quality, reagents).

Good Quality Reagents: These are the standard reagents used and listed in the Base Reagent Costs and Raw Dram Costs by Reagent Type tables.

Fine Quality Reagents: These reagents cost 50% more than the base reagent (1.5 sp for a raw dram) and reduce the distilling time by 25%. Additionally, if you use only fine quality reagents or better for a Magic then you gain a +1 dice pool modifier to the test.

Superior Quality Reagents: These reagents cost 300% more than the base reagent (×4, or 4 sp for a raw dram) and reduce the distilling time by 50%. Additionally you can use half as many listed raw drams (round up) to perform any Magic test that you make using superior reagents and if you use only superior quality reagents then; for these Magic tests you gain a +2 dice pool modifier and any glitches are moved up one category; critical glitches become regular glitches and regular glitches become normal failed rolls.

Natural Orichalcum: Refined and radical reagents do not occur naturally, though some specific materials can be used in place of them (most scholars agree that the scales of a dragon can be used as a refined or even radical reagents). Orichalcum however does occur naturally, though very rarely and often

within the range of background counts or other magical sites. Mining natural orichalcum is difficult, or at least as difficult as mining any other ore. Orichalcum typically occurs interlaced with other ores and rock, requiring the use of magical aqua regia (SG, 211, not the low alchemy aqua regia) to separate the orichalcum once it has been mined. The GM my award players that get 6 hits or more on their Assensing Test with finding raw drams of good quality orichalcum.

Specific Reagents

Where listed, specific reagents should have a fantasy setting equivalent or equivalents determined by the GM and possibly changed names where appropriate. For example, Lot's Curse (SG, 220) requires a refined Gomorrah apple reagent. Instead, the name could be changed to Rock Poison and requires a similarly rare specific reagent.

Talismans & Other Magical Items

Most of the magical items listed in *Street Grimoire* (pgs 211 – 217) occur in one form or another in fantasy settings with the exception technologically advanced delivery systems or knowledge of the items. Some of the canon items share names with other items in Agrros Guleth (specifically the "Aqua" solutions on SG, 211 and the "Aqua" Low Alchemy acids). The GM is free to change names as needed, but they are separate and distinct items/substances.

Canon items that have a metamagic or high art requirement for its formula creation can be learned without those requirements, but the formulae cost three times the normal Karma cost to do so (15 Karma at character creation, 30 Karma after).

Below is a consolidated list of the canon items, the formula, Skill Test and reagents needed to create them. If the item in the Canon Magical Items Creation Rules tables has for its Skill Test "as preparation" then it is considered a standard magical preparation. All other items in the table are talismans (see below). Additionally, chapter IX Goods & Services, E Gear has revised prices and shit for these canon magical items and compounds.

Talismans

Talismans are like foci but do not have a bonding cost. When creating talismans an object is required, commonly called the talisman item (simple, right?) which are the equivalent to a focus' telesma and must be of superior quality (10 × the cost of the common item). The costs and Availability of talismans in chapter IX Goods & Services, E Gear do not include the item cost unless it always takes a specific form, like magical aqua regia or mystic restraints).

While they do not require bonding, they often require attunement (SG, 211) and an expenditure of Karma during the creation of the talisman, before they are functional.

Talisman that both require attunement and activation add 1 to your total active foci Force while activated which means if you have active foci with a total Force equal to your Magic rating and then activate an attuned Talisman, even if for only one test on one Action Phase, then you risk focus addiction (SG 319 & 413).

Creating a talisman, imbuing talisman magic into an item, is an extended test that uses either Alchemy or Artificing as specified by each talisman and is called a Talisman test for short. If you created the talisman, the actual item, as well (through an Artisan or similar test) you receive a +2 dice pool bonus to the Talisman test.

The formula for a talisman is either listed as an alchemical preparation formula (and thus will requiring Alchemy for the Talisman test) or a talisman formula (for those requiring Artificing for the Talisman test) which also determines their costs and Availability.

Unless otherwise specified, at the end of the Talisman test, the magician must expend 1 Karma and resist Force ÷ 2 Drain, minimum 2 DV whether or not they created the talisman or not.

Talisman entries begin by stating whether or not they require attunement, the Karma expenditure cost (if any) to create it, the rate at which its magic dissipates (if it does), and wither the talisman requires activation (and by what kind of action).

Changes & Modifications to Canon Magical Items

The following are modifications and additions to the canon items in *Street Grimoire*.

Alchemical Preparations & Related Entries

Aqua Fictus: One finished preparation creates 237 ml (8 oz) of high alchemy aqua fictus, enough to coat a 10 cm cube (enough for most one-handed weapons). An Assensing + Magic [Astral] (5) Test by an astral perceiving creature will also see through the illusion in addition to the standard Alchemy test. Applying this substance to an object in order to create a fake magical item requires an Artificing + Magic test, the net hits become the threshold to see through the illusion with a standard Perception test (which is an absorption of the Paper Lotus "item").

Aqua Vitae: One finished preparation creates 60 ml (2 oz) of aqua vitae and its equivalent doses of alcohol are equal to the Potency of the preparation (see IX Goods & Services, F Food, Drink, Lodging & Other Common Expenses for alcohol addiction).

Govi: While the clay pots and other containers can be purchased as needed, most who create govi prefer to make their own clay pots which requires an Artisan + Intuition (8, 30 minutes) Extended Test per pot and an additional day for the clay to set and dry.

Mana-Sensitive Film Plate: These are not found in the fantasy setting. But when they do finally get invented, they are effective to line of sight and can pick up any auras, astral forms, and background counts so long as 10 – their (Force, Magic rating, or Essence ÷ 2 [whichever is greater]), or background count ratings) is equal to or less than the Force of the preparation. Auras, astral forms, and background counts that appear in exposed plates can be Assensed individually as if actually looking at them but the thresholds are increased by 1 and the Assensing limit is 5 or your Astral Limit, whichever is less. Exposed plates fade to grey after Force hours, but the Assensing limit is reduced by 1 every hour regardless of the Force.

Mortis Optigram: Since this process uses mana-sensitive film plates, it's more of a specialized application of the above not a new preparation. With that issue addressed, the following is how it is modified to make sense within the rules of preparations; taking a picture in this way creates a moving picture of the last moments that the deceased saw before their death. The mana-sensitive film plates used record the last

(Force) seconds before death (which may be nothing if their eyes were closed).

Quicksilver Camera: Again, another item not used in fantasy settings and in addition to that it is a manufactured camera that has no alchemical creation instructions in the text except in regards to the plates used so all of this should have just been included in the mana-sensitive film plate entry with a simple sentence like, "the cameras uses with these plates are commonly called quicksilver cameras which have specialized apertures and film storage and cost X nuyen." Instead, to fully get all the information about what you can do and get with a mana-sensitive film plate you have to reference the two entries with the changes here taking precedence.

Paper Lotus: This "item" is covered by Aqua Fictus, above.

Talismans

Aqua Fortis: No attunement or Karma required, dissipates at -1 Force per day, no activation. One test creates 237 ml (8 oz) of high alchemy aqua fortis. If used sparingly, every 2.37 liters (80 oz) used while harvesting reagents provides a +1 dice pool modifier to the Assensing Test, maximum +6.

Aqua Regia: No attunement or Karma required, dissipates at -1 Force per day, no activation. One test creates 237 ml (8 oz) of high alchemy aqua regia, which can dissolve 1 *raw* dram of orichalcum, not an orichalcum dram.

Astral Powder: No attunement or Karma required, dissipates at -1 Force per day, no activation. In addition to the listed things that this stuff clings too, dual natured creatures are included in that list. One test creates 4 paper spheres (30 ml, or 1 ounce, each). The Force × 2 of the powder dictates the highest strength of magic (either Magic rating, Force, or Essence ÷ 2 of the creature or effect, whichever is higher) that it will cling to. It is commonly believed pixies, and other fey, naturally shit this stuff which has led many youths to their deaths as they run into the woods looking for pixies to squeeze.

Fetish: Attunement, 1 Karma, no dissipation, activation as part of spellcasting test. These work as written but the Force of the fetish dictates the maximum spell Force that can be cast with it. The radical reagent is applied to a talisman which must be held or worn in order to cast fetish spells (the *Street Grimoire* page number reference for fetishes can be found in the entry for fetishes on the page that has the description and rules for fetishes in *Street Grimoire*, otherwise known as page 212).

Hand of Glory: Attunement, no Karma, special dissipation and activation (see below). Unlike the standard rules, these are talismans and not alchemical preparations (mostly because it's a mess and it's clearly stated to be an alchemical formula but the text goes on to call it a ritual as if it's a ritual and then says it is bonded to the creator as if it's a focus) and so it must be attuned to the person who uses it (SG, 211, and see below) but the hand must be fresh at the time of creating the talisman, no more than (24 × Force) hours old unless it is the hand of one who had the Legendary or Epic Positive Qualities in which case a mummified millennia old hand will do.

The talisman must still be the hand of someone who was skilled (rating 5 or better) in the Active Skill that the Hand of Glory is enchanted for. This item provides a +2 magical dice pool bonus to tests using the related Skill and it replaces the normal limit(s) used for that Skill by Force × 2 (more powerful than the standard version, but you are walking around with a sapient creature's hand hanging around your neck and drenching it in your blood in order to maintain its power).

It requires a Complex Action that deals Physical Damage equal to the Force in order to attune the Hand of Glory and the damage cannot be healed with magic. Once attuned the talisman's powers can be activated with a Simple Action and it remains active for (Force) minutes. Deactivating it before the time is up is a Free Action, leaving the remaining minutes to be used later (round the minutes used up, so a Force 6 Hand of Glory that is used for 2 minutes and 1 Combat Turn that is deactivated now has 3 remaining minutes). The user can replace minutes by dealing Physical Damage to themselves as a Complex Action, each box of damage adds one minute up to (Force) minutes maximum. The talisman also loses 1 minute of power every 24 hours usually at sunset, midnight, or three AM. If the Hand is ever allowed to be depleted of minutes it requires re-attunement but costs Force × 2 boxes of Physical Damage to be replenished and it must be completely replenished in order to repower it unless it is a new user.

Inanimate Vessel: No attunement or Karma required, no dissipation or activation. Replace "Alchemy" with "Artificing" in the text. Unlike normal preparations in the fantasy setting, inanimate vessel preparation tests are opposed by the Force and require a standard Drain Resistance test.

Mystic Restraints: Attunement (special, see text), 1 Karma (special, see text), no dissipation or activation. As per the standard item but with the following changes: The creator uses a material, symbolic, or symbiotic link of the individual to be restrained, then chooses the Force of the restraints, and then makes the Artificing Extended test to create the restraints by applying 1 radical dram to the talisman. The talismans can either be manacles, masks, or jackets (minimum 10, 15, or 20 gp respectively for masterwork versions). The maximum Force for each type of restraint is halved for fantasy settings, but for every additional Karma expended in creating the item the maximum Force is increased by +2.

Shofar: Attunement, 1 Karma, no dissipation, activation as part of use. These are talismans and not preparations. As such, affected spirits are affected for a number of Combat Turns equal to the net hits on the Opposed Test. Once created, they are permanent unless the shofar is physically destroyed or disjoined (SR5, 307).

Symbolic Link: No attunment or Karma required, dissipation (see next sentence), no activation. As per the standard text (SG, 216), but link is viable for a number of days equal to ([20 – Force] ÷ 2) days, 1 day minimum.

Table: Canon Magical Items Creation Rules

Item	Formula	Skill Test	Reagents
Aqua Fictus	Alchemical (Illusion)	As Preparation	
Aqua Fortis*	Alchemical (Detection)	Alchemy + Magic (F, 8 hours)	2 refined
Aqua Regia*	Alchemical (Manip.)	Alchemy + Magic (F × 2, 8 hours)	1 radical
Aqua Vitae	Alchemical (Manip.)	As Preparation	
Astral Powder	Alchemical (Detection)	Alchemy + Magic (F, 4 hours)	4 refined
Fetish	Talisman	Artificing + Magic (F × 2, 8 hours)	1 radical
Govi	Alchemical (Manip.)	As Preparation	
Hand of Glory	Talisman	Artificing + Magic (F × 2, 8 hours)	(F) refined
Inanimate Vessel	Talisman	Artificing + Magic vs. Force	(F × 5) radical
Mana-Sensitive Film Plate	Alchemical (Detection)	As Preparation	
Mortis Optigram	NA	NA	NA
Mystic Restraints	Talisman	Artificing + Magic (F × 2, 8 hours)	(F) refined
Paper Lotus	NA	NA	NA
Quicksliver Camera	NA	NA	NA
Shofar	Talisman	Artificing + Magic (F × 2, 8 hours)	(F) radical
Symbolic Link	Talisman	Artificing + Magic (F, 1 hour)	(F) refined

* These items are not the same as the low alchemy items of the same name (see chapter IX Goods & Services, E Gear, Low Alchemy Items for information on the mundane versions)

New Magical Items (Talismans)

The following magical items are largely taken from other settings and adapted to the Shadowrun rules. The philosophy behind these items is that if a foci, quickened or anchored spell, or alchemical preparation can't fit the bill for what you want then it should be a talisman.

Guardian: Attunement, 1 Karma, no dissipation, Complex Action activation. Guardian talismans are the source for stories about lamps and genies and stuff. Using Long-Term Binding (SG, 192), a bound spirit can be tied to a guardian talisman of equal Force or greater than the spirit, allowing the one who is attuned to it to call and command the spirit as if they were the original summoner. A freshly tied spirit has a number of services equal to the original binding's services -1 and uses the original summoner's Magic rating for opposed Banishing tests. Once the services are used up, the spirit is freed and a new spirit must be summoned and long-term bound to the talisman. For this reason most spirits, if given the opportunity, will attempt to destroy the talisman.

Once attuned, it requires a Complex Action to call the spirit and a Simple Action to give the spirit a command.

Astrally speaking, the spirit is trapped in a deep astral prison and can only hear the commands of the one who is attuned to the talisman.

The one who long-term binds a spirit to the guardian talisman accrues double the normal Spirit Index (30 instead of 15) for doing so and anyone that uses the services of a tied spirit gains 15 to their Spirit Index (SG, 206), once per spirit used in this way unless the first and only service asked of the spirit is to set it free, which subtracts 15 from the user's Spirit Index (minimum of 0).

Pandere: Attunement, 1 Karma, no dissipation, Complex Action activation. Crystal balls, magic mirrors, and other sense-expanding magical items are pandere talismans. Once activated, a magician can cast a detection spell through the pandere to extend the range of the spell.

Lesser Pandere allow the attuned user to cast one specific type of detection spell, chosen during the creation of the talisman, and through it the normal range of the spell is multiplied by the Force of the pandere,

Greater Pandere allow the attuned user to cast any detection spells through it, only one at a time, and standard range detection spells use the extended-range formula multiplied by the Force of the talisman. Extended detection spells cast through a greater pandere have a range of talisman Force × spell Force × Magic × 25 meters.

Superior Pandere allow the attuned magician to cast any detection spells though it and so long as they are able to normally sustain the spells they can cast up to the talisman's Force ÷ 2 detection spells through it at one time. All spells cast through the talisman at the same time must focus on the same area, object, or person all within the talisman's Force in meters, but the spells can be cast in succession. For example, a Detect Individual spell could be cast through the pandere and if that individual is found the magician can then cast Clairaudience and Clairvoyance centered within the talisman's Force in meters around the individual. The range for the detection spells cast through a superior pandere is talisman Force × spell Force × Magic × 50 meters for standard spells and × 100 meters for extended spells. Additionally, if the user has multiple superior pandere attuned to them, they can cast their spells through one, into another within range of the first, and so on. So a magician with Magic 6 that casts a Force 6 extended detection spell, with three attuned superior pandere of Force 4 each could effectively have a range of 43.2 kilometers.

Regenerative: Attunement, 1 Karma, special dissipation, Free Action activation (special). This powerful talisman gives its user a limited form of the Regeneration Power. When activated if the wearer takes any boxes of damage, except for Drain or other damage that cannot be healed through magic, at the end of the Combat Turn they make a Magic + Force with hits scored healing that much damage as per the Regeneration Power. The talisman remains active for (Force) Combat Turns, after which it deactivates and loses one Force permanently. Once its Force reaches 0 it is no longer magical, but it can be used as the masterwork item for another talisman.

Spellcharm: Attunement, 1 Karma, special dissipation, no activation. One of the oldest kinds of magical items created, spellcharms provide the attuned wearer, and only the wearer, with Counterspelling dice for Spell Defense. The charm can hold a number of dice equal to its Force. When the wearer chooses to use it to defend against a spell all the charm's dice must be used on the test. On the next Combat Turn after it is used all but one of the charm's dice are refreshed. This pattern continues until the charm's dice run completely out, at which time the charm must be replenished to be of any use.

Specific spellcharms defend against only one spell category; Combat, Detection, Health, Illusion, or Manipulation spells.

Universal spellcharms can use their Defense dice against any kind of spell.

The creator of the spellcharm must have the Counterspelling Skill rating equal to its Force. In order to replenish the charm someone with the Counterspelling Skill must re-attune the item, as per standard attunement (SG, 211), after which the charm is filled with a number Counterspelling dice equal to their Skill or the charm's Force (whichever is less). If the charm isn't filled to its Force in this process it must be depleted again in order to replenish it. Those that offer this service typically charge between 1 to 5 gp per Counterspelling die. Once the charm is replenished it must be re-attuned to the user unless they are the same person who replenished it.

Most spellcharms are amulets or rings and being such well-known magical item, fakes and forgeries abound from common market stalls to intricate aqua fictus creations sold by conmen to the wealthy elites.

Spirit Smoke: No attunement or Karma required, dissipates at -1 Force per week, no activation. One test creates 2 paper or similar spheres (30 ml, or 1 ounce, each). The magical powder in the paper or eggshell spheres explode in a fine smoky mist when thrown (using Throwing Weapon Skill) and have a range of STR/STR×2/STR×3/STR×5. If it successfully strikes a materialized spirit or incorporeal undead the creature must immediately make a Body + Willpower (or Willpower × 2 for incorporeal undead) vs the smoke's Force × 2. If the smoke wins by a tie or better then the creature is incapable of dematerializing and for every net hit that the smoke gets the spirits walking rate is reduced by 1 meter, running by 2 meters, and it cannot sprint. The smoke clings to the spirit for a number of Combat Turns equal to its Force where its net hits are reduced by one each Combat Turn. Creatures that do not materialize are merely annoyed if they are struck with spirit smoke; the spheres pass harmlessly through creatures purely in the Astral (even if they are manifesting).

Transmogrifier: Attunement, 1 Karma. No dissipation, special activation. These talismans are able to take two forms as they are the magical combination of two objects. The primary form is the actual item, which must be of superior/masterwork quality. The secondary item can be of any quality and must be of equal or lesser mass to the primary item, to a minimum of 1/10 the primary item's mass. The costs of transmogrifying mass talismans do not include the costs of either of the two items.

Once attuned, it requires a Complex Action to switch the item from one form to the other. This time can be shortened if the item is created at a higher effective Force. After determining the base Force of the talisman, multiply it by 1.5 (round up) to activate it as a Simple Action, or by 3 to activate it as a Free Action.

Other magical items, such as foci, can be used for the primary item but only non-magical items may be used for the secondary item.

Lesser Transmogrifiers are able to change 0.3 kg (round up) of the primary form per Force, minimum 30 grams for the lesser item, and require Force × 2 refined reagents.

Expert Transmogrifiers are able to change 3 kg (round up) of the primary form per Force, minimum 0.3 kg for the lesser item, and require Force × 1 radical reagents.

Greater Transmogrifiers are able to change 30 kg (round up) of the primary form per Force, minimum 3 kg for the lesser item, and require Force × 10 radical reagents.

Superior Transmogrifiers are able to change 300 kg (round up) of the primary form per Force, minimum 30 kg for the lesser item, and require Force × 2 oricalcum reagents.

Table: New Magical Items Creation Rules

Item	Formula	Skill Test	Reagents
Guardian	Talisman	Artificing + Magic (F × 2, 8 hours)	(F × 2) radical
Pandere, lesser	Talisman	Artificing + Magic (F, 8 hours)	(F × 5) refined
Pandere, greater	Talisman	Artificing + Magic (F × 2, 8 hours)	(F × 3) radical
Pandere, superior	Talisman	Artificing + Magic (F × 3, 3 days)	(F × 1) orich.
Regenerative	Talisman	Artificing + Magic (F × 3, 3 days)	(F × 1) orich.
Spellcharm, specific	Talisman	Artificing + Magic (F × 2, 8 hours)	(F × 1) radical
Spellcharm, universal	Talisman	Artificing + Magic (F × 2, 8 hours)	(F × 3) radical
Spirit Smoke	Alchemical (Manip.)	Alchemy + Magic (F × 2, 8 hours)	(F × 6) refined
Transmogrifier, lesser	Talisman	Artificing + Magic (F × 2, 8 hours)	(F × 2) refined
Transmogrifier, expert	Talisman	Artificing + Magic (F × 2, 2 days)	(F) radical
Transmogrifier, greater	Talisman	Artificing + Magic (F × 3, 2 days)	(F × 10) radical
Transmogrifier, superior	Talisman	Artificing + Magic (F × 4, 1 week)	(F × 2) orich.

N. Back of the Beyond

Astral rules, as well as the in-game philosophies of the "Astral" and other planes, deviate significantly from Shadowrun's rules and the 6th World setting. This section provides the overlying structure and accompanying rules to the spaces beyond the Mortal Realm.

One of the largest changes is in terminology. What is referred to here as the "ethereal" is the same as Shadowrun's astral when that astral is adjacent/overlaid on the physical world. The "astral" referred to in this book includes the ethereal as well as the "deep reaches" of the astral which includes astral-related regions similar to many of Shadowrun's metaplanes. The other "realms" are like major metaplanes that have their own ethereal borders. Mortals that astral project into another realm gain the Materialization Power (and other Powers) and act in many ways as if they were spirits on that realm (also see section F New Spirits & Spirit Rules, So You're a Spirit Now?!, above). These concepts are further developed and outlined in the sections below.

Breaking Through

The Astral/Ethereal Realm can bleed through into the Mortal Realm making magic more potent there. In other places the Mortal Realm is "thicker," pushing back and diminishing the normal level of connection between the two Realms. Where this happens there is background count (bc). Background counts come in many shapes and sizes and have been cataloged in various ways by many a sage. The following is one such scholar's background count classification which is modeled after biological taxonomy.

The Background Count Kingdom

When the Astral/Ethereal bleeds into or recedes from the Mortal Realm (or is it the other way around?) the event and location is called background count. There are several differences between background count (bc) of the core Shadowrun rules and background count in Agrros Guleth. The background count Kingdom is the set of characteristics that all background counts in this setting have and are listed as follows:

Dice Pool Modifier

The absolute value of a background count's rating is applied as a negative dice pool penalty to all (lower case-) magic related tests (so not only skill tests that are based on your Magic rating, but also Assensing, Arcana, Knowledge skills related to magic, etc., as the change in ambient mana affects the mind, muddles memories of how magic works by not working that way, and so on).

Bonus Hits

Half the background count's rating (round down) is applied to the net hits of any successfully cast spell, spirit summoned, alchemical preparation made, or ritual spell cast. (Negative background counts reduce hits, positive ones increase your hits.)

Increased Drain

Half the absolute value of the background count's rating (round down) is also applied to the final calculated Drain Value of any successfully cast spell, spirit summoned, alchemical preparation made, or ritual spell cast. (It is a greater strain than normal to use magic, pull mana, from a negative background count and it is harder to stop the flooding of mana through you in a positive background count.)

Damage

The more powerful a background counts is, the higher the absolute value of its rating, the more difficult it is for life to exist within it. Whether or not you can enter a background count and not take damage is determined largely by its rating and whether it is benign or harmful (see Background Count Classes, below).

Acclimated

If you are acclimated to a specific background count, then you do not suffer or gain from the effects listed above (Dice Pool Modifier, Bonus Hits, Increased Drain, and Damage). You can become acclimated to a background count by making an Arcana + Willpower [Astral] (bc rating × 2, 1 week) Extended Test. If acclimated to a background count and you then encounter another background count that is the same, down to the Genus (meaning only its species can differ), then you are considered acclimated to the new background count as well.

Detection

Anyone with a Magic Rating of at least 1 becomes aware of entering a background count, though it takes an Assensing + Magic [Astral] (15, 1 Combat Turn) Extended Test to determine the exact nature of the background count. (This is often very difficult to do if you are within the background count. Most magicians will find its edges and then Assense it from the outside.)

Background Count Phylum

As per Street Grimoire, pg 30, a background count (bc) is either negative (lower than normal magic) or positive (higher than normal magic). Where the background count is 0, it is considered "normal" magic levels. When written out in the background count's subtitle, the first entry in the subtitle is its rating, and if the number is negative it is a Negative background count and if positive then it is a Positive background count.

Negative

Negative background count occurs where the Astral/Ethereal struggles to reach the Mortal Realm. This most clearly happens as one travels away from the planet as well as in areas where magic has been tainted, twisted, or otherwise inhibited.

Positive

Positive background count occurs when there is excess of life or emotion (though emotions antithetical to life can also produce negative background counts), as well as in places where the wall between the Realms has been weakened or torn.

Background Count, what the data shows

The number scale used for a background count (bc), positive, negative, zero, is for game mechanical purposes.

In reality, a more accurate description would be; normal areas of magic are measured to have an ambient Magic of 1. For approximately every change in the ambient Magic by ± 0.01 you experience ± 1 bc.

The ambient Magic (ψ) at sea level in Agrros Guleth is 1 ψ. As one travels away from the planet the ambient Magic decreases. The formula for ambient magic is as follows:

$$\Psi = \frac{QM}{r^2(200)}$$

Where;
Ψ = ambient Magic
Q = Quintessence (6.72825×10^{-12} ψ kg^{-1} m^{-1})
M = Agrros Guleth mass (6.20057×10^{24} kg)
r = Agrros Guleth sea level radius (6.45903×10^{6} m), where the average radius of a body is used and the ambient Magic does not change within the body.

To determine the background count rating based on the distance from sea level, use the following (round normally):

$$\text{bc} = \frac{1 - \Psi}{-0.01}$$

So it isn't until one reaches about 17 km (10.6 miles) above sea level that the background count drops to -1. Below is a list of approximately when the background count drops by a full integer:

49 km (30.4 miles)	-2 bc
84 km (52.2 miles)	-3 bc
117 km (72.7 miles)	-4 bc (approx.. start of "space")
151 km (93.8 miles)	-5 bc
186 km (115.6 miles)	-6 bc
221 km (137.3 miles)	-7 bc
257 km (159.7 miles)	-8 bc
294 km (182.7 miles)	-9 bc
331 km (205.7 miles)	-10 bc
369 km (229.3 miles)	-11 bc
407 km (252.9 miles)	-12 bc
446 km (277.1 miles)	-13 bc
486 km (302.0 miles)	-14 bc
527 km (327.5 miles)	-15 bc
740 km (459.8 miles)	-20 bc
975 km (605.8 miles)	-25 bc
1240 km (770.5 miles)	-30 bc
1530 km (950.7 miles)	-35 bc
1850 km (1150 miles)	-40 bc
2640 km (1640 miles)	-50 bc
3700 km (2299 miles)	-60 bc
5240 km (3256 miles)	-70 bc
7810 km (4853 miles)	-80 bc
13,480 km (8376 miles)	-90 bc
35,786 km (22,236 miles)	(approx.. Earth GEO)
84,890 km (52,748 miles)	-100 bc

And for something as small as a human that is roughly 100 kg with a 1 meter maximum radius, their ambient surface Magic is 6.73×10^{-10}, with a background count of -100.

Future scholars will surmise that sentience imparts its own constant, an inverse -100, which puts the living in harmony with Agrros Guleth.

Background Count Classes

As defined above, background counts are either benign or harmful. In either case, if the background count is powerful enough to damage you, the damage is always dealt at the end of the Combat Turn, every Combat Turn, and resisted with Willpower + Charisma, for as long as you remain within the background count. When writing the subtitle of a background count, the Class is added as either a positive (+) for benign or negative (-) for harmful prefix to the Order (see below).

Benign

Damage per Combat Turn: (background count rating – [3 × (your Magic Rating+1)]) Stun
If the result is negative then no damage is dealt. Most life can easily survive in a mild benign background counts as every living thing has a Magic Rating of at least 1.

Harmful

Damage per Combat Turn: (background count rating – your Magic Rating) Stun
If the result is negative then no damage is dealt. Most life cannot withstand moderately harmful backgrounds (bc ±3 or greater).

Background Count Orders

There are three basic orders of background counts.

Burst

These are background counts have the following characteristics: randomly produced, usually non-permanent, accompanied by spell-effects or spirit manifestations, they never create or form as a part of a ley line but can disrupt them.

Empathic

Empathic background counts are identified by the following traits: Formed by emotional events, often aligned (to an idea, deity, species, etc.), size and duration dependent on size of the event that created it, larger ones often become permanent and form ley lines.

Natural

Formed by nature and natural phenomena, these background counts manifest in the following ways: usually due to sudden changes in the density in the terrain or exceptional magical phenomena not related to sentient beings, often permanent.

Background Count Families

Background counts take on a few distinct forms, or families, and are defined as follows:

Alchera

These are places where an Astral (not an Ethereal) site is at least visible, if not tangible, on the Mortal Realm. Manifest Alchera are intangible but are visible, audible, smelly, etc., and always have the Shallows trait (see Background Count Species, below). Manifest Alchera appear superimposed over the area in which they appear. Materialized Alchera are essentially dual-natured sites from the Astral that have "switched places" with the physical location. Living things, auras, remain in the Realm they were originally in if a Materialized Alchera appears (or disappears) when they are in the location.

Fovea

Unlike standard Shadowrun rules, foveae are localized, immobile or slowly-mobile, areas of background count and can have a negative or positive rating. Non-burst foveae create ley lines with other non-burst foveae but usually forming no more than rating ÷ 3 ley lines (round up). Most foveae attempt to form ley lines with the next closest foveae with approximately half of those observed being attracted to similar foveae (positive to positive, benign to benign, empathic to empathic, etc) while the other half are attracted to its opposites (negative to positive, harmful to benign, empathic to natural, etc.). They range in size from rating × 1 meter in diameter to rating × 100 meters in diameter. Foveae are roughly spherical and usually extend equally above and below the surface on which they sit though air-borne and subterranean foveae exist. Some foveae have been or become shaped to fit a region or structure.

Ley Lines

Ley lines connect foveae together. They usually "hug" the terrain between the two foveae and travel in relatively straight lines. Natural ley lines are typically the straightest, where if their path becomes erratic it is similar to a meandering river. Empathic ley lines are more jagged, like a smoothed out and elongated lightning strike or mountain stream. Burst ley lines are not known to exist. When two foveae form the ley line between them then begins to grow. This process can take minutes to days depending on the strengths of the foveae, the distance between them, etc. If two foveae become permanent, the ley line between them does so as well. Ley lines are roughly cylindrical in shape, a tube running between the foveae, with a diameter typically a quarter to a tenth of the size of the connecting foveae and as such they do change diameter, usually slowly, over their course if they connect between different sized foveae. Usually half the ley line lies under the surface.

Rifts

A rift is a thinning of the Astral/Ethereal between the Mortal Realm and another Realm (or the Astral) that allows anyone within it to astral project to the other Realm's Ethereal. If you cannot normally astral project and the rift closes or your body is removed from the rift area, then you begin to loose Essence at a rate 1 point per hour. Lost Essence is regained at a rate of one point per day.

Storms

The difference between a storm and a fovea is nearly non-existent. Storms are essentially just really large foveae that are prone to moving much faster than their smaller cousins. The one major difference is that storms do not form ley lines with other storms or foveae. Most storms are natural background counts, but there have been recorded empathic and burst storms.

Background Count Genera

Background counts are further categorized by their genus; aligned or unaligned. When it is aligned, what the background count is aligned to will be included in brackets following the aligned designation in its subtitle.

Aligned

Some background counts are aligned to a specific ideal, deity, etc. If it is aligned, then either you automatically gain the abilities from being aligned if you and the background count are a match (as well as being naturally acclimated to it, see The Background Count Kingdom, above) or you will have to work at changing your belief structure, morals, faith, etc., to become aligned to it.

If you are aligned to a background count you can manipulate the background count's Dice Pool Modifier, Bonus Hits, and Increased Drain effects individually and separately by reducing the absolute value of the background count up to a maximum of your Magic Rating. For example, if you were aligned to a positive background count with a rating of 4 and your Magic Rating is 3, then you could reduce the negative dice pool penalty from the background count by up to 3 (for an effective bc rating for negative dice pool penalties of 1), you could also leave the effective bc rating at 4 for adding net hits to your spells cast while lowering the value added to the Drain Value to 1. You may change these values, individually, as a Simple Action. Once they are changed, they stay changed until you either leave the background count area, become unconscious, or change them yourself.

Additionally, the background count's rating is added to your limits for magic related tests when you are aligned with it, which you can lower as above.

Unaligned

If the background count is not aligned, then after you have become acclimated to it (see The Background Count Kingdom, above), it takes an Arcana + Willpower [Astral] (bc rating, 1 week) Extended Test to become aligned with it.

Background Count Species

The species of background counts are as varied as how they are made. The species describes specific effects and abilities of the background count that are not covered in the other classifications. Species effects can range from inhibiting or empowering specific spells, spell categories, spirit summoning, a Magic skill or set of Magic skills, and so on. Usually the effect is based off the background counts rating, half its rating, a third, etc. but they will be listed as a static dice pool, DV, Drain value, etc. and species modifiers are listed in the second line of the background count's subtitle. If the background count's rating regularly fluctuates then instead of a static value, the parenthetical notes will list the modifiers as –1/2r, 1/3r, etc to indicate the modifier is equal to its rating multiplied by the listed value.

Species also describes whether the background count is permanent or temporary. If it is temporary, then the rate of time that its rating is reduced by 1 is listed in parenthesis.

All

Modifiers listed under "All" supersede and replace the standard rules for the background count and are applied to anyone within the background count whether they are aligned, acclimated, or not. For example, if a rating 4 background count lists under its species entry, "All: +4 dice pool Combat spells" then when casting Combat spells in the background count, the background count's rating is ignored for its negative dice pool modifier to Combat spells spellcasting tests (but the increased hits and Drain are still applied). If instead it listed it as "All: normal Combat spells" then Combat Spells would work as normal, no negative dice pool modifier, extra hits, or increased Drain due to the background count's rating.

Acclimated

Modifiers listed under "Acclimated" only apply after you have become acclimated to the background count, at which point they supersede and replace the standard rules for the background count.

Aligned

You only apply the modifiers listed under "Aligned" if you are aligned to the background count. These modifiers supersede and replace the standard rules for the background count.

Shallows

Some background counts, mostly fovea, are very thin between the Mortal Realm and its Ethereal. If the background count is listed as a Shallow, then everyone within it in the Mortal Realm can see the Ethereal as if they had active astral perception but you are not dual natured (so if you're not actually using astral perception then spells still only affect those on the Mortal Realm side, and so on). If you do have astral perception, it only requires a Free Action to switch between senses, and astral projection is a Simple Action (and your friends will finally get to see your naked idealized astral-self floating around).

Putting It All Together

With the above information, a specific background count can be described in the following way:

Example 1

-4 +empathic ley line aligned [Zol]
Species: Temporary (1 week)
Acclimated: +2 dice pool for Detection spells
Additional Effects: Text here
Location & History: Text here

Example 2

3 –natural fovea unaligned
Species: Permanent
All: -3 dice pool and +3 Drain for any fire magic
Additional Effects: Text here
Location & History: Text here

Below are some examples of existing/known background counts in Agrros Guleth:

Afreng's Well

8 +natural fovea unaligned
Species: Permanent
All: Does no damage to life, +2 net hits on successfully cast non-weakening Health spells, +4 dice pool for non-weakening Health spells, -2 final Drain (minimum 2 DV) for non-weakening Health spells, -4 effective Force for acid or necromancy magic.
Aligned: +8 net hits on successfully cast non-weakening Health spells, +8 dice pool for non-weakening Health spells, -4 final Drain (minimum 2 DV) for non-weakening Health spells.
Additional Effects: All magical fire effects with a Force of 8 or less that are created or brought into the fovea become cold-damaging (no change to DV, catching fire, etc.) and manifest in watery, fluid, and icy ways.
Location & History: Afreng's well is approximately 122 meters (400 ft) in diameter, extending just over 60 meters into the air at its center. It is located on the northern shore of Afreng Lake, on the southern border of Ash Wyrm March. The southern reach of the fovea itself extends at most 6 meters (20 feet) into the waters of the lake when the lake is at its average water level. In the center of the fovea there floats a 3 meter (10 feet) diameter sphere of clean water that slowly turns and spins in the wind. From the bottom of this sphere water pours onto an exposed granite slap, forming the source of Afreng's creek which itself flows into the lake.

Gnollwar Hill

7 +empathic fovea aligned [battle, war, Nezran and/or gnolls]
Species: Temporary (2 centuries)
All: normal Combat spells, half its rating (3) for determining bc damage, +3 dice pool to melee attacks, +3 dice pool vs fear effects, and High Pain Tolerance 3.
Additional Effects: Entering the fovea causes you to become agitated as if looking for a fight. Make a normal Composure (3) test to resist these feelings.
Any time blood is spilt within the fovea (a successful attack that deals Physical damage), roll the background count's rating (7 dice) with a threshold of 3. For each net hit 1D3 gnoll skeletons rise up to attack any non-gnoll. These skeletons will not leave the fovea and return to the ground in 1D6 hours after there are no targets within the fovea.
Location & History: In the northern Carrionfields, about 64 km (40 miles) north of the city of Hek, stands a hill that has been the site of many battles between the Hekkeni and their neighbors over the centuries, nearly all of which the Hekkeni have won. The hill itself is conical and just over three hundred meters (1000 feet) in diameter. The fovea is centered at the apex of the hill and is approximately 152 meters (500 feet) in diameter. The Hekkeni regularly make pilgrimages to the site and a shrine to Nezran has been erected at the top.

Slaughterfields

6 –empathic fovea aligned [terror, horror, fear]
Species: Temporary (1 century)

All: -3 dice to resist fear effects, regardless of the source, +3 dice for any fear or necromantic effects, only half of Health spell's net hits (round up) are kept.

Additional Effects: To enter the fovea, you must succeed on a normal Composure (2) test. Failure means you are overcome with fear and will not enter until, at least, the next sunrise.

The first successful attack that deals Physical damage on an individual within the fovea deals one additional box of damage.

Location & History: To the northwest of Kargrav sits the Slaughterfields, where many chaos-tainted ogres, orcs, and other horrors fought in the name of Gaumrok, slaughtering and feasting on hundreds of the human and dwarven defenders. The utter terror and misery of that battle formed this fovea, which extends 30 meters (100 feet (in diameter) and about 12 meters (40 feet) high. Those who enter the fovea are instilled with a sense of fear, powerlessness, and terror.

The Ethereal

The Astral links the Mortal Realm to the other realms. The Ethereal is the part of the Astral that is coexistent with the other Realms. To use an ancient and honored analogy; the Ethereal are the shallow beaches of the deep Astral sea. The Ethereal has its own inherent "light" which is often described as perpetual dusk or dawn.

"Shadows"

Buildings, worked stone, tools, inanimate-nonorganic-nonnatural objects and so on, all cast "shadows," in the Ethereal. The "shadow" of a non-living thing in the Ethereal is loosely recognizable for what it is and is opaque. You cannot see through a wall, or statue, or even things in the Mortal Realm that are normally clear, like glass or water.

Backgrounds

Where the separation between the physical and the ethereal thins, where emotion or magic has significantly warped the ethereal of an area, these spaces are backgrounds counts (and are detailed above). Anyone with a Magic Rating of at least 1 becomes aware of entering a background count, though it takes an Assensing + Magic [Astral] (15, 1 Combat Turn) Extended Test to determine the exact nature of the background count. (This is often very difficult to do if you are within the background count. Most magicians will find its edges and then Assense it from the outside.)

Auras

Living things, bacteria, grass, trees, animals, humanoids, spirits, and anything with an Essence, Force, or Magic rating (spells, undead, etc.) in the Ethereal have auras and auras are unique to the living thing (though their uniqueness is not easily recognizable). Auras are vibrant and opaque, where as "shadows" are dull, dim, "grey," even though auras are merely reflections of the living in the Ethereal unless they are from dual-natured, active spell, or other magically active effects and phenomena, which are Forms (see below). Auras that are not Automatically seen are Located and also can be individually Read (see below) with Assesning + Intuition [Astral] Tests.

Forms

Astral forms, or forms for short, are like auras-plus. They are things that exist, are "physical," within the Ethereal/Astral. This includes dual-natured critters (including astral perceiving magicians), astral projecting magicians, active spells, lodges, spirits, and so on. Forms are brighter and more "real" than auras and can be assensed just like auras. Unlike auras, forms are tangible to other forms in the Ethereal/Astral. Forms that are not Automatically seen are Located and also can be individually Read (see below) with Assesning + Intuition [Astral] Tests.

The planet itself is a form and the edges blur between shadows and forms for things like boulders, lakes, and other natural features. But in general, the more life there is that is using the natural object the more it will reflect a form. An old lichen covered boulder will look and behave more like a form than a chunk of granite that originated from the interior of a rockslide.

Patterns

Every living thing, from a blade of grass, to the farmer, to spirits and things beyond the Mortal Realms, is unique and that uniqueness is imprinted in their aura and form. This uniqueness is called their Pattern, True-Name, or Soul. Metamagics like Flexible Signature, Flux, and Masking obfuscate and hide a magician's pattern, but their pattern does not actually change.

It is the person's (or other entity's) pattern that makes and leaves behind astral signatures (see below) from their use of magic. When you Assense/Read an aura or form, with 3 hits or more, you get enough of a glimpse of its pattern that you have a chance to recognize astral signatures that it created. To fully comprehend any entity's full pattern requires astral quests, learning a spirit formula (SG, 203), etc., as determined by the GM.

Signatures

When an aura or form uses magic (essentially anytime the Magic Attribute is used in a test or a magical effect occurs) it leaves an astral signature (referred to as "signatures" from here on out). To determine if a signature is left, ask yourself "did it use magic?" If the answer is "yes," then it has left a signature.

Astral signatures are often likened to a fingerprint, but it is more like astral graffiti. It's like painting or chiseling on a wall, "fireball cast here" or "water spirit summoned here." The act of painting or chiseling leaves paint or dust on the vandal/artist, it marks the location where the act occurred (the "wall" in this analogy being the Ethereal/Astral space), it says what kind of act was done (spell cast or dispelled, spirit summoned or banished, etc.), and the style of the graffiti matches the aura of its creator.

Signatures are often referred to by how they were created. A spell signature is one that is created through the casting of a spell. A spirit or service signature is one that is created through summoning a spirit. Regardless of what kind of signature it is, unless otherwise specified in the Astral Signatures table below, the signature still follows the graffiti analogy and have the identity of the one who created it.

Signatures, unlike auras and forms, are difficult to see amidst the inherent astral noise (see Ethereal Sense below)

and how they can be located differs on whether the astral signature is attached to an aura/form or if it is unattached.

Attached Signatures: When signatures are on an aura or form they are attached to that aura or form. In order to locate an attached signature, you must get 3 or more hits when you directly Assense that aura or form. After you have located any attached signatures, you must then individually Assense/Read each signature with an Assensing + Magic [Astral] (3) Test, with hits above the threshold translating to a standard Assensing Test hits for that signature.

Unattached Signatures: If a signature is not on an aura or form, like a signature left at a physical location, then it is unattached. With an Astral Observe in Detail Assensing + Intuition [Astral] (3) Test, you locate all unattached signatures within line of sight. Once you have located unattached signatures you can then choose which one(s) to Assense/Read, individually and one at a time, with an Assensing + Magic [Astral] (3) Test, with hits above the threshold translating to a standard Assensing Test hits for that signature.

Signatures are also either active or lingering.

Active Signatures: An active signature is one where the magic is still being used, so a sustained spell or the time during which a spell is being made permanent shows up as an active spell signature on both the caster, the target(s) and the areas where it was cast, while instantaneous spells are only active for a brief moment.

Lingering Signatures: A signature becomes lingering when it stops being active. The length of time that a lingering signature lingers and the rules for "wiping clean" the lingering signature follows the standard rules (SR5, 312). For alchemical preparations, the preparer and the linchpin have the signature while it is being made. It then becomes a lingering signature on the preparer and an active signature on the linchpin until the linchpin is activated at which point the target of the spell and the linchpin item take on lingering auras of the spell.

Signatures are a risk to their creators as they can be tracked back to them via the Ethereal/Astral.

Tracking Signatures: Signatures are linked to the aura or form that created them. The link, once Located and Read (see below), can be tracked as per the standard rules (SR5, 315).

Marks

Sometimes called taints, halos, and other names, Marks are like a permanent signature on a form or aura. They are not signatures but subtle additions and re-weaving of an aura/form's pattern. Marks are created through extreme magical effects such as going through the Ordeal, undergoing a Marks Ritual, or gaining a Patron Deity/Mentor Spirit.

Marks are more difficult to detect than signatures on an aura or form. They require 4 hits on an aura/form Reading Test (see below) to be detected as a "signature" on the aura/form. Then with one net hit on a Signature Reading/Assensing test they are discovered for what they are, but require 3 net hits, and a possible Knowledge skill test, to recognize the specifics of the mark.

Table: Astral Signatures

Source	Active Signatures
Adept Powers[1]	Adept has the power's signature, which lingers for one hour per power point cost of the power (round up).
Alchemical Preparations	Caster has the spell's signature during Step 5: Create the Preparation. Linchpin/preparation has the spell's signature until used or its Potency reaches 0. Location where created during Step 5: Create the Preparation has the spell's signature. Target(s) have the spell's signature as per spells, below.
Critter Powers[1]	Critter has the power's signature, which lingers for a number of hours equal to its Magic rating. Target(s) or the area affected has the power's signature if the power succeeds.
Foci	Creator has the focus' signature during Step 5: Craft the Focus. Item has focus' signature until it is bonded or destroyed. Location where created during Step 5: Create the Preparation has the focus' signature. Bonded Foci have the focus' signature transferred to the owner. Active Foci gain the astral signature of the magic they contribute to when used (if the focus added dice, increased the limit, sustains, or otherwise helps in the use of another magical test then it, like its owner, gains that signature).
Ritual Spells	Ritual Leader and participants (including the spotter, if any) have the ritual's signature during Step 4: Set Up the Foundation through Step 7: Seal the Ritual. Location has the ritual's signature during Step 4: Set Up the Foundation through Step 7: Seal the Ritual (and because it must be performed in a magical lodge, the lodge will have its creator's signature and the ritual's signature). Target(s) or area has the ritual's signature during Step 7: Seal the Ritual only if the ritual succeeds.
Spells	Caster has the spell's signature while casting, sustaining, or making the spell permanent. Location where the caster cast the spell has the spell's signature. Location where the spell took effect has the spell's signature if the spell succeeds. Target(s) or area has the spell's signature if the spell succeeds.
Summoning	Summoner has the services' signature when summoning. Summoner has the services' signature for as long as the spirit owes services. Location of where the summoning took place, including the area where the spirit appears in the Ethereal/Astral has the services' signature. Spirit has the services' signature when being summoned. Spirit has the servies' signature for as long as it owes services to the summoner.

[1] Only for adept and critter powers that are activated or that can be turned on and off.

Astral Signatures Example

Sadiri has been called in to investigate a robbery at a moneychanger's business.

When she arrives, she finds a bewildered assistant, a dead moneychanger, and a general mess in the store.

The first thing she does is switch to Astral Perception. She immediately sees the aura of the assistant and gets a dark emotional impression of the area. She then makes an Astral Perception test to Observe in Detail and with 3 hits or more she sees a signature in the center of the room, a signature near the body, and a signature on the body. She also automatically knows that the signature in the center of the room had been cleansed to some degree which makes her think the assailant is probably still close by if they didn't have the time to finish cleaning the signatures in the room.

Sadiri must choose which of the signatures she wants to Assense first. She chooses the one on the body. If she gets 4 hits then she knows it is the signature of a something awakened. If she gets 5 hits, she knows the above and that it is specifically caused by an earth spirit. With 6 hits (3 above threshold), she would know whether the force or Magic rating that caused the signature (in this case the Force of the earth spirit) was higher, equal, or lower than her own Magic rating as well as learning that it was specifically an Engulf power that left the signature.

Because Sadiri now knows that a spirit used a power, she's justified in assuming that the signature next to the body is where the spirit used its Materialization power and the signature in the center of the room is where the assailant summoned the spirit.

Turning to the assistant, Sadiri Assenses him. She gets 3 hits and sees that the assistant has an active signature on him as well as being confused and sad. She can either choose to Assense the assistant again (with GM's approval) or specifically Assense the signature on him. If she chooses the to Assense the signature, she will need to get 4 hits to determine that it is caused by a spell, and 5 hits to determine that it is a manipulation spell signature.

Things either exist in the Ethereal, in the Mortal Realm, or are dual-natured and exist in both simultaneously. If you're dual-natured, it is readily apparent to other dual-natured and Ethereal beings.

Where the Ethereal borders Realms other than the Mortal Realm, like the various Gods' Realms and the Elemental Realms, it acts in much the same way with differences (if any) noted in each of those Realms' descriptions.

Ethereal Senses

For all intents and purposes, the Ethereal (and the Astral in general) is described using the normal senses. To some extent this is true. Mortals in or perceiving the Ethereal interpret the Realm's stimuli in a way that their minds can understand. You "hear" other Ethereal entities when they "talk" to you (and still rely on language to communicate). You "see" other Ethereal entities when they approach you. You "feel" Ethereal beings touch or wound you. Things that you normally couldn't see in the Mortal Realm, you also cannot "see" in the Ethereal, like an atom or a single bacterium. But if there is enough of it that you could see in the Mortal Realm then you could see it in the Ethereal, like the shadow of a grain of sand or the aura of a thimble-size of bacterial ooze.

"Shadows" are readily discernable as such, with no Astral Perception needed; you are aware of the floor or ground, walls, shape of the terrain, mountains in the distance, clouds in the sky (but not celestial objects, like the moons or the sun).

Auras are noticeable in the Ethereal based on the surroundings. In a dungeon, deep cave, or on a snow-capped rocky mountain top, auras stand out vibrantly from the background "shadows." In a grassy field, it is slightly more difficult to notice other auras as the grass' auras obscures and blocks the auras traveling over or in it. Dense forest, jungles, crowds of people, and the like are the most difficult to discern individual auras in as the vibrancy of the totality works to eclipse the singular.

Signatures are like auras. The only difference is that if you see a Signature then you immediately know if it is active or lingering (mostly because the majority of active signatures are due to active magical effects which typically have their own forms).

Assensing is the Astral's Perception skill. If you need to make an Astral Perception Test, you make an Assensing + Intuition [Astral] Test with thresholds based on the nature of what is there (e.g. with 3 hits you see all unattached astral signatures in your line of sight). Depending on the situation the test will either require no action on your part or a Simple Action as if Observing in Detail. You generally only need to make an Astral Perception Test if other Ethereal or dual-natured entities are trying to hide from you, if circumstances would make it difficult to notice a fire spirit bearing down on you, of if you are looking for astral signatures. The Astral Perception Terrain table lists the terrain thresholds and their various examples when the aura is approximately 10 to 100 meters away.

Table: Astral Perception Terrain Thresholds

Threshold	Examples
0/no roll	An aura of a small bug in a dungeon or cave An aura of a large bug walking down a deserted street An aura of a small bug in an empty room Humanoid aura in meadow
1	Human aura in knee-high foliage or brush Human aura in a lightly populated street Human aura at a dinner party Child-sized aura in a meadow Poking your aura through a wall or into an nearly empty room for a peak
2	Human aura in a forest (no or light undergrowth) Human aura in a busy street Dog- to cat-sized aura in a meadow Poking your aura through a wall into a dinner party for a peak
3	Human aura in a heavy forest Human aura in crowded street Aura of a snake in a meadow Poking your head through a wall into a busy street for a peak
4	Human aura in a vibrant jungle Human aura in mob, crowd, or orgy Aura of a mouse in a meadow Poking your head through a wall into a crowded street for a peak
5	Aura of an insect or spider in a meadow Poking your head through a wall into a crowded orgy (but you really shouldn't invade people's privacy like that)

You can attempt to sneak or hide in the Ethereal by making an Assensing Test with a threshold equal to (6 – the base terrain that you are in). If you succeed, you increase the base terrain threshold for other Ethereal entities to notice you by 1. If they already know you are there, tough luck; they know you're there, you know they're there, they know you know they're there and that you're trying to hide from them. Very silly. If you really want to hide, try leaving the room and sneaking back in again, but the GM will probably give them a +2 or +4 bonus on their Assensing Tests to notice you as you come back in.

Additionally you can use an Opposed Sneak + Logic [Mental] vs. Assensing + Intuition [Astral] in an attempt to hide, but your net hits replace the Terrain threshold. Your opponent receives a negative dice pool modifier equal to (6 – Terrain Threshold). Additionally, if you cannot astral perceive (or are not astrally projecting) then you have a -6 dice pool penalty to your Sneak Test.

Astral Perception & Assensing

There are four basic categories for perceiving in the Ethereal/Astral:

Automatic

Unless they are attempting to hide from you or some other special situation, you will automatically see all auras and astral forms (but not astral signatures) if you are "looking" in their direction and you have line of sight but you do not automatically know what they are, only if they are dual-natured (a form), purely astral (a form), or purely physical (an aura).

Trained

If you have the Assensing skill, regardless of the rating, then you can automatically determine very basic information about what you Automatically see; like living animal, living plant, spirit, spell, etc.

Locating

By making an Astral Perception test (Simple Action, as Observer In Detail), you can either attempt to locate auras and forms based on the Terrain thresholds and/or if anything within line of sight is Sneaking (you must beat the hits made on the target's Sneaking test) using Assensing + Intuition (where with 3 hits you locate all unattached astral signatures that are within your line of sight). All auras and astral forms that you Automatically detect are considered Located.

Table: Astral Perception Observe in Detail

Net Hits	You Sense...
0/no roll Automatic	Obvious auras/forms and whether they are an aura (physical creature), dual-natured (form), or astral creature (form).
0/no roll Trained to 2	Obvious auras/forms and whether they are an aura (physical creature), dual-natured (form), or astral creature (form). Whether the obvious auras/forms are plants, animals, spirits, spells, etc.
3	Obvious auras/forms and whether they are an aura (physical creature), dual-natured (form), or astral creature (form). Whether the obvious auras/forms are plants, animals, spirits, spells, etc. The number and location of unattached astral signatures

Reading

Once you have Located an aura, astral form, or astral signature, then you may Read it by making a Simple Assensing + Intuition [Astral] Test for an aura/form or an Assensing + Magic [Astral] (3) Test for a signature, both as a Complex Action. You gain the information listed on the Assensing Tables below based on your hits and if it's an aura/form or a signature. Remember, that if you are Reading a signature then you only count hits over the threshold of 3 required to Assense signatures.

In addition to the standard information you can gain by Assensing an aura or form (SR5, 313), the additions are included in the Reading (Assensing…) tables below, which include the core information for cohesive simplicity.

Table: Reading (Assensing an Arua/Form)

(Net) Hits	You Sense from your subject...
0	**Auras/Forms: Assensing + Intuition [Astral] Test** Nothing other than what you gain automatically as being trained in Assensing: Obvious auras from physical living things, dual-natured forms, astral forms, and whether they are plants, animals, spirits, spells, or foci.
1	**Auras/Forms: Assensing + Intuition [Astral] Test** Whether they're a physical living thing, dual-natured, or astral form, and if they are a plant, animal, spirit, spell, or focus. Their general health, emotional state, as well as if they are Awakened and/or sapient. Lingering emotional impressions (if any) if the subject is an object.
2	**Auras/Forms: Assensing + Intuition [Astral] Test** Whether they're a physical living thing, dual-natured, or astral form, and if they are a plant, animal, spirit, spell, or focus. Their general health, emotional state, as well as if they are Awakened and/or sapient. Lingering emotional impressions (if any) if the subject is an object. Their general classification if magical (fire spirit, beast spirit, undead, detection spell, spell focus, ritual, etc.) Enough of their pattern to recognize their aura/form again. Its general cause (spellcasting, spirit power, etc.).
3	**Auras/Forms: Assensing + Intuition [Astral] Test** Whether they're a physical living thing, dual-natured, or astral form, and if they are a plant, animal, spirit, spell, or focus. Their general health, emotional state, as well as if they are Awakened and/or sapient. Lingering emotional impressions (if any) if the subject is an object. Their general classification if magical (fire spirit, beast spirit, undead, detection spell, spell focus, ritual, etc.) Enough of their pattern to recognize their aura/form again (Memory Test may be required). A glimpse of the aura or form's pattern, enough to have a chance at recognizing signatures it has created (Memory Test may be required). The number of signatures on it (each must be Read separately) Whether its Essence, Magic, and/or Force are each higher, lower or equal to your own Essence, Magic, and Magic, respectively. General cause of any maladies (disease, toxin, curse, etc.).
4	**Auras/Forms: Assensing + Intuition [Astral] Test** Whether they're a physical living thing, dual-natured, or astral form, and if they are a plant, animal, spirit, spell, or focus. Their general health, emotional state, as well as if they are Awakened and/or sapient. Lingering emotional impressions (if any) if the subject is an object. Their general classification if magical (fire spirit, beast spirit, undead, detection spell, spell focus, ritual, etc.) Enough of their pattern to recognize their aura/form again (Memory Test may be required). A glimpse of the aura or form's pattern, enough to have a chance at recognizing signatures it has created (Memory Test may be required). The number of signatures on it (each must be Read separately) General cause of any maladies (disease, toxin, curse, etc.). Their exact Essence, Magic, and/or Force. If they have any Marks, such as a Patron Deity/Mentor Spirit, gone through the Ordeal or Mark Rituals.
5	**Auras/Forms: Assensing + Intuition [Astral] Test** Whether they're a physical living thing, dual-natured, or astral form, and if they are a plant, animal, spirit, spell, or focus. Their general health, emotional state, as well as if they are Awakened and/or sapient. Lingering emotional impressions (if any) if the subject is an object. Their general classification if magical (fire spirit, beast spirit, undead, detection spell, spell focus, ritual, etc.) Enough of their pattern to recognize their aura/form again. A glimpse of the aura or form's pattern, enough to have a chance at recognizing signatures it has created. The number of signatures on it (each must be Read separately) Their exact Essence, Magic, and/or Force. Enough of their Pattern to gain a +2 dice pool bonus to Memory Tests to recognize its signatures and, if a Free Spirit, enough to attempt to learn its Spirit Formula (Street Grimoire, 203). The exact diagnoses of any disease, toxin, or curse that affects it (Applicable Knowledge Skill Test may be required). If it is overly strange or tainted by corrupting magical practices (Applicable Knowledge Skill Test may be required). Their exact Patron Deity/Mentor Spirit (Applicable Knowledge Skill Test may be required). Their alignment and whether they are common, heroic, legendary, or epic in nature.

Table: Reading (Assensing a Signature)

(Net) Hits	You Sense from the signature...
0	**Signatures: Assensing + Magic (3) [Astral] Test with 3 Hits (0 Net)** Possible recognition of who created it. Whether it has been tampered with (erased partially).
1	**Signatures: Assensing + Magic (3) [Astral] Test with 4 Hits (1 Net)** Possible recognition of who created it. Whether it has been tampered with (erased partially). Its general cause (spellcasting, spirit power, etc.). Authenticity of obvious signatures (Hex Tattoo of a Malagreem wizard). If the signature is a Mark.
2	**Signatures: Assensing + Magic (3) [Astral] Test with 5 Hits (2 Net)** Possible recognition of who created it. Whether it has been tampered with (erased partially). Authenticity of obvious signatures (Hex Tattoo of a Malagreem wizard). If the signature is a Mark. Its general cause (spellcasting, spirit power, etc.).
3	**Signatures: Assensing + Magic (3) [Astral] Test with 6 Hits (3 Net)** Possible recognition of who created it. Whether it has been tampered with (erased partially). Authenticity of obvious signatures (Hex Tattoo of a Malagreem wizard). The nature of the mark (i.e. Patron Deity/Mentor Spirit, Ordeal, Mark Ritual, etc. Applicable Knowledge Skill Test may be required). Its general cause (spellcasting, spirit power, etc.). Whether its original Force was higher, lower, or equal to your Magic. If it is a summoning signature, whether the spirit is bound or unbound.
4	**Signatures: Assensing + Magic (3) [Astral] Test with 7 Hits (4 Net)** Possible recognition of who created it. Whether it has been tampered with (erased partially). Authenticity of obvious signatures (Hex Tattoo of a Malagreem wizard). The nature of the mark (i.e. Patron Deity/Mentor Spirit, Ordeal, Mark Ritual, etc. Applicable Knowledge Skill Test may be required). Its general cause (spellcasting, spirit power, etc.). If it is a summoning signature, whether the spirit is bound or unbound. Its exact original Force and remaining Force if lingering.
5	**Signatures: Assensing + Magic (3) [Astral] Test with 8 Hits (5 Net)** Possible recognition of who created it. Whether it has been tampered with (erased partially). Authenticity of obvious signatures (Hex Tattoo of a Malagreem wizard). The nature of the mark (i.e. Patron Deity/Mentor Spirit, Ordeal, Mark Ritual, etc. Applicable Knowledge Skill Test may be required). Its general cause (spellcasting, spirit power, etc.). If it is a summoning signature, whether the spirit is bound or unbound. Its exact original Force and remaining Force if lingering. The Magic rating of the signature's creator. If it is overly strange or tainted by corrupting magical practices (Applicable Knowledge Skill Test may be required). The alignment of the source if it is legendary or epic.

Combat In The Ethereal/Astral

In addition to the standard rules for Astral Combat (SR5, 315), you can attack active spells because they have a "tangible" astral form while active.

Astrally Attacking Active Spells

With an Astral Attack (Unarmed or with a Weapon Focus, see Astral Damage Table, SR5, 315), you may target an active spell by making an Opposed Astral Combat + Willpower [Astral/Accuracy] Test.

If the active spell is not on or directly affecting an Aura or Astral Form, then your attack is opposed by the spell's Force x 2.

If the active spell is on or directly affecting an Aura or Astral Form, then you must make a Called Shot (Free Action, -4 dice pool penalty) to attack the spell and it is resisted with the Defender's Intuition + Logic + Force of the spell.

If the spell is sustained or has been made permanent, the defender gains a +2 (+4 if Karma was spent to make the spell permanent) dice pool bonus to their Defense Test (in addition to the spell's Force if it is on or directly affecting an Aura or Astral Form).

If the spell is being sustained by a focus, then the attacker must make a Called Shot (Free Action, -4 dice pool penalty) to target the active spell in the sustaining spell focus and the attack is defended against with only the spell's Force + Focus' Force + 2.

Each net hit the attacker achieves on the Attack Test reduces the Force of the active spell by 1. When the spell's Force has been reduced to 0, it dissipates leaving only its lingering signature as normal.

Regardless of the outcome of the attack, the attacker must resist Drain as if they had cast the spell at its Force at the start of the attack (minimum 2 DV as normal).

The Astral

Once out of the Ethereal and in the Astral proper, the Mortal Realm "shadows" disappear and the landscape of the Astral itself emerges. The landscape of the Astral ranges from mimicking the Mortal Realms to alien and strange. In the Astral, there is a solidification of the mortal's astral forms such that all of the astral projecting's skills are now viable (though if reliant on a Physical Attribute, the skill uses the Astral equivalent of the Physical Attribute; Willpower for Body, Logic for Agility, Intuition for Reaction, and Charisma for Strength).

Getting to the Astral

Regardless of how you leave the Ethereal to enter the Astral, you cannot do so without leaving your body behind. Dual-natured creatures (that can't astral project) are unable to enter the Astral and some have even gone mad just trying to get a glimpse of it from the shores of the Ethereal.

There are three primary ways for mortals to enter the depths of the Astral (other than dying, of course):

Diving

If you can astral project, you can make a Willpower + Charisma [Astral] (12, 1 minute) Extended Test to bypass the Ethereal entirely and emerge in the Astral proper. When you dive, you can astral project for a number of hours equal to your Magic Rating × 5 instead of the normal Magic Rating × 2 (though your body still requires food, water, etc., as normal so if you're planning to be out long, be ready to come back to a smelly messy body). Problem is, you have to have someplace in the Astral in mind when you dive. So before most people can dive into the Astral they have to scout out safe locations to dive to, and this requires floating;

Floating

If you are already astral projecting, you can spend a Complex Action to enter into the Astral. Not much happens when you do, like you're still there, in the Ethereal, you're able to see all the "shadows" just as you did a moment before and that spirit attacking you can still wail on your ass. But you can feel the Astral current tugging at you. Once you've started floating, you can head into the Astral proper. You can just let go and "float" with the current and you might get there in couple minutes to hours. You can "walk" into it, which usually takes between one to three minutes. Or you can "run," which takes less than a minute but at least one Combat Turn. Point is, you won't know how long it will take for you to get there.

Shunting

This is arguably the worst way to travel into the Astral. Mostly because it usually happens against your will. Some entities, usually gods, agents of the gods, and other very powerful things, have the Astral Shunt power in one form or another (see chapter XII Creatures, L Powers & Weaknesses, New Powers). Anyway, if you fail to resist (or go willingly) then you are forcibly removed from your body and appear somewhere in the Astral. Where depends on the entity sending you there and what version of the Astral Shunt power they have. Oh, and this can send anyone to the Astral, even if you can't astral project, which often sucks for those not accustomed to it and for those that have poor mental faculties.

Dweller on the Threshold

The Dweller on the Threshold doesn't so much as guard travelers from the Astral to the other Realms (as per standard Shadowrun rules), but instead is called upon as a guide to find things within the Astral (like the locations of paths to the other Realms or specific individuals in the Astral, or most other standard uses for the Dweller on the Threshold). This tends to allow travelers to avoid randomly running into trouble while in the Astral by betting on being able to meet the demands of the Dweller, though sometimes the Dweller's tasks amount to no more than wandering aimlessly through the Astral wilderness.

When diving into the Astral, you can choose to meet the Dweller or not, though you might meet it anyway.

Places in the Astral

The Astral is rife with locations, pocket dimensions, which are either natural occurring or created by enterprising entities. Some are the size of a room while others are the size of entire worlds. Unless otherwise specified, these pocket dimensions are metaplanes as used/defined in the standard Shadowrun rules in addition to the other Realms being considered (mega-) metaplanes as well.

Most of the places that Mortals go looking for are doors, gateways, transition spots from the Astral to one of the other Realms. These places tend to be guarded by one faction or another, with villages, cities, and the like often springing up around the site on both sides.

If you know where you're going in the Astral, it takes several hours to get there. Every time, and it's never the same.

Leaving & Bypassing the Astral

When you leave the Astral you enter the Ethereal shores of the Realm of your destination. The "shadows" of that Realm appear much like those of the Mortal Realm in the Ethereal, though the landscapes may be bizarre or alien and things you would normally expect to be "shadows" actually have auras.

From the Ethereal of other Realms (not including your native Realm), as a Complex Action, you can materialize, as if you are a spirit, in the other Realms. You are "given" a body that resembles your own (including your Physical Attributes) but it takes on thematic elements to the Realm in which you appear. Since you can only take foci with you into the Astral, you have no equipment in the new Realm (though the themes of the Realm may equip…and dress…you accordingly).

There are also gates, portals, from the Mortal Realm to the other Realms that bypass the Astral altogether. Or they use a loophole in the cosmological structure that allows you to exceptionally briefly use the Astral to get to another Realm that also allows you to take all your equipment (which is where myths of people taking their bodies into the Astral tend to come from). Or, maybe, these gates are just massive illusions that brainwash you into thinking you've traveled to other Realms without the use of the Astral. Or maybe none of those. No one is quite sure how gates work, and they are so rare (and usually guarded if they are known about) that they rarely come up except at the most unusual dinner parties.

However, if you do find a gate to another Realm, the consensus is that the gate will take you to the Realm to which it is linked without having to leave your body (and possessions) behind. Though the other Realm's thematic impressions are still present upon arrival.

Mortals in the Other Realms

As mentioned previously, when mortals enter Realms other than returning to their native Mortal Realm, they are treated as free spirits in those Realms. This includes the border Ethereal of those other Realms as well.

You automatically gain the following powers when entering the border Ethereal of the other Realms:

Banishing Resistance
Dual Natured
Materialization

If you have the Legendary Positive Quality then you gain:

Summoning Resistance (Rating equal to total earned Karma ÷ 1,000 (round down).

If you have the Epic Positive Quality then you gain:

Improved Banishing Resistance

Going Home

If you're in the Astral want to go home, make a Logic + Intuition [astral] (number of hours spent in the Astral [round up], 1 Combat Turn) Extended Test. With success, you appear in the Ethereal where you had entered the Astral. If you fail the Test (i.e. your dice pool is reduced to 0 before reaching the threshold), you take Stun damage equal to the number of remaining hits you needed to reach the threshold (hours spent in the Astral – Extended Test hits Stun damage), resisted by Willpower. After the damage resistance test, you may attempt it again. If your Stun Condition Monitor is filled when attempting to go home then you immediately return to your body and take Physical damage equal to the number of hours you were in the Astral (round up), which is unresisted damage. If you have the time, you can also backtrack the way you came, but it could take longer or shorter than the original trip.

The Other Realms

So you're going to wade into the Ethereal, dive deep into the Astral, and emerge in one of the other Realms, like one of the Gods' or Elemental Realms, and you want to know what to expect.

Well these places are so varied and so nuanced and so rarely explored (let alone those explorations recorded for others to learn from) that you'll get better information from your own Astral reconnaissance than any generalized set of texts could provide. And on the other hand, use your intuition. They're not named "The Realm of Chaos", or "The Elemental Realm of Fire", or "The Lady of War's Realm of War and Battle" (the Nezrandwul[1] aren't known for their witty nomenclature) for good reasons.

At least the Other Realms count as metaplanes for purposes of astral quests and the like.

[1] The Valdain "-dwul" suffix is akin to English "-ite", and is used to indicate a person or persons that are followers or adherents of the root noun. Unlike the English "-ite", it is not a pejorative and also indicates an officially recognized adherent. For a more unofficial followers (and often pejoratively used to indicate flighty or insincere following) the Valdain use the suffix "-gel." In either case, if the root noun ends with a consonant that consonant is dropped from speech. In the example above, most Valdain would say "Nezradwul", having dropped the final "n" of Nezran.

Time in the Realms

Time passes normally across the Realms. Future scholars will debate over whether it is by luck that all known Realms have similar time dimensions or whether they share and are connected by a singular temporal dimension and not the spatial dimensions or some other variation of those arguments. But the important thing to remember is that if you travel for a month in the Astral, a month will pass in the Mortal, Gods', Elemental, and (most likely) the Chaos realms. Many suspect that the Void is where the temporal dimension starts to break down, and this entropy of time is what leaks into the Chaos Realms to cause their occasional temporal disruptions.

While time keeps on ticking across the Realms, biological processes seem to work differently. In the Astral and in the Void time feels like it has stopped. Meaning, you don't feel the need to eat, drink, breathe, or sleep, and you do not physically age (though these aren't really concerns as most in the Astral have not taken their physical bodies with them and back in the Mortal Realm their bodies are aging, getting tired, thirsty, etc. and in the Void…well there's a whole host of problems there that travelers have to deal with that biological necessities take a back seat to, even breathing).

In the Gods' Realm, travelers experience the normal needs of eating, breathing, sleeping and so on. But their bodies do not age, even if they've used a gate to travel from the Mortal Realm directly to the Gods' Realms.

In the Elemental Realms, travelers biologically experience one day over the course of a month. You only feel the need to eat a couple meals every 33 days or so; sleep only 8 total hours over that month; and can hold your breath for 33 times longer than what you could on the Mortal Realm (33 minutes base, plus 495 seconds (165 Combat Turns) per hit on a Swimming + Willpower Test, and 1 box of Stun damage is taken at the end of every 33rd Combat Turn after the expiration of the time spent holding your breath).

In the Chaos Realms things get trickier. On one trip to the Chaos Realm, time (as far as it concerns your biology) may progress normally, while at other times you may age at a rate of one day per minute spent in the Chaos Realm, or one day per week, or any other ratio and it may even change while you are there.

Traveling the Realms

Strange thing happens to travelers in the Realms, outside the Astral.

First, there's usually a test to enter a Realm's Ethereal from the Astral. Sometimes it's as simple as a Composure Test. Other times, you'll have to fight through a horde of guardians. It's always best to do your homework if you're planning to go to the other Realms.

Second, when you leave the Ethereal/Astral and enter another, non-Native, Realm the clock on being out of your body stops and only restarts when you reenter the Ethereal/Astral. Meaning if your Magic Attribute is 6 and you spent 3 hours to get to the Ethereal of a Gods' Realm, when you materialize you will have 3 hours left when you reenter the Ethereal, no matter how long you stay materialized on the other Realm. Your physical body back home becomes sustained by the difference in the magical pressure (see below) between it and the Realm you have traveled to, so at least there's that. However, the Realm in which you have materialized most likely will require that body to eat, drink,

and breathe. This sustaining effect doesn't usually apply when you travel to pocket realms in the Astral unless they are extensive and powerful.

Third, and assuming you're a mortal and not a spirit, if you die in your materialized form in another Realm then you really die, like your body back home ceases functioning (often with pyschomorphically produced wounds that match how your materialized body dies). Your spirit-soul-thing reappears in the Shadow pocket-realm of the Astral with the "smell" of the Realm in which you died upon you…which tends to attract harvesters of that Realm.

If you travel via a gate or by other means that allow you to physically travel to the Realms, then normal rules apply. Good luck getting back and if you die you still will have the stink of that Realm on you when your soul goes to the Shadow pocket-realm.

Magic & The Realms

Magic works in strange ways when traveling the Realms, whether you're a mortal traveling to the other Realms or a creature from one of those Realms traveling to the Mortal Realm.

Magic

Creatures are attenuated to their native Realm's magic which acts like a pressure on the soul. The higher the pressure, the harder it is for a creature to let magic flow through them. The reverse isn't true, a creature entering a lower pressure Realm just doesn't have their magic affected one way or another. The magical pressure isn't uniform either, especially where Realms are infinite in nature. Magic flows "downstream" from the Void, through the Chaos Realms, into the Elemental Realms (where it saturates out into or creating the Astral) and God's Realms until it finally pools into the ocean that is the Mortal Realm and its adjacent Astral.

Magical pressure works much like background count does; the magical pressure rating becomes a negative dice pool modifier to all Magic related tests but it specifically affects the Magic Attribute, suppressing it. If the magical pressure lowers your Magic rating to 0 or less then you are unable to use magic in that Realm.

Additionally, half the magical pressure (round up) is added to the Drain of magical tests.

Table: The Realm's Magical Pressures

Realm	Magical Pressure
Mortal Realm	0
Mortal Realm's Ethereal	0
Mortal to God's Realm Astral	0-3
God's Realm's Ethereal	2-3
God's Realms	3-4
God's to Elemental Realm's Astral	3-5
Elemental Realm's Ethereal	3-4
Elemental Realms	4-6
Chaos Realms	0-12
The Void	12+

There are metamagics that can be learned to help attenuate to the magical pressures of other Realms.

Summoning

The rules for summoning get a little complex in a fantasy setting with other planes of existence.

Mortals, on the Mortal Realm, summon spirits from the adjacent Astral.

Fey are inverted mortals, kind of, as they are inverted dual-natured creatures and more at home in the Ethereal than the physical world. They don't like to summon, it's not really in their nature to do so or even think that way. But the occasional oddball arises among the fey that does learn to summon spirits, so they can, and their spirits come from the adjacent Astral, just like the spirits mortals summon.

Incorporeal undead can learn to summon spirits (also from the adjacent Astral) and those that do are either taken care of quickly by concerned mortals or cause years, decades even, of terror to those living within their regional haunts.

Mortals, fey, and incorporeal undead need to learn metamagics (see below) in order to summon spirits when they travel to the God's Realm's Ethereal and beyond.

Astral creatures, true spirits, can't summon spirits but can use the Astral Gateway Power to call other Astral spirits (usually from an Astral metaplane).

Angels and demons can summon normally when they are in their native Realm and out to their adjacent Astral, but like mortals they need to learn metamagics in order to summon spirits beyond their adjacent Astral.

Creatures of Chaos, well, they're kind of, a little bit, chaotic. In general, they are like angels and demons in that they need to learn metamagics to summon outside the Chaos Realms. Some don't though, maybe they are naturally initiates with the metamagic or maybe they just break the understood rules of the cosmos.

Initiation

Initiate Grade (that which is bought with Karma and increases magical ability) does not equal Malagreem (or other organizations') Initiate Degree or Grade.

You can initiate as per the core rules, pg 324-325, save that you can just ignore the first sentence in the Metamagics entry in the Magic Arts sidebar on pg 139 of *Street Grimoire*. (I mean, really, what were they thinking other than if you Initiate and take a metamagic from the core rules that is listed in one of the Magic Arts, like Shielding, then you by default automatically are learned in the Apotropaic Arts whether you like it or not?)

The following Fantasy Magic Arts section can be used to replace the haphazard wonky mismatch of chaos that is the organization of the Magic Arts in *Street Grimoire*.

Fantasy Magic Arts

There are twelve Magic Arts, each with seven associated metamagics. When you initiate you can spend an additional, one-time "fee", of (2 × new Initiate Grade) Karma to become a Master in one of the twelve Magic Arts. On doing so, you must select one of the available metamagics in your chosen Magic Art each time you initiate, including the first, but the base Karma cost for initiating is 10 + (2 × new Initiate Grade), instead of 10 + (3 × new Initiate Grade). The initiation Karma cost reduction includes the first time you initiate into the Magic Art (but you are also paying the [2 × new Initiate Grade] Karma to become a Master). If at any time you initiate and choose a metamagic not included in your chosen Magic Art then you pay the standard cost for initiating or pay the additional (2 × new Initiate Grade) Karma to become a Master in a new Magic Art, and lose the Karma reductions in the previous Magic Art(s). If you switch to another Magic Art you have to pay the Master Karma cost again, at your new Initiate Grade, to return to an previous Magic Art.

Master of Magical Arts Karma Costs

You get the most bang for your Karmic buck if you Master in a Magic Art the first time you initiate (costing 2 Karma) as by the time you gain Initiate Grade 3 you will have saved 4 Karma and by gaining the last metamagic available for your Magic Art, at Grade 7, you will have saved 70 Karma. And if you spend the 16 Karma at Grade 8 to become a Master in another Magic Art then by Initiate Grade 11 you will have saved a total of 200 Karma.

On the other hand, if you wait and become a Master in a Magic Art at Initiate Grade 5 (costing 10 Karma), then it is not until two initiations later, Grade 7, that you will have saved 4 Karma and by Initiate Grade 11 you will have only saved 126 Karma, instead of 200.

If you initiate as part of a group, undergo an ordeal, or through schooling (SG, 140) when you become a Master of a Magic Art then you also apply the Karma discount to the Master Karma cost. The discount for initiation is rounded up, for the Master's Karma cost it is rounded down (minimum of -1 Karma).

Schooling takes the same amount of time as listed in *Street Grimoire* (pg 140), and costs 50 gp, 75 gp if you are also becoming a Master of a Magical Art.

Magic Arts: The Rituals, Enhancements, & Enchantments

Unlike the standard rules (SG, 139), when you initiate as Master of a Magic Art you may only select a metamagic associated with that Magic Art. You must purchase separately any of its associated rituals, enhancements (not foci enhancements), or enchantments as formulae.

You don't have to become a Master in a Magic Art to select the metamagics associated with it. However, if you are a Master in a Magic Art then the formulae for the rituals, enhancements, and enchantments associated with your Magic Art can be purchased at the standard Karma cost, save that enhancements cost 7 Karma, not 2, in the fantasy setting.

If you are not a Master in the associated Magic Art you can still purchase those rituals, enhancements, and enchantments (as long as you satisfy all other requirements) but at three times the normal Karma cost (15 Karma for rituals and enchantments, 21 Karma for enhancements at character creation, 30/42 after character creation).

Techniques were not defined in the 1st printing of *Street Grimoire* (nor in the first release of the 2nd printing) where in the sidebar on page 139 define rituals, enhancements, enchantments, and metamagics. There are only two techniques listed in *Street Grimoire*, astral bluff and pied piper, anyway, and astral bluff's text contains "the astral bluff metamagic…" with no mention of it being a technique. So for the fantasy rules, unless future products make more sense, treat these kinds of magical techniques as metamagics. They are noted with asterisks in the tables below.

The Magic Arts

Below are tables for the 12 Magic Arts, and their associated metamagics, rituals, enhancements and enchantments.

Indented metamagics in the list of a Magic Art's metamagics indicates the indented metamagic has as a prerequisite the previous, non-indented, metamagic. How's that for a funny smelling sentence.

Metamagics listed as "new" are detailed after this section in the section titled "New Metamagics."

Adept Magic Art

Metamagics	
Adept Centering (SR5, 325)	
Infusion (SG, 156)	
Qi Sculpt (SG, 156)	
Cannibalize (SG, 90, Blood magic)	
Power Bleed (SG, 90, Blood magic)	
Power Point (SR5, 326)	
Supernatural Prowess (SG, 156)	
Enhancements	**Rituals**
Air Walking (SG, 156)	Attune Item (SG, 124)
Barrage (SG, 159)	Empower (SG, 128)
Digital Celerity (SG, 158)	Imbue Item (SG, 133)
Hot Qi (SG, 157)	
Master of the Nine Chakras (SG, 158)	
Master of Taijiquan (SG, 159)	
Shadow Touch (SG, 158)	

Astral Magic Art

Metamagics	
Cleansing (SG, 155)	
Adaptare (New)	
Domain of the Spiritual (SG, 158)	
Domain of the Warrior (SG, 159)	
Sensing (SG, 155)	
Seon (New)	
Taint (SG, 87, Toxic magic)	
Enchanting	**Rituals**
Astral Powder (SG, 212)	Aspect Mana Line (SG, 122)
	Circle of Cleansing (SG, 127)
	Death Mark (SG, 127)
	Far Sensing (SG, 133)
	Kything (SG, 133)
	Leeching (SG, 133)
	Ley Sight (SG, 134)
	Manifest Sha (SG, 135)
	Recharge Reagents (SG, 136)
	Smudging (SG, 136)

Aura Magic Art

Metamagics	
Flexible Signature (SR5, 325)	
Astral Bluff* (SG, 150)	
Flux (SG, 150)	
Masking (SR5, 326)	
Extended Masking (SG, 149)	
Suppressed Masking (New)	
Psychometry (SG, 145)	
Enchanting	**Rituals**
Mystic Restraints (SG, 214)	Astral Doppelganger (SG, 122)
Paper Lotus (SG, 215)	Blood Sight (SG, 125)
Symbolic Link (SG, 216)	Masking Ward (SG, 135)
	Obfuscating Ward (SG, 135)
	Whisper of Bones (SG, 137)

Bardic Magic Art

Metamagics	
Catharsis (New)	
Anagnorisis (New)	
Fae-Touched (SG, 158)	
Pied Piper* (SG, 156)	
Inciting Song (New)	
Presence (SG, 159)	
Fortified Presence (New)	
Enhancements	**Rituals**
Silver-Tongued Devil (SG, 159)	I told them they sounded flat in their last performance and they got angry and wouldn't tell me any of their rituals. Bloody prima donnos.

Defensive Magic Art

Metamagics	
Centering (SR5, 325)	
Peripeteia (New)	
Stillness of the Void (SG, 158)	
Shielding (SR5, 326)	
Absorption (SG, 151)	
Reflection† (SG, 151)	
Wild Shielding (New)	
Enchanting	**Rituals**
Shofar (SG, 216)	Charged Ward (SG, 127)
	Door Ward (SG, 127)
	Grave Binding (SG, 129)
	Light of Dharma (SG, 134)

Enchanting Magic Art

Metamagics	
Fixation (SR5, 325)	
Advanced Alchemy (SG, 153)	
Flexible Foci (New)	
Advanced Flexible Foci (New)	
Quickening (SR5, 326)	
Anchoring (SG, 152)	
Swift Quickening (New)	
Enchanting	**Rituals**
Hand of Glory (SG, 213)	Dispersion (SG, 127)
Mortis Optigram (SG, 214)	Trap Ward (SG, 137)

Nature Magic Art

Metamagics	
Apex Predator (SG, 157)	
Commanding Predator (New)	
Danger Sense (SG, 147)	
Nature Control (New)	
Superior Nature Control (New)	
Sacrifice (SG, 90, Blood magic)	
Totem Form (Animal) (SG, 157, Prereq: Ritual: Attune Animal)	
Enhancements	**Rituals**
Claws (SG, 157)	Attune Animal (SG, 123)
Skin Artist (SG, 157)	Aulnaumumon (New)
	Augury and Sortilege (SG, 124)
	Blood Rite (SG, 125)

Necromancy Magic Art

Metamagics

Necromancy (New)
- Dark Necromancy (New)
- Light Necromancy (New)
- Necromaster (New)
- Necrotic Attunement (New)

Veil of Undeath (New)
- Shroud of Undeath (New)

Enchanting	Rituals
Hand of Glory (SG, 213)	Animate Dead (New)
Inanimate Vessel Preparation (SG, 214)	Living Vessel Preparation (SG, 135)
	Summon Spirit of the Dead (New)

Ovate Magic Art

Metamagics

Beast Master (New)
- Exalted Companion (New)
- Greater Calling (New)

Harness Slot (New)

Harnessing Master (New)
- Branding Master (New)
- Mounted Centering (New)

Realms Magic Art

Metamagics

Empowered Manifestation (New)

Traveler's Attenuation (New)
- Chaos Attenuation (New)
- Realm Attenuation [Deity's Realm] (New)
- Realm Conjuration [Deity's Realm] (New)
- Realm Shielding [Deity's Realm] (New)
- Traveler's Insight [Skill] (New)

Rituals

Realm's Pressure Attenuation (New)

Sorcery Magic Art

Metamagics

Efficient Ritual (SG, 153)

Greater Ritual (SG, 153)

Mana Frugal (New)

Penetrating Spell (SG, 153)
- Chaotic Weave (New)

Spell Shaping (SR5, 326)

Sympathetic Linking (SG, 145)

Enchanting	Rituals
Fetish (SG, 212)	Blood Bond (SG, 125)
	Imbue Item (SG, 133)
	Prodigal Spell (SR5, 297)

Spirit Magic Art

Metamagics

Channeling (SG, 148)
- Exalted Channeling (New)

Corruption (SG, 87, Toxic magic)

Exorcism (SG, 148)

Empowered Summoning (New)
- Exalted Summoning (New)

Master Summoner (New)

Enchanting	Rituals
Govi (SG, 212)	Ally Conjuration (SG, 201)
Inanimate Vessel Preparation (SG, 214)	Atonement (SG, 123)
	Calling (SG, 126)
	Living Vessel Preparation (SG, 135)
	Summon Great Form Spirit (SG, 136)

Most cultures and magical groups don't use the names listed above. Mostly because they usually don't speak English. But even then, in translation, they don't use the above names. An established magical college in a city will have its own titles for the Magic Arts that they teach, while the mad lone magician living in the sewers might name the Magic Arts he has initiated in to after his favorite rats that he loves so very very much.

Additionally, players and GMs are encouraged to come up with their own Magic Arts, even by mixing and matching metamagics, enchantments, rituals, etc. from the above, in order to make cultures and institutions unique. However, doing so in order to "min/max" a specific character should be avoided while reminding players that what's good for their goose is good for roasting their gooses, geeses, whatever, you know what is meant.

Notes on the Dark Arts

"Know thy enemy" and all that is the general attitude of those learning Magic Arts that have Toxic or Blood Magic metamagics as well as the Necromancy Magic Art. Toxic magic tends to be more rare in fantasy settings, found primarily only in large urban settings…and even then still pretty rare. Blood Magic is more common in fantasy settings and carries less of a social stigma than it does in the 6th World, especially the use of willing sacrifices (primarily the magician themselves as the willing "victim" for offering up your own pain and blood is often seen as an honorable sacrifice for magical power).

New Metamagics

Adaptare

Prerequisite: Cleansing (SG, 155)
You can manipulate the ethereal to create or modify a background count in a radius of (Magic + Initiation Grade) meters. You must make a Willpower + Magic + Initiation Grade vs Background Count rating + 2 (minimum of 4 dice for low or no background counts). With your net hits you can either increase or decrease the background count. If you create a background count where there is currently none, then you are considered to be aligned to the new background count.

The new or changed background count lasts for a number of hours equal to your Magic rating.

Advanced Flexible Foci

Prerequisite: Flexible Foci (New)
As per Flexible Foci, but you may also use your Initiate Grade to add to the Focus' Force and you may have a number of temporary foci equal to your Initiate Grade.

Anagnorisis

Prerequisite: Catharsis (New)
You gain a dice pool bonus against Spells and Powers that require a Willpower + Logic resistance test equal to your Initiate Grade.

Beast Master

With this metamagic, your Magic Attribute is considered one higher for determining what Essence of animal you are able to harness. Additionally you can attempt to harness non-vertebrate normal animals as if your Magic Attribute was 2 less and non-sapient monstrous creatures as if your Magic Attribute was 4 less when comparing to those creatures' Essences.

Branding Master

Prerequisite: Harnessing Master (New)
This metamagic allows you to add your Initiate Grade as a positive dice pool modifier to Branding Tests.

Catharsis

With a Complex Action, you may start a song or other performance, using Performance + Magic + Initiation Grade (3) Test. While you sustain the song, requiring one Simple Action per Combat Turn, all allies within (Magic × 5) meters gain a dice pool bonus equal to the net hits beyond the threshold for tests to defend against one type of magical effect that requires the target to resist with Willpower + Logic (such as Fear and Influence Powers, Mental Manipulation or Mana Illusions spells, or background counts). You must choose the type of magical effect you are guarding against when you start performing. Changing the type of magical effect requires you to restart the song (which counts as a new performance of Catharsis).

You can perform Catharsis a number of times per day (24 hour period) equal to your Initiate Grade.

When you start the song, you must resist Drain equal to the net hits above the threshold.

Chaos Attenuation

Prerequisite: Traveler's Attenuation (New)
This metamagic allows you to use your Traveler's Attenuation rating to alleviate the magical pressure of the Chaos Realms and the Void.

Chaotic Weave

You are able to thread chaotic strands throughout your spells and rituals that make them more difficult to resist. If you choose to cast a chaotic weave spell, for every two full Initiate Grades you have you can force the target to subtract 1 from their dice pool on their Opposed or resistance spell test. Doing so causes a great strain on you however, for every die that you subtract from your target's dice pool the spell's Drain is increased by +3 (after applying all other modifiers to Drain, including using reagents to reduce Drain in Ritual Spellcasting).

Commanding Predator

Prerequisite: Apex Predator (SG, 157)
As per Apex Predator, but against those animals that failed on the Opposed Test, you may make an Animal Handling + Magic + Initiate Grade vs Willpower + Charisma Opposed Test against one of the animals as a Complex Action. If you succeed you command the animal to do a simple task, such as flee or attack a specific target. If you fail, the animal immediately gets another chance to resist the Ape Predator metamagic.

Dark Necromancy

Prerequisite: Necromancy (New), Animate Dead ritual (New)
With a Complex Action you are able to perform the Animate Dead ritual as if it were a spell. A corpse or skeleton must be at hand, of course. The maximum number of undead that can be animated in this way is equal to the your Charisma ÷ 2 (round down) and the Drain is increased by +1.

Empowered Manifestation

Empowered Manifestation provides a +1 augmentation bonus to one Physical Attribute when you manifest on other Realms. This metamagic can be taken multiple times and each time you must choose which Physical Attribute is affected. The most any one Physical Attribute can benefit from Empowered Manifestation is equal to either your Initiate Grade or your maximum augmentation bonus, whichever is lowest.

Empowered Summoning

When you take this metamagic, you must select one type of spirit that you are able to summon which cannot be changed once selected. Now when you summon that type of spirit you may select one additional Power for it, in addition to any extra Powers due to its Force.

Exalted Channeling

Prerequisite: Channeling (SG, 148)
With this metamagic and upon summoning a spirit that possesses you, you may spend a Complex Action to increase one or more of its Attributes that lasts for as long as it owes you services. The number of points you have to distribute is equal to half (round down) of your Initiate Grade. Physical Attributes of the spirits increased in this way count as if the Force of the spirit has been increased by the same amount when determining if the vessel's Physical Attributes are increased (see Possession, SG, 197). For example, a summoner with Initiate Grade 5 summoned a Force 3 spirit, he would have two points to increase its Attributes, where he could increase one Attribute by two points or two Attributes by one point. If the summoner's Strength was 3 and he increased the spirit's strength from 3 to 5, then his Strength, and only Strength, would be increased by 2 (half of 5, rounded down).

Exalted Companion

Prerequisite: Beast Master (New)
At any one time you may have one, and only one, branded animal that is your exalted companion which you may choose on a successful Branding Test. Once exalted, you may spend Karma as normal to increase its any of its Attributes except Logic, Edge, Magic, and Essence up to a maximum of +4 to the animal's base Attributes. These increases count as natural improvements (not augmentations) but must be applied during your Downtimes (see Downtime chapter) and require the normal amount of time and Karma.

You can also spend Karma to increase its Skills, Lone Techniques, or give it new Powers/Qualities as if it were an alpha (see chapter XII Creatures, C Fauna, Generic Fauna, Alphas), with GM approval.

Exalted Summoning

Prerequisite: Empowered Summoning (New)
With this metamagic, when you summon a "normal" spirit (i.e. one that must use the Materialization Power to interact with the physical world) you may spend a Complex Action to increase one or more of its manifested Attributes that lasts for as long as it owes you services. The number of points you have to distribute is equal to half (round down) of your Initiate Grade. For example, a summoner with Initiate Grade 5 would have two points to give to her fire spirit, where she could increase one Attribute by two points or two Attributes by one point.

Flexible Foci

By intentionally suppressing your Magic as a Complex Action you can transfer the essence of it into an item to create a temporary focus. For each point of Magic you suppress, not including your Initiate Grade, you can create a temporary focus with a Force rating equal to points of Magic being suppressed. You must know the focus formula of the focus you are temporarily creating and you can only create it at the force of the known formula. You must have an item suitable for the type of focus you create, the gp cost of which is at least 10% of a normal focus of that type, and you may have only one such Foci active at a time. The temporary Focus works as a normal focus of its type, meaning it must be activated but it is automatically considered bonded.

You can maintain the focus for a number of minutes equal to your remaining Magic rating, at which point your Magic rating returns to normal and you must resist Drain equal to the Force of the focus + 2.

Fortified Presence

Prerequisite: Presence (SG, 159)
When resisting Social Skills of others with the Social Skill you selected for the Presence metamagic, you gain a dice pool bonus equal to half (round down) your Initiate Grade.

Greater Calling

Prerequisite: Beast Master
With this metamagic you can add your Initiate Grade as a positive dice pool modifier to your Calling Animals Test. Additionally, you can double the interval time for the Extended Calling Animal Test in order to call an animal that is normally found in an adjacent environment to the one you are in (using the worse of the environment and temperature modifiers).

Harness Slot

You can take this metamagic multiple times, each time you gain an additional harness slot.

Harnessing Master

This metamagic allows you to add your Initiate Grade as a positive dice pool modifier to both your Harnessing and Mounting Tests.

Inciting Song

Prerequisite: Pied Piper (SG, 156)
When using the Pied Piper metamagic, you can implant a suggestion, as per the Influence Power, in your audience. The suggestion is woven into your performance and takes effect after (Charisma) minutes. If the suggestion goes against your audience's nature then they get to resist with a Willpower + Logic Test, following the same rules for multiple individuals as the Willpower + Charisma resistance test for the Pied Piper metamagic.

Light Necromancy

Prerequisite: Necromancy (New), Consecrate Dead ritual (New)
With a Complex Action you are able to perform the Consecrate Dead ritual as if it were a spell, but the Drain is increased by +1. You must still have the two copper pieces required by the ritual.

Mana Frugal

You are able to coerce more from reagents than most. Every dram of reagents that you use can count as two drams. You must still use whole drams, you can't "cut one in half" for just one effective dram's worth, but you choose whether each dram counts as one or two for your purposes.

Master Summoner

Each time you take this metamagic, you choose a spirit type that you can summon as per your Tradition. When summoning that type of spirit you now add your Initiate Grade to the Summoning Test.

Mounted Centering

Prerequisite: Harnessing Master (New)
With this metamagic you can add your Initiate Grade as a positive dice pool modifier to your dismounting Drain Resistance tests.

Nature Control

With a Complex Action you can change one Environmental Modifier Type (Visibility, Light/Glare, or Wind) by one category within (Magic × 5) meters, centered on yourself, for a number of Combat Turns equal to your Magic + Initiate Grade. You can only use this metamagic on naturally occurring environmental conditions, which includes forest fires or torches but not on technological devices like electrical lights, smoke grenades or low alchemy items.

You can use this metamagic a number of times per day equal to your Initiate Grade.

You must resist Drain when you use Nature Control. The Drain DV is equal to the absolute value of the worst penalty +1. For example, if you change the visibility from Light Rain (-1 modifier) to Moderate Rain (-3 modifier) then the Drain DV is 4, and if you were to change the wind from Light Winds (-1 modifier) to Light Breeze (no modifier), then the DV is 2.

Necromancy

With this metamagic you gain a +1 dice pool bonus to all Magic Attribute based Skill tests initiated by you to affect the undead. This bonus increases by an additional +1 for every Necromancy Magic Art's metamagic you have learned.

Necromaster

Prerequisite: Necromancy (New)
Including the bonuses gained from the Necromancy metamagic, you now also gain a dice pool bonus to all Magic Attribute based Skill tests initiated by you to affect the undead equal to half, round down, your Initiate Grade.

Necrotic Attunement

Prerequisite: Necromancy (New)
Upon learning Necrotic Attunement you have bolstered your soul against the undead. You gain a dice pool bonus equal to your Initiate Grade – 1 against any mana-based effect originating from the undead, including spells, Powers, and the like.

Peripeteia

Prerequisite: Centering (SR5, 325)
As long as you are able to use Centering, with a Complex Action you can make a Charisma + Magic + Initiate Grade vs Force + Magic + Initiate Grade Opposed Test against the caster of a sustained spell. If your hits equal or exceed the net hits of the sustained spell you take over the spell as if you had cast it. If the spell affected the original caster, then it now affects you and if the spell affected another target other than the original caster you may "move" the spell on to another target of your choice within the limits of the original spell and its Force.

You can use this metamagic a number of times per day (24 hour period) equal to you Initiate Grade

Whether you are successful or not, you must resist Drain as if you had cast the spell at its current Force +1.

Realm Attenuation [Deity's Realm]

Prerequisite: Traveler's Attenuation (New)
With this metamagic, you attune yourself to the magical pressure of a specific Realm, other than your native Realm (see M Back of the Beyond, Magic & the Realms, above). The specific Realm must be either a specific deity's Realm in the God's or Elemental Realms.

If you take this metamagic for five deity's of the God's Realms (not the Elemental Realms), with at least all five of the base Alignments (Chaotic, Evil, Good, Lawful, and Neutral), then you become attuned to the totality of the God's Realms.

Realm Conjuration [Deity's Realm, or Mortal Realm]

Prerequisite: Traveler's Attenuation (New)
When you take this metamagic you must select a specific deity's Realm (in either the God's or Elemental Realms). When you are in that Realm you may bind, banish, and summon spirits normally (though possibly with penalties from the magical pressure, see Magic & the Realms, above). The deity of the Realm may intervene, of course, and summoning "against the nature" of the Realm can have strange effects (like summoning a fire spirit in the Elemental Realm of Water or a guidance spirit in the Realm of the goddess of secrets).

If you take this metamagic for five deity's of the God's Realms (not the Elemental Realms), with at least all five of the base Alignments (Chaotic, Evil, Good, Lawful, and Neutral), then the totality of the God's Realms is open to you for conjuration purposes.

The Realm Conjuration metamagic is required by all creatures who wish to use the skills of the Conjuration Skill Group in Realms they are not native of. So angels, demons, and creatures of chaos must have this metamagic for the Mortal Realm in order to banish, bind, or summon spirits there.

Realm Shielding [Deity's Realm]

Prerequisite: Traveler's Attenuation (New)
Each time you learn this metamagic, you must learn it for a specific deity's Realm (in ether the God's or Elemental Realms). When you are in that Realm, you gain a dice pool bonus equal to half, round down, your Initiate Grade on tests to defend against spells and mana-based powers.

Natives of other Realms may take this metamagic for the Mortal Realm

Seon

Prerequisite: Sensing (SG, 155)
This metamagic allows you to detect either specific astral forms or specific astral signatures, as chosen when you gain this ability. The detection is vague; only a general direction and approximate distance, such as to your left in long range. You can take this metamagic multiple times, each time you choose a specific kind of astral form or astral signature within your Sensing range that you can detect when using your Sensing metamagic. Examples of the specific kinds are; Foci (by type; spell, weapon, etc.), Mana Barriers, Preparations (by category; manipulation, detection, etc.) Spells (by category; illusion, combat, etc.), Spirits (by type; air, beast, fire, etc.), or the astral signatures created by those forms.

For example, if you choose Seon Illusion Spell Forms then with Sensing you could sense a creature using an active invisibility spell but you would not be able to detect Illusion Spell Signatures (you'd have to take the metamagic a second time and choose Illusion Spell Signatures).

Shroud of Undeath

Prerequisite: Veil of Undeath (New)
As per Veil of Undeath but with a Complex Action you are able to shroud a number of additional individuals within LOS as undead equal to your Magic rating.

Superior Nature Control

Prerequisite: Nature Control (New)
You can use Nature Control to change one Environmental Modifier Type by up to two categories or two Types by one category each. If you change one by two, your Drain is still equal to the absolute value of the worst modifier involved +1. If you change two by one, then add the absolute values of the worst modifiers for both together +1 for the DV.

Additionally, the range at which you change the environment is increased to (Magic × 10) meters.

Suppressed Masking

Prerequisite: Masking (SR5, 326)
You make it more difficult to detect your aura amongst the surroundings. For every two full Initiate Grades you have you increase the Astral Perception Terrain threshold to notice your aura by 1. You can suppress your aura this way for a number of Combat Turns, which do not have to be consecutive, equal to your Magic + Initiate Grade and is restored at either sunset or sunrise.

Swift Quickening

Prerequisite: Quickening (SR5, 326)
As per the Quickening metamagic, save that by spending 1 additional Karma you may quicken a sustained spell as a Free Action.

Traveler's Attenuation

With this metamagic you have attenuated your Magic to adjust to the magical pressure of Realms beyond your own (see M Back of the Beyond, Magic & the Realms, above). Each time you take this metamagic, you reduce the magical pressure by 1 for any Realm you travel to, other than the Chaos Realm or the Void.

Traveler's Insight [Skill]

Prerequisite: Traveler's Attenuation (New)
You can take this metamagic a number of times up to your Magic rating. Each time you learn this metamagic you must choose a specific Magic Skill, after which you gain a dice pool bonus to that Skill when you use it in the other Realms equal to the number of times you have taken this metamagic for that Skill. However, the maximum bonus you can receive, regardless of how many times you've taken this metamagic for a specific Skill, is equal to the magical pressure of the Realm you are on.

You must have the Realm Summoning metamagic for the Realm you are in to take advantage of this metamagic if you chose Banishing, Binding, or Summoing as the related skill.

Veil of Undeath

With a Free Action you disguise your body and soul as one of the undead for a number of minutes equal to your Initiate Grade. You make a Charisma + Magic + Initiate Grade (2) Test with the net hits above threshold becoming the threshold for undead to see through your veil with a Willpower + Logic Test. Non-sapient undead have a -2 dice pool penalty to their test.

Wild Shielding

Prerequisite: Shielding (SR5, 236)
You are able to use Counterspelling spell defense pool dice to protect yourself and others from mana based critter Powers. You do not gain a separate spell defense pool and this cannot be used for any other Counterspelling actions, such as dispelling.

Metamagic Expansions & Clarifications

Masking

When you are using Masking and being Assensed/Astrally-Read, the roll is Opposed as normal (Assensing + Intuition vs Magic + your Initiate Grade). If your opponent gets any net hits they see both your masked aura and your true aura (as if normally astral perceiving with 0 hits on an Assensing Test). Once your opponent sees through your masking, they may make another Assensing test to read your aura as normal. If you change your mask or more than a few days go by then your opponent will have to "pierce" your mask again.

Sensing

Uses Assensing to make a non-perceiving/projecting Observe in Detail. Sensing is subject to Range Environmental Modifiers. The ranges in meters are as follows, with "(Magic + Initiation Grade)" being shorthanded to "MI".

Short: 0 – MI × 2.
Medium: MI × 2 – MI × 4
Long: MI × 4 – MI × 6
Extreme: MI × 6 – MI × 8

Metamagics Lists

The list of metamagics:

Metamagic Alphabetical List

Absorption (SG, 151, Prereq: Shielding)
Adaptare (New, Prereq: Cleansing)
Adept Centering (SR5, 325, adepts only)
Advanced Alchemy (SG, 153, Prereq: Fixation)
Advanced Flexible Foci (New, Prereq: Flexible Foci)
Anagnorisis (New, Prereq: Catharsis)
Anchoring (SG, 152, Prereq: Quickening)
Apex Predator (SG, 157)
Astral Bluff* (SG, 150, Prereq: Flexible Signature)
Beast Master (New)
Branding Master (New, Prereq: Harnessing Master)
Cannibalize (SG, 90, Blood magic, adepts only)
Catharsis (New)
Centering (SR5, 325)
Channeling (SG, 148)
Chaos Attenuation (New, Prereq: Traveler's Attenuation)
Chaotic Weave (New, Prereq: Penetrating Spell)
Cleansing (SG, 155)
Commanding Predator (New, Prereq: Apex Predator)
Corruption (SG, 87, Toxic magic)
Danger Sense (SG, 147)
Dark Necromancy (New, Prereq: Necromancy)
Domain of the Spiritual (SG, 158)
Domain of the Warrior (SG, 159)
Efficient Ritual (SG, 153)
Empowered Manifestation (New)
Empowered Summoning (New)
Exalted Channeling (New, Prereq: Channeling)
Exalted Companion (New, Prereq: Beast Master)
Exalted Summoning (New, Prereq: Empowered Summoning)
Exorcism (SG, 148)
Extended Masking (SG, 149, Prereq: Masking)
Fae-Touched (SG, 158)
Fixation (SR5, 325)
Flexible Foci (New)
Flexible Signature (SR5, 325)
Flux (SG, 150, Prereq: Flexible Signature)
Fortified Presence (New, Prereq: Presence)
Greater Calling (New, Prereq: Beast Master)
Greater Ritual (SG, 153)
Harness Slot (New)
Harnessing Master (New)
Inciting Song (New, Prereq: Pied Piper)
Infusion (SG, 156, Prereq: Adept Centering, adepts only)
Light Necromancy (New, Prereq: Necromancy)
Mana Frugal (New)
Masking (SR5, 326)
Master Summoner (New)
Mounted Centering (New, Prereq: Harnessing Master)
Nature Control (New)
Necromancy (New)
Necromaster (New, Prereq: Necromancy)
Necrotic Attunement (New, Prereq: Necromancy)
Penetrating Spell (SG, 153)
Peripeteia (New, Prereq: Centering)
Pied Piper* (SG, 156)
Power Bleed (SG, 90, Blood magic, adepts only)
Power Point (SR5, 326, adepts only)
Presence (SG, 159)
Psychometry (SG, 145)
Qi Sculpt (SG, 156, Prereq: Adept Centering, adepts only)
Quickening (SR5, 326)
Realm Attenuation (New, Prereq: Traveler's Attenuation)
Realm Conjuration (New, Prereq: Traveler's Attenuation)
Realm Shielding (New, Prereq: Traveler's Attenuation)
Reflection (SG, 151, Prereq: Shielding)
Sacrifice (SG, 90, Blood magic)
Sensing (SG, 155)
Seon (New, Prereq: Sensing)
Shielding (SR5, 326)
Shroud of Undeath (New, Prereq: Veil of Undeath)
Spell Shaping (SR5, 326)
Stillness of the Void (SG, 158)
Superior Nature Control (New, Prereq: Nature Control)
Supernatural Prowess (SG, 156, adepts only)
Suppressed Masking (New, Prereq: Masking)
Swift Quickening (New, Prereq: Quickening)
Sympathetic Linking (SG, 145)
Taint (SG, 87, Toxic magic)
Totem Form (Animal) (SG, 157, Prereq: Ritual: Attune [Animal])
Traveler's Attenuation (New)
Traveler's Insight (New, Prereq: Traveler's Attenuation)
Veil of Undeath (New)
Wild Shielding (New, Prereq: Shielding)

* This metamagic is listed as a "Technique" in *Street Grimoire*, though no clarification as to what a Technique means (should be in sidebar of SG, 139), or if it costs any Karma to learn. Additionally, in some cases the text uses the term "metamagic" to describe it, so it is considered a metamagic for this setting.

Core Rules/*Street Grimoire* Metamagics by Magic Arts

Magic Arts/Way Governing the Metamagic
Metamagic (Source, Page, Notes)
    Metamagic with prerequisite of the above (Source, Page, Notes)

Advanced Alchemy Arts
Fixation (SR5, 325)
    Advanced Alchemy (SG, 153)

Advanced Ritual Spellcasting Arts
Efficient Ritual (SG, 153)
Greater Ritual (SG, 153)

Advanced Spellcasting
Penetrating Spell (SG, 153)
Spell Shaping (SR5, 326)

Apotropaic Arts
Shielding (SR5, 326)
    Absorption (SG, 151)
    Reflection (SG, 151)

Artist's Way
Pied Piper* (SG, 156)

Athlete's Way
Supernatural Prowess (SG, 156, adepts only)

Beast's Way
Apex Predator (SG, 157)
Totem Form (Animal) (SG, 157, prereq: Ritual: Attune [Animal])

Blood Arts
Sacrifice (SG, 90, Blood magic)
Cannibalize (SG, 90, Blood magic, adepts only)
    Power Bleed (SG, 90, Blood magic, adepts only)

Centering Arts
Centering (SR5, 325)

Channeling Arts
Channeling (SG, 148)

Cleansing Arts
Cleansing (SG, 155)

Divination Arts
Danger Sense (SG, 147)

Exorcism Arts
Exorcism (SG, 148)

Flexible Signature Arts
Flexible Signature (SR5, 325)
    Astral Bluff* (SG, 150)
    Flux (SG, 150)

Invisible Way
Stillness of the Void (SG, 158)

Masking Arts
Masking (SR5, 326)
    Extended Masking (SG, 149)

Quickening Arts
Quickening (SR5, 326)
    Anchoring (SG, 152)

Psychometry Arts
Sympathetic Linking (SG, 145)
    Psychometry (SG, 145)

Sensing Arts
Sensing (SG, 155)

Speaker's Way
Fae-Touched (SG, 158)
Presence (SG, 159)

Spiritual Way
Domain of the Spiritual (SG, 158)
Exorcism (SG, 148)
Psychometry (SG, 145)

Twisted Arts
Corruption (SG, 87, Toxic magic)
Taint (SG, 87, Toxic magic)

Undecided Way
Adept Centering (SR5, 325, adepts only)
    Infusion (SG, 156, adepts only)
    Qi Sculpt (SG, 156, adepts only)
Efficient Ritual (SG, 153)
Flexible Signature (SR5, 325)
    Flux (SG, 150)
Masking (SR5, 326)
    Extended Masking** (SG, 149)
Power Point (SR5, 326, adepts only)

Warrior's Way
Domain of the Warrior (SG, 159)

* This metamagic is listed as a "Technique" in *Street Grimoire*, though no clarification as to what a Technique means (should be in sidebar of SG, 139), or if it costs any Karma to learn. Additionally, in some cases the text uses the term "metamagic" to describe it, so it is considered a metamagic for this setting.
** It is assumed the entry in *Street Grimoire* meant "Extended" and not "Improved" Masking.

Magic Arts (Core Rules/*Street Grimoire* version)

Defensive Arts (SG, 150-152)
    Apotropaic Magic
        Metamagics: Absorption, Reflection, Shielding
        Rituals: Charge Ward, Door Ward
        Special Actions (requires Reflection Metamagic): Deflect Spell, Greater Reflection, Reflect Spell
    Quickening
        Metamagics: Anchoring, Quickening
        Rituals: Trap Ward
High Arts (SG, 143-147)
    Divination
        Metamagics: Danger Sense
        Rituals: Augury and Sortilege
    Geomancy
        Rituals: Aspect Mana Line, Manifest Sha, Ley Sight, Recharge Reagents
    Necromancy
        Enchanting: Hand of Glory, Mortis Optigram
        Rituals: Blood Sight, Death Mark, Grave Binding
    Psychometry
        Enchanting: Mystic Restraints, Symbolic Link
        Metamagics: Psychometry, Sympathetic Linking
Physical Arts (SG 156-159)
    Artist's Way
        Enchantments: Skin Artist
        Technique (?): Pied Piper
    Athlete's Way
        Enchantments: Air Walking
        Metamagic: Supernatural Prowess
    Beast's Way
        Enhancements: Claws
        Metamagics: Apex Predator, Totem Form (Animal)
    Burnout Way
        Enhancements: Hot Qi
    Invisible Way
        Enhancements: Shadow Touch
        Metamagics: Stillness in the Void
    Magician's Way
        Enhancements: Digital Celerity, Master of the Nine Chakras
    Spiritual Way
        Metamagics: Domain of the Spiritual, Exorcism,

Psychometry
- Speaker's Way
  - Enhancements: Silver-Tongued Devil
  - Metamagics: Fae-Touched, Presence
- Undecided Way
  - Metamagics: Adept Centering, Efficient Ritual, Flexible Signature, Flux, Infusion, Improved Masking, Masking, Qi Sculpt, Power Point
  - Rituals: Attune (Animal), Attune (Item), Empower, Imbue
- Warrior's Way
  - Enhancements: Barrage, Master of Taijiquan
  - Metamagics: Domain of the Warrior

Spiritual Arts (SG, 147-149)
- Exorcism
  - Enchanting: Shofar
  - Metamagics: Exorcism
- Invocation
  - Enchanting: Govi
  - Rituals: Ally Conjuration, Summon Great Form Spirit
- Channeling
  - Enchanting: Inanimate Vessel Preparation
  - Metamagics: Channeling
  - Rituals: Living Vessel Preparation

Thaumaturgical Arts (SG, 152-155)
- Advanced Alchemy
  - Metamagics: Advanced Alchemy, Fixation
  - Rituals: Dispersion
- Advanced Ritual Spellcasting
  - Metamagics: Efficient Ritual, Greater Ritual
  - Rituals: Imbue
- Advanced Spellcasting
  - Metamagics: Penetration Spell, Spell Shaping
- Centering
  - Metamgics: Centering
  - Rituals: Light of Dharma
- Cleansing
  - Metamagics: Cleansing
  - Rituals: Circle of Cleansing, Smudging
- Ssensing
  - Enchanting: Astral Powder
  - Metamagics: Sensing
  - Rituals: Far Sensing, Kything

Unseen Arts (SG, 149-150)
- Flexible Signature
  - Metamagics: Flexible Signature, Flux
  - Rituals: Astral Doppelganger
  - Techniques (?metamagic): Astral Bluff
- Masking
  - Enchanting: Paper Lotus
  - Metamagics: Extended Masking, Masking
  - Rituals: Masking War, Obfuscating Ward

VI. Qualities

On the third day there was a lull in the siege as the orcs retreated from the heat. As the sun set we heard the din of their preparations but those that renewed the battle were faster, almost feral, in their efforts to climb the walls of Fengnaul. We later learned that they were some of General Narumbukurl's elite forces.

~Aslairi Verlendif

True Account of the 'Ikrektaungko War' from 1343 EF to 1362 EF (1391 EF)

The maximum amount of Karma that you can spend on Positive Qualities is 60 and gain from Negative Qualities is 30 at character creation.

A. Modified Positive Qualities

Low-Light Vision (RF, 116)

Cost: 15 Karma (canon, 4 Karma)

In order to adjust for various critter optional power choices (to make those choices equivalent in their Karma costs), and to build a stronger wall against every human character having gained low-light vision through this or that back story, the cost for this quality has been adjusted from 4 Karma to 15 Karma. If you want your eyes to stand out (cat-like slits, goat-like eyes, glowing violet, etc.) then take the Distinctive Style Negative Quality.

Mentor Spirit (SR5, 76)

Cost: 5 Karma

This and the new Patron Deity Positive Quality (see below) are the same. This quality creates a Mark on your Pattern (see chapter V Magic, M Back of the Beyond, The Ethereal).

Thermographic Vision (RF, 118)

Cost 15 Karma (canon, 3 Karma)

In order to adjust for various critter optional power choices (to make those choices equivalent in their Karma costs), and to build a stronger wall against every human character having gained thermographic vision through this or that back story, the cost for this quality has been adjusted from 4 Karma to 15 Karma. If you want your eyes to stand out (cat-like slits, goat-like eyes, glowing violet, etc.) then take the Distinctive Style Negative Quality.

B. Modified Negative Qualities

Allergy (SR5, 78)

Bonus: 5 to 33 Karma

The substances and conditions listed in the core rulebook need to be reevaluated in a fantasy setting context; Silver and gold are now common, grass, like sunlight, bees, pollen, and wheat, is nearly ubiquitous, and the only way you'll find antibiotics is by accidentally face-planting into a moldy cantaloupe. Many cultures subsist in some part on fish, but only those living within a day's ride of the coast will have seafood. Pollution is only found near active volcanos, toxic geysers, forest fires, large and crowded metropolises, ore smelters, tobacco smokers, sticking your face into campfire smoke, and the like. But that pollution is relatively low level compared to the carbon monoxide, methane, and acid rain producing environments of semi-dystopian near-modern noir settings. And Wi-Fi, what the fuck is Wi-Fi…probably some demon from the depths of hell or something that will kill you with its tentacles before you have to deal with your allergy to it.

Essentially it is up to the GM as to what counts as Uncommon or Common and the new category, Ubiquitous, is included here. In parenthesis after each example is either a (c) for allergies that arise through contact with the substance/condition or (p) for allergies from being within proximity of the substance/condition (which technically is contact through airborne particulates and what not but they're usually invisible or only detectable once your allergies kick in). Below are examples of northwestern medieval Europe allergy categories.

Uncommon (2 Karma): shellfish (c), pollution (p), exotic fruits or nuts (c), silk (c)

Common (7 Karma): silver (c), gold (c), sunlight (c), pollen (p), leather (c)

Ubiquitous (15 Karma): The substance or condition is effectively always affecting you. Examples: grass (p), wool (c), wood (c)

Neoteny (R8[illegible], [illegible]1)

Bonus: 6 Karma

When this Quality is a part of a species inherent Qualities or a critter's Powers & Qualities, unless otherwise stated, it is only used to determine their default Physical Condition Monitor boxes. Individual adults of the species are still fully developed for their species.

Prejudice (SR5, 82)

Bonus: 3 to 10 Karma

For prejudices against the other sentient species, all characters are considered to have Prejudice (biased) against them. You are free to role play towards or away from these prejudices. If you chose to purchase the Prejudice Negative Quality for one or more of those species, then the degree of prejudice is shifted up a degree; 0 Karma for Outspoken, 2 Karma for Radical, and 5 Karma for Violent which requires you to succeed on a Willpower + Charisma [3] Test in order to not outright attack members of your chosen prejudice (though you can choose lethal or non-lethal means to attack if you fail).

C. New Positive Qualities

Ambassador

Cost: 7 Karma

You are, or recently were, an abroad representative of your government, house, or guild. As a political liaison, emissary, or courtesan you dealt with a foreign power and learned how to navigate that culture's political seas. This quality gives you a +1 dice pool modifier for relevant Social Tests such as Negotiation and Con with one socio-cultural group. This must include social class. Example choices can be Western Marches Nobility, Zanhem Commoners, Jozan Experts, etc.

Animal Ally

Cost: 5 or 15 Karma

You have a familiar or animal companion that serves you, aids in the magical studies of your tradition, hunts with you, or simply watches out for you. Familiars, regardless of the creature type, provide several benefits.

At the 5 Karma level, a familiar is a small creature of the GM's approval that is typically along the lines of a cat, dog, raven, rat, or some tiny magical creature. They grant their masters a +1 dice pool modifier to Surprise Tests, Perception Tests, and Arcana Tests when the familiar is present (within 1 meter of its master). These Familiars have attributes as the natural animal except they have a Logic of 4, Magic of 6, Astral Perception power (Assensing Skill = to Intuition), Sapience power, and the Sense Link power (pg. 198 Street Grimoire).

At the 15 Karma level, a Familiar can be a larger animal such as a wolf, leopard, bear, etc. (at the GM's approval). They have all the abilities and powers granted to a familiar at the 5 Karma level in addition to increasing their Unarmed Combat skill by 2.

Animal allies generally serve their masters, but there are exceptions and a relationship between master and familiar may sour if it is ill-treated or abused. Certain magical traditions may change the base familiar rules as listed in the tradition.

If the animal ally is killed, it takes 1 month to find a suitable replacement and the Karma cost must be paid again.

Aware

Cost: 7 Karma per rating, max 3

Whether through years of martial training or just living in constant danger, you have become more in tune with the threats lurking around every corner. This quality imparts a level of preternatural awareness in your surroundings. For each level of Awareness that you take, you gain +1 die to Surprise Tests.

Epic

Cost: 30 Karma

Prerequisites: Hero and Legendary Positive Qualities, earned 1,500 Karma in game.

Your deeds have gained the attention of the gods as you may soon join their ranks, though as a minor heroic deity. In addition to the gains from the Hero and Legendary Positive Qualities, you gain a +2 dice to all Social Tests, as well as being able to use Epic Edge Effects (see chapter IV Attributes, B Edge), access to Qualities with the Epic prerequisites, gaining Improved Banishing Resistance power when traveling to other Realms, and take advantage of Epic items.

This Quality also increases your maximum Skill Rating from the Legendary 20 (or 21 with the Aptitude Positive Quality) to 36 (or 37 with Aptitude), increases your natural maximum for all Attributes by a total of +9 (including the combined +5 from the Hero and Legendary Positive Qualities) and your augmented maximum to +10 instead of the normal +4 (or +6 with the Legendary Quality). Note that the Karma cost listed is doubled like normal Qualities when purchased after character creation, so unless your GM is starting you out at Epic status, it will cost you 60 Karma.

Fast Reflexes

Cost: 12 Karma per rating, max 3

You are faster than normal when it counts. You gain +1D6 Initiative Dice per rating (though during character creation you are only allowed to take this Quality at rating 1), which is not cumulative with any other Initiative increases, including other Qualities. If another ability or effect grants you more dice than this Quality, the new effect supersedes the bonus from this Quality until the effect ends or is otherwise removed.

This Quality separates out the +1D6 from Lightning Reflexes (RF, 148). You can gain the +1 to Initiative Rating and +1 dice pool modifier for Defense Tests by spending an additional 4 Karma for each bonus (total 20 Karma, as per Lightning Reflexes).

Favored Enemy

Cost: 12 (uncommon) or 15 (common) Karma + 10 Karma per additional rating (Max 3)

You have studied a certain specific creature type at length. You have gained insight on how it moves, how it thinks, and how best to eliminate it.

At each level you gain a +1 dice pool modifier on any attacks tests against your favored enemy and such attacks gain a +1 Accuracy or Physical limit bonus. You also gain a +1 dice pool penalty to Tracking tests involving your favored enemy. In addition you may choose to take either a +1 dice pool bonus to Con tests vs. your favored enemy or a +1 dice pool bonus to Sneaking tests vs. your favored enemy. At each rating you can choose Con or Sneaking.

You may stack this positive quality up to 3 times per favored enemy, but may only take one favored enemy at level 1 at character creation.

GMs must decide if an enemy is considered common or uncommon based on the campaign.

Hero

Cost: 10 Karma

You stand out among your people, or at least you are on the path to do so. Without this quality you are unable to Burn Edge and regaining spent Edge takes one week per point.

Additionally, this quality increases your natural maximum for attributes by +2 (after character creation) and allows you to increase Skills up to rating 12 (or 13 with the Aptitude Quality), instead of the non-heroic limit of 8 (9 with Aptitude). You still have to raise your individual Attributes and Skills with Karma, but you can raise them higher than most mortals.

Heroic Attribute

Cost: 20 Karma

Above 'merely' exceptional, the true hero stands far above the rest! With this quality you can increase the maximum natural rating of one of the standard eight Attributes by +1, even if it has already been increased with the Exceptional Attribute Quality. You must still spend Karma to raise the Attribute as normal. You cannot use Heroic Attribute on the Special Attributes such as Magic or Edge. You can take this quality multiple times, each time it applies to a new Attribute. Heroic Attribute can only be applied to a specific Attribute once. Feel free to describe the nature of this quality as either natural or supernatural/magical.

Improved Magic Resistance

Cost: 12 Karma per rating, max 4

Like Magic Resistance Quality (SR5 pg 76), for each rating of Improved Magic Resistance you receive an additional die for Spell Resistance Tests. Unlike Magic Resistance, Improved Magic Resistance can be lowered or raised as a free action, allowing you to take advantage of beneficial spells. You cannot take Improved Magic Resistance and Magic Resistance.

Increased Run, Sprint or Walk

Cost: 2 Karma each

Your multiplier for running or walking is increased by 1 or your bonus meters on Sprinting Tests is increased by 1. If your species has one or more of these Qualities you can take the quality Celerity (RF 113) instead and reduce its cost by the cost of the Increased Run, Sprint, or Walk Quality of your species. These qualities cannot be combined with Celerity.

If you have multiple forms of movement (land based and flight, for example) the Quality only applies to one form of movement that you chose, but you can take this Quality multiple times and apply it to both forms of movement.

Many creatures have multiple levels of these Qualities, each one increases the listed form of movement by the same amount. Starting characters are limited to only taking one level per movement rate per form of movement.

Knowledgeable

Cost: 8 Karma

You were better at retaining the things you learned when you were growing up. Your starting bonus points for Knowledge and Language skills are multiplied by 3 instead of 2. You may only take this Quality at character creation.

Legendary

Cost: 15 Karma

Prerequisites: Hero Positive Quality, earned 700 Karma in game.

You have achieved more in a short time than most families have over generations. You gain a +2 to your Social Limit, as well as being able to use Legendary Edge Effects (see chapter IV Attributes B Edge), having access to Qualities with the Legendary prerequisites, gaining Summoning Resistance power when traveling to other Realms, and take advantage of Legendary items.

This Quality also increases your maximum Skill Rating from 12 (or 13 with the Aptitude Positive Quality) to 20 (or 21 with Aptitude), increases your natural maximum for all Attributes by +5 (including the +2 from the Hero Positive Quality) and your augmented maximum to +6 instead of +4. Note that the Karma cost listed is doubled like normal Qualities when purchased after character creation, so unless your GM is starting you out at Legendary status, it will cost you 30 Karma.

Liber Magus

Cost: 30 Karma

Prerequisites: Ordeal Born, Initiate Grade 1+

Not available to characters during character creation, and for campaigns that restrict mixing Power Points and other schools, the Liber Magus Quality represents a pinnacle of magical attainment and is as much a metamagic as it is a Positive Quality. The Liber Magus has learned the secrets behind the walls that separate the magical schools and can bypass them as she desires. The Liber Magus can now learn any and all magic schools including Power Points and Astral Projection. She must still pay the Karma costs for all new schools as normal.

Natural Armor

Cost: 3 to 9 Karma, +4 max, or (Body ± X) × 3, see below

Whether due to a thick hide, heavy fur, or scales, you gain natural armor for each point taken. The first point costs 3 Karma, each additional point costs another 2 Karma.

Some creatures have natural armor that is inherently tied to its Body Attribute. If their Body Attribute changes, whether temporarily or permanently, the Armor Rating is affect as well. The cost at character creation (if allowed by the GM, as none of the listed mortal races naturally have access to this form of natural armor) is your species' average Body, plus or minus some modifier, times 3. If you later increase your Body, the Armor Rating increases as well at no additional cost.

For hardened natural armor, the Karma cost is three times as much, but it isn't available to starting characters.

Natural Weapon

Cost: 1 to 46 Karma, see below

You have a natural attack that deals physical damage, often a bite, claws, or horns based on your species. These attacks all use Unarmed Combat skill. The base 2 Karma version gives you a natural attack with the following stats: (STR)P, Reach -, AP –.

Strength Increases: You can increase the base DV by spending more Karma. STR+1 costs 1 additional Karma. STR+2 costs 2 additional Karma. STR+3 costs 4 additional Karma. STR +4 costs 8 additional Karma.

Reach: You can decrease or increase the reach of the natural weapon, based on your species natural reach, for the following Karma cost modifiers: -1 reach for -1 Karma, +0 reach for free, +1 reach for 2 Karma, and +2 reach for 6 Karma.

AP bonus: You can gain AP to your natural weapon. An AP -1 costs 1 Karma, AP -2 costs 3 Karma, and -3 AP costs 7 Karma.

If your species does not have an innate natural weapon the Karma costs are doubled (quadrupled after character creation). If you species does have an innate natural weapon you can increase its base DV, Reach, and AP by one each, and only one each, and paying the Karma cost difference between the normal species' rating and the new rating.

Naturally Insulated

Cost: 3 Karma per level

Whether due to a thick coat of fur, excessive natural blubber, or some other trait, you are better suited for cold environments than most.

Each level of Naturally Insulated gives you a +3 dice pool bonus to Survival Tests in cold environments (see chapter VII Skills, E Using Skills: Additions, Survival).

Ordeal Born

Cost: 15 Karma

Whether on your own or with the help of a magical group you have gone through the Ordeal. You may now choose a Magic Tradition other than Unaspected (see chapter E Magic, 4 Traditions) as well as learn magical colleges and schools.

If you take this quality after character creation, your character must succeed on a Composure (4) Test (If you have the Patron Deity Positive Quality then you gain a +4 dice pool bonus to your Composure Test). If you succeed you only pay 20 Karma (instead of double) to gain the quality. If you fail, you must pay 30 Karma and you gain a point of Madness (See chapter IV Attributes, D Madness, above), and you gain the Ordeal-Scarred Negative Quality (see below) at a level equal to the difference between the threshold of the Composure Test (it was 4, in case you forgot). If you glitched on your Composure Test then you increase the Ordeal-Scarred level by one and gain 2 points of madness. If you critical glitched then you have the Ordeal-Scarred quality at level V: Horrific and gain 3 points of madness. There is a ritual called Impel Ordeal (see chapter V Magic, I Rituals) to help guide one through the Ordeal.

This quality creates a Mark on your Pattern (see chapter V Magic, M Back of the Beyond, The Ethereal).

Patron Deity

Cost: 5 Karma

You have a patron deity (see chapter V Magic). Similar to the mentor spirit quality, this patron deity will greatly influence the characters magical training and outlook on life.

This quality gives you +4 bonus dice on your Composure Test for when you go through the Ordeal.

This quality creates a Mark on your Pattern (see chapter V Magic, M Back of the Beyond, The Ethereal).

Quite the Professional

Cost: 5 or 10 Karma

You are good at your day job. With the 5 Karma version you gain a +1 dice pool modifier to your Vocational Upbringing Skill Tests when earning coin and increase the base silver per day from 1.5 to 2. With the 10 Karma version you gain a +3 dice pool modifier and the silver per day base is increased from 1.5 to 3 sp.

Sturdy

Cost: 5 Karma

You are a mule of your kind, capable to carrying heavier loads than most…unless you're a dwarf in which case you're just like all the other dwarves…just more sturdy…more sturdier.

With this quality you gain +5 kg to your base carrying weight modifier (typically increased to × 15 kg from × 10 kg).

Uncanny Dodge

Cost: 10 or 20 Karma

At the 10 Karma level, when defending against Ranged Attacks, you may use the Dodge Interrupt action as well as the Pre-Emptive Dodge Free Action. At the 20 Karma level, in addition to the 10 Karma level benefits, when subject to an Area Indirect Combat Spell or within the blast radius of a bomb, you may make a Gymnastics + Agility Test as an Interrupt Action (-5 to Initiative) and add your hits as a dice pool bonus to your Damage Resist Test against the damage of the spell or bomb. You only gain the benefits of this quality if the total non-magical, non-natural, Armor rating of the armor that you are wearing is equal to or less than your Body + Strength. You cannot use Dodge or Pre-Emptive Dodge against modern firearms (including lasers or laser-like effects), only against bows, crossbows, thrown weapons, indirect combat spells, and black powder guns.

Vastly Knowledgeable

Cost: 30 Karma

Requirement: Knowledgeable Positive Quality

You are a scholar with a near photographic memory for everything you experience, including what you read. Your starting bonus points for Knowledge and Language skills are multiplied by 5 instead of 2 (or 3 with just the Knowledgeable Positive Quality). You may only take this Quality at character creation.

D. New Negative Qualities

Aged

Bonus: 5 to 30 Karma

Aged allows you to start the game at a younger or older age than adult. Create your character as an adult and then apply the modifiers based on your starting age (which are cumulative). You will need to keep track of your Adult Attributes and Skill ratings if you start younger than Adult as those scores are what you will inevitably grow in to.

Child (10 Karma): You start play as a child. After spending Karma and applying Species bonuses to Attributes, you suffer a -2 to all your Adult Attributes, minimum ratings of 1. You must also divide all your Adult Skill ratings by 3 (round down), and if the result is 0 then you haven't effectively learned those skills. Additionally, while you can gain Karma you may not spend Karma until you reach Puberty. If you live to see Puberty, you then add 1 to all your Attributes so long as it doesn't exceed your Adult Attribute Ratings and you apply the Puberty modifier to your Adult Skills (divide by 2, round down) rather than dividing by 3. You may also then spend any Karma you gain during Childhood, but if you increase Attributes or Skills then you must increase the Adult ratings…which you don't get to take advantage of until you reach adulthood.

Puberty (5 Karma): You start play as a post-puberty young adult. After spending Karma and applying Species bonuses to Attributes, you suffer a -1 to all your Adult Attributes, minimum ratings of 1. You must also divide all your Adult Skill ratings by 2 (round down), and if the result is 0 then you haven't effectively learned those skills. Additionally, while you can gain Karma you may not spend Karma until you reach Adulthood. If you live to see Adulthood, you then now use your Adult Attributes and Skill ratings, and you may spend Karma normally.

Middle Aged (15 Karma): After spending starting Karma and applying Species bonuses to Attributes, choose one Physical Attribute. This Attribute, and its Natural Maximum are permanently reduced by 1. On the bright side, you gain 12 Karma that can be used to increase Social, Technical, and Knowledge Skills.

Old (25 Karma): In addition to the effects of Middle Aged, you also now apply a -1 to each Physical Attribute and their Natural Maximums (total of -2 to the Physical Attribute you choose for Middle Aged). You also reduce the current and maximum skill ratings for all Combat and Active skills by 1. On the bright side, you gain +1 to either your Logic or Intuition, up to your Natural Maximum, and you gain an additional 14 Karma that can be used to increase Social, Technical, and Knowledge Skills.

Venerable (30 Karma): In addition to the effects of Middle Aged and Old Age, you also now apply an additional -1 to each Physical Attribute and their Natural Maximums (total of -3 to the Physical Attribute you choose for Middle Aged and -2 to the others). You also reduce the current and maximum skill ratings for all Combat and Active skills by 1 (total of 2 from Old Aged). On the bright side, you gain +1 to either your Logic or Intuition (which ever you did not choose for Old Age), up to your Natural Maximum, and you gain an additional 16 Karma that can be used to increase Social, Technical, and Knowledge Skills.

For the Child and Puberty versions of this Quality you cannot then decide that a day after character creation is your character's birthday that would push them out of the Quality's age category. Depending on the speed at which the GM plans to progress the campaign, you should have to wait at least six months to a year, in-game, before you reach the change in age category.

For the Middle Aged, Old, and Venerable versions you should be at least a year into that age category and no closer than a year from the next. Additionally, if the Attribute adjustments of this Quality reduces any Attribute to 0 then you're playing as a "dead man," so either spend Karma to increase your base Attribute ratings so they don't get reduced to 0 or have the GM randomly determine the date, within about six months of the start of the campaign or when your character enters play, at which point the Attribute will drop from 1 to 0 (and thus you die of natural causes). If the Attribute adjustments reduce any Attribute to less than 0 then you must spend Karma to increase the base Attribute or don't take this Quality at that age category.

Decreased Run, Sprint, or Walk

Bonus: 2 Karma each

Your multiplier for running or walking is decreased by 1 or your bonus meters on Sprinting Tests is decreased by 1 (minimum of ×1 for walking and running, and +0 for sprinting/can't use the Sprint Action). If your species has one or more of these Qualities and you want to take the quality Celerity (RF 113), you must buy off (at post Character Creation costs) the Decreased Run, Sprint, and/or Walk Negative Qualities first.

If you have multiple forms of movement (land based and flight, for example) the Quality only applies to one form of movement that you chose, but you can take this Quality multiple times and apply it to both forms of movement.

Many creatures have multiple levels of these Qualities, each one decreases the listed form of movement by the same amount. Starting characters are limited to only taking one level per movement rate per form of movement.

Disadvantage

Bonus: 7 Karma

You may take a Mentor Spirit/Patron Deity's listed disadvantage as a Negative Quality. You do not gain any of the Mentor Spirit/Patron Deity Positive Quality's advantages and if you already have that Quality, you may not select the same disadvantage. Additionally, the selected disadvantage must be able to adversely affect you; e.g. you can't take the Photophobic disadvantage if you never really need, or can, perform actions that require Magic related tests.

Hobbled

Bonus: 16 Karma

You are incapable of running or sprinting. You do not have a run multiplier and no sprint modifier. Additionally, your final calculated walk speed is reduced by 1 meter.

Lifestyle cost +X%

Bonus: 1 Karma per 10%

Your daily food requirements and general sleeping and comfort needs requires you to spend more than normal on your Lifestyle. The increase is only applied to your monthly Lifestyle cost. Costs for equipment, weapons, and armor has cost changes based on your species and the culture you are in.

Ordeal-Scarred

Bonus: 7 to 30 Karma

You may only take this quality once, and if you do you must do so at the same time that you take the Ordeal Born quality; they happen together if you take both (though there are other things in the world that can force this quality on you more than once). The table below lists the effects of the ordeal scarring. This quality is very difficult to buy off and the normal in-game hoops you have to jump through to buy off a Negative quality should be doubled at the very least, in addition to spending the standard double the quality's Karma.

Ordeal-Scarred is either mental or physical. Both are equally difficult to hide from others as regardless of how the quality specifically affects you. You can try to hide your scarring from others with either a Con + Charisma (Ordeal-Scarred Level) or through sheer determination which requires a Body or Willpower (Ordeal-Scarred Level) Test, for physical or mental Ordeal-Scarred respectively (you are literally forcing your scarred self to change through the power of your physique or force of will). If you succeed on ether then your scarring will not be immediately noticeable and any net hits from that test becomes the threshold for those actively looking for something wrong or amiss with you. If they are actively looking for signs of scarring they gain a +2 bonus to their dice pool. If they are Assensing you then on 2 hits they know you are scarred. On 3 hits they know whether you are physically or mentally scarred. On 4 hits they know how the scarring affects you (which skill or attribute(s) are affected). Masking and other magics can hide the scarring from assensing.

Mental qualities reveal themselves through strange tics, twitches, repeated phrases, or the like along with an air of unease about you at the minor and moderate levels. At the severe through extreme levels supernatural expressions shadow your minor issues like flames appearing in your eyes when emotional or cold breath on a hot day. At the horrific level, in addition to some of the effects from the lower levels, you are truly difficult to be around as you swing wildly between emotional states from one word to the next, several voices speak your words slightly out of phase when you speak, etc.

At the minor and moderate levels, if your Ordeal-Scarred quality is physical in nature, you may have a slight limp, arthritically inflamed hands, an odd or unnerving resting facial expression, or the like, along with an air of unease about you. At the severe and extreme levels parts of your body should not bend the way they do and never in a way that implies symmetry, in addition to minor and moderate levels. At the horrific level your body has undergone significant changes such as atrophied vestigial limbs, additional blind/non-functioning eyes, oversized but under-functioning limbs, jaws, etc., in addition to the changes from the lower levels.

Table: Ordeal-Scarred

Level	Karma	Description
I: Minor	7	Choose one Active Skill of rating 4 or higher. You suffer a -1 dice pool modifier when using that skill.
II: Moderate	12	Choose one Active Skill of rating 4 or higher. You suffer a -2 dice pool modifier when using that skill.
III: Severe	17	Choose one attribute of rating 3 or higher. It is now treated as one less for everything related to that attribute (skills, limits, tests, maximum attributes, etc.) except for Karma costs for raising it
IV: Extreme	22	Choose one attribute of rating 3 or higher. It is now treated as two less for everything related to that attribute (skills, limits, tests, maximum attributes, etc.) except for Karma costs for raising it
V: Horrific	30	If your Ordeal-Scarred quality is mental or physical then you treat all four of your mental or physical attributes as one less (minimum 1) for everything related to those attributes (skills, limits, tests, maximum attributes, etc.) except for Karma costs for raising them.

Unaware

Bonus: 7 Karma per rating, max 3

You're often caught off guard. For each level of Unaware that you take you suffer a -1 die modifier to Surprise Tests.

E. Qualities List

Below is a list of Qualities from Shadowrun 5th edition Books. Each is listed with the [Karma Cost or Bonus] (Max Rating).

Restricted Qualities: These require DM approval at character creation to purchase. Or, these qualities may contain options that are available and options that are Unavailable.

Unavailable Qualities: These qualities are unavailable due to the lack of applicable technology, or otherwise do not fit the theme of a high fantasy setting.

Shadowrun 5th Edition Core Rulebook

Available Positive Qualities

Ambidextrous [4]
Analytical Mind [5]
Aptitude [14]
Astral Chameleon [10]
Bilingual [5]
Blandness [8]
Catlike [7]
Double-Jointed [6]
Exceptional Attribute [14]
First Impression [11]
Guts [10]
High Pain Tolerance [7 per rating] (Max 3)
Human-Looking [6]
Indomitable [8 per level] (Max 3)
Lucky [12]
Magic Resistance [6 per rating] (Max 4)
Mentor Spirit [5]
Natural Athlete [7]
Photographic Memory [6]
Quick Healer [3]
Resistance to Pathogens/Toxins [4 or 8]
Spirit Affinity [7]
Toughness [9]
Will to Live [3 per rating] (Max 3)

Restricted Positive Qualities

Focused Concentration [4 per rating] (Max 6)
Home Ground [10]
Natural Immunity [4 or 10]

Unavailable Positive Qualities

Codeslinger [10]
Gearhead [11]
Natural Hardening [10]
Combat Paralysis [12]

Available Negative Qualities

Allergy [5 to 25]
Astral Beacon [10]
Bad Luck [12]
Distinctive Style [5]
Elf Poser [6]
Insomnia [10 or 15]
Loss of Confidence [10]
Low Pain Tolerance [9]
Orc Poser [6 Karma]
Spirit Bane [7]
Unsteady Hands [7]
Weak Immune System [10]

Restricted Negative Qualities

Addiction [4 to 25]
Bad Rep [7]
Code of Honor [15]
Dependents [3, 6, or 9]
Incompetent [5]
Prejudiced [3 to 10 Karma]
Social Stress [8]
Uncouth [14]
Uneducated [8]

Unavailable Negative Qualities

Codeblock [10]
Gremlins [4 per level] (4 Max)
Scorched [10]
Sensitive System [12]
Simsense Vertigo [5]
Sinner [5 to 25]

Run & Gun

Unavailable Positive Qualities

Radiation Sponge [5]
Rad-Tolerant [3]
Spacer [3]

Unavailable Negative Qualities

Blighted [Varies]
Earther [3]

Run Faster

Available Positive Qualities

Adrenaline Surge [12]
Animal Empathy [3]
Common Sense [3]
Daredevil [6]
Hawkeye [3]
Inspired [4]
Jack of All Trades, Master of None [2]
Linguist [4]
Night Vision [2]
Outdoorsman [3]
Perceptive [5 to 10]
Perfect Time [5]
Poor Link [8]
School of Hard Knocks [4]
Sense of Direction [3]
Speed Reading [2]
Spirit Whisperer [8]
Tough As Nails [5 to 20]
Trustworthy [15]
Water Sprite [7]
Witness My Hate (Magicians Only) [7]

Restricted Positive Qualities

Black Market Pipeline [10]
City Slicker [7]
College Education [4]

Disgraced [2]
Fame [4 to 16]
Lightning Reflexes [20]
Made Man [5]
Privileged Family Name [7]
Rank [5 to 30] (pg. 86)
Restricted Gear [10 per Item]
Sensei [5]
Solid/Legendary Rep [2 to 4]
Technical School Education [4]

Unavailable Positive Qualities

Born Rich [5]
Digital Doppelganger [7]
Erased [8]
Overclocker [5]
Spike Resistance [10 per rating] (Max 3)
Steely Eyed Wheelman [2]
Trust Fund [5, 10, 15, or 20]
Vehicle Empathy [7]

Available Negative Qualities

Asthma [8]
Creature of Comfort [10, 17, or 25]
Did You Just Call Me Dumb? [3]
Dimmer Bulb [5 per level] (Max 3)
Hobo with A Shotgun [10]
Infirm [5 to 25]
Night Blindness [6]
Oblivious [6 or 10]
Paranoia [7]
Signature [10]

Restricted Negative Qualities

Albinism [4 or 8]
Amnesia [4 or 8]
Bi-Polar [7]
Big Regret [5]
Blind [15 or 5]
Borrowed Time [20]
Deaf [15]
Driven [2]
Emotional Attachment [5]
Ex-Con [15]
Flashbacks [7 or 15]
Hung Out to Dry [8]
Illiterate [5]
In Debt [1 to 15]
Liar [7]
Pacifist [10 or 15]
Phobia [5 to 15]
Pie Iesu Domine. Dona Eis Requiem. [2]
Poor Self Control [4 to 12]
Reduced (Sense) [2 to 29]
Vendetta [7]
Wanted [10]

Unavailable Negative Qualities

Computer Illiterate [7]
Day Job [5 or 15]
Incomplete Deprogramming [10]
Paraplegic [10]
Records on File [1 per rating] (Max 10)
Sensory Overload Syndrome [15]

Street Grimoire

Restricted Positive Qualities

The Artisan's Way (Adept) [20]
The Artist's Way (Adept) [20]
The Athlete's Way (Adept) [20]
The Beast's Way (Adept) [20]
The Burnout's Way (Adept) [20]
The Invisible Way (Adept) [20]
The Magician's Way (Adept) [20]
The Speaker's Way (Adept) [20]
The Spiritual Way (Adept) [20]
The Warrior's Way (Adept) [20]

Hard Targets

Available Positive Qualities

Barrens Rat [5]
Elemental Focus [10]
Poisoner [5]
Practice, Practice, Practice [2]
Combat Paralysis [12]

Available Negative Qualities

Faceless [6]
Impassive [7]

Data Trails

All qualities in Data Trails are Unavailable except as noted;

Restricted Negative Qualities

Latest and Greatest [5]
Leeeeeeeroy Jenkins [20]

Chrome Flesh

All qualities in Chrome Flesh are Unavailable except as noted;

Available Positive Qualities

Drug Tolerant [5]
Uncanny Healer [12]
Restricted Positive Qualities
Better to be Loved than Feared [5]
Revels in Murder [8]

Available Negative Qualities

Antipathy [8]
Lightweight [6]

Restricted Negative Qualities

Dry Addict [2 to 13]
Family Curse [5]
Lack of Focus [6]
Poor Self Control (Attention-Seeker, Sadistic) [5 or 8]
Quasimodo [5]
Superhuman Psychosis [2]
Tough and Targeted [10]

Bullets & Bandages

Restricted Positive Qualities

Gifted Healer [2]

Restricted Negative Qualities

Aged [7, 14, or 21]
Illness [5, 10, or 15]
Pregnant [9]

Unavailable Negative Qualities

Harrowed (SR4)

The Assassin's Primer

Restricted Positive Qualities

Assassin's Creed Variants

- Deus Vulti [4]
- My Country, Right or Wrong [4]
- Out for Myself [4]
- Strive for Perfection [12]

Restricted Negative Qualities

Assassin's Creed Variant

- Consummate Professional [3]

VII. Skills

Most think that the best way to learn is to read a book. In my experience, while ancient tomes written by the learned and wise sages of yore is not to be discounted, the best way to learn a trade is do it, practice, get your hands dirty until you've mastered every aspect. Unless it's alchemy, as that is how I lost these fingers.

~Mukakarud Orathk
Paths to Knowledge (3235 EF)

A. Skills Overview

Active Skills must be purchased with starting Karma.

Characters gain bonus starting Knowledge and Language Skills equal to your character's (Intuition rating + Logic rating) × 2 (or × 3 if you're an elf or if you take the Knowledgeable Positive Quality or × 5 with the Vastly Knowledgeable Positive Quality) due to having the Sapience power. These bonus points are spent for a 1-to-1 cost. For example, if your character is a non-elf with a final Intuition of 3 and a Logic of 4, then you would have 14 bonus points for Knowledge and Language Skills which means you could have two Knowledge or Language skills at a rating of 6 and one at rating 2 (6 + 6 + 2 = 14), or seven Knowledge and Language skills at rating 2 (7 × 2 = 14), etc. If you wish to purchase more Knowledge or Language skills, or raise the ones you gained through these bonus points, you must spend Karma as normal (as listed in the table below). You must spend the bonus points first and then raise the skills through Karma.

Every character gains one free Language skill as their milk tongue which has a skill rating of 8 (which is considered Native under standard rules), except for goblins and kobolds. Goblins and Kobolds can choose their milk tongue to be either their species-cultural tongue or their general cultural tongue (typically an Orcish language or Lizardfolk language, respectively) at a rating of 8 and the other language at rating 6. For example, a northern goblin character could choose Abrenza (goblin language) at rating 8 and Togrosh (orcish) at 6 for free or the reverse; Abrenza 6 and Togrosh 8.

By default, you suffer a -4 literacy penalty to read any language for which you have a Language Skill, which means you're barely literate if your Language Skill is rating 4 or less. See E Using Skills: Additions, Languages below for more information on literacy and reducing your literacy penalty.

The highest starting rating you can have in any skill (except your milk tongue language) is 6, unless you take Positive Qualities that allow you to raise it higher. Additionally without the Hero Positive Quality the maximum rating in any Skill that you can have is 8 (9 with the Aptitude Positive Quality), and with the Hero Quality you are maxed out at 12 (13 with Aptitude).

The Standard & Heroic Skills' Karma Cost table lists the Karma cost to buy and raise a skill from 0 to the desired rating (and the cost to raise it from the previous rating in parenthesis).

Legendary & Epic Skills

With the Legendary and Epic Positive Qualities (see chapter VI Qualities) you will be able to raise your skills higher than 12 (or 13 with the Aptitude Positive Quality), but doing so costs more than raising skills lower than 12 (or 13 with Aptitude).

To raise a Legendary skill, which is a skill rating above 12 (or 13 with Aptitude) up to 20 (21 with Aptitude), it costs:

- Three times the next level for Active Skills and takes 3 weeks times the new rating to learn.
- Seven times the next level for Skill Groups and it takes 3 weeks times the new rating to learn.
- Two times the next level for Knowledge and Language Skills and it takes 3 weeks times the new rating to learn.

To raise an Epic skill, which is a skill rating above 20 (or 21 with Aptitude) up to 36 (37 with Aptitude), it costs:

- Five times the next level for Active Skills and takes 5 weeks times the new rating to learn.
- Twelve times the next level for Skill Groups and it takes 5 weeks times the new rating to learn.
- Three times the next Level for Knowledge and Language Skills and it takes 5 weeks times the new rating to learn.

The tables below list the Karma costs to raise Legendary and Epic skills from the previous rating (with the Aptitude adjusted cost in parenthesis).

Table: Standard & Heroic Skills' Karma Costs

	Desired Rating (Cost to raise from previous Rating)												
	Standard								Hero Positive Quality				
Skill	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**(9) 9**	**10**	**11**	**12**	**(13)**
Active	2	6	12	20	30	42	56	72	90	110	132	156	182
	(2)	(4)	(6)	(8)	(10)	(12)	(14)	(16)	(18)	(20)	(22)	(24)	(26)
Group	5	15	30	50	75	105	140	180	225	275	330	390	455
	(5)	(10)	(15)	(20)	(25)	(30)	(35)	(40)	(45)	(50)	(55)	(60)	(65)
Knowledge	1	3	6	10	15	21	28	36	45	55	66	78	91
	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)	(13)
Language	1	3	6	10	15	21	28	36	45	55	66	78	91
	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	(10)	(11)	(12)	(13)

Table: Legendary Skill Karma Costs

	Cost by increasing from previous Rating (with Aptitude)								
Skill	**13**	**14**	**15**	**16**	**17**	**18**	**19**	**20**	**(21)**
Active	39 (26)	42	45	48	51	54	57	60	(63)
Group	91	98	105	112	119	126	133	140	-
Knowledge	26 (13)	28	30	32	34	36	38	40	(42)
Language	26 (13)	28	30	32	34	36	38	40	(42)

Table: Epic Skill Karma Costs

	Cost by increasing from previous Rating (with Aptitude)								
Skill	**21**	**22**	**23**	**24**	**25**	**26**	**27**	**28**	**29**
Active	105 (63)	110	115	120	125	130	135	140	145
Group	252	264	276	288	300	312	324	336	348
Knowledge	63 (42)	66	69	72	75	78	81	84	87
Language	63 (42)	66	69	72	75	78	81	84	87

Table: Epic Skill Karma Costs, Continued

	Cost by increasing from previous Rating (with Aptitude)							
Skill	**30**	**31**	**32**	**33**	**34**	**35**	**36**	**(37)**
Active	150	155	160	165	170	175	180	(185)
Group	360	372	384	396	408	420	432	-
Knowledge	90	93	96	99	102	105	108	(111)
Language	90	93	96	99	102	105	108	(111)

B. Skills List

The following changes have been made to skills:

The Archery skill is broken up into Bows and Crossbows.

Archery is now a Skill Group that includes the Bows, Crossbows, and Throwing Weapons Skills.

The Blades skill is broken up into Axes, Blades (swords, daggers, knives), and Polearms (including spears).

Throwing Weapons skill includes slings and atlatls.

Clockwork Mechanic, Medieval Mechanic, Siege Weapon, and Trapsmith are new Logic-based Technical skills. Clockwork Mechanic covers items that make extensive use of springs, gears, and the like. Medieval Mechanic governs building and fixing wagons, mills, siege weapons, and similar "low-tech" devices. Siege Weapon governs firing siege weapons, from canons to trebuchets. Trapsmith is a skill that bridges the gap between Clockwork Mechanic and Medieval Mechanic Skills with an emphasis on antipersonnel devices and construction.

The Close Combat Skill Group has the following changes: A character must choose between the new skills; Axes, Blades, or Polearms. This choice replaces the original "Blades" skill in the Skill Group (so the Skill Group is Clubs, Unarmed, plus one of those three). If a character wants to change their original choice to a different skill (i.e. replace Axes for Spears in their Close Combat Skill Group), then they must have the new skill at the same rating as the Close Combat Skill Group. Once the ratings are equal the character can "switch out" the skills and raising the Skill Group from that point forward does not affect the older, replaced, skill.

The Performance skill has been split into three separate skills which are all a part of the new Performance Skill Group. These skills (and their common specializations) are Dramatic Performance (acting, impersonation, oratory), Musical Performance (singing, stringed instruments, percussion instruments), and Physical Performance (dancing, pantomime, physical comedy).

The Impersonation skill has been removed and Dramatic Performance replaces it.

The Acting Skill Group has been removed and largely replaced with the new Performance Skill Group and Con is no longer associated with a skill group.

Below is the full skill list (and their typically linked Attributes). Some skills, or skill categories, are not yet available in the AG Fantasy setting due to technological limitations (e.g. a character cannot take Automatics Skill, Computer Skill, or any of the Resonance Skills because the technology has not been discovered yet). Skills with a double-dagger (‡) indicate a new skill or skill group. Striked-through Skills or skill groups have been removed from the system (and if that removed Skill/Skill Group is replaced with another Skill or Skill Group it is denoted by a dagger †).

Active Skills

Combat Skills

Skill	Att.	Skill	Att.
Axes‡	AGI	Exotic Range Weapons	AGI
Blades/Swords	AGI	Longarms	AGI
Bows‡	AGI	Pistols	AGI
Clubs	AGI	Polearms‡	AGI
Crossbows‡	AGI	Throwing Weapons	AGI
Exotic Melee Weapons	AGI	Unarmed Combat	AGI
Combat Active Skills Not Available (yet)			
Automatics	AGI	Heavy Weapons	AGI

Physical Skills

Skill	Att.	Skill	Att.
Disguise	INT	Perception	INT
Diving	BOD	Running	STR
Escape Artist	AGI	Sneaking	AGI
Free-Fall	BOD	Survival	WIL
Gymnastics	AGI	Swimming	STR
Palming	AGI	Tracking	INT

Social Skills

Skill	Att.	Skill	Att.
Con	CHA	Intimidation	CHA
Drama. Performance‡	CHA	Leadership	CHA
Etiquette	CHA	Musical Performance‡	CHA
Impersonation‡	CHA	Negotiation	CHA
Instruction	CHA	Physical Performance‡	CHA

Magical Skills

Skill	Att.	Skill	Att.
Alchemy	MAG	Binding	MAG
Arcana	LOG	Counterspelling	MAG
Artificing	MAG	Disenchanting	MAG
Assensing	INT	Ritual Spellcasting	MAG
Astral Combat	WIL	Spellcasting	MAG
Banishing	MAG	Summoning	MAG

Resonance Skills (not available, yet)

Skill	Att.	Skill	Att.
Compiling	RES	Registering	RES
Decompiling	RES		

Technical Skills

Skill	Att.	Skill	Att.
Animal Handling	CHA	Locksmith	AGI
Armorer	LOG	Medicine	LOG
Artisan	INT	Medieval Mechanic‡	LOG
Chemistry	LOG	Nautical Mechanic‡	LOG
Clockwork Mechanic‡	LOG	Navigation	INT
Demolitions	LOG	Siege Weapons‡	LOG
First Aid	LOG	Trapsmith‡	LOG
Forgery	LOG		
Technical Skills Not Available (yet)			
Aeronautics Mechanic	LOG	Electronic Warfare	LOG
Automotive Mechanic	LOG	Hacking	LOG
Biotechnology	LOG	Hardware	LOG
Computer	LOG	Industrial Mechanic	LOG
Cybercombat	LOG	Software	LOG
Cybertechnology	LOG		

Vehicle Skills

Skill	Att.	Skill	Att.
Gunnery	AGI		
Combat Active Skills Not Available (yet)			
Pilot Aerospace	REA	Pilot Ground Craft	REA
Pilot Aircraft	REA	Pilot Walker	REA
Pilot Exotic Vehicle	REA	Pilot Watercraft	REA

Knowledge & Language Skills

Knowledge & Language Skills

Skill	Att.	Skill	Att.
Academic Knowledge	LOG	Profession. Knowledge	LOG
Interests Knowledge	INT	Street Knowledge	INT
Language	INT		

Available Skill Groups

Archery‡
Bows, Crossbows, & Throwing Weapons

Athletics
Gymnastics, Running, & Swimming

Close Combat
Unarmed, & two of the following; Axes, Blades, Clubs, and Spears

Conjuring
Banishing, Binding, Summoning

Enchanting
Alchemy, Artificing, & Disenchanting

Influence
Etiquette, Leadership, & Negotiation

Outdoors
Navigation, Survival, & Tracking

Performance‡
Dramatic Performance‡, Musical Performance‡, & Physical Performance‡

Sorcery
Counterspelling, Ritual Spellcasting, & Spellcasting

Stealth
Disguise, Palming, & Sneaking

Tinkerer‡
Clockwork Mechanic‡, Locksmith‡, Trapsmith‡

Unavailable Skill Groups

~~**Acting**~~**†**
~~Con, Impersonation†, & Performance~~

[Biotech]
[Cybertechnology], First Aid, Medicine

[Cracking]
[Cybercombat], [Electronic Warfare], & [Hacking]

[Electronics]
[Computer], [Hardware], & [Software]

[Firearms]
[Automatics], Longarms, & Pistols

[Engineering]
[Aeronautics Mechanic], [Automotive Mechanic], [Industrial Mechanic], & [Nautical Mechanic]

[Tasking]
[Compiling], [Decompiling], & [Registering]

C. New Skills

The following skills are new or changed skills.

New Combat Skills

Axes (Agility)

This skill governs melee weapons where the blade of the weapon is significantly focused at one end of the weapon's length and aligned so that damage is focused perpendicularly from the shaft. As such, these weapons are not very effective for thrust attacks.

Default: Yes
Skill Group: Possible choice for Close Combat
Specializations: Hatchet, Hand Axe, Battle Axe, Tomahawk, Two-handed Axe, Halberd, Parry

Bows (Agility)

This skill governs typical bows and other ranged weapons that rely on the user's strength and the tension of a "string" to propel arrows and other such ammunitions.

Default: Yes
Skill Group: Archery
Specializations: Short Bow, Hunting Bow, Longbow,

Blades/Swords (Agility)

The Blades/Swords skill covers weapons where the blade of the weapon forms the majority of the weapon's length and often, but not always, allows for both slashing and thrusting attacks.

Default: Yes
Skill Group: Possible choice for Close Combat
Specializations: Longsword, Dagger, Falchion, Rapier, Foil, Parry

Crossbows (Agility)

This skill covers weapons that are similar to bows but that do not rely on the user's arm strength alone and instead use some combination of body-strength and a mechanical variation to do so.

Default: Yes
Skill Group: Archery
Specializations: Light Crossbow, Medium Crossbow, Hand Crossbow, Heavy Crossbow

Spears/Polearms (Agility)

The Spears/Polearms skill is for weapons designed almost solely for thrusting attacks where the blade is but a small portion of the shaft's total length.

Default: Yes
Skill Group: Possible choice for Close Combat
Specializations: Short Spear, Longspear, Lance, Pike, Parry

Throwing Weapons (Agility)

In addition to the normal Throwing Weapons skill, this also covers ranged weapons that rely on the character's strength to "throw" a projectile, such as slings and atlatls.

Default: Yes
Skill Group: Archery
Specializations: As SR5, 132, but also Atlatl, Sling

New Social Skills

Dramatic Performance (Charisma)

This skill covers voice performance, from acting to singing, and replaces the vocal aspects of the Impersonation skill.

Default: Yes
Skill Group: Performance
Specializations: Acting, Oration, Singing, Storytelling

Musical Performance (Charisma)

This skill covers the use of musical instruments of all types including one's own voice.

Default: Yes
Skill Group: Performance
Specializations: Keyboard Instruments, Percussion Instruments, Stringed Instruments, Wind Instruments

Physical Performance (Charisma)

The Physical Performance skill governs performances made primarily with the body such as dancing, physical comedy, and mime. It replaces the physical aspects of the Impersonation skill.

Default: Yes
Skill Group: Performance
Specializations: Dancing, Mime, Physical Comedy

New Technical Skills

Clockwork Mechanic (Logic)

The Clockwork Mechanic skill covers the building, repairing, and dismantling of Clockwork devices such as clockwork automatons, tools, and weapons.

Default: Yes
Skill Group: Tinkerer
Specializations: Automatons, Dismantling, Tools

Medieval Mechanic (Logic)

The Medieval Mechanic skill covers the building and repairing of Medieval-level common devices such as wagons, barrels, houses, mills, bridges, and the like.

Default: Yes
Skill Group: None
Specializations: Carpentry, Cartwright, Cooper, Siege Weaponry, Stone Masonry

Siege Weapons (Logic)

The Siege Weapons skill includes the use of siege weapons (but not their construction or repair). Because siege weapons take so long to load and fire, and aiming is often estimated through parabolic arcs, they rely far more on the intelligence of the user than their agility or reaction.

Default: Yes
Skill Group: None
Specializations: Ballista, Catapult, Rams, Trebuchet

Trapsmith (Logic)

The Trapsmith skill covers the building, repairing, and disarming of complex Traps of all types.

Default: Yes
Skill Group: Tinkerer
Specializations: Mechanical Traps, Disarming, Magical Traps

Alchemy

The Alchemy skill also applies towards a limited understanding of chemistry and the liminal spaces where chemistry and magic overlap. The following is in addition to the standard Alchemy skill rules.

High Alchemy (a.k.a. Magical Alchemy)

High alchemy works as outlined in the core rules. In addition to those rules, a new preparation trigger is detailed below:

Activation

An activation trigger works when the preparation is manipulated in a specific way as defined by you during Step 4 of the alchemy preparation process. A living being must be on the physical plane and able to touch and perform the activation action on the preparation in order to trigger it which usually takes a Simple Action. The target of the preparation is always the person who triggers it. The GM has the final say in what is an appropriate activation trigger, but common examples include snapping it in half (wax or clay seal, inscribed wand), lighting it on fire (inscribed cloth, cigar), imbibing or eating it (vial of liquid, an apple), opening it (a door, bottle, book), etc.

Regardless of the spell's range, it always targets or centers on the person triggering the preparation. Choosing an activation trigger adds +1 Drain to the creation of the preparation if it is a touch spell, +2 if it is line of sight, and +3 if it is an area spell. Additionally, if the preparation uses a healing spell the Drain is increased by an additional +1.

Low Alchemy (a.k.a. Nonmagical Alchemy)

Often referred to as "low alchemy," the alchemy skill can be used to make nonmagical compounds that, to most, appear magical but are inherently natural and nonmagical. Any nonmagical alchemy item could be created with the Chemistry technical skill if and when a culture discovers the rules governing molecules and their constituent atoms. These include acids, poisons, tinctures, and other fantastic, but nonmagical, items.

One must first gather or purchase the nonmagical alchemical materials. The materials generally cost 25% of the market price for the item per item to be made with an availability of +4. Gathering the "reagents" is similar to gathering magical reagents (see chapter V Magic, M Magical Items, Reagents), except the search times are doubled and replace the Assensing test with a Perception test. The timeframe to look for these reagents may be shorter or longer, as determined by the GM, depending on the location (if you're panning for gold and need half a kilogram for one nonmagical alchemical item, it may take you a month).

Once you have the necessary materials, you can make the item (or a number of them, as described in the item's entry) with an Alchemy + Logic [Mental] Extended test. The thresholds and intervals are listed under the specific gear (see chapter IX Goods & Services, E Gear, Low Alchemy Items).

Because Low Alchemy items are nonmagical, they do not inherently have any astral signatures associated with them.

In addition to the standard Effects for toxins and diseases, the following are new Effects:

Material Damage

These substances damage materials as designated in parenthesis of the effect in the substance's Effects entry. "Organic" material damage affects wood, leather, cloth, and other once-living materials. "Metal" material damage affects iron and steel. Other common material types include; ceramic, glass, gold, platinum, etc.

Material damaging substances use half their Power (round up) against the material which uses its Armor Rating to resist the damage. Any damage that is not resisted reduces the Armor Rating by the remaining DV. If the Armor Rating is reduced to 0, or the material does not have an Armor Rating, then the damage is applied to its Structure Rating (if it has one). If the Structure Rating is reduced to 0 then an appropriate sized hole has been made in the material.

Lingering Effect

Toxins with the lingering effect continue dealing damage (Physical and/or Stun) until the Power has been reduced to 0. Damage continues to be dealt at an interval equal to the toxin's Speed. The lingering effect is either weak or strong. If it's weak, then the Power simply diminishes with each hit made on the Toxin Resistance Test, any remaining Power carrying over for the next test until the target either reduces the Power to 0 or they succumb to the damage. A strong lingering effect is far more deadly; the Power is reset to its base value for each test and only leaves the system if on a single Toxin Resistance Test the full power is reduced to 0 or the designated duration (in parenthesis) ends. The lingering effect applies to material damage as well.

Animal Handling

Animal Handling is the primary skill used by Ovate magicians to harness and brand animals (see chapter V Magic, L Ovate Magic, above).

The Animal Handling skill also governs using mounts, especially in combat.

Mount Basics

The Animal Handling skill is used for most actions relating to a mount. In non-combat situations tests are rarely required. In combat, use the following rules for handling mounts.

Mounting & Dismounting

Anyone can take their time to get on or off a mount with no test required. If you want to quickly mount or dismount from your steed then it requires an Animal Handling + Agility [Physical] (2) Test as a Complex Action. With two net hits above the threshold you can issue a Basic Mount Command of Walk, Run, or Change Direction as a part of mounting or dismounting.

Commanding Your Mount

Handling a mount requires you to either issue a command or to guide the mount. To command your mount to do something requires a Complex Action by making a Handle Animal + Charisma [Social] (varies) Test, otherwise your mount is going to do its best to stay out of combat or keep doing what it's doing. A command is essentially on or off; if

you command your horse to run then your horse will run until either you command it to stop, guide it to slow down, or something happens to it that would stop it from running (getting hungry, taking damage, and dying are all examples). Basic commands for mounts are listed in the table below:

Table: Basic Mount Commands

Command	Threshold	Effect
Walk	1	Mount moves at its walking speed starting on its next pass
Run[1]	1	Mount moves at its running speed starting on its next pass
Sprint	2	Mount makes Sprinting tests starting on its next pass
Stop	1	Mount stops its last command on its next pass
Attack	3	Mount starts attacking adjacent melee combatant on its next pass
Change Direction		Mount changes movement direction (but not movement rate) greater than 45 degrees[2]
while walking	1	
while running	2	
while sprinting	4	

[1] If your mount is running, you are also considered running and suffer the -2 penalty to skill checks for running (including Animal Handling skill checks).
[2] If over 90 degrees, the mount uses half its current movement rate (minimum half walking rate, round up) for the Combat Turn. If you fail on the Animal Handling test or if the mount does not have the movement to do so then it only turns 90 degrees in the desired direction with no movement loss (meaning it will continue to move in the new direction until a new command or guidance is given).

When you issue a movement command (walk, run, or sprint) the mount will do its best to move the full movement rate over the course of each Combat Turn and in as straight a line as possible. You can use a Free Action to guide (see below) your mount. Once your mount has started moving (which is on its next pass following your command), and as long as it continues to move at that rate, your mount can move on your passes.

For example: At the start of combat, initiative is rolled; you get 16 and your mount gets 10. In the first Pass, on your turn at Action Phase 16, you command your horse to begin walking. On Phase 10, your horse begins moving and you can choose to have your horse move between 1 to 15 meters (max walking rate for a horse) in a straight line. In the next Pass, when your turn comes at Phase 6, your horse will move its remaining walking rate (if any) in the same direction. On the next Combat Turn, your mount is still walking and you can move it on any of your Action Phases or on its Action Phases up to the maximum movement rate (15 meters in this example). In the third Combat Turn you roll 14 for initiative and your mount gets 12. On your first Phase you can now make an Animal Handling test to turn your horse 180 degrees around, where your horse loses 8 meters of its movement for this Combat Turn and then can walk the remaining 7 meters over its two Phases and your last Phase as you see fit.

Guiding Your Mount

Guiding your mount is easier and requires less effort if you have the Animal Handling skill. If you wish to guide your mount in combat it requires you to expend a Free Action. Typically there is no test required to guide your mount, however the GM may decide that one is required. For example, guiding your mount to slow down is just a Free Action, no test, on your part. But to slow your mount as you are approaching a large carnivorous and hostile creature would most likely require a test.

You can guide your mount to slow down or speed up, changing its movement rate by your Animal Handling skill rating within its current movement (walking, running, or sprinting). If your mount is walking, you can guide it to a stop. If you do not have the Animal Handling skill or if you do and want to try your luck, then you can take a Simple Action to make an Animal Handling + Charisma [Social] Test (defaulting on Animal Handling if you don't have the skill) and for each net hit you reduce or increase your mounts speed (again, within its current movement rate).

You can also guide your mount to change direction by no more than 45 degrees. If you wish to change your mount's direction by more than 45 degrees it requires a Complex Action.

The table below lists situational dice pool modifiers for Commanding and Guiding a mount.

Table: Situational Dice Pool Modifiers to Commanding and Guiding a Mount

Situation	Modifier
Withdraw from melee if mount hasn't attacked since entering melee	-2
Withdraw from melee if mount has attacked since entering melee	-4
Keep mount in melee if mount has taken Physical damage	-3
Rider making a charge attack with mount's movement	-2

Mounted Combat Rules

You and your mount share the same space. Area effects that affect your mount also affect you and vice versa. When mounted you gain the following benefits and penalties:

- **Reach:** You gain a +1 Reach bonus when mounted.
- **Superior Position:** Against creatures of your Equipment Size or smaller, you gain the +2 bonus from Superior Position against them while mounted.
- **Charging Damage:** When using your mount to make a charge attack (and your mount must be running where you also gain the -2 penalty to skill checks save for with the charging melee attack), the DV of the charge attack is increased by +2.
- **Charging Defense:** You gain a +2 dice pool modifier to Defense Tests against Interrupt Attacks while mounted and moving (your mount does not gain this bonus).
- **Front Cover:** You gain a +2 dice pool bonus to Defense Tests against ranged attacks originating from in front of you (effectively a 45 degree cone centered on your space).
- **War-Trained:** If your mount has been trained for combat, you gain the Attacker has Friends in Melee bonus of +1 (your mount cannot make a Teamwork test unless it also has the Sentience power).
- **Open Flanks:** You suffer a -2 dice pool modifier to Defense Tests against melee attacks that originate on either side of you and your mount (your enemies are at your hips).
- **Open Back:** You suffer a -4 Defense Test dice pool modifier against ranged attacks that originate from behind you (effectively a 45 degree cone centered on your space).

Aerial Mounts

Using mounts for aerial combat follow the same rules as above. The major difference being the additional spatial dimension in which to move about and if most creatures stop moving they fall.

For up and down movement, use the same rules as above. However, if you command your mount to fly up at greater than 45 degrees but less than 90 degrees your mount must make a Flight + Agility [Physical] (2) Test. If your mount succeeds it may move normally. If it fails it's movement is halved.

If you want to loop up and around, like say behind someone following closely behind you, your mount must make a Flight + Agility [Physical] (4) Test and it costs your mount Body × 2 meters of its movement. Additionally, you must make a Strength + Agility [Physical] (3) Test in order to hold on.

Sample Mounts

Below are a few of the common mounts found in Agrros Guleth.

Dog, riding (494 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
4	3	4	4	3	2	4	3	2	3	6

Initiative	8 + 1D6
Movement (ES)	×2/×8/+4m (ES -1)
Condition Monitor	10/10
Limits	Physical 6, Mental 4, Social 5
Armor	0
Skills	Intimidation 4, Perception (Hearing, Smell) 5 (+2), Running 5, Tracking 6, Unarmed Combat 5
Powers & Qualities	Domesticated, Enhanced Senses (Hearing, Smell), Increased Running IV, Increased Sprint II, Natural Weapon [Claw/Bite: DV (STR+1)P, AP -)
Notes	Base Carry Weight 60 kg (132 lbs) Lightly Encumbered 61 kg – 105 kg (133 lbs – 231 lbs) Heavy Encumbered 106 kg – 135 kg (232 lbs – 298 lbs)

Horse, heavy (786 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
9	4	4	10	3	2	3	4	2	3	7

Initiative	7 + 1D6
Movement (ES)	×3/×8/+4m (ES 2)
Condition Monitor	14/10
Limits	Physical 11, Mental 4, Social 6
Armor	0
Skills	Running 6, Unarmed Combat 2
Powers & Qualities	Domesticated, Increased Running II, Increased Sprint I, Natural Weapon [Kick: DV (STR+1)P, AP -, Reach 1)
Notes	Base Carry Weight 150 kg (331 lbs) Lightly Encumbered 151 kg – 240 kg (332 lbs – 529 lbs) Heavy Encumbered 241 kg – 300 kg (530 lbs – 661 lbs)

Horse, riding (704 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
8	5	5	8	3	2	3	4	2	3	7

Initiative	8 + 1D6
Movement (ES)	×3/×10/+6m (ES 2)
Condition Monitor	13/10
Limits	Physical 10, Mental 4, Social 6
Armor	0
Skills	Running 6, Unarmed Combat 2
Powers & Qualities	Domesticated, Increased Running IV, Increased Sprint III, Natural Weapon [Kick: DV (STR+1)P, AP -, Reach 1)
Notes	Base Carry Weight 120 kg (265 lbs) Lightly Encumbered 121 kg – 195 kg (266 lbs – 430 lbs) Heavy Encumbered 196 kg – 255 kg (431 lbs – 562 lbs)

Mule/Donkey (584 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
7	4	3	8	4	2	3	4	2	3	6

Initiative	6 + 1D6
Movement (ES)	×2/×8/+4m (ES 1)
Condition Monitor	12/10
Limits	Physical 9, Mental 4, Social 6
Armor	0
Skills	Running 4, Unarmed Combat 2
Powers & Qualities	Domesticated, Increased Running IV, Increased Sprit II, Natural Weapon [Kick: DV (STR+1)P, AP -)
Notes	Base Carry Weight 120 kg (265 lbs) Lightly Encumbered 121 kg – 195 kg (266 lbs – 430 lbs) Heavy Encumbered 196 kg – 240 kg (431 lbs – 529 lbs)

Wolf, Dorwol (713 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
6	4	5	6	3	2	4	3	3	3	6

Initiative	9 + 1D6
Movement (ES)	×2/×8/+4m (ES 0)
Condition Monitor	11/10
Limits	Physical 8, Mental 4, Social 5
Armor	0
Skills	Intimidation 5, Perception (Hearing, Smell) 5 (+2), Running 6, Tracking 6, Unarmed Combat 6
Powers & Qualities	Domesticated, Enhanced Senses (Hearing, Smell), Increased Running IV, Increased Sprint II, Natural Weapon [Claw/Bite: DV (STR+1)P, AP -)
Notes	Base Carry Weight 90 kg (198 lbs) Lightly Encumbered 91 kg – 150 kg (199 lbs – 331 lbs) Heavy Encumbered 151 kg – 195 kg (332 lbs – 430 lbs)

Arcana

Learning Formulae: Instead of the core rules using the specific Magic Skill that is aligned to the type of formulae you wish to learn (SR5, 299), you use Arcana + Intuition [magical lodge's Force] Test to do so for all types of formulae.

Armorer

Constructing & Repairing Arms & Armor: The Armorer skill is the skill used to forge, construct, and repair armors and weapons. This is done as an Extended Test.

For crafting armors, this is an Armorer + Logic [Mental] ([Armor Rating × 2], 2 days) Extended Test.

For repairing armors, this is an Armorer + Logic [Mental] (Armor Rating Damage, 1 day) Extended Test. The Armor Rating Damage is the difference in the armor's original Armor Rating and its current, damaged Armor Rating. For example, a suit of banded mail (AR 9) that was damaged by acid such that it's Armor Rating is now 4, has a threshold of 5 (9 – 4) for repairing.

For crafting weapons, this is an Armorer + Logic [Mental] Extended Test where the threshold is based on the weapon's size (see the Weapon Size Base Thresholds table below) plus the weapon's ES (negative ES reduces the threshold, minimum of 2) and the interval is based on the weapon's size.

For repairing weapons, this is an Armorer + Logic [Mental] Extended Test where the thresholds and intervals are half (round up) that of crafting that type of weapon.

Table: Weapon Size Base Thresholds & Intervals

Size	Threshold	Interval
Tiny	4	4 hours
Small	8	1 day
Medium	12	2 days
Large	16	3 days

The cost for crafting armor or weapons is half their listed market price.

The cost for repairing armor is ([half market price] ÷ Full Armor Rating) × Armor Rating Damage.

The cost for repairing a weapon is less than half its listed market price as determined by the GM and the severity of damage.

If you are paying someone else to craft or repair the armor or weapon use full market price instead of half for determining the cost to you.

First Aid & Medicine

The Medicine skill in Agrros Guleth is far below modern levels of medical knowledge. Well, not yet. The science just isn't there yet. But people have still learned some basics.

Medicine, in regards to long term care, can be defaulted to with First Aid at a -2 penalty when making a Healing Through Rest test and the time required caring for the injured character increases to 1 hour for Physical injuries and 20 minutes for Stun. Otherwise, using First Aid follows the same rules for Medicine skill use (SR5, 207-208).

Healing Modifiers

There's no Lysol! No disinfecting agents. "But, but, there's Alcohol," you say. Well when they discover germ theory they'll start using that, but since pretty much, medically, everyone is a backwoods yokel, regarding medicine, because they're trapped in the ignorance of their time, which isn't their fault but still, they're fucking stupid, medically speaking, they're only using alcohol to get stupid, medically speaking, by numbing all their brain-stuffs, medically

So because of that, the best conditions healing modifier that you'll ever find is pretty much a -2 for Poor conditions. You might get lucky and pick up only a -1 if you're deep in some cave that's recently seen a couple of fireballs go off, but really, -2 is the best you can hope for...and that's in low moisture wilderness settings. That whole "street" example in the Poor conditions entry (SR5, 208) is for 2070s Earth based streets...you know...where people have special rooms and plumbing to remove the shit from their bodies and from their homes and take it to the magical land of filtering sanitation. Unless the fantasy city you're specifically in is listed as some kind of fantastic utopia of high technology and science then any remotely urban setting in a fantasy world is at least considered Bad conditions (-3 modifier). And woe to you if you go to the medical doctor, because that place is a cesspool of stupidity, medically speaking, what with all the unclean, re-used, medical equipment like hack saws, pliers, and chisels, so at best those places have Terrible conditions (-4). But you, all your friends, everyone, you're all massive idiots, medically, so that of course the first place you think to take anyone suffering from massive gaping wounds is the doctors (though, to be far, that's because in large part they aren't expected to live and so you might get some coin in selling your friend's body to the doctor so they can try and figure out how the whole "medicine" thing actually works).

Additionally; all "medical supplies" in Agrros Guleth are considered "Improvised medical supplies" which imposes a -1 dice pool modifier, there are no wireless medkits/autodocs, and medical care cannot be apply remotely. On the bright side, because magic is so prevalent, there is no -2 penalty for the patient being Awakened (at least until modern technology sterilizes everything).

Medicine Specializations

The medical technology and knowledge in the fantasy world lacks the ability to perform (let alone typically conceive of) Cosmetic Surgery, Implant Surgery, Organ Culture, and Trauma Surgery. This leaves only Extended Care and Magical Health specializations from the list in the Shadowrun 5th Edition core rulebook. Additionally, you could choose Diseases, Toxin/Poisons, and Amputations as specializations.

Leadership

The following is an additional action that can be taken with the Leadership Skill.

Direct Attack

Complex Action

Leadership + Charisma (3) [Social]. Subordinates that can see you and hear your words during your Complex action gain a +1 dice pool modifier to a single Melee or Ranged attack test (including indirect combat spells) that they perform on or before their next Action Phase. For every 3 hits you get over the threshold, subordinates gain an additional +1 dice pool modifier. You can only gain bonuses from one Leadership (Direct Attack) at a time.

Survival

The Survival Skill, and therefore the Environmental, Hunger, Thirst, and Sleep Fatigue rules require a complete overhaul.

These rules replace the Survival skill rules (SR5 136-137), Fatigue From Environments (SR5 172), Hunger, Thirst, and Sleep Deprivation (SR5 172), as well as the Staying Alive rules of Heat and Killing Frost (R&G).

The philosophy behind Survival is like combat: Don't get into a survival situation. If you do, get out fast because once you begin to accumulate wound modifiers it's just going to end badly.

Survival Basics

You need to make Survival + Willpower [Mental] Tests if you experience any of the following:

- Inadequate or no food for over 24 hours (food Survival test).
- Inadequate or no water for over 24 hours (thirst Survival test).
- Inadequate clothing and/or sleeping conditions or no sleep for over 24 hours (shelter Survival test).

If none of the above conditions apply to you then you are considered to be in "normal" conditions.

If any of the above conditions apply to you then you are considered to be in "survival" conditions.

If more than one of the above conditions is applicable you still make only one Survival test, but you use the worst applicable threshold, all the appropriate dice pool modifiers, and the damage you may take is increased.

Charisma is often substituted for Willpower in urban environments as you can rely on panhandling and begging to get by.

The threshold of the Survival test is dependent on the environment and other conditions (see below).

If you succeed on the test, then you are able to find enough food, water, and/or shelter so that you do not go hungry, thirsty, experience sleep deprivation, or suffer from environmental extremes for the next 24 hours.

If you fail the test then you must resist Survival Stun damage (Body + Willpower, plus applicable modifiers) at the end of the 24 hours that you are in survival conditions. The DV is equal to a multiple of the threshold of the Survival test.

The Stun damage is due to what makes sense; if you haven't eaten or had water then you're body is running on stored energy, heat and cold dehydrate you as well as cause sunburn or frostbite, lack of sleep causes confusion and weakness, etc.

Survival damage can only be healed after spending 24 hours under normal conditions (adequate food, water, and shelter). You can still travel, or perform normal tasks, and heal so long as you have spent 24 hours in normal conditions and do not return to survival conditions.

The keyword for normal conditions is "adequate." With little physical exertion, meager meals, and warm summer nights you'll be able to fall asleep on the beach under the stars naked with your beau night after night and be just fine. Otherwise, you'll have to make some plans and be prepared.

Survival Time

The base time that it takes to make a Survival test is 4 hours.

Often this is described as traveling at half speed, as over 8 hours of travel half of that is spent searching for the things you need to survive. But in Temperature bands beyond Mild you can't travel for 8 hours in a day. For this reason, and to keep things as simple as possible, it is better to allocate 4 hours to the Survival test and the rest, if any, to traveling or other pursuits.

Spending more or less time on the Survival test modifies your dice pool (see the Survival Dice Pool Modifiers table, below).

Survival Thresholds

Environment determines the base Survival test threshold. If the final modified threshold is 0 or less, then no Survival test is needed, but the GM may determine other factors that will set the threshold above 0 (plague, war, unusually harsh winter or summer, etc.)

Table: Survival Base Thresholds

Environ.	Threshold	Examples
Lush	0	Overly-abundant streams/rivers, edible vegetation, shelters: jungles, coasts, etc.
Fertile	1	Abundant streams/rivers, vegetation, shelters: low hills, river valleys, deciduous forests, farmland, etc.
Sparse	2	Occasional streams/rivers, little edible vegetation, few shelters: low mountains, plains, coniferous forests, etc.
Barren	3	Polar regions, mountains (above treeline), deserts (cold or hot)

Table: Survival Threshold Modifiers

Modifier	Condition
+1	Winter season (plants not producing fruits/nuts, animals hibernating, etc.)
-1	Urban or semi-urban area (village, town, city, etc.)
+1	For every consecutive previously failed Survival test
+0	**Average Temperature**: 8 traveling hours 10° – 32° C (50° – 90° F)
+1	**Mild Temperature**: 8 traveling hours Heat: 32° – 38° C (90° – 100° F) Cold: -1° – 10° C (30° – 50° F)
+2	**Moderate Temperature**: 6 traveling hours Heat: 38° – 43° C (100° – 109° F) Cold: -13° – -1° C (9° – 50° F)
+3	**Harsh Temperature**: 4 traveling hours Heat: 43° – 55° C (109° – 131° F) Cold: -39° – -13° C (-38° – 9° F)
+4	**Extreme Temperature**: 2 traveling hours Heat: 55° – 71° C (131° – 160° F) Cold: -72° – -39° C (-98° – -38° F)
+5	**Deadly Temperature**: 1 traveling hour Heat: 71°C+ (160°F+) Cold: -72°C+ (-98°F+)
-Rating	Temperature appropriate shelter, i.e. cold clothing <u>and</u> tent or hot clothing <u>and</u> tent subtract their lowest rating from the Temperature threshold modifier. If the result is +0 then you are considered to have shelter and don't need to make shelter related Survival tests (food and water, on the other hand, are not included).
+1	Sleeping in armor with Armor rating greater than 3.

The Temperature modifiers listed are for daily temperature highs, which in general should be the default baseline for determining the Temperature threshold modifier. For harsher campaigns use the daily high for hot modifiers and the nightly low for cold modifiers.

If the difference between daytime and nighttime temperatures drops by two or more categories then use the average.

The Temperature modifiers also list acceptable traveling hours, which can be split up in any way needed so long as you still are able to get 8 hours of continuous sleep, but include the time needed to make your Survival test.

A Note on Caves & Dungeons

Once you're in a cave or dungeon, usually by at least 20 meters (more if the entrance is open to the elements, less if protected or a chute/sink hole), then if there are no other sources of heat the temperature of the cave or dungeon will be equal to the average yearly temperature of the surface. Flowing water, geothermal activity, multiple entrances that create air flow, and other such phenomena will modify subterranean temperature.

The 3 Legs of Survival

"Food, thirst, and shelter." If you have these three cornerstones covered then you are not going to have to worry about Survival Tests, ever.

If you don't have them covered then you will have to make a Survival test based on what you are lacking. These are referred to as food Survival tests, thirst Survival tests, and shelter Survival tests. If you have to make a Survival test because you lack more than one category then you use the worst threshold, combine all applicable modifiers, and make one combined Survival test (e.g. food and shelter Survival test, or food and water Survival test, etc.).

Table: Survival Dice Pool Modifiers

Condition	Food	Thirst	Shelter
Wound Modifiers	-- As per wound modifier --		
Every hour less than 4 hours spent	----- -1 per hour -----		
Every hour more than 4 hours spend	----- +1 per hour -----		
Every hour spent traveling beyond 8 hours	----- -1 per hour -----		
Soaked in Average or Cold Temp	----- -1 + (-1 per T) -----		
Less than 8 hours of sleep	-- -1 per 2 full hours lost --		
Campfire & cooking gear	----- +1 -----		
Inadequate or no food and water	--- -2 ---		NA
Preemptive rationing/water-searching	+1	+1	NA
Preemptive hunting-foraging/water-searching	+2†	+2†	NA
Inadequate or no shelter	NA	NA	-(T – R)
Inadequate or no clothing	NA	NA	-(T – R)
Every 3 points of worn Armor in Cold Temp	NA	NA	+1
Every 3 points of worn Armor in Hot Temp	NA	NA	-1
Every 3 points of worn Armor after 12 hours	NA	NA	-1
Every 3 points of Armor worn while sleeping	NA	NA	-1
Insulation rating	NA	NA	+/- R
Singe flame in enclosed space (cold Temp only)	NA	NA	+1
Sharing body heat in enclosed space (cold Temp only)	NA	NA	+1 per P

Modifiers that span columns do not stack.
† These bonuses only apply if you are not in survival conditions.
T = Temperature threshold modifier value.
R = Total Rating of either the shelter or clothing, as appropriate.
P = Number of additional person sharing the space with you.

Food

Food! Warriors need food. Badly. Have food? You're happy. No food? Sad adventurer, and after the first 24 hours of not having any food you now have to start making food Survival tests.

If you succeed on your food Survival test then you find food, otherwise you begin to starve and take the test's threshold in Stun damage.

In general you need to eat 1 kg (about 2.2 lbs) of trail rations or 2 kg (about 4.5 lbs) of hunted/foraged/cooked food per day to avoid hunger and the Survival tests the hunger brings. Smaller and larger creatures halve or double the listed amounts per the absolute value of their ES. Of course if your

living a life of luxury or just hiding in a cave or your tent then you can survive on half that.

You can ration out your food, eating at least half of your daily food requirement, and preemptively begin looking for food as if you were making a food Survival test. Doing so gives you a +1 bonus, but you are in Survival conditions (and risk damage) because you now are eating inadequate amounts of food. If you begin living off the land, preemptively hunting and foraging, when you still have all the food, water, and shelter that you need, you gain a +2 to your food Survival test, and are still considered to be in normal conditions as far as food is concerned (you don't take damage if you fail the test).

If you are making your Survival test because you have inadequate or no food and water, then you suffer a -2 penalty to your Survival test.

Table: Daily Food by ES

ES	Standard Food	Rations
-6	0.04 kg (0.08 lbs)	0.02 kg (0.04 lbs)
-5	0.08 kg (0.15 lbs)	0.04 kg (0.08 lbs)
-4	0.15 kg (0.3 lbs)	0.08 kg (0.15 lbs)
-3	0.3 kg (0.5 lbs)	0.15 kg (0.3 lbs)
-2	0.5 kg (1.1 lbs)	0.3 kg (0.5 lbs)
-1	1 kg (2.2 lbs)	0.5 kg (1.1 lbs)
0	2 kg (4.4 lbs)	1 kg (2.2 lbs)
1	4 kg (8.8 lbs)	2 kg (4.4 lbs)
2	8 kg (18 lbs)	4 kg (8.8 lbs)
3	16 kg (36 lbs)	8 kg (18 lbs)
4	32 kg (72 lbs)	16 kg (36 lbs)
5	64 kg (144 lbs)	32 kg (72 lbs)
6	128 kg (288 lbs)	64 kg (144 lbs)

Thirst

Waterskins are the common adventurer accoutrement for liquid transportation used to slack thirst. But it doesn't have to be waterskins; barrels, casks, bottles, anything will do really.

Once you're out of water, then you need to start making Survival tests every day (starting with the first day you are out of water). If you succeed on your Survival test then you find water, otherwise you begin to suffer from dehydration and take twice the test's threshold in Stun damage.

A waterskin typically carries about 1.8 kg (4 lbs/half a gallon) of water (halve or double for smaller or larger creatures as you do for food, above). One can assume that except for in the most extreme temperature environments a person uses one waterskin worth of water per day and they can stretch one waterskin out for two days in an emergency. You gain the same bonuses for preemptively looking for drinkable water as you do for food; +1 if rationing your water, +2 if you have adequate food, water, and shelter.

For every temperature range beyond Mild, you need an additional, size-appropriate, "waterskin" worth of water to survive.

In most cases, it's difficult to run out of water while traveling. Streams, rivers, and the like are common in most regions but even in areas where water is abundant you may still have to make Survival tests for water (e.g. stagnant or foul like in swamps or along salt water coasts).

Table: Daily Water by ES

ES	Standard Water	Rationed Water
-6	0.04 kg (0.08 lbs, 1 oz)	0.02 kg (0.04 lbs, 0.5 oz)
-5	0.08 kg (0.15 lbs, 2 oz)	0.04 kg (0.08 lbs, 1 oz)
-4	0.15 kg (0.3 lbs, 4 oz)	0.08 kg (0.15 lbs, 2 oz)
-3	0.3 kg (0.5 lbs, 1 cup)	0.15 kg (0.3 lbs, 4 oz)
-2	0.5 kg (1 lbs, 1 pint)	0.3 kg (0.5 lbs, 1 cup)
-1	0.9 kg (2 lbs, 1 quart)	0.5 kg (1 lbs, 1 pint)
0	1.8 kg (4 lbs, ½ gallon)	0.9 kg (2 lbs, 1 quart)
1	6.6 kg (8 lbs, 1 gallon)	1.8 kg (4 lbs, ½ gallon)
2	13.2 kg (16 lbs, 2 gallons)	6.6 kg (8 lbs, 1 gallon)
3	26.4 kg (32 lbs, 4 gallons)	13.2 kg (16 lbs, 2 gallons)
4	53 kg (64 lbs, 8 gallons)	26.4 kg (32 lbs, 4 gallons)
5	106 kg (128 lbs, 16 gal.)	53 kg (64 lbs, 8 gallons)
6	212 kg (256 lbs, 32 gal.)	106 kg (128 lbs, 16 gal.)

Shelter

Shelter includes both a comfortable place to sleep (called tents from here on, but could be a cave, outcropping, etc.) and climate appropriate clothes (or armor) to wear during the day. You have to have both, an adequate tent and clothing, to not have to worry about making Survival tests due to shelter. If you lack one or the other or both, then you have to make shelter-based Survival tests.

If your shelter Survival test is successful then you find some amount of shelter (maybe enough to give you a bonus or even negate the need to make further shelter Survival tests if you stay there to use it as your home base). If you fail the test, then you take the test's threshold in Stun damage.

The shelter you find can range from a cave, outcropping, a dead travelers cloak and boots, the carcass of an animal that you are able to cut enough rotted hide from to make a blanket, or just about anything else that makes sense for the region you're in.

Tents and clothing have weather and insulation ratings (see equipment for costs, weights, etc.), indicated by a #/# (+#/+#), where the first set of numbers are its weather ratings, cold/heat, and the numbers in parenthesis are its insulation ratings, cold/heat.

Weather Ratings: The weather ratings of the item indicates the number of either cold or hot Temperature ranges beyond Average that it is good for (meaning it is adequate or better for the Temperature range).

- Your base weather ratings are defined by what you are wearing (or lack thereof) for clothing and the first layer of what you are sleeping in for a tent (usually your bedroll and blanket).
- If the weather rating does not have a + or – sign, it is a base weather rating. Base weather ratings are not added together, you take the best rating if you are using multiple base items (whether clothing or tents) in cold and the worst ratings in heat.
- If the weather ratings of both your tent and your clothing are equal to or greater than the Temperature threshold modifier then you are considered to have adequate shelter and do not have to make shelter Survival tests unless you wear your armor for more than 12 hours in a day and/or sleep in your armor.
- If one or both are less than the Temperature range threshold modifier then you will need to make shelter Survival tests and you suffer a negative dice pool modifier equal to the differences between the Temperature threshold modifier of both your tent and clothing's weather ratings.
- If the weather rating is negative, then it is applied as a negative dice pool modifier to your shelter Survival test in the corresponding Temperature range (either cold or heat)

on top of a negative dice pool modifier equal to the Temperature threshold modifier (as if weather rating 0 for cold or heat Temperature).

- If the weather rating is listed as a positive value (i.e. "+#") then it adds to the weather rating(s) of your base clothing and/or tent.

Insulation Ratings: The Insulation ratings are applied as additional dice pool modifiers to your shelter Survival tests.

- If the Temperature range is Average (+0 threshold modifier), then you do not gain any bonuses or penalties from insulation.
- Insulation bonuses from tents and clothing stack.
- Insulation penalties from tens and clothing stack.
- Insulation modifications can be purchased and applied to clothing/armor for either cold or heat, but not both, and for every 2 full points of Insulation gained for one, a -1 penalty is gained for the other.

Sleeping In Your Clothes: If you don't have a tent you can sleep in your clothes but its weather ratings are halved (round down) for determining tent-based effects and you only gain its insulation bonuses once.

Body (and other sources of) Heat: Many sources of heat will help you survive cold nights. Having a campfire (and simple cooking gear) will give you a +2 dice pool bonus to all Survival tests (food, thirst, and/or shelter in hot or cold Temperature ranges) even if you sleep in a tent a few feet away from the fire. But there are other sources of heat that will give you bonuses to your survival (or any combination that includes survival) Survival test in cold Temperature ranges:

- A single candle or small lamp that can burn all night will give you a +1 bonus to shelter if you are in a 3 meter square or less area (like a two person or smaller tent, a wagon carriage, etc).
- Sharing a sleeping space with others will give you a +1 bonus per extra person so long as the space is appropriately confined (3 people in a three person tent gives everyone a +2 dice pool bonus, 2 people sharing blankets in a hallowed out snow shelter gives them both a +1 bonus, etc.)

Armor and the Ratings: Armor is slightly different from clothing because it constrains the body far more than regular clothes, places protection over comfort, and is not designed to be slept in.

In addition to the base material ratings, for every 3 full Armor rating, the armor is considered +1 cold weather insulation rating. In hot Temperature ranges the dice pool modifier is negative.

- If you wear armor with an Armor rating of 3 or greater for more than 12 hours in a day and/or sleep in it then you are forced to make a shelter Survival test.
- If you sleep in armor with an Armor rating greater than 3 then the threshold of your Survival test is increased by 1.
- You suffer a -1 dice pool penalty for every 3 full Armor rating of your armor if you wear it for more than 12 hours in a day.
- You suffer a -1 dice pool penalty for every 3 full Armor rating of your armor if you sleep in it.

Example: Shelter Ratings

Korun is wearing 2/-2 (+2/-1) clothing and has a 2/1 (+1/+0) tent. He is currently in a Moderate Cold Temperature region (+2 threshold modifier). Since his clothing and tent are both rated 2 (equal to the Temperature threshold modifier) he's considered to be in normal conditions and doesn't need to make a shelter Survival test.

The next day he finds himself in Harsh Cold (+3). After 24 hours he now has to make shelter Survival tests. The difference between the threshold modifier and the worst shelter Cold rating (they're both the same) is +1, so even though he's in Harsh Cold, the Survival test only has a +1 threshold modifier due to the temperature for him. Because both his clothing and tent are below the Temperature threshold modifier then he takes a negative dice pool modifier to his Survival test equal to the difference between them both. So that's a -1 for clothing and a -1 for the tent. But his clothing and tent have cold weather insulation of 2 and 1 respectively so he has a net +1 dice pool modifier.

So if he was in low mountains (threshold 2), in the winter (+1 threshold), then his total threshold would be 4 and he'd have a +1 to the test (+2 if he is able to make a campfire).

Surviving the mountains, Korun finds himself dropping down into warm plains. The base threshold is still 2, +1 for it still being winter, and +1 for Mild Heat, for a total 4 threshold again. His tent is rating 1 for heat, so he's good there, but he refuses to walk around naked so that makes him have to make shelter Survival tests and because of his clothing's heat rating he has a -2 dice pool penalty to the test (but no modifier from his tent) in addition to the heat weather insulation dice pool penalty of -1 for a total of -3 (or -2 if he still can make a campfire as that will help him regulate his temperature and ward off scavengers at night).

Table: Basic Full Suit Clothing/Armor Temperature Ratings

Suit of...	Ratings
Nothing, "you're naked!"	1/0 (+0/+0)
Clothing, linen	0/1 (+0/+0)
Clothing, silk	1/1 (+1/+1)
Clothing, wool	2/-2 (+2/-1)
Clothing/Armor, leather	1/0 (+1/-1)
Armor, metal – steel	1/-1 (+1/-2)

Table: "Tents" Temperature Ratings

Tent	Ratings
Just clothing/armor	half (round down) to all ratings
Tent package, summer	1/2 (-1/+2)
Bedroll &/or Blanket	0/0 (+0/+0)
Tent, summer	+1/+2 (-1/+2)
Tent package, basic	2/1 (+1/+0)
Bedroll & Blanket	1/0 (+1/+0)
Tent, basic	+1/+1 (+0/+0)
Tent package, winter	3/0 (+2/-1)
Bedroll & Winter Blanket	2/-1 (+1/-1)
Tent, winter	+1/0 (+1/+0)
Tent package, polar	5/-1 (+4/-2)
Bedroll & Polar Blanket	3/-1 (+2/-2)
Tent, polar	+2/0 (+2/+0)

Table: Clothing, Armor, & Tents Temperature Ratings Modifications & Additions

Modification/Addition	Ratings
Cloak[1]	-/- (+1/+0)
Armor per 3 Armor Rating	-/- (+1/-1)
Insulation, Cold[2]	-/- (+R/-½R)
Insulation, Heat[2]	-/- (-½R/+R)
Summer modification	-1/+1 (-1/+1)
Winter modification	+1/-1 (+1/-1)
Polar modification	+2/2 (+2/-2)
Sleeping in Clothing/Armor	half/half (none/none)

[1] Full cloaks can be used as blankets, in which case they use the matching Bedroll & Blanket ratings (summer, basic, winter, or polar cloak/bedroll & blanket).
[2] For every 2 full rating points of Cold or Heat insulation, half that is applied as a negative modifier to the opposite Temperature range. R = the insulation rating. Round down for half values.

Getting Soaked

If you are in an Average or colder Temperature range and you get soaked, then you will suffer an additional negative dice pool modifier equal to the Temperature range's threshold value +1.

Getting soaked is defined as either immersion in water, spending more than 1 minute in a downpour, 5 minutes in light rain, or 30 minutes in foggy or misty conditions.

If you manage to get out of these conditions and dry off with a heat source (campfire, fireplace, etc.) for at least an hour then you negate the dice pool modifier for that day so long as you don't get soaked again.

Lack of Sleep & Traveling

If you fail to get a full 8 hours of sleep then you suffer a -1 dice pool penalty for every 2 full hours of sleep that you lost on your next Survival test.

If you push your travels beyond the normal 8 hours a day, you suffer a -1 dice pool penalty for every hour that you do so.

Net Hits Beyond the Threshold

With net hits that you get beyond the threshold of a survival test you can choose one of the following:

- One additional day's worth of food per net hit.
- One additional day's worth of water (if you have the means to transport it) per net hit.
- A +1 dice pool modifier for every 2 net hits for the next day's Survival test. If you don't need to make a test the next day, the bonus dice are lost.

You can share extra food and water with your companions. If you do then this may negate any damage they would have taken if they failed their food and/or water Survival test that day.

Staying at a location to continue making Survival tests may make these bonuses irrelevant. For example, if you find a clean stream to get water, then obviously your water needs will be met so long as you stay by the stream and it doesn't dry up.

Survival Damage

If you fail your Survival test, then you take Stun damage equal to the threshold of the test multiplied by what it is that you lack. If you lack more than one then you add the multipliers together and then multiply that by the threshold. The table below lists the various threshold multipliers:

Table: Survival DV Multipliers

You lack adequate...	Multiplier
Food	×1
Water	×2
Clothing/Shelter	×1

Survival & Lifestyles

Again, if you have all the cornerstones met then you don't have to worry about these Survival tests. In most situations it is assumed that you are refilling your waterskins at every running stream or river you come across if not at inns and waystations along your way. If you bought a local tent, bedroll, and winter blanket, then it will be good for most of the local environments. The only thing you will really need to keep track of regularly is your food rations.

With the Destitute/Street Lifestyle, you will have to make Survival Tests every day, including for downtime. If you're living in civilized areas then glitches or critical glitches on your Survival tests indicate you may have been caught stealing food, water, or other items necessary for your survival. The easiest way to avoid this hassle is to purchase a better Lifestyle. Barring that, you can pay out of pocket for inn and tavern room and board.

If you have a Poor/Squatter Lifestyle then at the start of every month you need to make Survival test with the threshold and any modifiers set by the GM. If you succeed; carry on. If you fail then situations have changed such that you are now out on the street and you will need to make Survival tests until you succeed. Once you succeed then you have found a new place to squat that meets you basic needs. Of

course, you could always purchase a better Lifestyle with your adventuring horde.

Swimming

All fish, dolphins, water-natives, etc., have the Swim Power (see XII Creatures, L Powers & Weaknesses, New Powers) which allows them to walk, run, and sprint when immersed in water environments. Creatures without the Swim Power use the standard rules (SR5, 137) but with the following clarification:

You do not have a walking rate of movement when swimming. When you move any number of meters while swimming you are considered running in regards to all combat dice pool modifiers unless you Sprint in which case…you're considered sprinting.

General Social Skills

When dealing with NPCs with prejudices, use the Racial Prejudice or Predilection Modifiers below in place of the standard -2 Prejudice Modifier (SR5, 140) for Social Tests. In cases where the NPC is of a differing race or nationality and does not know the PCs origin, use the standard -2 prejudice penalty for Social Tests. These prejudice modifier stacks with the modifier for the "Current Attitude" of the NPC (SR5, 140); Friendly (+2), Neutral (+0), Suspicious (-1), Hostile (-3), Enemy (-4). If there are two prejudice modifiers that apply, use the worst of the two. If there is a predilection and prejudice, take the net modifier. (Ex. Prejudiced -2, Predilection +1 = -1 modifier)

NPCs generally start as "Neutral" unless there has been some action, series of actions, or a previous event to make them Friendly, Suspicious, Hostile, or Enemies. Most Neutral NPCs can be made Friendly with a bit of kindness, courtesy, flattery, and so on, especially with a successful Etiquette Test. Given the trouble that adventurers often attract or cause, NPCs are prone to becoming Suspicious when they learn of the PC's occupation. NPC merchants engaged in bartering are often Suspicious as well, given their trade, and in general anyone that has reason to believe, whether founded or not, that the PCs are trying to gain an advantage or pull one over on them are Suspicious. Hostile NPCs can include anyone from those who have just had an argument with someone else and they haven't let it go to typical bullies to those who have become extremely defensive about the subject at hand. Enemy NPCs are those the PC's have wronged, or at least the NPC thinks the PC has wronged them. Bandits that have been brought to justice by the PC and merchants that have been sold fake goods (and the merchant discovered the ruse) both would be considered Enemies of the PC for Social Tests, as well NPCs the PC is currently engaged in combat with.

Predilections

Predilections are the other side of the prejudice coin, they're still prejudices but they work in the PC's favor instead of against them. A predilection stacks with the modifier for the "Current Attitude" of the NPC when making Social Tests. See above. Unless otherwise noted, all races and nationalities have a Predilection (+1) towards their own race or nationality. So, a Valdain human wizard player character negotiating with an NPC Valdain human who is mildly prejudiced against wizards (-2 NPC Attitude penalty), would only suffer a -1 penalty to his Negotiation Test.

Notorious

Some species, races, or nationalities have exceptionally bad reputations for wanton destruction, cruelty, "evil" acts, or simply suffer from a long-term social stigma. The GM can apply a penalty as they see fit to represent level of impact these races have on the region in which the NPCs have lived.

Table: Prejudices & Predilections of the Peoples Around the Western Marches

NPC is... \ PC is...	Agurz	Muladhrun	Nolabrun	Hekkeni	Bedarthil	Borgain	Burvetan	Duvaran	Gothan	Kemir	Sizaritan	Thaligrav	Wedgewood	W.M. North	W.M. South	W.M. West	Wodezhem	Zanhem	Lurdaron	Jithran	Jozan	Adrugoth	Okragoth	Rugoth	Ugrok
Agurz, Dwarves	1	-2	-2	-4	-2	-1	-2	-2	-2	-2	-2	-1	-2	-2	-1	-1	-2	-2	0	-2	-2	-3	-2	-2	-1
Muladhrun, Giants	-2	1	0	-3	-3	-2	-2	-2	-2	-3	-2	-2	-2	-3	-3	-2	-2	-2	-1	-2	-1	-2	-4	-4	-2
Nolabrun, Giants	-2	0	1	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-3	-1	-2	-2	-2	1	-2	-2	-3	-2	-3	-2
Hekkeni, Gnolls	-4	-2	-2	1	-2	-3	-2	-2	-2	-2	-2	-2	-2	-3	-3	-3	-2	-2	-1	-2	-2	-4	-2	-2	-2
Bedarthil, Humans	-2	-3	-3	-2	1	0	-2	-2	-1	1	-2	-2	-2	-1	-1	-1	-2	-2	-2	-2	-2	-2	-3	-3	-2
Borgain, Humans	-1	-2	-2	-4	1	1	-1	-1	-1	0	-1	-1	-1	-1	-1	-1	-1	-1	-2	-2	-3	-3	-2	-2	-1
Burvetan, Humans	-2	-2	-2	-2	-2	-3	1	-1	-3	-2	0	-1	0	-2	-2	-2	-1	0	-2	-3	-3	-2	-2	-2	-3
Duvaran, Humans	-2	-2	-2	-2	-1	-2	-1	1	-4	-2	0	-1	0	-2	-2	-2	-1	-2	-2	-2	-2	-2	-2	-2	-2
Gothan, Humans	-1	-1	-1	-1	-1	0	-2	-4	1	0	-4	-2	-3	-2	-2	-2	-4	-3	-2	-1	-2	-2	-1	-2	-2
Kemir, Humans	-2	-3	-2	-2	0	0	-2	-2	-1	1	-2	-2	-2	-1	-1	-1	-2	-2	-2	-2	-2	-2	-3	-3	-2
Sizaritan, Humans	-1	-2	-2	-3	-3	-3	0	0	-4	-2	1	-1	-1	-1	-2	-2	-2	-1	-2	-2	-2	-2	-2	-2	-2
Thaligrav, Humans	-1	-2	-2	-2	-2	-3	-1	-2	-1	-2	-1	1	0	0	-2	-2	-2	-1	0	-2	-2	-3	-3	-3	-3
Wedgewood, Humans	-2	-2	-2	-2	-2	-3	-2	-2	-3	-2	-2	-1	1	-1	-1	-1	-3	-2	-1	-3	-3	-3	-3	-3	-3
W.M, North, Humans	0	-3	-3	-4	-1	-3	-3	-3	-4	-1	-2	-2	0	1	-1	0	-4	-2	-1	-3	-3	-3	-3	-2	-2
W.M. South, Humans	1	-1	-2	-3	-2	-3	-1	-1	-1	-2	-1	0	0	-1	1	0	-1	-1	-3	-2	-2	-3	-2	-2	-1
W.M. West, Humans	0	0	0	-2	0	-2	-2	-2	-2	-2	-2	-1	-1	-1	0	1	-3	-2	1	-2	-2	-4	-2	-2	-2
Wodezhem, Humans	0	-1	-1	-2	-1	-2	-2	-1	-4	-2	-2	-3	-3	-3	-3	-3	1	-1	-2	-2	-2	-2	-2	-2	-2
Zanhem, Humans	-1	-2	-2	-2	-2	-3	-1	-1	-3	-2	-2	-2	-1	-1	-1	-1	-1	1	-2	-3	-3	-2	-2	-2	-3
Lurdaron, Mixed	-1	-1	0	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	1	-1	-1	0	-1	-1	-1
Jithran, Ogres	-2	-2	-2	-2	-2	-2	-2	-2	-3	-2	-2	-2	-2	-3	-2	-2	-2	-3	-2	1	0	-2	0	-2	-1
Jozan, Ogres	-2	-1	-1	-2	-2	0	-2	-2	-2	-2	-2	-2	-2	-3	-3	-3	-2	-2	-2	-1	1	0	-1	-1	1
Adrugoth, Orcs	-3	-2	-2	-4	-2	-3	-2	-2	-2	-2	-2	-2	-2	-2	-3	-3	-2	-2	0	-1	-1	1	0	0	0
Okragoth, Orcs	-2	-4	-4	-3	-3	-2	-2	-2	-3	-3	-2	-2	-2	-3	-3	-3	-2	-2	-1	0	0	0	1	1	0
Rugoth, Orcs	-2	-4	-3	-2	-3	-2	-2	-2	-2	-2	-2	-2	-2	-3	-3	-2	-2	-2	0	-1	-1	-1	0	1	0
Ugrok, Orcs	-2	-2	-2	-3	-2	0	-2	-2	-2	-2	-2	-2	-2	-1	-1	-1	-2	-3	-2	-1	1	0	1	1	1

Knowledge Skills

Knowledge Skills follow the normal rules for Shadowrun 5th Edition. Additionally, the following special cases exist. As a general rule, if you gained the knowledge through study then the knowledge skill is linked to Logic. On the other hand, if you gained the knowledge primarily through first-hand "lived" experience then the skill is linked to Intuition.

Knowledge & Active Skills

As per Substituting Skills (SR5, 130), an Active Skill can be used as an Knowledge Skill for information directly related to the Active Skill at a -3 dice pool penalty. For example, while gaining your skill in Blades, you pick up bits and pieces of information like who makes good blades in the city, identifying individual smith-marks, and so on, or as you Negotiate with merchants and nobles you learn about trade agreements and various laws or rulings.

By default, you've learned this information through first-hand experience and not formal training/study. As such you roll [Active Skill] + Intuition – 3, for these Knowledge Skill tests.

The Knowledge Trinity

The average commoner has three Knowledge Skills; Local Knowledge, Professional or Primary Interest, and either Secondary Interest or Second Language. Most commoners have ranks in these skills of 3 each or 3, 4, and 2 respectively.

Local Knowledge

Intuition

Taking from Pathfinder/D&D, Local Knowledge is just that; a general knowledge of the socio-economic strata in which the person lives with "general" being the key word. Almost everyone can recall the major events of their locality that occurred during their lifetimes, from middle-childhood onward, with no roll needed and a Memory Test to recall detailed specifics instead of a Knowledge Skill.

Threshold 1 (general knowledge) successes on Local Knowledge Skill tests provide answers like, "there's several gangs in the city," "the best taverns are in the river district," "the baron is always meddling in the merchant's business," and "our city's greatest hero was Lirinya, she lived a couple centuries ago and defended the city from orcs." To help facility game play, it's helpful to all PCs and NPCs alike to buy the one hit needed for general knowledge information as this is information that is usually safe to assume they know.

Threshold 2 (detailed knowledge) successes provide answers like, "of the several gangs in the city, the Black Crows are the most likely to engage in violent crimes," "the river district's best taverns are considered to be the Blue Keep and the Happy Tankard, but the temple distract has the best prices," "the merchants hate the seemingly random tariffs and taxes that the baron imposes on them," and "while Lirinya is our city's greatest hero, her deeds paved the way for the lesser known heroes, Aurda and Ouri who helped clear the hills for the southern watchtowers."

Threshold 4 (intricate knowledge) successes provide answers that include specific names; gang leaders, tavern owners, major merchants, and names of legendary enemies, weapons, and secondary characters. This level of information is on par with a General Knowledge success with a specific Knowledge Skill on the subject.

Threshold 6+ (obscure knowledge) successes are on the level of Detailed Knowledge or better success with a specific Knowledge Skill on the subject.

Professional/Primary Interest

Logic or Intuition

This is a standard Knowledge Skill that is either related to the profession of the commoner or, if they don't have a specific profession, then it is their primary interest or hobby.

Secondary Interest/Second Language

Logic or Intuition

Also a standard Knowledge or Language Skill, this category typically represents the area of interest that the commoner has, and would pursue as a profession if they had the economic means to do so. In societies that are multilingual, the commoner instead has proficiency in at least one additional language that they regularly come into contact with as a part of their daily life.

Monster Knowledge

Knowing things about monsters is covered by many Knowledge skills. Knowledge of a specific geographical region imparts some knowledge about the denizens living there, historical knowledge skills often include notable monster attacks, and so on.

If the knowledge skill you are using to get information about a monster is specific to that monster, like Knowledge Dragons when seeking information about a dragon attack, the threshold should match the Knowledge Skills thresholds (SR5, 149).

If the skill is related, but not specifically, to the creature in question (like knowledge of a specific geographic region where the creature lives), then the threshold should be increased by 1.

If the skill is only tangentially related to the creature in question (like knowledge of a specific geographic region but the creature in question, its species, has not been present in the area for decades or more), then the threshold should be increased by 2.

Examples of the information known about a monster based on the threshold are in the following table.

Table: Monster Knowledge

PC Seeks	Threshold	Information
General	1	Famous attacks, typical aggression level, defining powers'/abilities' effects.
Detailed	2	Famous named individuals, common tactics, nature and effects of defining powers and abilities.
Intricate	4	Names of active individuals, best tactics, all but the most obscure powers and abilities.
Obscure	6+	Individuals' names and modus operandi, obscure tactics, all powers and abilities.

Cypher Knowledge Skill

Cyphers and codes are used to hide the text from those that don't know the key to the cypher or code, and the Knowledge Skill Cypher is what covers your knowledge about those codes. As long as the coded text is in a language that you are able to read (see Language Skills, below) then you can

make an Opposed Cypher Knowledge + Logic Test against the creators original Cypher Knowledge + Logic Test made to create the code. You can also create a coded text by making your own Cypher Knowledge + Logic Test and your hits become the threshold for others to decipher if they don't have the key but have the Cypher Skill.

You can default on a Cypher Knowledge you must be literate in the Language and you suffer a -3 dice pool penalty (in addition to your literacy penalty, see Language Skills, below).

You can use Cypher Knowledge to help you read older texts. You may add you Cypher Knowledge skill rating to your language skill test when attempting to read older texts in a language, or older version of a language, that you know (See Language Skills, below).

Language Skills

See the Agrros Guleth Campaign book for lists of the languages in Khormadal. As per normal rules, you start with one Native Language/Milk Tongue (two if you have the Bilingual Quality). Native Languages are effectively rating 8 Language Skills that always allow you to automatically buy hits (the average human will have a dice pool of 11 to buy 2 hits which allows them to understand "Complex subject [special/limited interest topics]").

Literacy

Most of Agrros Guleth is illiterate. Literacy is not a cultural phenomenon like it is in many modern Earth cultures. By default, you can make out basic words by recognizing their general shape and not at any true understanding of the writing system. You may have seen the shape "Tavern" or "General Store" enough to know that's where you can get a drink or buy goods, but otherwise, by default, you're not very literate in any language that you learn, including your Native language(s).

Literacy penalty is used to determine just how literate you are. The literacy penalty is -4. So unless you have a Language Skill of 5 or higher then all you can do is make out the most basic of words at an intuitive level (as "Tavern" or "General Store" above). Your Milk Tongue, for example, is rating 8 by default, which means you have a Milk Tongue (Literacy) rating of 4, allowing you to by 1 hit such that you understand basic words of daily life.

At character creation you can use your bonus Knowledge/Language Skill points and/or spend 4 Karma (8 Karma after character creation and 1 month of study) to purchase Literacy Specializations. These Specializations are not restricted to the 1 Skill Specialization maximum at character creation. Each Literacy Specialization decreases your literacy penalty for the designated language by 2, or grants you a +2 literacy bonus if you already have 2 Literacy Specializations for that language. The most Literacy Specializations you can have per language is equal to your Logic.

For example, if you have a Logic of 4, then at character creation you could spend two of your bonus Knowledge/Language Skill points so that do not have a literacy penalty to reading in your Milk Tongue. Then as you finalize your character, you could spend 4 remaining Karma to gain a third Literacy Specialization in your Milk Tongue for a +2 dice pool bonus when reading texts in your native language. After character creation you could then spend a month of study and 8 Karma to gain an additional +2 dice pool bonus (+4 total) when reading your native language, at which point you could not take any more Literacy Specializations in your native language until you increased your Logic (but you could take more Literacy Specializations in other languages that you know).

Additionally, you can take Specializations as normal in reading a language (e.g. poetry, religious texts, legal documents, etc.).

Literacy in Other Worlds

Other campaigns and fantasy worlds (and even some cultures in Agrros Guleth) may have different levels of literacy. The GM can adjust the penalty for determining literacy in a language as needed to reflect their campaign world.

For example, the Forgotten Realms has an implied higher level of literacy and as such, the GM could determine that the literacy penalty is only -2 instead of the standard -4.

Reading

To see how well you comprehend a text that you are literate in you can either buy hits as normal for your Language (Literacy) Skill or roll Language (Literacy) + Logic, the threshold of which is based on the Language Skill Table (SR5, 151). If you fail to make enough hits to reach the threshold of the text then the hits you do achieve, if any, allow you to understand the text at that level. Until you do further research (as an expert some questions, look up definitions in a library, etc.) then you are stuck with those hits for that text. When you have done an acceptable amount of research (as defined by the GM) you may make another Language (Literacy) + Logic roll and add those hits to your original test.

If you are literate and time is not an issue, then you can typically read 15 words per Combat Turn or 1 page (300 words) in a minute. If you are in a hurry, or in the middle of combat, then as a Complex Action you can read approximately 5 words plus 5 words per hit on a separate "reading speed" Language (Literacy) + Logic Test per Complex Action spent reading. The first reading speed test you make should be applied to all further Complex Actions unless you take a break (like eat lunch, or fight off a couple of cultists). If the text you are reading requires the Cypher Knowledge skill (or defaulting to it), then the time is reduced to 5 words per Combat Turn or a third of a page in a minute (100 words), and if in a hurry, 1 word plus 1 word per hit on the Language (Literacy) + Logic Test per Complex Action.

As long as a text is relatively uniform in its content (like a history book, or a book on flora) then only one test is needed in order to read it. Complex books may require multiple tests.

Old Texts

As language changes over time, older texts become more difficult to read (for example, look up Colonial American texts and their use of the letters "s" and "f"). You suffer a -1 dice pool modifier per full time interval after the first in which the text was written. For example, if you are reading a human-language text that is no more than one century old, you suffer no modifier. But if the text was between one to 1.5 centuries old, then you would suffer a -1 dice pool penalty to your reading test. On the bright side, if you have the Cypher Knowledge skill then you may add its rating to your Reading Test for reading old texts.

Table: Old Texts Dice Pool Modifiers by Species' Language

Text written in this species' language	-1 modifier per...
Dragons	10 centuries
Dwarves	2 centuries
Elves	4 centuries
Giants	1 century
Gnolls	50 years
Goblins	25 years
Humans	50 years
Kobolds	25 years
Lizardfolk	1 century
Minotaurs	50 years
Ogres	25 years
Orcs	50 years

Species' Text	Old Text Reading Modifier			
	0	-1	-2	-3
Dragons	< 2m	2m – 3m	3m – 4m	4m – 5m
Dwarves	< 4c	4c – 6c	6c – 8c	8c – 10c
Elves	< 8c	8c – 12c	12c – 16c	16c – 20c
Giants	< 2c	2c – 3c	3c – 4c	5c – 6c
Gnolls	< 100y	100y – 150y	150y – 200y	200y – 250y
Goblins	< 50y	50y – 75y	75y – 100y	100y – 125y
Humans	< 100y	100y – 150y	150y – 200y	200y – 250y
Kobolds	< 50y	50y – 75y	75y – 100y	100y – 125y
Lizardfolk	< 2c	2c – 3c	3c – 4c	5c – 6c
Minotaurs	< 100y	100y – 150y	150y – 200y	200y – 250y
Ogres	< 50y	50y – 75y	75y – 100y	100y – 125y
Orcs	< 100y	100y – 150y	150y – 200y	200y – 250y

m = millennia
c = centuries
y = years

Lifting/Carrying

Encumbrance rules represent how much your character can carry and what happens when you try to carry more things than what would normally be comfortable for you (Strength × 10 kg or less). This is not lifting. Lifting (Strength x 15 kg) is largely about picking something up. You lift a log, a portcullis, or a body and maybe temporarily move it around. You carry your weapons, clothing, and backpack with the intent of moving around, a lot, with them. If you have placed something on your body, with some effort to maintain your balance, distribute the weight, etc., then it is something you are carrying. To get all technical, you are both carrying and lifting a weapon that is in your hand. Lifting and carrying both affect each other. If you are trying to lift something, then your maximum lifting weight takes into account what you are carrying and vice versa. So drop the backpack you're carrying when you're trying to lift that tree off your friend!

Encumbered

Encumbered is a term used to designate that you are carrying too much. You are considered Encumbered when you carry more weight than your base carrying weight (Strength × 10 kg); which is broken down by Encumbrance Value (EV). Your total EV is equal to the number of 10 kg biped/15 kg quadruped (or fraction thereof) increments over your base carrying weight. If the total weight you're carrying is equal to or less than your Strength × 10 kg then your EV is 0.

Biped: Strength × 10 kg base carry weight modifier.

Quadruped: Strength × 15 kg base carry weight modifier.

You incur a -1 modifier to your Physical Limit equal to your EV, minimum Physical Limit of 0, in addition to the following rules listed in the Encumbrance Effects table.

For example, if your Strength is 3, then you can carry 30 kg (66.1 lbs) easily (EV 0). If you carry over 30 kg up to 40 kg, then your EV is 1. Over 40 kg and up to 50 kg, EV is 2. Etc. To continue the example from above, all the Physical Attributes are 3, which gives you a Physical Limit of 4. At 30.01 kg - 40 kg, you're Lightly Encumbered, have a -1 penalty to your Physical Limit, your movement is reduced, and you risk fatigue if you sprint. At 40.01 kg - 50 kg, you have and EV of 2, which is equal to half, round up, your Body. So you have a -2 penalty to your Physical Limit but are still Lightly Encumbered. In the next increment, you can carry an additional 10 kg (50.01 kg - 60 kg) and are now Heavily Encumbered as your EV is 3, which is still less than your Physical Limit, and you have a -3 penalty to your Physical Limit. Carrying 60.01 kg or greater you're at Max Load (EV 4 equals your Physical Limit), skipping over the issues from being Overburdened, and just stand there, unable to move while making Fatigue Tests at the end of every Combat Turn until you drop some crap. Had you been smart and raised your Reaction from 3 to 4 during your last Downtime, then your Physical Limit would be 5 and from 60.01 to 70 kg you'd just be Overburdened and able to at least move a meter every Combat Turn (while making Fatigue Tests when you do so), and then at 70.01 kg or greater you'd be at Max Load.

Table: Encumbrance Effects

Encumbrance Category	Bipeds	Quadrupeds[1]
Not Encumbered EV 0 (STR × 10 kg or less)	No modifiers	No modifiers
Lightly Encumbered EV equal to 1 up to half Physical Limit Max: ([STR + (½ Physical Limit)] × 10 kg)	-EV to Physical Limit. Movement rates halved. Overland Travel Rate reduced by 75% (round to nearest whole or half). Sprinting incurs Fatigue rolls with every Running check, even the first.	-EV to Physical Limit. Overland Travel Rate reduced by 75% (round to nearest whole or half). Sprinting incurs Fatigue rolls with every Running check, even the first.
Heavily Encumbered EV greater than half Physical Limit up to 1 less than Physical Limit Max: ([STR + (Physical Limit – 1)] × 10 kg)	-EV to Physical Limit. Movement rates halved. Overland Travel Rate reduced by 75% (round to nearest whole or half). Sprinting is not possible.	-EV to Physical Limit. Movement rates halved. Overland Travel Rate reduced by 75% (round to nearest whole or half). Fatigue damage is Physical, not Stun.
Overburdened EV greater than Physical Limit – 1 Max: EV equal to Physical Limit	-EV to Physical Limit. Movement reduced to 1 meter per Combat Turn. Fatigue Tests after every meter moved. No Overland Travel possible.	-EV to Physical Limit. Movement rates halved. Overland Travel Rate reduced by 75% (round to nearest whole or half). Automatically fail Fatigue Tests. Fatigue from Hustling occurs every 30 minutes, instead of 1 hour. Fatigue damage is Physical, not Stun.
Max Load EV greater than Physical Limit	-EV to Physical Limit. You cannot move. Fatigue Tests at the end of every Combat Turn.	-EV to Physical Limit. Movement rates halved. Overland Travel Rate reduced by 50% (round to nearest whole or half). Automatically fail Fatigue Tests. Fatigue damage is Physical, not Stun.

[1] Quadrupeds use × 15 kg instead of × 10 kg for their base encumbrance modifier.

Armor & Encumbrance

Armor adds its weight to the total weight you are carrying. Wearing armor with the Restrictive feature places you in the Lightly Encumbered Category unless your total carried weight (including the armor) would place you in a higher Encumbrance Category, but only total carried weight (over Base Carry Weight) results in an EV score (this differs somewhat from the R&G, 59, rules for the Restrictive feature).

For example, if you are still Not Encumbered when you put on Restrictive Armor then you become Lightly Encumbered but because you're not over your Base Carry Weight you do not have an EV modifier to your Physical Limit. If you were Lightly Encumbered and you put on the armor, but still within your Lightly Encumbered weight range then you would still be Lightly Encumbered but with the resulting EV based off the weight over Base Carry Weight. If you were Heavily Encumbered and donned Restrictive armor, you would not be brought down to Lightly Encumbered…that's silly. You remain Heavily Encumbered (or worse if the armor's weight pushes you over into the Overburdened or Max Load Encumbrance Categories).

Getting Crushed

You risk Crushing damage when you become Max Loaded.

For every half of your unmodified Physical Limit (round up) above your maximum Overburdened weight ([Strength × 10 kg] + [Physical Limit × 10 kg] + [½ Physical Limit × 10 kg increment]), where you are at your Max Load, you take 1 Physical Box of Damage resisted with Body only (no armor) for every minute that you continue to carry the weight, starting with the moment you begin carrying that weight.

For example, if you have a Strength of 3 and a Physical Limit of 4, you can carry 30 kg normally, become overburdened at 70 kg, and at 90 kg you would take 1P, at 110 kg you'd take 2P.

Table: Encumbrance by Physical Limit

Up to STR	Physical Limit									
x 10 kg +...	1	2	3	4	5	6	7	8	9	10
10 kg	O	L	L	L	L	L	L	L	L	L
20 kg	C	O	L	L	L	L	L	L	L	L
30 kg	C	C	O	H	L	L	L	L	L	L
40 kg	C	C	M	O	H	H	L	L	L	L
50 kg	C	C	C	M	O	H	H	H	L	L
60 kg	C	C	C	C	M	O	H	H	H	H
70 kg	C	C	C	C	M	M	O	H	H	H
80 kg	C	C	C	C	C	M	M	O	H	H
90 kg	C	C	C	C	C	C	M	M	O	H
100 kg	C	C	C	C	C	C	M	M	M	O
110 kg	C	C	C	C	C	C	C	M	M	M
120 kg	C	C	C	C	C	C	C	C	M	M
130 kg	C	C	C	C	C	C	C	C	M	M
140 kg	C	C	C	C	C	C	C	C	C	M
150 kg	C	C	C	C	C	C	C	C	C	C

L = Lightly Encumbered
H = Heavily Encumbered
O = Overburdened
M = Max Load
C = Crushing

Reducing the Load

When you are carrying weights that incur an EV of 1 or greater, you may make a Lifting/Carrying Test as per SR5, 152, with a threshold of 0.

Your EV is reduced by 1 for each hit over the threshold for a number of minutes equal to your Body.

You can make this test repeatedly, after every (Body) minutes. But each time you do so, the threshold is increased by 1 and you must make Fatigue Tests, beginning with the first Lifting/Carrying Test.

Sturdy

Characters with the Sturdy Positive Quality gain +5 kg to their base carry weight modifier.

E. Skill PACKS

The PACKS below offer entry level skills for the social classes. These represent a kind of generic average of what to expect from an adult (albeit, newly adult) of that social class. You are in no way forced to purchase the skill pack that matches your character's social class, but the PACKS should serve as a baseline reminder of what skills your character would have picked up before becoming an adventurer. If you choose a PACK, you may spend further Karma to increase each of the individual skills as normal.

The PACKS do not include the bonus Knowledge/Language Skill points from Sapience (your [Logic + Intuition] × 2).

Slave Skill PACK

60 Total Karma

Con 3 (12 Karma)
Escape Artist 2 (6 Karma)
Palming 3 (12 Karma)
Perception 2 (6 Karma)
Sneaking 2 (6 Karma)
Unarmed Combat 2 (6 Karma)
+1 other Social Skill 3 (12 Karma)

Commoner Skill PACK

54 Total Karma

Artisan 3 (12 Karma)
First Aid 2 (6 Karma)
Perception 2 (6 Karma)
Survival 2 (6 Karma)
Unarmed Combat 2 (6 Karma)
+1 Charisma based Skill 3 (12 Karma)
+1 Combat Skill 2 (6 Karma)

Expert Skill PACK

68 Total Karma

Negotiation 3 (12 Karma)
Perception 2 (6 Karma)
Unarmed Combat 2 (6 Karma)
+1 Combat Skill 2 (6 Karma)
+1 Social Skill 2 (6 Karma)
+1 Technical Skill (including Alchemy or Artificing) 4 (20 Karma)
+1 Technical Skill (including Alchemy or Artificing) 3 (12 Karma)

Noble Skill PACK

68 Total Karma

Archery 3 (12 Karma)
Con 2 (6 Karma)
Etiquette 4 (20 Karma)
Negotiation 2 (6 Karma)
Performance 2 (6 Karma)
+1 Combat Skill 3 (12 Karma)
+1 Technical Skill 2 (6 Karma)

Royalty Skill PACK

80 Total Karma

Archery 3 (12 Karma)
Con 2 (6 Karma)
Etiquette 4 (20 Karma)
Negotiation 3 (12 Karma)
Performance 2 (6 Karma)
+1 Combat Skill 3 (12 Karma)
+1 Technical Skill 3 (12 Karma)

VIII. Styles

The monks of Gardenhome are no mere religious ascetics contemplatively attending to their flowers. The monastery serves as a temple to the gods of death and war and therein are trained mercenary assassins. It is said they name their specialized orders after the flowers that they cultivate, but I only know of the Order of the Red Rose which proclaims Nezran, Goddess of War, as their patron.

~Belalis Talsesra
The Valdain: Travels and Tales in the Lands of the Heretics (3603 EF)

Style is a catch-all term for highly specialized skill-use which includes Martial Arts Styles and Social Arts Styles.

A. Styles Overview

You can learn Styles, Techniques, and Specializations. "Style" is shorthand for a martial or social art, as in Courtesan, Karate, and Boxing are styles. Techniques are special maneuvers or actions taught by a Style. Two Styles may offer training in the same Technique but most likely they will apply to two different weapon types (e.g. Unarmed vs. Swords). Specializations are standard Shadowrun 5th Edition Specializations but instead of gaining a +2 with a specific Skill, you gain a +2 when performing a Technique that you know in the Style you have specialized in.

Changes

Replace the word "subdual" and its variations (subduing, subdued, etc.) with "grapple" in the title and text of the Subduing sub-section in Special Actions sections of the Combat chapter of the Shadowrun 5th Edition Corebook (pg 195). The Techniques here use this terminology to indicate the original Subduing Special Actions (and its options), while Clinch applies to that specific Technique and its variants.

Styles

When you learn a Style you gain one Standard Technique of that Style for free and can then purchase more Techniques for 5 Karma each.

At character creation, you may purchase only two Styles (and gain a free Standard Technique with each Style) and four additional Standard Techniques (five total) per Style, unless you have purchased a Magical College, in which case you can purchase only one Style (gaining one free Standard Technique and able to buy four more Techniques).

No Technique at character creation may be greater than Level I.

A Style has a Primary Skill which represents the central pillar around which the Style has been built by its practitioners (whether intentionally or through centuries of trials and errors). The Primary Skill is used to determine the maximum number of Techniques you may learn (see Techniques, below).

A Style also has Associated Weapons. Usually regarding combat skills, it designates what weapons (if any) the Style uses. You must have the Skill of at least one of the Associated Weapons to use the Style's combat related Martial Arts Techniques, and if you are using an unlisted weapon then you may not use the Style's combat related Martial Arts Techniques.

For example, if your Style's Associated Weapons are "Blades (daggers, knives)" then you may only use combat Techniques if you are wielding a dagger or a knife, and have the Blades skill.

Player/GM logic is key here as some Techniques have nothing to do with wielding a weapon, and therefore can be used with or without the Associated Weapon(s). For example, Social Techniques in general or the Martial Arts Technique, Swift Dodge, do not rely on a weapon to perform and as such you could do so without your Style's weapon in hand. Or, the GM could allow you to perform a Kip-Up Attack to stand from being prone as a free action but not make the associated attack if you aren't using the appropriate weapon for the Style.

Specializations

When you learn a Style Specialization you gain a +2 dice pool bonus to the techniques of the Style in which you are specialized. If you haven't learned a Style you can't really specialize in it, now can you. However, your Specialization does apply to any new techniques of that Style that you learn down the road.

Techniques

When you learn a Technique you gain the bonuses as listed for the Technique, plus you generally look badass when you perform it. There are two types of Techniques; standard and master.

When you learn a Style you gain one Technique from that Style for free. You must spend Karma to learn additional Techniques. Improved Techniques (see Standard Techniques, below) are considered additional Techniques. For example, if you know the Half-Sword Technique at Level III, then you know three Techniques. Again, no Technique at character creation may be greater than Level I and you can only learn one new Technique per downtime.

The maximum number of Techniques that you can learn, including Master Techniques, is 1.5 × Primary Skill Rating of the Style and applies to all Styles with that Primary Skill. For example, a character with Rating 6 Perception could learn a maximum of 9 Techniques from all Styles that have Perception as their Primary Skill (9 Techniques divided among all Primary Skill: Perception associated Styles).

Unless otherwise noted, bonuses listed for Techniques, including the "Improve" entries, only apply to tests regarding that Technique.

Standard Techniques

You only have to know the Style in order to learn a basic Technique of that martial art. Standard Techniques start at Level I and can be improved to higher levels. Each Level costs (4 + Level) Karma and it takes 2 weeks of training to learn a Level I Technique and 3 weeks of training for each additional Level after the first.

There are three general types of standard Techniques; New Action Technique, Modifying Techniques, and Armor Techniques.

New Action Techniques

These Techniques are either Called Shots (and therefore Free Actions), Free, Simple, Complex, or Interrupt Actions that are not normally available to characters. New Action Techniques are designated by a dagger "†" symbol. Examples include Break Weapon† (Called Shot, R&G 111), Iaijutsu† (Simple Action, R&G 122), Ballestra† (Complex Action, R&G 119), and Counterstrike† (Interrupt Action, R&G 124).

Modifying Techniques

These Techniques modify a normal action or attack/defense modifier (usually, but not always, a Called Shot). If one of these Techniques modifies a New Action Technique, then you will need to purchase the New Action Technique before you can purchase the Modifying Technique. Most Modifying Techniques are named after the Action or attack/defense modifier that they modify with the word:

"Adroit" is added if it increases the dice pool to perform the task by 1.

"Expert" is added if they reduce the penalty for taking the Action by 1.

"Penetrating" is added if the AP is subtracted by 1.

"Power" is added if the DV is increased by +1.

"Sly" is added if it reduces the threshold by 1.

"Swift" is added if it reduces the Initiative Score penalty of an Interrupt Action by either +1 or +2.

"Improved" is added if not covered by the previous categories. The name may also be changed from the original Shadowrun title in some way if it does not follow the "Adroit", "Expert", "Penetrating", "Power", "Sly", or "Swift" naming convention.

Armor Techniques

Armor techniques are required to take full advantage of wearing armor. Without the appropriate Armor Technique, you only gain half the Armor Rating (round up) of the armor or no Armor Rating if you aren't wearing any and the time to don or remove the armor is doubled.

Social Techniques

Social techniques are techniques that use Social Skills and are either their own action, add an additional test as part of a Social test, or modify another Social Skill test. Further information can be found under Social Techniques, below.

Improved Standard Techniques

Level II and greater standard Techniques are Improved Techniques. Unless otherwise stated in the Techniques description, the maximum Level for a Technique is Level IV.

Master Techniques

To learn a master Technique you must know both the Style and three separate standard Techniques of that Style at any level. The costs to learn a master Technique is 20 Karma, 15 gp, and 1 month of training.

Technique Overlap

You can learn the same Technique from multiple Styles, which either applies to different Weapon Restrictions or different actions. If the Techniques are applied in the same way they do not overlap (you're probably better off buying an Improved Level of one of them in this case).

Learning Lone Techniques

Additionally, there are Lone Techniques which are standard Techniques learned without learning a Style. They cost three times the Karma as for the same Technique leaned with a Style (15 Karma for Level I), double the price, and take twice the time to learn. The maximum number of Lone Techniques that you can learn is equal to half your Intuition Attribute (round down).

Using Techniques Without the Training

Who says you can't learn martial arts from just watching that halfling bard's one-man-show about the greatest elven swordswoman that ever lived? You'll probably look like an idiot, even if you manage to pull it off, and here's how:

If the Technique is a Called Shot (meaning a New Action Called Shot Technique†) then the Called Shot Penalty is doubled (typically -8 instead of -4).

If the Technique is a Free, Simple, Complex, or Interrupt Action (other than a Action Called Shot Technique) then you must spend a Free Action (or if you do not have a one available, take -5 to your Initiative Score) and a -4 penalty to all Tests (save Damage Resistance Tests) involved in the Technique. E.g., in order to pull off an Iaijutsu Technique without the training, you would have to use a Free Action to do so, then a Simple Action to perform both the Quick Draw (at a -4 penalty) and the Attack Action (also at a -4 penalty).

If the Technique is a Modifying Technique then you will have to use Combat Edge: Lucky Move (R&G, 126).

If the Technique is a Master Technique then it costs a Free Action (or -10 to Initiative if you do not have a Free Action available), you take a -10 to all Tests (save Damage Resistance Tests) involved in the Technique or double the standard penalty (whichever is worse), and you must use Combat Edge: Lucky Move.

Table: Learning Styles

Learning New...	Training Time	Karma	Base Cost
Style	1 month	7	12.5 gp
Specialization	1 month	7	NA
Technique Level I	2 weeks	4 + Level	7.5 gp
Technique Level II+	3 weeks	4 + Level	11.25 gp
Master Technique	1 month	20	15 gp
Lone Technique	1 month	(4 + Level) ×3	15 gp

To learn a Style or Technique you must have an instructor, otherwise your training time is doubled and the Karma cost is increased by +50% (round up); 11 Karma for a Style and 8 Karma for a Level I Technique, and so on. You will also have to come up with a reason your character has figured out how they learned about the Style or Technique.

B. Techniques

Here is the listing of individual Techniques, organized by Martial, Armor, and Social Techniques.

Individual Techniques use the following template:

Name (†† indicates it modifies another Technique, ᵐ indicates it is modified from canon source)

Action type description
Technique's Level I description, including bonuses and penalties.
Improve: How the Technique improves with additional Levels (if differs from maximum Level IV, it is listed in parenthesis here).
Limitations: Listed general limitations of the Technique.
[Source of the Technique]

Martial Techniques

Adroit Block

As Block Interrupt or Pre-Emptive Block Free Action
You gain a +1 dice pool bonus to Defense Tests when using the Block Interrupt or Pre-Emptive Actions.
Improve: Increase the bonus dice by +1 for each additional Level.
[Opposing Force Block (R&G, 139)]

Adroit Counterstrike††

As per Counterstrike† Interrupt Action
You gain a +1 dice pool bonus to Counterstrike† Interrupt Actions.
Improve: Increase the bonus dice by +1 for each additional Level.
[Yielding Force Counterstrike (R&G, 141)]

Adroit Defending Against Knock Down

No Action
You gain a +1 modifier to Melee Defense Tests when your opponent attempts a Knock Down Called Shot.
Improve: Increase the bonus by +1 for each additional Level.
[Oaken Stance vs Knock Down (R&G, 139)]

Adroit Defending Against Charge Attacks

No Action
You gain a +1 modifier to Melee Defense Tests when your opponent attempts a Charge Attack.
Improve: Increase the bonus by +1 for each additional Level
[Oaken Stance vs Charge (R&G, 139)]

Adroit Defender in Melee Targeted by Ranged Attack

No Action
You gain a +1 dice pool bonus to Defense Tests against Ranged Attacks if you are engaged in melee combat.
Improve: Increase the bonus by +1 for each additional Level.
[Close Quarter Defense Against Ranged Weapons [Firearms] (R&G, 137)]

Adroit Dodgeᵐ

As Dodge Interrupt or Pre-Emptive Dodge Free Action
You gain a +1 dice pool bonus to Defense Tests when using the Dodge Interrupt or Pre-Emptive Actions.
Improve: Increase the bonus by 1 per Level.
[Bending of the Reed (R&G, 135)]

Adroit Interception

As per Interception Interrupt Action
You gain a +1 dice pool bonus to Interception Interrupt Actions.
Improve: Increase the bonus dice by +1 for each additional Level.
[Barbed Hooks (R&G, 135)]

Adroit Parry

As Parry Interrupt or Pre-Emptive Parry Free Action
You gain a +1 dice pool bonus to Defense Tests when using the Parry Interrupt or Pre-Emptive Actions.
Improve: Increase the bonus by 1 per Level.
[Opposing Force Parry (R&G, 139)]

Adroit Throw††

As Throw Person or Sacrifice Throw
You gain a +1 dice pool bonus to performing a Throw (including both Grapple/Clinch Option Throw Person and Sacrifice Throw)
Improve: Increase the bonus by 1 per Level.
[Yielding Force Throw (R&G, 141)]

Ballestra

Complex Action
You make a normal melee attack that adds +1 to its Reach, but you gain a -1 dice pool penalty to all Defense Tests and cannot use any active Defense Techniques until after your next Acton Phase.
Improve: Level II: You do not take the -1 penalty to your Defense Tests. Level III: You may use active Defense Techniques as normal. Level IV: You gain an additional +1 bonus to your attack's Reach.
(R&G, 119)

Break Weapon

Free Action, -4 Called Shot penalty
Make a normal melee attack, the target weapon resists as a barrier (SR5, 197). With a successful attack either reduce the weapon's accuracy by 1 (minimum or 3) or reduce Reach by 1 (minimum of 0).
Improve: Level II – III: Gain a +1 bonus to your attack's Limit for each of these Levels. Level IV: You can further reduce the attacked weapon's accuracy by an additional 1, to a minimum of 2, or reduce its Reach by an additional 1, to a minimum of -1 (negative Reach modifiers give the defender bonus dice to their Defense Tests).
(R&G, 111)

Table: Martial Techniques List

Technique (Canon Name if changed, book)	
Adroit Block (Opposing Force Block, R&G, 139)	**Iaijutsu**[m] (R&G, 122)
Adroit Counterstrike†† (Yielding Force Counterstrike, R&G, 141)	**Improved Disarm: Deal Damage††** (Knucklebreaker Disarm, R&G, 139)
Adroit Defending Against CS Knock Down (Oaken Stance vs Knock Down, R&G, 139)	**Improved Falling Damage Reduction: -1DV** (Rolling Clouds, R&G, 141)
Adroit Defending Against Charge Attacks (Oaken Stance vs Charge, R&G, 139)	**Improved Grapple Damage** (Crushing Jaws, R&G, 137)
Adroit Defender in Melee Targeted by Ranged Attack (Close Quarter Defense Against Ranged Weapons [Firearms], R&G, 137)	**Improved Grapple Limit** (Crushing Jaws, R&G, 137)
Adroit Dodge[m] (Bending of the Reed, R&G, 135)	**Improved Interception:** (Imposing Stone, R&G, 138)
Adroit Interception (Barbed Hooks (R&G, 135)	**Improved Knock Down: Deal Damage** (Sweep, R&G, 141)
Adroit Parry (Opposing Force Parry (R&G, 139)	**Improved Knock Out of Hands: Deal Damage** (Knucklebreaker Blast Out of Hands, R&G, 139)
Adroit Playing Possum (R&G, 122/New)	**Improved Movement: Increase Horizontal Jump** (Leaping Mantis, R&G, 139)
Adroit Throw†† (Yielding Force Throw (R&G, 141)	**Improved Movement: Increasing Climbing Rate** (Monkey Climb, R&G, 139)
Ballestra (R&G, 119)	**Improved Multi-Attack** (Multiple Opponent Combat, R&G, 139]
Break Weapon (R&G, 111)	**Improved Resist Forced Movement** (Rooted Tree, R&G, 140)
Clinch (R&G, 119)	**Improved Sneaking: Hide In Plain Sight** [New]
Counterstrike (R&G 124)	**Improved Sneaking: Silent Steps** [New]
Disarm (R&G,111)	**Improved Unarmed Combat Reach** (Kick Attack, R&G, 138)
Entanglement (R&G, 111)	**Kip-Up Attack** (R&G, 122)
Expert Blind Fighting[m] (Strike the Darkness, R&G 141)	**Neijia** (R&G, 140)
Expert Break Weapon†† (Broken Fang, R&G, 135)	**Penetrating Opportunist** (New)
Expert Dirty Trick (Randori CS Dirty Trick, R&G, 140)	**Penetrating True Strike††** (New)
Expert Disarm†† (Releasing Talons, R&G, 139)	**Pin** (R&G, 112)
Expert Entanglement†† (Grasping Vines, R&G, 137)	**Pouncing Dragon** (R&G, 122)
Expert Feint (Melee)†† (Two-Headed Snake, R&G, 141)	**Power Charge Attack** (Jiao Di Charge, R&G, 138)
Expert Gain Advantage†† (Defiant Dance: CS Reversal, R&G, 137)	**Power Clinch** (Ti Khao, R&G, 141)
Expert Harder Knock (Thunder Strike, R&G, 141)	**Power Crush** (Constrictor's Crush, R&G, 137)
Expert Knock Down (Jiao Di Knock Down, R&G, 138)	**Power Opportunist** (New)
Expert Knock Out of Hands (Hammerfist, R&G, 138)	**Reversal** (R&G, 124)
Expert Location (arm, or leg) (Dim Mak, R&G, 137)	**Sacrifice Throw** (R&G, 125)
Expert Location (eye) (Randori CS Location [Eye], R&G, 140)	**Shadow Block** (R&G, 125)
Expert Location (Eye, Ear, Sternum) (Stagger CS Location [Eye, Ear, Sternum], R&G, 141)	**Sly Reversal††** [Defiant Dance: Reverasl, R&G, 137)
Expert Multiple Attack Defense (Multiple Opponent Defense vs Defender has Defended Against Previous Attacks, R&G, 139)	**Swift Block** (New)
Expert Multiple Opponent Defense[m] (Multiple Opponent Defense vs Friends in Melee, R&G, 139)	**Swift Clinch/Grapple (reversal)** (R&G, 119/New)
Expert Pin†† (Soaring Shackles, R&G, 141)	**Swift Counterstrike** (New)
Expert Ranged Attack in Melee Combat (Close Quarter Ranged Weapons [Firearms], R&G, 136)	**Swift Dodge** (New)
Expert Shake Up (Stagger CS Shake Up, R&G, 141)	**Swift Finishing Move** (New)
Expert Splitting the Damage (Silken Storm, R&G, 140)	**Swift Parry** (New)
Expert Trick Shot (Tricking, R&G, 141)	**Swift Protecting the Principle** (New)
Expert True Strike†† (New)	**Swift Reversal** (New)
Expert Vitals (Randori CS Vitals, R&G, 140)	**Swift Sacrifice Throw** (New)
Feint (R&G, 111)	**Swift Shadow Block** (New)
Finishing Move (R&G 120)	**Swift Throw Person** (R&G, 123)
Flying Kick (R&G, 121)	**Throw Person** (R&G, 123)
Full Offense (R&G, 121)	**True Strike**[m] (Bulls-Eye Double-Tap/Burst[m])
Gain Advantage (R&G, 112)	**Two-Weapon Defense** (Two-Weapon Style Defense, R&G, 141)
Half Sword (R&G, 121)	**Two-Weapon Strike** (Two-Weapon Style Attack, R&G, 141)
Haymaker (R&G, 121)	**Wild Attack** (New)
Herding (R&G, 121)	

†† indicates that the Modifying Technique modifies a Technique.
[m] indicates modified from original source text.

Clinch

Simple Action

You make an Opposed Gymnastics + Agility [Physical] vs. Reaction + Intuition Test. If successful, you have a hold on the defender (and the defender on you if they choose). The two of you cannot move away from each other (but each can move up to 2 meters per Action Phase and the other follows). You gain the Superior Position bonus (+2). You can take actions other than those involving the Clinch, but both of your Reach bonuses are negated. Attacks with melee weapons receive a penalty equal to their Reach bonus. For ranged attacks, you both take penalties equal to the net hits on the Clinch test. It's a free Action for you to let go, but a defender that knows the Clinch Technique can use an Interrupt Action (-5 Initiative) to attempt to maintain the Clinch (requiring a new Clinch Action Test with a +1 bonus and you lose the Superior Position bonus). The Defender can use the Escape Action [Complex] to escape.

Clinch Actions: Melee/Ranged Attack, Grapple Attack, Knock Down (Called Shot), Throw Person

Improve: Increase your Physical Limit for performing a Clinch by +1 per additional Level.

(R&G, 119)

Counterstrike

-7 Initiative Score

This replaces your normal Defense Test with a Melee Combat Skill + Reaction [Accuracy (weapon) or Physical (Unarmed Combat)] Test against a melee attack. If you get more hits, you avoid the original attack and deal standard melee DV + net hits against your attacker (who resists as normal). If you get 0 net hits then your opponent deals their attack's base DV which you resist as normal. If your opponent gets any net hits then their attack deals base DV + their net hits +1 which you resist as normal.

Improve: Increase the Limit of the attack by +1 for each additional Level.

(R&G 124)

Disarm

Free Action, -4 Called Shot penalty

Make a normal Unarmed Combat attack, if successful and your Strength is greater than the defender's Physical Limit then you have snatched the defender's weapon and can use it after a Ready Weapon Action. If successful but your Strength is less than or equal to the defender's Physical Limit, then defender takes –(net hits) penalty if they use that weapon on their next Action Phase. If you fail on this test, the defender gains +2 dice pool bonus to attack with that weapon during that Action Phase.

Improve: Increase your Strength by +1 when comparing against the defender's Physical Limit for each additional Level.

(R&G,111)

Entanglement

Free Action, -4 Called Shot penalty

Make an appropriate Exotic Weapon attack. Your net hits reduce the defender's Agility for that Action Phase instead of dealing damage. With any net hits, the defender cannot move farther away from you that Action Phase. If their Agility is reduced to 0, the defender can only act to get free; Escape Artist + Agility [Physical] (net hits) Test to get free with Agility restored.

Improve: Level II - III: Defender takes a -1 penalty to get free for each of these Levels. Level IV: Gain a bonus +1 net hit if your attack succeeds.

(R&G, 111)

Expert Blind Fighting™

No Action

You reduce the Blind Fighting penalty by 1 die. This includes Environmental modifiers in the categories of Visibility and Light/Glare.

Improve: Increase the reduction to the penalty by 1 for each additional Level.

[Strike the Darkness (R&G 141)]

Expert Break Weapon††

As per Called Shot Break Weapon† (R&G, 111)

Reduce the Called Shot penalty by 1.

Improve: Increase the Called Shot reduction by 1 per Level.

[Broken Fang (R&G, 135)]

Expert Dirty Trick

As per Called Shot Dirty Trick (SR5, 195)

Reduce the Called Shot penalty by 1.

Improve: Increase the Called Shot reduction by 1 per Level.

[Randori CS Dirty Trick (R&G, 140)]

Expert Disarm††

As per Called Shot Disarm† (R&G, 111)

Reduce the Called Shot penalty by 1.

Improve: Increase the Called Shot reduction by 1 per Level.

[Releasing Talons (R&G, 139)]

Expert Entanglement††

As per Called Shot Entanglement† (R&G, 111)

Reduce the Called Shot penalty by 1.

Improve: Increase the Called Shot reduction by 1 per Level.

[Grasping Vines (R&G, 137)]

Expert Feint (Melee)††

As per Called Shot Feint† (R&G, 111)

Reduce the Called Shot penalty by 1.

Improve: Increase the Called Shot reduction by 1 per Level.

[Two-Headed Snake (R&G, 141)]

Expert Gain Advantage††

As per Called Shot Reversal† (R&G, 112)
Reduce the Called Shot penalty by 1.
Improve: Increase the Called Shot reduction by 1 per Level.
[Defiant Dance: CS Reversal (R&G, 137)]

Expert Harder Knock

As per Called Shot Harder Knock (SR5, 195)
Reduce the Called Shot penalty by 1.
Improve: Increase the Called Shot reduction by 1 per Level.
[Thunder Strike (R&G, 141)]

Expert Knock Down

As per Called Shot Knock Down (SR5, 195)
Reduce the Called Shot penalty by 1.
Improve: Increase the Called Shot reduction by 1 per Level.
[Jiao Di Knock Down (R&G, 138)]

Expert Knock Out of Hands

As per Called Shot Blast Out of Hands (SR5, 195)
Reduce the Called Shot penalty by 1.
Improve: Increase the Called Shot reduction by 1 per Level.
[Hammerfist (R&G, 138)]

Expert Location (arm, leg)

As per Called Shot Location (arm or leg) (R&G, 112)
Reduce the Called Shot penalty by 1.
Improve: Increase the Called Shot reduction by 1 per Level.
[Dim Mak (R&G, 137)]

Expert Location (eye)

As per Called Shot Location (eye) (R&G, 112)
Reduce the Called Shot penalty by 1.
Improve: Increase the Called Shot reduction by 1 per Level.
[Randori CS Location (Eye) (R&G, 140)]

Expert Location (eye, ear, sternum)

As per Called Shot Location (eye, ear, sternum) (R&G, 112)
Reduce the Called Shot penalty by 1.
Improve: Increase the Called Shot reduction by 1 per Level.
[Stagger CS Location (Eye, Ear, Sternum) (R&G, 141)]

Expert Multiple Attack Defense

No Action
You do not start taking the Defender has Defended Against Previous Attacks penalty to Defense Tests until after the second attack.
Improve: Each Level increases the number of attacks you defend against before you start taking penalties from Defender Defending Against Previous Attacks.
[Multiple Opponent Defense vs Defender has Defended Against Previous Attacks (R&G, 139)]

Expert Multiple Opponent Defense[m]

No Action
You reduce the Friends in Melee modifier for multiple opponents attacking you, or the final bonus dice from a Melee Teamwork Test (if any), by 1.
Improve: Reduce the bonus by 1 for each additional Level.
[Multiple Opponent Defense vs Friends in Melee (R&G, 139)]

Expert Pin††

As per Called Shot Pin† (R&G, 112)
Reduce the Called Shot penalty by 1.
Improve: Increase the Called Shot reduction by 1 per Level.
[Soaring Shackles (R&G, 141)]

Expert Ranged Attack in Melee Combat

As per Attack Action
This Technique applies to one Ranged Weapon Skill, and it reduces the Ranged Combat Attacker in Melee Combat modifier by 1 (from -3 to -2). If you select this Technique multiple times, each applies to a separate Ranged Weapon Skill.
Improve: Reduce the Ranged Combat Attacker in Melee Combat modifier by an additional 1 for each additional Level.
[Close Quarter Ranged Weapons [Firearms] (R&G, 136)]

Expert Shake Up

As per Called Shot Shake Up (SR5, 196)
Reduce the Called Shot penalty by 1.
Improve: Increase the Called Shot reduction by 1 per Level.
[Stagger CS Shake Up (R&G, 141)]

Expert Splitting the Damage

As per Called Shot Splitting the Damage (SR5, 196)
Reduce the Called Shot penalty by 1.
Improve: Increase the Called Shot reduction by 1 per Level.
[Silken Storm (R&G, 140)]

Expert Trick Shot

As per Called Shot Trick Shot (SR5, 196)
Reduce the Called Shot penalty by 1.
Improve: Increase the Called Shot reduction by 1 per Level.
[Tricking (R&G, 141)]

Expert True Strike ††

As per Called Shot True Strike† (New)
Reduce the Called Shot penalty by 1.
Improve: Increase the Called Shot reduction by 1 per Level.
[New]

Expert Vitals

As per Called Shot Vitals (SR5, 196)
Reduce the Called Shot penalty by 1.
Improve: Increase the Called Shot reduction by 1 per Level.
[Randori CS Vitals (R&G, 140)]

Feint

Free Action, -4 Called Shot penalty
Make a normal attack, it deals no damage but if you are successful then the defender takes –(net hits) penalty to their Defense Test against your next melee attack before the end of the Combat Turn. Only the most recent Feint against a target is applied.

Improve: Increase the Limit of the attack by +1 for each additional Level.

[R&G, 111]

Finishing Move

Complex Action, -10 to Initiative Score, spend 1 Edge
You make a normal melee attack. If you successfully damage the defender, you can make an immediate extra attack against the same defender with a +2 dice pool modifier to the Attack Test. You also gain an extra Free Action to taunt the defender.

Improve: Decrease the reduction to the Initiative Score by 2 for each additional Level.

Limitations: Can only be done once per Combat Turn.

[R&G 120]

Flying Kick

Complex Action
You make a normal Unarmed Combat attack. You gain +1 Reach and +1 dice pool bonus to the attack as long as you are at least 1 meter away from defender and can move adjacent to them. If the attack fails, you take -1 to Defense Tests until your next Action Phase.

Improve: Levels II – III: Gain a +1 to the dice pool of the Attack for each of these levels. Level IV: Gain an additional +1 to the Reach of your attack (+2 total)

[R&G, 121]

Full Offense

Complex Action. -5 to Initiative Score
You make a normal Melee attack and gain a +2 bonus to the attack but you may not use any Defensive Interrupt Actions for that Action Phase (Block, Dodge, Full Defense, Parry, etc.).

Improve: At each additional Level, choose one Defensive Interrupt Action, not including Full Defense that you are no longer prohibited from using.

[R&G, 121]

Gain Advantage

Free Action, -4 Called Shot penalty
When you have been successfully held in a Grapple or Clinch, make an Unarmed Combat + Agility [Physical] (Clinch or Grapple Action original net hits) Test. If successful (your hits are equal to or greater than the original net hits), then you have reversed roles with your opponent (net hits over the threshold become your net hits for the Clinch or Grapple). You now have the Superior Position advantage and can perform Grapple or Clinch Actions on your next Action Phase.

Improve: Increase the Limit of the attack by +1 for each additional Level.

[R&G, 112]

Half Sword

Complex Action
You make a normal Blades or appropriate Polearm attack. You gain -2 AP to the attack. If the attack fails, you take a -2 penalty to your next action (not including Defense Tests) and cannot use Parry or Block Defensive Actions until your next Action Phase. In addition, regardless of attack's result, you must perform a Ready Weapon action in order to attack again.

Improve: Increase the power of the AP by -1 for each additional Level.

Limitations: Cannot be used when Two-Weapon fighting or holding an object in your off-hand. The blade or polearm must have a Reach of at least 1.

[R&G, 121]

Haymaker

Complex Action
You make a normal melee attack, the defender gains +2 bonus to their Defense Test but you gain +1 DV if you hit.

Improve: Increase the DV bonus by +1 for each additional Level.

[R&G, 121]

Herding

Complex Action
You make a normal melee attack that deals no damage. Instead, you move the defender 1 meter per net hit, up to the lowest Walking rate of either defender or yourself. You may use Multiple Attacks (SR5, 196) to herd multiple opponents (movement limits based on each individual).

Improve: Levels II: The defender(s) can be moved up to 2 meters per net hit (Walking rate limits still apply). Level III: Gain +1 reach bonus. Level IV: Herding can deal Stun damage as a normal attack.

[R&G, 121]

Iaijutsu[m]

Simple Action
Quick Draw a melee weapon; (Weapon Skill) + Reaction [Physical] (3) Test, that is properly sheathed/holstered. If successful, you can attack with that weapon as a Simple Action for that Action Phase. If you have a Free Action, you may draw two weapons that are properly sheathed/holstered at the same time by splitting your dice pool but you can still only make a standard attack. Exceptionally large or heavy weapons (like claymores, bows, etc.) may not be used with Iaijutsu save by GM approval.

Improve: Level I: +4 bonus to your Quick Drawing two melee weapons dice pool (+2 to each test). Level II: You no longer need to use a Free Action to Quick Draw two melee weapons. Level III: +6 total bonus to your Quick Drawing two melee weapons dice pool (+3 to each test). Level IV: The threshold to Quick Draw your weapons is reduced by 1 to 2.

[R&G, 122]

Improved Disarm: Deal Damage††

As per Called Shot Disarm†
You may choose to inflict Stun damage as if it were a normal melee attack when making Disarm† Called Shot.

Improve: Increase the Limit of the attack by +1 for each additional Level.

[Knucklebreaker Disarm† (R&G, 139)]

Improved Falling Damage Reduction: -1DV

No Action

You reduce the DV from Falling Damage by 1.

Improve: Increase the Falling Damage DV reduction by +1 for each additional Level.

[Rolling Clouds (R&G, 141)]

Improved Grapple Damage

As part of Inflict Damage Grapple Action

You deal Physical instead of Stun damage when performing Inflict Damage Grapple Action against a grappled opponent.

Improve: Reduce your opponent's Armor rating by -1 per additional Level.

Limitations: Only once per Combat Turn.

[Crushing Jaws (R&G, 137)]

Improved Grapple Limit

As part of a Grapple Attack/Action

Add +2 to your Physical Limit bonus for Grapple Attacks and Grapple Actions

Improve: Increase the Physical Limit bonus by +1 for each additional Level.

[Chin Na (R&G, 136)]

Improved Interception

As per Interception Interrupt Action

You add +2 to the DV for determining if an opponent has been stopped when using an Interception Interrupt Action. This bonus is not added to the actual damage dealt.

Improve: You increase the bonus DV of this Technique by +1 for each additional Level.

[Imposing Stone (R&G, 138)]

Improved Knock Down: Deal Damage

As per Called Shot Knock Down

When performing Called Shot Knock Down you can choose for your attack to deal damage as a normal attack, dealing Stun damage.

Improve: Increase the DV of the Stun damage dealt by +1 per additional Level.

[Sweep (R&G, 141)]

Improved Knock Out of Hands: Deal Damage

As per Called Shot Blast Out of Hands

You may choose to inflict Stun damage as if it were a normal melee attack when making Blast Out of Hands Called Shot.

Improve: Increase the Limit of the attack by +1 for each additional Level.

[Knucklebreaker Blast Out of Hands (R&G, 139)]

Improved Movement: Increase Horizontal Jump

As part of a Jump

Your maximum horizontal jump increases from Agility x 1.5 to Agility x 2 meters but you land prone.

Improve: Increase the total number of meters you are able to jump by +1 for each additional Level.

[Leaping Mantis (R&G, 139)]

Improved Movement: Increasing Climbing Rate†

As part of Climb

For any wall that is 5 meters or less, you can climb unassisted at the assisted climbing speed of 1 meter per hit.

Improve: Increase the height of the wall you can climb by +2 meter for each additional Level.

[Monkey Climb (R&G, 139)]

Improved Multi-Attack

As part of Multiple Attacks Free Action

When splitting your dice pool using the Multi-Attack Free Action you gain a +2 bonus to the dice pool before splitting it between attacks.

Improve: Increase the bonus dice by +2 for each additional level.

[Multiple Opponent Combat (R&G, 139)]

Improved Resist Forced Movement

No Action

Your Physical Limit increases by 1 when resisting Push Move, Shove Move, or Sacrificial Move.

Improve: Increase the bonus to your Physical Limit by +1 for each additional Level.

[Rooted Tree (R&G, 140)]

Improved Sneaking: Hide in Plain Sight

As part of Sneaking Test

Reduce the visual-based positive modifier total to your opponent's opposed Perception Test by -1 (minimum 0).

Improve: Increase the visual-based positive modifier reduction by -1 for each additional Level (minimum 0).

[New]

Improved Sneaking: Silent Steps

As part of Sneaking Test

Reduce the auditory-based positive modifier total to your opponent's opposed Perception Test by -1 (minimum 0).

Improve: Increase the auditory-based positive modifier reduction by -1 for each additional Level (minimum 0).

[New]

Improved Unarmed Combat Reach

Complex Action

You gain a +1 Reach bonus to your Unarmed Combat Tests.

Improve: Level II: Reduce your opponent's effective Reach Bonus by 1 (minimum 0) when making your Unarmed Combat Test. Level III: Increase the Reach bonus by an additional +1. Level IV: Reduce your opponent's effective Reach bonus by an additional 1 (minimum 0).

[Kick Attack (R&G, 138)]

Kip-Up Attack

Simple Action

You make an Agility + Gymnastics [Physical] (3) Test, if successful then you stand from being prone and may make a single melee attack as a Simple Action against a target within range (you cannot move when you perform a Kip-up). If you fail to Kip-up you are still prone.

Improve: Level II: You can move up to half your Agility in meters (round up). Level III: You can move up to your Agility in meters. Level IV: Even if you fail at the test you can choose to stand or stay prone (glitches and critical glitches still apply).

[R&G, 122]

Neijia

Complex Action

If you are in physical contact with a spirit, either by making a successful Touch-Only Attack (including a Clinch or Grapple) on your previous action phase, or if you are Engulfed by the spirit, you may make an Opposed Willpower vs. Willpower Test against the spirit as a Complex Action. If you succeed you deal Charisma + (net hits) Stun Damage to the spirit which it must resist. You must resist Stun Drain equal to the spirit's hits (not net hits) and resist with your tradition's drain dice or, if no tradition, Willpower + Charisma. This attack is not considered a normal weapon with regards to the spirit's Immunity to Normal Weapons power.

Improve: Level II: Gain +1 DV. Level III: Gain +1 to the Opposed Willpower vs Willpower Test. Level IV: Instead of the Level II +1 DV, you now gain + half your Magic Attribute (round down) to the DV.

[R&G, 140]

Penetrating Opportunist

As part of a Melee Attack

If you are engaged in melee combat with a target that you have a Friends in Melee bonus greater than 0 or your target is Unaware, then you gain -1 AP to your melee attacks against that target.

Improve: Reduce the AP bonus by -1 for each additional level.

[New]

Penetrating True Strike

As per Called Shot Penetrating Attack† (New)

Reduce the final calculated AP for a True Strike Called Shot by -1 AP.

Improve: Reduce the final calculated AP for a True Strike Called Shot by -1 AP per Level.

[New]

Pin

Free Action, -4 Called Shot penalty

Make a normal Archery/Thrown Weapon Called Shot attack, if the modified DV exceeds the defender's clothing Armor Rating, the defender's flesh and clothing are pinned to an object or surface within 1 meter of the defender. The defender suffers a -2 penalty to all Defense Tests while pinned. Defender can make a Body + Strength [Physical] (Pin's net hits) Simple Test to break free, or rip free as Free Action for (Pin's net hits)P unresisted damage (both can be attempted in same action Phase, but if Simple Action fails, the difference between Simple Test hits and Pin's net hits are added to Free Action damage).

Improve: 1 free net hit per Level when determining the break free threshold.t

[R&G, 112]

Pouncing Dragon

Complex Action

If you have Superior Position, make a normal melee attack. In addition to Superior Position bonus, you gain +2 DV on a successful attack. Regardless of the outcome, you no longer have Superior Position.

Improve: Increase the bonus to DV by +1 for each additional Level.

[R&G, 122]

Power Charge Attack

As part of a Charge Attack

You gain +1 DV when performing a Charge Attack.

Improve: Increase the bonus to DV by +1 for each additional Level.

[Jiao Di Charge (R&G, 138)]

Power Clinch:

As part of a Clinch melee Attack

When in a Clinch with an opponent, you add +1 DV to the melee damage you deal.

Improve: Increase the bonus to DV by +1 for each additional Level.

[Ti Khao (R&G, 141)]

Power Crush

As part of Subdual Inflict Stun Damage

You gain +1 DV when inflicting damage on a Grappled opponent.

Improve: Increase the bonus to DV by +1 for each additional Level.

[Constrictor's Crush (R&G, 137)]

Power Opportunist

As part of a Melee Attack

If you are engaged in melee combat with a target that you have a Friends in Melee bonus greater than 0 or your target is Unaware, then you gain +1 DV to your melee attacks against that target.

Improve: Increase the bonus to DV by +1 for each additional Level.

[New]

Reversal†

Interrupt Action, -7 Initiative Score

When in a Clinch or Grapple and you do not have Superior Position, you can make an Unarmed Combat + Agility [Physical] (Clinch or Grapple Action original net hits) Test. If successful (your hits are equal to or greater than the original net hits), then you have reversed roles with your opponent (net hits over the threshold become your net hits for the Clinch or Grapple). You have gained Superior Position advantage and can attempt Clinch or Grapple Actions next Action Phase.

Improve: Increase the Limit of the attack by +1 for each additional Level.

[R&G, 124]

Sacrifice Throw

Interrupt Action, -10 Initiative Score
If you have successfully Clinched or Grappled your opponent, you make an Unarmed Attack Test as an Interrupt Action. Add your Strength and Body to the net hits for purposes of determining if you exceed your opponent's Physical Limit. If successful, you throw your opponent 1 + (net hits on the test) meters. Maximum distance thrown is equal to your Strength - opponent's Body in meters, minimum 0 meters (at your feet). Opponent takes DV (net hits on the test) Stun damage. At the end of the Sacrifice Throw, both you and your opponent are Prone and you take damage equal to the opponent's net hits minus your Physical Limit (minimum of no damage).

Improve: Increase the Limit of the attack by +1 and gain a +1 bonus to your Strength for determining the maximum distance your opponent is thrown for each additional Level.

[R&G, 125]

Shadow Block

Interrupt Action, -5 Initiative Score
Against an adjacent opponent using a Dodge Interrupt Action or Evade Action, you make a Gymnastics + Agility [Physical] (Dodge/Evade Test's net hits) Test. If you succeed, you reduce the opponent's Dodge Test's hits by your net hits or you reduce the number of people the opponent can Evade. You choose which people the opponent cannot Evade.

Improve: Increase the Limit of the test by +1 for each additional Level.

[R&G, 125]

Sly Reversal (Interrupt Action)††

As per Reversal† Interrupt Action
You reduce the threshold for a Reversal† Interrupt Action by 1.

Improve: Reduce the threshold by 1 for each additional Level (minimum 1).

[Defiant Dance: IA Reverasl† (R&G, 137)]

Swift Block

As Block Interrupt Action or Pre-Emptive Block Free Action, -5 Initiative Score
You are able to perform the Block Interrupt Action and Pre-emptive Block Free Action more quickly, decreasing the Initiative Score penalty by +1 (-4 Initiative Score).

Improve: Decrease the Initiative Score penalty by +1 for each additional Level.

[New]

Swift Clinch/Grapple (Reversal)

Special Interrupt, -5 Initiative Score
You are able to perform a Grapple Reversal more quickly, decreasing the Initiative Score penalty by +1 (-4 Initiative Score). If you know the Clinch Technique then you receive the same benefit to the Clinch Reversal Interrupt Action.

Improve: Decrease the Initiative Score penalty by +1 for each additional Level.

[R&G, 119/New]

Swift Counterstrike

As Counterstrike Interrupt Action, -7 Initiative Score
You are able to perform a Counterstrike action more quickly, decreasing the Initiative Score penalty by +1 (-6 Initiative Score).

Improve: Decrease the Initiative Score penalty by +1 for each additional Level.

[New]

Swift Dodge

As Dodge Interrupt Action or Pre-Emptive Dodge Free Action, -5 Initiative Score
You are able to perform the Dodge Interrupt Action and Pre-Emptive Dodge Free Action more quickly, decreasing the Initiative Score penalty by +1 (-4 Initiative Score).

Improve: Decrease the Initiative Score penalty by +1 for each additional Level.

[New]

Swift Finishing Move

As Finishing Move Special Complex Action, -10 Initiative Score, Spend 1 Edge
You must know the Finishing Move Technique to take this Technique. You are able to perform a Finishing Move action more quickly, decreasing the Initiative Score penalty by +2 (-8 Initiative Score).

Improve: Decrease the Initiative Score penalty by +1 for each additional Level.

[New]

Swift Parry

As Parry Interrupt Action or Pre-Emptive Parry Free Action, -5 Initiative Score
You are able to perform the Parry Interrupt Action and Pre-emptive Parry Free Action more quickly, decreasing the Initiative Score penalty by +1 (-4 Initiative Score).

Improve: Decrease the Initiative Score penalty by +1 for each additional Level.

[New]

Swift Protecting the Principle

As Protecting the Principle Interrupt Action (R&G 125), -5 Initiative Score, 1 Edge
You are able to perform the Protecting the Principle action more quickly, decreasing the Initiative Score penalty by +1 (-4 Initiative Score).

Improve: Decrease the Initiative Score penalty by +1 for each additional Level.

[New]

Swift Reversal

As Reversal Interrupt Action, -7 Initiative Score
You are able to perform a Reversal action more quickly, decreasing the Initiative Score penalty by +1 (-6 Initiative Score).

Improve: Decrease the Initiative Score penalty by +1 for each additional Level.

[New]

Swift Sacrifice Throw

As Sacrifice Throw Interrupt Action, -10 Initiative Score
You are able to perform a Sacrifice Throw action more quickly, decreasing the Initiative Score penalty by +2 (-8 Initiative Score).

Improve: Decrease the Initiative Score penalty by +1 for each additional Level.

[New]

Swift Shadow Block

As Shadow Block Interrupt Action, -5 Initiative Score
You are able to perform a Shadow Block action more quickly, decreasing the Initiative Score penalty by +1 (-4 Initiative Score).

Improve: Decrease the Initiative Score penalty by +1 for each additional Level.

[New]

Swift Throw Person

As Throw Person (Interrupt Action), -10 Initiative Score
You are able to perform a Throw Person action more quickly, decreasing the Initiative Score penalty by +2 (-8 Initiative Score).

Improve: Decrease the Initiative Score penalty by +1 for each additional Level.

[R&G, 123/New]

Throw Person

Complex Action (as Grapple or Clinch Action) or Interrupt Action (-10 Initiative)
If you have successfully Clinched or Grappled your opponent, you can throw your opponent as a Complex Action. You can also throw your opponent as an Interrupt Action (-10 Initiative) after successfully blocking the opponent's melee combat attack. You make a standard Unarmed Combat Attack Test. If the attack succeeds and your Strength + net hits is greater than the defender's Physical Limit, then the defender is thrown up to your Strength - the defender's Body in meters (minimum 0 meters). Regardless of the distance thrown, the defender takes (net hits)S damage and is prone. If your Strength + net hits is not greater than the defender's Physical Limit, then the defender is not thrown, takes no damage, but is still Clinched/Grappled.

Improve: Gain a +1 bonus to net hits for comparing against the defender's Physical Limit (but not damage) for each additional Level.

[R&G, 123]

True Strike™

Free Action, -4 Called Shot penalty
Choose one category of your Style's appropriate weapon types. If it is Firearms choose "Pistols", "Assault Rifles", etc. If it is Pistols or Swords choose "Ares Predator IV", "Rapier", etc. If it is Bows choose "Bow (Rating X)", etc. When making a True Strike Called Shot with your chosen weapon you gain a -2 AP bonus to the strike.

If you are making multiple strikes with the same weapon (a Semi-Automatic Burst or Burst Fire, Two-Weapon Strike, etc.) then instead of the -2 AP, the base AP of the weapon is multiplied by the number of strikes (maximum × 3, minimum -2 AP). SB and BF do not gain a Defense Modifier for the number of rounds fired as True Strike attempts to place all the rounds in the same spot, while normal bursts attempt to spread the bullets around to make it harder to defend against the attack. If you use Long Burst or Full Auto mode to make a True Strike then the first 3 rounds go towards reducing the AP of the attack and do not count towards determining the Defense Modifier. The remaining rounds fired are calculated as if a part of their own attack for determining Defense Modifiers (i.e. 1st round after the True Strike's 3 rounds is +0 to Defense Modifier, 2nd round is -1 to Defense, etc.). So a character firing an AK-97 with APDS on Full Auto (Complex) that uses True Strike would be at -4 to the attack for Called Shot in addition to possible recoil, have a base AP of -6 (-2 × 3), total modified AP of -10 (-4 for APDS), and impose a -6 Defense Modifier to the target (first 3 of the 10 rounds do not count. 7 rounds left over, first round ignored, 6 rounds left to determine Defense Modifier).

Improve: You can take this Technique multiple times, each time it applies to a new weapon type appropriate to your Style.

This wholly replaces the Ammo-Specific Bulls-Eye Double-Tap/Burst Called shot in R&G, regardless of setting.

[R&G, 116/New]

Two-Weapon Defense:

As part of Full Defense Interrupt Action
With two readied melee weapons in hand, you gain a +2 dice pool bonus when using Full Defense against melee combat attacks.

Improve: Increase the bonus dice by 1 per additional Level.

[Two-Weapon Style Defense (R&G, 141)]

Two-Weapon Strike

Complex Action
With two readied melee weapons (not including Unarmed Combat), each with only a Reach of 1 or 0, you make an attack using the lesser Reach of the two weapons (or Reach of one of them if they are equal), but gain +1 Accuracy and +1 DV to the longer weapon. If both weapons have the same Reach, then increase the Accuracy and DV without the Reach reduction.

Improve: Increase the Accuracy or DV by +1 for each additional Level (player's choice).

[Two-Weapon Style Attack (R&G, 141)]

Wild Attack™

Complex Action
You gain a +1 to your attack's DV, but your opponent receives a +2 dice pool bonus to their Defense Test.

Improve: Increase the DV and defender's Defense Test bonuses by +1 for each additional Level.

[New]

Martial Techniques By Action Types

Below are tables that split up the above Techniques into their action-type categories. The listed techniques either require the use of that action-type or modify other actions of that type.

For example, Swift Dodge Technique takes no action to use in and of itself, but it modifies both the Dodge melee Defense test and the pre-emptive Dodge Free Action so it appears on both of those tables below.

Table: Called Shot Martial Techniques List
Break Weapon
Disarm
Entanglement
Expert Break Weapon
Expert Dirty Trick
Expert Disarm
Expert Entanglement
Expert Feint (Melee)
Expert Gain Advantage
Expert Harder Knock
Expert Knock Down
Expert Knock Out of Hands
Expert Location (arm, or leg)
Expert Location (eye)
Expert Location (Eye, Ear, Sternum)
Expert Pin
Expert Shake Up
Expert Splitting the Damage
Expert Trick Shot
Expert True Strike
Expert Vitals
Feint
Gain Advantage
Improved Disarm: Deal Damage
Improved Knock Down: Deal Damage
Improved Knock Out of Hands: Deal Damage
Penetrating True Strike
Pin
True Strike

Table: Complex Action Martial Techniques List
Adroit Throw
Ballestra
Finishing Move
Flying Kick
Full Offense
Half Sword
Haymaker
Herding
Improved Grapple Damage
Improved Grapple Limit
Improved Movement: Increase Horizontal Jump
Improved Movement: Increasing Climbing Rate
Improved Sneaking: Hide In Plain Sight
Improved Sneaking: Silent Steps
Improved Unarmed Combat Reach
Neijia
Penetrating Opportunist
Pouncing Dragon
Power Charge Attack
Power Clinch
Power Crush
Power Opportunist
Swift Finishing Move
Swift Throw Person
Throw Person
Two-Weapon Strike
Wild Attack

Table: Free Action Martial Techniques List
Adroit Block
Adroit Dodge
Adroit Parry
Improved Multi-Attack
Swift Block
Swift Dodge
Swift Parry

Table: Simple Action Martial Techniques List
Clinch
Iaijutsu
Kip-Up Attack
Swift Protecting the Principle

Table: Defense Test Martial Techniques List
Adroit Block
Adroit Counterstrike
Adroit Defending Against CS Knock Down
Adroit Defending Against Charge Attacks
Adroit Defender in Melee Targeted by Ranged Attack
Adroit Dodge
Adroit Parry
Counterstrike
Expert Multiple Attack Defense
Expert Multiple Opponent Defense
Swift Block
Swift Counterstrike
Swift Dodge
Swift Parry
Two-Weapon Defense

Table: Other Action Martial Techniques List
Adroit Interception
Expert Blind Fighting
Expert Ranged Attack in Melee Combat
Iaijutsu
Improved Falling Damage Reduction: -1DV
Improved Interception
Improved Resist Forced Movement
Improved Sneaking: Hide In Plain Sight
Improved Sneaking: Silent Steps
Reversal
Sacrifice Throw
Shadow Block
Sly Reversal
Swift Clinch/Grapple (reversal)
Swift Protecting the Principle
Swift Reversal
Swift Sacrifice Throw
Swift Shadow Block
Swift Throw Person
Throw Person

Armor Techniques

Armor Techniques are a special type of standard Martial Techniques that govern the appropriate use, training, and maintenance of armor. Most Styles offer training in at least one Armor Technique and you are able to purchase the Techniques individually like other Techniques.

Without an Armor Technique, you only gain half the Armor Rating (round up) of armor that you wear or no Armor Rating if you wear no armor. But any other game effects based on your Armor Rating uses the full rating of the armor (such as for Survival skill tests).

Additionally, without the appropriate Armor Technique it takes twice the listed time to don and remove armor (see chapter IX Goods & Services, C Clothing, Armor, & Shields, Getting Dressed).

Armor Techniques apply to the full suit and partial pieces of armor worn.

Name

Action type description
Includes: Armor types that apply to this Technique.
Technique's Level I description, including bonuses and penalties.

Improve: How the Technique improves with additional Levels (if differs from maximum Level IV, it is listed in parenthesis here).

Limitations: Listed general limitations of the Technique.
[Source of the Technique]

Table: Armor Techniques List

Technique (book)
Cloth Armor Technique (New)
Exotic Armor Technique (New)
Leather Armor Technique (New)
Metal Armor Technique (New)
Shield Armor Technique (New)
Unarmored Technique (New)

Cloth Armor Technique

No Action
Includes: basic clothing, padded armor
You gain the full Armor Rating from wearing cloth armors.

Improve: Level II: You gain a +1 to your Armor Rating when wearing these types of armor and you reduce the base time it takes to don or remove the armor by 1 Combat Turn; 4 CT swiftly, 2 CT rushed. Level III: You gain an additional +1 Armor Rating when wearing these types of armor. Level IV: You gain an additional +1 Armor Rating and you are able to don or remove the Armor as a Complex Action.

Exotic Armor Technique

No Action
Includes: One type of exotic armor, e.g. stonehide, dragonscale, or dragonplate armor
You gain the full Armor Rating from wearing the specified exotic armor or shield.

Improve: Level II: You gain a +1 to your Armor Rating when wearing these types of armor and you reduce the base time it takes to don or remove the armor by 1 Combat Turn; 4 CT swiftly, 2 CT rushed. Level III-IV: You gain an additional +1 Armor Rating when wearing these types of armor.

Leather Armor Technique

No Action
Includes: light leather, leather, studded leather, and hide armors
You gain the full Armor Rating from wearing leather armors.

Improve: Level II: You gain a +1 to your Armor Rating when wearing these types of armor and you reduce the base time it takes to don or remove the armor by 1 Combat Turn; 4 CT swiftly, 2 CT rushed. Level III: You gain an additional +1 Armor Rating when wearing these types of armor. Level IV: You gain an additional +1 Armor Rating and further reduce the time it takes to don or remove the armor by 1 Combat Turn; 3 CT swiftly, 1 CT rushed.

Metal Armor Technique

No Action
Includes: scale, chainmail, banded mail, splint mail, and platemail armors
You gain the full Armor Rating from wearing metal armors.

Improve: Level II: You gain a +1 to your Armor Rating when wearing these types of armor and you reduce the base time it takes to don or remove the armor by 1 Combat Turn; 4 CT swiftly, 2 CT rushed. Level III: You gain an additional +1 Armor Rating when wearing these types of armor. Level IV: You gain an additional +2 Armor Rating when wearing these types of armor.

Shields Armor Technique

No Action
Includes: all shields except exotic shields
You gain the full Armor Rating from using shields.

Improve: You gain a +1 to your Armor Rating per additional level, +3 at Level IV maximum.

Unarmored Technique

No Action
Includes: no armor or cloth armor (as per Cloth Armor Technique)
You gain an Armor Rating equal to half your Reaction, round up. This bonus is added to any cloth armor that you wear.

Improve: Level II: You gain a +1 Armor Rating bonus when wearing cloth armor or no armor. Level III: You gain an additional +2 Armor Rating bonus when wearing cloth armor or no armor. Level IV: You gain your full Reaction Attribute as Armor Rating instead of half.

Social Techniques

Many Social Techniques are used as part of other Social Skill tests, requiring a separate, Preemptive, test before the primary Social Skill test. These Techniques are Preemptive Social Techniques are are notated with "[Pr]" in the List of Social Techniques table, below.

Using Social Techniques

A character may use more than one applicable Social Technique for a particular Social Skill test with the following restrictions;

Using Con or Intimidation-based Techniques can have future negative ramifications due to the nature of those skills, obviously.

Preemptive Social Techniques use all the standard social modifiers applicable to the primary test unless determined otherwise by the GM.

You must succeed on each Preemptive Social Technique test, in the order declared, before attempting the next Preemptive Technique and each Preemptive Technique after the first suffers an accumulative -2 Social Strain penalty to its test similar to spell sustaining penalties.

Table: Social Techniques Lists

Technique (book)
Adroit All the World's a Stage†† (New)
Adroit But We're Friends†† (New)
Adroit Dominating Presence†† (New)
Adroit Fake It 'Til You Make It†† (New)
Adroit Fast Talking†† (New)
Adroit Follow the Queen†† (New)
Adroit Mad Dog†† (New)
Adroit Negotiator [Type] †† (New)
Adroit Not My Usual Attire†† (New)
Adroit Valiant Voice†† (New)
Adroit You Can Trust Me†† (New)
Air of Authority (New)
All the World's a Stage [Pr] (New)
Angry Growler (New)
Bigger Than I Look (New)
Bullshitter (New)
But We're Friends [Pr] (New)
Casual Stance (New)
Commanding Presence (New)
Dominating Presence [Pr] (New)
Fake It 'Til You Make It [Pr] (New)
Fast Talking [Pr] (New)
Fear Me (New)
Follow the Queen (New)
Friendly Face (New)
Honey-Tongued (New)
Mad Dog (New)
Negotiator [Type] (New)
Not My Usual Attire [Pr] (New)
Valiant Voice [Pr] (New)
Valorous (New)
Winning Smile (New)
You Can Trust Me [Pr] (New)

"Pr" indicates a Preemptive Social Technique.
†† indicates that the Technique modifies a Technique.

Adroit All the World's a Stage††

As per All the World's a Stage
You gain a +1 dice pool bonus to your All the World's a Stage Test.

Improve: Increase the bonus by +1 for each additional Level.

[New]

Adroit But We're Friends††

As per But We're Friends
You gain a +1 dice pool bonus to your But We're Friends Test.

Improve: Increase the bonus by +1 for each additional Level.

[New]

Adroit Dominating Presence††

As per Bigger than I Look
You gain a +1 dice pool bonus to your Dominating Presence Test.

Improve: Increase the bonus by +1 for each additional Level.

[New]

Adroit Fake It 'Til You Make It††

As per Fake It 'Til You Make It
You gain a +1 dice pool bonus to your Fake It 'Til You Make It Test.

Improve: Increase the bonus by +1 for each additional Level.

[New]

Adroit Fast Talking††

As per Fast Talking
You gain a +1 dice pool bonus to your Fast Talking Test.

Improve: Increase the bonus by +1 for each additional Level.

[New]

Adroit Follow the Queen††

As per Follow the Queen
You gain a +1 dice pool bonus to your Follow the Queen Test.

Improve: Increase the bonus by +1 for each additional Level.

[New]

Adroit Mad Dog††

As per Mad Dog Action
You gain a +1 dice pool bonus to your Mad Dog Test.

Improve: Increase the bonus by +1 for each additional Level.

[New]

Adroit Negotiator [Type] ††

As part of a Negotiation Test
With your chosen [Type] Negotiator bonus, you gain a +1 dice pool bonus when making Negotiation Tests of that type.

Improve: Increase the bonus by +1 for each additional Level.

[New]

Adroit Not My Usual Attire††

As per Not My Usual Attire
You gain a +1 dice pool bonus to your Not My Usual Attire Test.

Improve: Increase the bonus by +1 for each additional Level.

[New]

Adroit Valiant Voice††

As per Valiant Voice
You gain a +1 dice pool bonus to your Valiant Voice Test.

Improve: Increase the bonus by +1 for each additional Level.

[New]

Adroit You Can Trust Me††

As per You Can Trust Me
You gain a +1 dice pool bonus to your You Can Trust Me Test.

Improve: Increase the bonus by +1 for each additional Level.

[New]

Air of Authority

As part of a Leadership Test
Reduce the penalty for not being a Part of the Subject's Social Strata by 1.

Improve (Max Level III): Further reduce the penalty by 1 for each Level.

[New]

All the World's a Stage

As part of a Etiquette Test
Make a Performance (Acting) + Charisma [Social] (2). For every net hit over the threshold, you reduce the "Character is obviously nervous, agitated, or frenzied" penalty to the Etiquette Test by 1 (minimum 0).

Improve: Increase the minimum by +1 for each additional Level. (You can change the penalty into a bonus with the Technique)

[New]

Angry Growler

As part of an Intimidation Test
Gain a +1 bonus to the Social Limit of your Intimidation Tests.

Improve: Increase the bonus by +1 for each additional Level.

[New]

Bigger Than I Look

As part of an Intimidation Test
Gain a +1 bonus to Physically Imposing modifiers on Intimidation Tests (increasing your modifier and/or decreasing your targets penalty to you).

Improve: Increase the bonus by +1 for each additional Level.

[New]

Bullshitter

As part of a Negotiation Test
Reduce the Lacks Background Knowledge of Situation penalty by 1 (if it applies to you) or increase it by 1 (if it applies to your target).

Improve: Reduce or increase the modifier by 1, as appropriate, for each additional Level. The maximum modifiers from this Technique are +0 for you, and -4 for your target.

[New]

But We're Friends

As part of a Social Test
Make a Con + Charisma [Social] (Threshold equals the Absolute Value of actual "NPC Attitude" modifier) Test. For every net hit over the threshold, you reduce the "NPC Attitude" penalty by 1 (minimum 0) for the Social Test.

Improve: Increase the minimum by +1 for each additional Level. (You can change the penalty into a bonus with the Technique)

[New]

Casual Stance

As part of an Etiquette Test
Reduce the Wrong-Attire/Look penalty by 1.

Improve (Max Level II): Increase the penalty reduction by 1.

[New]

Commanding Presence

As part of a Leadership
Gain a +1 bonus to your "Superior Rank" Leadership modifier or reduce the penalty by 1 if the subject has a superior rank. (Rank must be applicable to situation).

Improve: Increase the modifier by +1 for each additional Level.

[New]

Dominating Presence

As part of an Intimidation Test
Make an Opposed Performance (Acting) + Charisma [Social] vs. Charisma + Willpower Test against a target you are attempting to Intimidate. If you win, gain a +1 bonus to the "Physically Imposing" modifier on the Intimidation Test (increasing your modifier and or decreasing your target's penalty to you). If you get 0 net hits, the normal "Physically Imposing" modifier apply and your target gains a +1 die for each of their net hits (if any) to the Intimidation Defense Test.

Improve: Increase the Social Limit for Dominating Presence by +1 for each additional Level.

[New]

Fake It 'til you Make It

As part of a Negotiation Test
Make a Con + Charisma [Social] (3 or 1 if target also "Lacks Background Knowledge"). For every net hit over the threshold, you reduce the "Character Lacks Background Knowledge of the Situation" penalty to the Negotiation Test by 1 (minimum 0).

Improve: Increase the minimum by +1 for each additional Level. (You can change the penalty into a bonus with the Technique)

[New]

Fast Talking

As part of a Negotiations Test

Make an Opposed Con + Charisma [Social] vs. Con + Charisma [Social] Test against a target you are engaged in Negotiations with. If you win, you gain +1 die to your Negotiation Test per het hit. If you get 0 net hits, you take a -2 penalty to your Negotiation Test and your target gains a +1 die for each of their net hits (if any) to the Negotiation Test.

Improve: Increase the Social Limit when Fast Talking by +1 for each additional Level.

[New]

Fear Me

Complex Action

Make an Opposed Intimidation + Charisma [Social] vs. Willpower + Charisma Test (including bonuses for the Guts quality or other modifiers against fear effects) against your target. For every net hit, you, or someone on your behalf, gains a bonus +1 die to the next Social Test against the target (so long as scaring the crap out of them makes sense for the next Social Test).

Improve: Increase the Social Limit when using Fear Me by +1 for each additional Level.

[New]

Follow the Queen

As part of a Con Test

With appropriate items (cards, cups, jewels, etc.) you can make an Opposed Palming + Agility [Physical] vs. Perception + Intuition [Mental] to distract your mark. For every net hit you gain a +1 die to the next Con Test you make against them. This counts as a "Subject is Distracted" Con modifier.

Improve: Increase the Palming Limit by 1 for each additional Level.

[New]

Friendly Face

As part of a Social Test

Reduce the NPC Attitude penalty by 1.

Improve: Increase the penalty reduction by 1 for each additional Level.

[New]

Honey-Tongued

As part of an Etiquette Test

Gain a +1 bonus to your Social Limit for Etiquette Tests.

Improve: Increase the bonus by +1 for each additional Level.

[New]

Mad Dog

Complex Action

Make an Opposed Intimidation + Charisma [Social] vs. Intimidation + Charisma [Social] Test with standard modifiers. If made against a group, the group may either make a Teamwork Test or their leader gains a +1 die for each friend (instead of the standard +2 "Subjects Outnumber the Character" Intimidation modifier). If you succeed then all targets take a -2 penalty to their attacks against you until you suffer from wound penalties.

Improve: Increase the penalty your opponents take by -1 for each additional Level.

[New]

Negotiator [Type]

As part of a Negotiation Test

Gain a +1 bonus to your Social Limit when dealing with the chosen Negotiation type. Example types include: Buying/Selling a specific category of items (Weapons, Armors, Jewelry/Gems, Clothing, Animals, etc.) or Dealing with a specific society's social class (a specific city or nation's nobles, serfs, or merchants, etc.).

Improve: Increase the Social Limit bonus by +1 for each additional Level.

[New]

Not My Usual Attire

As part of an Etiquette Test

Make a Con + Charisma [Social] (2). For every net hit over the threshold, you reduce the "Wrong Attire/Look" penalty to the Etiquette Test by 1 (minimum 0).

Improve: Increase the minimum by +1 for each additional Level. (You can change the penalty into a bonus with the Technique)

[New]

Valiant Voice

As part of a Leadership Test

Make an Opposed Etiquette + Charisma [Social] vs. Perception + Charisma [Social] Test against a target you are attempting to Lead. If you win, reduce the "Character Not Part of Subject's Social Strata" penalty on the Leadership Test by 1 per net hit. If you get 0 net hits, the normal "Character Not Part of Subject's Social Strata" modifier applies and your target gains a +1 die for each of their net hits (if any) to the Leadership Defense Test.

Improve: Increase the Social Limit when using Valiant Voice by +1 for each additional Level.

[New]

Valorous

As part of an Leadership Test

Gain a +1 bonus to your Social Limit for Leadership Tests.

Improve: Increase the bonus by +1 for each additional Level.

[New]

Winning Smile

As part of a Con Test

Gain a +1 bonus to your Social Limit for Con Tests.

Improve: Increase the bonus by +1 for each additional Level.

[New]

You Can Trust Me

As part of a Social Test

Make an Etiquette + Charisma [Social] (Threshold equals the Absolute Value of actual "Desired Result" modifier). For every net hit over the threshold, you reduce the "Desired Result" penalty to the Social Test by 1 (minimum 0).

Improve: Increase the Social Limit when using You Can Trust Me by +1 for each additional Level. (You can change the penalty into a bonus with the Technique)

[New]

C. Master Techniques

Table: Master Techniques Lists

Master Technique	Style
Anvil	Forgewall
Assassin's Strike	Silent Assassin
Beguiling Battery	Sly Grifter
Cleave	Two-Handed Style
Commanding Plea	Way of the Courtesan
Dancemaster	Battledancer
Deceptive Strike	Street Rat
Incapacitating Strike	Cat Burglar
Precision Strike	One-Handed Style
Rallying Cry	Veteran Commander
Rapid Fire	Way of the Bow
Spring Attack	None (yet)
Taunting Strike	Piquing Duelist
Two-Weapon Mastery	Two-Weapon Style
Vanishing Act	Flashing Blade Ninjutsu

Assassin's Strike

Special

With your target unaware of you (either because they cannot see you or do not recognize you as an enemy), you must study them for at least one full uninterrupted Combat Turn before making your melee attack. While doing so, you can take no other actions save movement to keep them within line of sight. By studying your target, each Combat Turn that you do so acts like a Take Aim action (+1 dice pool modifier or +1 Accuracy to the Attack Test, max bonus equal to ½ Willpower, rounded up) in addition to a +1 DV bonus and -1 AP bonus to the melee attack (max bonus also equal to ½ Willpower, rounded up). If you take other actions, lose line of sight, or are similarly distracted from studying your target then you lose any bonuses and must start the process over if you can.

Beguiling Battery

Complex Action

So long as you and your target are not engaged in combat (though you both may be expecting it) you can make an Opposed Con test against an adjacent target as part of a standard Melee Attack test. If you succeed on the Opposed Con test then your net hits are applied as a negative dice pool modifier to the target's Defense test. If you fail, the target gains a +1 dice pool bonus to their Defense test.

Cleave

-5 Interrupt Action, Special

If your attack deals Physical damage and knocks your opponent down (either through Knockdown [SR5 194], a Called Shot Knock Down, or they are rendered unconscious, dying, or dead due to your attack), then you may use this Interrupt Action to immediately take another attack with the same weapon (and same general modifiers, e.g. Called Shot penalty) against another opponent within reach.

Commanding Plea

Complex Action

You quickly ask an enemy to stop, surrender or accept your surrender, run, or whatever else you decide upon in the moment. Against a single target you make a Negotiations + Charisma vs. either Negotiation + Charisma or Willpower + Charisma (which ever benefits the target) in order to stop them from attacking you. If you succeed, the target will not attack you for 1 Combat Turn as they are compelled to consider your plea. If you and the target are adjacent on your next Action Phase after succeeding on a Commanding Plea you can make a melee attack that denies them their Defense test. If you fail, the target gains Superior Position against you on their next Action Phase. If you attack the target at any time during the 1 Combat Turn reprise, they may act normally against you.

The target must be able to understand you, which generally means they must speak the language you use to make the Commanding Plea. You can only attempt this once per encounter/fight. If you attempt it against the same target again at a later encounter they receive a +2 dice pool bonus to resist, +4 if you ever attacked them after a successful Commanding Plea.

Dancemaster

Special

So long as you have movement left in the Combat Turn, as a Free Action on your Action Phase you may make a Physical Performance + Reaction test. For every two full net hits you achieve, you gain either a +1 dice pool modifier to all melee and ranged Defense Tests or to your melee Attack tests for the Combat Turn.

Additionally, when using Dodge or Pre-Emptive Dodge you may use your Physical Performance skill in place of Gymnastics.

Deceptive Strike

Complex Action

As part of your Attack action, if you succeed on an Opposed Palming + Agility vs Perception + Intuition test you feint with your primary hand weapon while drawing and attacking with a small sized weapon or smaller (daggers are most common). If you succeed on your Palming test your target takes a -2 dice pool penalty to their Defense test and you gain +1 DV and -1 AP if your attack succeeds.

You may attempt a Deceptive Strike as often as you like but with the following considerations: You must either drop the original surprise weapon in order to draw another or sheath the original in order to use it again. During any single encounter, your target gains an additional +2 dice pool bonus on the Opposed Palming test each time you attempt the Deceptive Strike after the first (and the GM may give the target a bonus if they have encountered you and your use of this Technique before).

Forgewall

Special

You are trained in holding the line. After spending one full Combat Turn in place, so long as you do not move, you gain a +2 dice pool bonus to Defense Tests. If you have adjacent friends in melee who also have and are using this technique this bonus increases to +4.

Incapacitating Strike

Complex Action

If your target is denied a Defense Test then you may use a Stun damage melee weapon or a Splitting the Damage Called Shot (with the appropriated Called Shot modifiers) to make a melee attack. If the target takes Stun damage then they also receive an additional wound modifier penalty equal to the net hits of your Attack test. This additional wound penalty lasts until the target heals at least 1 box of Stun damage.

Precision Strike

As part of a Location Called Shot

You strike with uncanny precision with your Style's weapons. Reduce all Location Called Shot penalties by half (round up, minimum of -1). You apply the benefits of this Master Technique before any other Called Shot modifiers.

Rallying Cry

Complex Action

Make a Leadership + Charisma (3) Test. Your net hits are applied as a dice pool bonus to melee attacks for all your allies that can hear you on their next Action Phase. Additionally, for every two full net hits that you get, your allies receive a +1 dice pool bonus to their Defense tests for the Combat Turn. Multiple uses of this technique do not stack.

Rapid Fire

Complex Action

With a bow, you can ready and fire a number of arrows equal to half you Agility (round up) as a Complex Action. You must split your dice pool for each arrow fired, even if their fired at the same target.

Spring Attack

Complex Action

You may attempt to avoid Interception attempts (SR5, 194) and make a melee attack against an opponent as part of the same Complex Action. If you are intercepted before you reach your declared target and take damage equal to your Body on any single attack then, as per Interception, your plans are thwarted.

Taunting Strike

Complex Action

Make a standard Melee Attack and if you succeed, after the target makes their Damage Resistance test, you only deal half damage (round down, minimum 1) but the target suffers a -2 dice pool penalty to all physical tests, including Defense and Attack tests, until they succeed on a Willpower + Charisma (3) test to compose themselves which requires a Simple Action.

Two-Weapon Mastery

As part of a Multi-Attack Free Action

You can attack with the Multi-Attack Free Action when using a weapon in each hand and gain a +3 dice pool bonus to each attack. This is in addition to other bonuses to the Multi-Attack Free Action such as the Two-Weapon Focus Technique.

Vanishing Act

Complex Action

By declaring your use of the Vanishing Act Technique you must then make a standard melee attack and move to a location that blocks line of sight from you and your target. If no such location exists then using this Technique has no effect, save possibly comedic effects. If you succeed, you do not deal damage to your target but your net hits become the threshold for your target's Perception test to see where you have moved. If they fail on their Perception test it appears to them that you have vanished. If they succeed then they know where you moved to (but still don't have line of sight) and can make an Interrupt Attack if they are able to do so.

All other persons engaged in melee with you (allies and enemies) gain a +4 dice pool bonus to their Perception tests. Those who are not engaged in melee with you or adjacent allies automatically see where you go (though line of sight may still be blocked).

D. New Styles

Table: Styles List

Style	Primary Skill
Anvil	Intimidation
Cat Burglar	Gymnastics
Battledancer	Physical Performance
Flashing Blade Ninjutsu	Gymnastics
One-Handed Style	Perception
Piquing Duelist	Gymnastics
Silent Assassin	Sneaking
Sly Grifter	Con
Street Rat	Sneaking
Two-Handed Style	Perception
Veteran Commander	Leadership
Way of the Bow	Perception
Way of the Courtesan	Etiquette

Anvil

Having originated among the dwarves, the Anvil Style is taught in many militaries where its practitioners form the wall into which lighter and more maneuverable units force their enemies.

Primary Skill: Intimidation

Associated Weapons: Choose one Melee Combat Skill (One-handed only)

Techniques	
Adroit Parry	Mad Dog
Break Weapon	Penetrating Opportunist
Counterstrike	Swift Block
Improved Resist Forced Movement	Swift Counterstrike
Armor Techniques	
Metal	Shield
Master Techniques	
Forgewall	

Battledancer

Rumored to have originated among the elves, this style makes use of improvised dancing to keep enemies off balance and always reacting.

Primary Skill: Physical Performance

Associated Weapons: Choose one Melee Combat Skill (One-handed only)

Techniques	
Adroit Dodge	Shadow Block
Ballestra	Swift Dodge
Dominating Presence	True Strike
Penetrating True Strike	Two-Weapon Defense
Armor Techniques	
Cloth	Leather
Master Techniques	
Dancemaster	

Cat Burglar

Many thieves' guilds operate "schools" of sorts, one of which is often focused on burglary and larceny.

Those learning the Cat Burglar Style are more focused on silently and invisibly getting in and out of places over combat.

Primary Skill: Gymnastics

Associated Weapons: Blades (One-handed only)

Techniques	
Adroit Dodge	Improved Sneaking: Hide In Plain Sight
Improved Falling Damage Reduction	Improved Sneaking: Silent Steps
Improved Movement: Increase Climbing Rate	Kip Up Attack
Improved Movement: Increase Horizontal Jump	Swift Dodge
Armor Techniques	
Cloth	Leather
Master Techniques	
Incapacitating Strike	

Flashing Blade Ninjutsu

This style represents a two-weapon style taught by may secretive martial societies.

Primary Skill: Gymnastics

Associated Weapons: Blades (Reach of 0 or less only)

Techniques	
Expert Blind Fighting	Improved Movement: Increase Climbing Rate
Expert Multiple Opponent Defense	Improved Mult-Attack
Iaijutsu	True Strike
Improved Falling Damage Reduction	Kip Up Attack
Armor Techniques	
Cloth	Unarmored
Master Techniques	
Vanishing Act	

One-Handed Style

This style is taught by many militias, armies, and other martial orders.

Primary Skill: Perception

Associated Weapons: Choose one Melee Combat Skill (One-handed only)

Techniques	
Adroit Dodge	Expert Knock Out of Hands
Adroit Parry	Expert True Strike
Counterstrike	Penetrating True Strike
Expert Blind Fighting	True Strike
Armor Techniques	
Leather	Metal
Shield	
Master Techniques	
Precision Strike	

Piquing Duelist

A style that thrives on taunting and aggravating opponents, Piquing Duelist style is often learned by aristocratic youth that have the money and patience to do so.

Primary Skill: Gymnastics
Associated Weapons: Blades (One-handed only)

Techniques

Ballestra	Expert Disarm
Bigger Than I Look	Feint
Counterstrike	Herding
Disarm	Pouncing Dragon

Armor Techniques

Cloth	Leather

Master Techniques

Taunting Strike

Silent Assassin

Those who use night and shadow to ply their, often illegal, trade make use of the Silent Assassin Style.

Practitioners of this style use small, easily hidden, blades as well as their tongues to pursue their goals.

Primary Skill: Sneaking
Associated Weapons: Blades (One-handed only)

Techniques

But We're Friends	Improved Sneaking: Hide In Plain Sight
Expert Blind Fighting	Improved Sneaking: Silent Steps
Fear Me	Penetrating Opportunist
Iaijutsu	Power Opportunist

Armor Techniques

Cloth	Leather

Master Techniques

Assassin's Strike

Sly Grifter

This style represents the experienced traveling grifter, gifted with Con while being able to hold their own if it fails.

Primary Skill: Con
Associated Weapons: Blades (One-handed only), Clubs (One-handed only)

Techniques

Adroit Fast Talking	Follow the Queen
But We're Friends	Haymaker
Counterstrike	Unlocked Desires
Fast Talking	Winning Smile

Armor Techniques

Cloth	Leather

Master Techniques

Beguiling Battery

Street Rat

In larger cities where there is a thriving urchin, beggar, and criminal underworld, banded-together groups will teach each other versions of this quick and dirty street-fighting Style.

Primary Skill: Sneaking
Associated Weapons: Blades (daggers and knives), Clubs (one-handed only)

Techniques

Adroit Parry	Expert Defending Against Friends in Melee
Adroit Playing Possum	Iaijutsu
Counterstrike	Kip-Up Attack
Expert Defender Defended Against Previous Attacks	Two-Weapon Strike

Armor Techniques

Cloth	Unarmored

Master Techniques

Deceptive Strike

Two-Handed Style

This style is taught among groups that favor large powerful weapons to deal massive amounts of damage.

Primary Skill: Perception
Associated Weapons: Choose one Melee Combat Skill (Two-handed only)

Techniques

Expert Blind Fighting	Improved Multi-Attack
Expert True Strike	Penetrating True Strike
Half Sword	True Strike
Improved Knock Down: Deal Damage	Wild Attack

Armor Techniques

Leather	Metal
Shield	

Master Techniques

Cleave

Two-Weapon Style

This style learned by the upper classes as well street thieves looking for a more elegant form than Styles like Street Rat.

Primary Skill: Perception
Associated Weapons: Choose one or two Melee Combat Skills (One-handed only)

Techniques

Adroit Parry	Herding
Counterstrike	Improved Multi-Attack
Expert Blind Fighting	Two-Weapon Defense
Full Offense	Two-Weapon Strike

Armor Techniques

Cloth	Leather
Metal	

Master Techniques

Two-Weapon Mastery

Veteran Commander

This style represents the training and experience of a combat tested leader whether it's a seasoned captain of the guard or a military sergeant.

Primary Skill: Leadership

Associated Weapons: Choose two Melee Combat Skills

Techniques	
Commanding Presence	Mad Dog
Feint	Power Charge Attack
Full Offense	Valiant Voice
Half Sword	Valorous
Armor Techniques	
Leather	Metal
Shield	
Master Techniques	
Rallying Cry	

Way of the Bow

This style is taught by veteran archers in many of the world's militias, armies, and other martial orders.

Primary Skill: Perception

Associated Weapons: Bows

Techniques	
Adroit Close Quarters Defense Against Ranged Attacks	Expert Splitting the Damage
Expert Blind Fighting	Expert True Strike
Expert Knock Out of Hands	Pin
Expert Pin	True Strike
Armor Techniques	
Cloth	Leather
Master Techniques	
Rapid Fire	

Way of the Courtesan

Taught in both noble houses and secretly in royal harems, the Way of the Courtesan focuses on winning through negotiations over strength of arms while still keeping the later as an option up their sleeves.

Primary Skill: Etiquette

Associated Weapons: Blades (One-handed only), Unarmed

Techniques	
Bullshitter	Gain Advantage or Reversal
Expert Splitting the Damage	Honey-Tongued
Expert Vitals	Negotiator
Friendly Face	Unlocked Desires
Armor Techniques	
Cloth	Unarmed
Master Techniques	
Commanding Plea	

IX. Goods & Services

"While Master Latar Undren has made valid points, the reality still remains; if we do not invest in mercenaries to guard our mines bordering the Udurod and the roads to them then we risk annexation of our land and appropriation of our ore at the hands of the orcs. Simply increasing the market costs of our goods on the streets of Bravmier will only lead to further incursion by Bonepine and Solgrav merchants."

~ Fili Habraven

Minutes of Meeting MMLIV, Smithies Guild of Bravmier (3576 EF)

The gold you purchase with Karma during character creation is used to purchase equipment (at a rate of 1 Karma for 10 gold) and any item of availability 12 or less can be purchased at character creation (including magical items). This may be actual gold you earned before becoming an adventurer, inherited from your family, found as treasure, or, more likely, it represents years of collecting, purchasing, earning, gifts, and other means by which you obtained the items. Additionally, you start with a Social Class Clothing package. You may only keep up to 25 gp of your starting gold as actual coin. At the start of play you also roll for random starting gold, which is based off both the Lifestyle you purchase and your Social Class (see K Starting Gold at the end of this chapter). The prices listed for equipment are typical prices found among the common human settlements.

Behold the Economy Inherent In the System!

While the gold piece is the basis of the role-playing game economy, most in-game cultures use silver as the economic standard. This just means that most serfs and common laborers rarely see gold pieces. They may have a few tucked away as savings but in nearly every aspect of their lives they are either being paid and paying for goods in silver (and copper).

For 1 Karma you can buy 10 gold pieces, which is based off the 1 Karma for 2,000¥ rule (SR5, 94).

Though dependent on the economy, it generally costs a skilled commoner with a Low (skilled laborer/common) Lifestyle 9 to 10 gp per month to maintain that lifestyle. This assumes that these "skilled" commoners have their primary, income-earning, skill at a rating of 5.

This can be interpreted that in addition the actual money that they are earning per month they are also earning 1 Karma per month.

But that would mean that a 20 year old human commoner that starts with between 400 to 500 Karma, would gain between 450 and 600 Karma over their lives, leaving them with nearly Legendary levels of total Karma by the time they hit 70 years old. So it would be better to interpret this with the inclusion of diminishing returns, much like for Extended Tests. Where a commoner spends a month learning how to cobble their first pair of shoes, and gains four or five Karma at the end of the month for doing so. Their next pair, slightly less Karma. Even less for their third, and so on until they don't really gain any noticeable Karma for creating their hundredth pair of shoes. But then they begin learning boots, sandals, etc. and a few years down the line they have to take up or switch to another trade. So in reality, the average skilled commoner only earns about a fifth of the estimated Karma, about 100, over their lifetime above the starting 400 to 500 Karma.

But the baseline of 10 gold and 1 Karma per month of skilled work still takes precedence.

For poor serfs and unskilled laborers, the "true" commoners, their time is only worth between 2.5 to 4.5 gold (again, depending on the economy). This, on average, equates to about 1 Karma every month and a half.

Merchants and other experts, earn between 18 and 25 gold per month, so that averages to about 2 Karma per month. However, in reality, this would be less as merchants and experts have staff and underlings that do some of the work (but also the merchant technically has to earn more than the 18-25 gold in order to pay their workers).

Nobles and lesser aristocrats need between 45 and 50 gold per month to maintain their lifestyle, which means they would earn nearly 5 Karma per month (if they were very hands-on in earning that coin, but most nobles have others to do their work for them).

The highest of nobles and royalty need, at a minimum, between 90 to 500 gold to maintain their lifestyles, which equates to between 9 to 50 Karma per month (but again, they usually don't do all the work to bring in all that coin).

All of this is to point out that there is a baseline for item costs which match the item quality:

A common quality item's labor cost (not counting materials, nor taking into larger economic questions like supply and demand) should roughly equate to (days required to make the item / 30 days) × 10 gp. Poor quality items cost half this amount. Good quality, double. Fine quality at least 5-times the common cost, and Superior/Masterwork at least 10-times.

It may not always work out exactly that way (again due to all the other economic factors), but it gives us a baseline to work with, such as for determining a base cost for magical items, which are always considered Superior/Masterwork.

Availability & Settlement Size

Characters receive a Settlement Size modifier to their Negotiation checks when making an Availability Tests in settle areas, as shown below:

Table: Settlement Size Availability Modifiers

Settlement	Modifier	Settlement	Modifier
Thorp	-4	Large Town	+1
Hamlet	-3	Small City	+2
Small Village	-2	Large City	+3
Large Village	-1	Metropolis	+4
Small Town	0		

The Availability listed for the items here are for a human small town that lies on or near one or more trade routes. Availability should be increased by +2 for each ES above or below the settlement's populations average ES with the GM using best judgement, such as if a human settlement has a sizeable population of ogres then many ES 1 items will have the base Availability.

Additionally, some items are more common in other cultures, such as dorwol wolves in goblin communities. As such the Availabilities should be modified as the GM sees fit.

Item Quality

All items are not created equally. A young apprentice rushing to finish a project may create an item of such terrible quality that it falls apart when finally presented to his master. An adept sword maker may spend ten years of his life to create one sword of unsurpassed quality and beauty. When purchased you decided what level of quality of an item you have bought. Any item in the equipment lists that does not have a quality descriptor indicates that it is of common quality and most of the equipment lists in this chapter give only the prices for common quality items. Below are general descriptions of the five ranks of quality.

Poor Quality

×0.5 gp, -1 Availability

These items are made in haste, of shoddy material, by unskilled hands or a combination of all three. They have a tendency to fall apart, break, or cease functioning soon after they are purchased. Poor quality items cost 50% of the listed price.

Additionally if the item is used in as a part of a test, then the effective number of 1's rolled are increased by 2 for determining if a Glitch or Critical Glitch occurs (i.e. on a test using the poor quality item, pretend two non-1 results are also 1's to determine if it is a Glitch or Critical Glitch).

Common Quality

×1.0, +0 Availability

Common items are made from adequate, but cheap, materials and typically crafted by promising apprentices or experienced amateurs. Common items are far sturdier than poor quality items but are still prone to breaking or falling apart under normal conditions of use. Unless otherwise noted, the prices listed in the equipment lists are for the common quality version of the item.

Good Quality

×2+, +1 Availability

Most master crafters working with standard materials will create good quality items, which are typically studier than their common quality counterparts and may have subtle artist flourishes not found in common or poor quality items. Good quality items cost at least twice as much as the listed price.

Fine Quality

×5+, +2 Availability

Fine items are created with quality materials and the master crafter pays as much attention to the artistic details as he or she does to the functionality of the item. Most fine quality items contain a few additional details, such as a small inlaid gemstone or artistically carved or weaved pattern, in their design. Fine items cost at least five times the listed price.

Superior/Masterwork Quality

×10+, +4 Availability

Items of superior quality are made by the most skilled crafters in the region, using the very best materials and come with additional details such as carved ivory handles, specially cut gemstones, and precious metals worked into the design. Superior quality items, including weapons and armor, cost a minimum of ten times the listed price and are commonly two to three times that.

Masterwork items increase the actual number of 1's needed for a Glitch or Critical Glitch to occur by 1 when they are the primary item used on a test.

Equipment Sizes

Equipment Size (ES) is an abstract way to keep track of the relative size of an item to the creature using it. Some creatures won't seem to match in some instances. A chaos creature of bizarre and horrific shape with an ES 0 probably wouldn't be able to wear human armor, but if it had a humanoid head, or a hand, these would be ES0 unless otherwise stated.

Equipment Size 0 (ES 0) is the game-mechanical standard as humans (our reference species) are, on average, ES 0.

ES values are often added or subtracted to an item's stats, specifically weapons.

The General Humanoid ES Height table below gives a guideline for fitting individual creatures into the ES system, but it is stressed that this is only a guideline. For example, the average minotaur height fits them within an ES 0, but because of their body morphology and the structure of their hands they are listed as ES 1.

Table: Humanoid ES Height Ranges & Equipment Weight & Cost Multipliers

ES	Height (m)	Height (ft)	Weight ×	Cost ×
-6	0.03 – 0.05	0'1" – 0'2"	× 0.001	× 0.05
-5	0.05 – 0.10	0'2" – 0'4"	× 0.002	× 0.1
-4	0.10 – 0.20	0'4" – 0'8"	× 0.01	× 0.15
-3	0.20 – 0.46	0'8" – 1'6"	× 0.04	× 0.3
-2	0.46 – 0.76	1'6" – 2'6"	× 0.15	× 0.5
-1	0.76 – 1.22	2'6" – 4'0"	× 0.4	× 0.75
0	1.22 – 1.98	4'0" – 6'6"	× 1	× 1
1	1.98 – 2.74	6'6" – 9'0"	× 2	× 1.5
2	2.74 – 3.66	9'0" – 12'	× 4	× 2
3	3.66 – 4.57	12' – 15'	× 7.5	× 3
4	4.57 – 5.49	15' – 18'	× 10	× 5
5	5.49 – 6.10	18' – 20'	× 13	× 9
6+	Increase upper limit by 1m (39") + (ES – 6)m from previous ES and Cost & Weight modifier by an adding half the ES to the previous weight multiplier and +2 to the cost multiplier of the previous ES.			

Both the Cost and Weight multiplier are rough, general, estimates that are intended to cover every item across the board. Where in reality, total volume, surface area, materials used, craftsmanship, supply, demand, and the like would all be taken into account. But in general, use the above multipliers when determining the cost for items that are dependent on ES (armor, weapons, clothing, etc.) and feel free to modify costs for things that are not necessarily dependent on ES as needed.

Species Equipment Sizes Reference

ES-2: Many fay creatures
ES-1: Goblins, Halflings, and Kobolds
ES 0: Dwarves, Elves, Humans, and Orcs
ES 1: Gnolls, Hobgoblins, Lizardfolk, Minotaurs, and Ogres
ES 3: Most giants

Armor, Weapons, & Equipment Sizes

See sections Armor and Weapons, below, for adjusting armor and weapons for different Equipment Sizes.

Table: Weapon Size Base Thresholds & Intervals

Size	Threshold	Interval
Tiny	4	4 hours
Small	8	1 day
Medium	12	2 days
Large	16	3 days

Medieval vs. Modern: Arms & Armors

If you happen upon a fully loaded AK-97 and decide to use it against the hordes of hobgoblins descending upon you, what should be done? Clearly modern explosives and materials have an edge over roughly medieval-level technology.

For modern weapons (melee or ranged) against medieval opponents, modify the modern weapon's Accuracy by +2, DV by +1, and AP by -2.

For modern armors (armor made via modern manufacturing with modern materials), increase their Armor rating by +2.

Alternately, if you find yourself transported from your medieval-fantasy world into a modern technology level world, then decrease the Accuracy of your weapons by -2 (minimum 1), the DV by -1, and increase the AP by +2.

Additionally, decrease the Armor rating of all your armor by -2.

Constructing & Repairing Arms & Armor

The following is repeated from the entry on Armorer in chapter VII Skills, 5 Using Skills: Additions.

Constructing & Repairing Arms & Armor: The Armorer skill is the skill used to forge, construct, and repair armors and weapons. This is done as an Extended Test.

For crafting armors, this is an Armorer + Logic [Mental] ([Armor Rating × 2], 2 days) Extended Test.

For repairing armors, this is an Armorer + Logic [Mental] (Armor Rating Damage, 1 day) Extended Test. The Armor Rating Damage is the difference in the armor's original Armor Rating and its current, damaged Armor Rating. For example, a suit of banded mail (AR 9) that was damaged by acid such that it's Armor Rating is now 4, has a threshold of 5 (9 – 4) for repairing.

For crafting weapons, this is an Armorer + Logic [Mental] Extended Test where the threshold is based on the weapon's size (see the Weapon Size Base Thresholds table below) plus the weapon's ES (negative ES reduces the threshold, minimum of 2) and the interval is based on the weapon's size.

For repairing weapons, this is an Armorer + Logic [Mental] Extended Test where the thresholds and intervals are half (round up) that of crafting that type of weapon.

The cost for crafting armor or weapons is half their listed market price.

The cost for repairing armor is ([half market price] ÷ Full Armor Rating) × Armor Rating Damage.

The cost for repairing a weapon is less than half its listed market price as determined by the GM and the severity of damage.

If you are paying someone else to craft or repair the armor or weapon use full market price instead of half for determining the cost to you.

B. Equipment Packages

The following packages are offered to make picking and purchasing equipment easier and faster. Some packages, such as the Social Class Equipment Package are free, while others cost gold which you must pay in order to purchase the package.

Social Class Equipment Packages

You start the game with one of the following equipment packages, based on your Social Class (or determined by you and your GM if your Social Class is either Slave or Royalty). Where gender is indicated for clothing, characters are free to take opposing gender clothing for one or both of their starting suits of clothing. The Valdain humans of Agrros Guleth, for example, have very little gendered clothing and the differences that do exist are mostly only expressed among the nobility. Is it a dress or a robe, a shirt or a blouse, it makes little difference save for within the culture defining them.

Descriptions of the items in the packages can be found in the individual equipment sections of this chapter.

Suits of clothing consist of most of the garments a person wears, except shoes. For the "female" version, a suit of clothing consists of a scarf, cape, chemise, jacket, and kirtle. For the "male" version, a suit of clothing consists of a cap, cape, tunic, jacket, and pants. For either gender, the chemise/tunic, jacket, and kirtle/pants can be replaced with a robe of common, good, or fine quality for either commoner, expert, or noble respectively.

The majority of expert and noble suits are made from linen of either good or fine quality. However, the scarves, caps, capes, and jackets are made from either good wool or fine wool for expert and noble suits, respectively.

Living quarters are rented for commoners and owned by the family or families of the expert and noble characters. After the time for the living quarters has passed, you will have to pay the monthly cost regardless of whether you rent or own if you wish to keep living there. See F. Food, Drink, Lodging, and Other Common Expenses below.

Table: Social Class Clothing Packages

Commoner		Expert		Noble	
Item	**Wt.**	**Item**	**Wt.**	**Item**	**Wt.**
Suit of clothing, wool (2)*	7.3/5.3 kg†	Suit of clothing, good linen (2)*	5.1/3.1 kg†	Suit of clothing, fine linen (2)*	5.1/3.1 kg†
Shoes, cloth sole	0.25 kg	Shoes, good cloth sole	0.25 kg	Shoes, fine cloth sole	0.25 kg
Boots, wood sole	2 kg	Boots, good wood sole	2 kg	Boots, fine leather sole	1.5 kg
Cloak, wool	1 kg	Cloak, good wool	1 kg	Cloak, fine wool	1 kg
Knife	0.2 kg	Good dagger	0.5 kg	Fine dagger	0.5 kg
Total Weight	10.75/8.75 kg	Total Weight	8.85/6.85 kg	Total Weight	8.35/6.35 kg

* The suits are two female or two male (female weight / male weight, the weights are doubled for having 2 suits). They include a chemise – jacket –kirtle – belt (female) or tunic – jacket – pants –belt (male). For commoners, it is all common quality wool clothing. For experts and nobles the clothing is of good and fine linen respectively except for the jackets which are good and fine wool respectively.

† If you choose a suit of clothing that has a robe instead of the chemise – jacket – kirtle (female) or tunic – jacket – pants (male) combinations, the weights are 5.5 kg for female or male commoner wool robe suits (2 of them), and 3 kg for female or male expert and noble linen robe suits (2 of them).

Adventuring Gear Package

Most adventurers, whether they are wizards or warlords, find many of the same items useful in their adventures. The package below is a basic adventurer's set of gear.

Table: Adventuring Gear Package

Item	Price	Weight
Backpack (empty)	2 gp	1 kg
Bedroll	1 sp	2.3 kg
Flint and steel	4 cp	0.05 kg
Pouch, belt (empty)	1 sp	0.25 kg
Rations, trail (10 days)	1 gp	4.5 kg
Rope, hempen (50 ft.)	5 sp	4.5 kg
Torches (2)	2 sp	0.45 kg
Waterskin (1 gallon)	2 sp	1.8 kg
Totals	4.14 gp	14.85 kg

C. Clothing, Armor, & Shields

Armor is a go-to for many adventurers, bandits, thieves, guards, and other miscreants. This section details the game mechanics of armors in Agrros Guleth using the Shadowrun 5th edition rules.

Armor & Equipment Sizes

The Armor Rating of all full suits of armor, helms, and shields are modified by its Equipment Size. For every two full ES above or below ES 0 the Armor Rating is increased or decreased by 1 (minimum of 1) respectively. This has no effect on the armor's weather and insulation ratings.

You cannot wear armor that does not match your ES, but you can get the armor resized to fit you if you pay an armorer 40% x the absolute value of the difference between the two Equipment Sizes. This does mean that if you're trying to get the armor resized when the difference between ES's is 3 or more then you are paying more than if you just bought new armor (though you might get a discount if it's larger armor and you let the armorer keep the left over materials).

Even if you are the same ES, unless you are exactly the same height, weight, and species that the armor was made for, its Armor rating is halved (round up) and it gains the Restrictive quality when you wear it (or the equally penalizing opposite of being too loose). You can get the armor resized for you by paying an armorer 10% of the armor's base value.

If you are the same ES, species, and you are relatively close in height and weight who it was made for (within approximately 10% of the armor's intended height and weight) then you can wear the armor at a -2 penalty to its Armor rating. You can get it resized for you by paying an armorer 1% of the armor's base value (or a day's wages, whichever is more expensive).

Clothing

The prices listed for clothing represents basic materials and construction by common crafters.

Leather clothing often retains the fur of the animal from which it was made, both for the added warmth and for its pleasing appearance. Common animals include sheep, cattle, wolves, rabbits and other small rodents. In many cases, common leather clothing is stitched together from pieces of different animals. Good and fine leather are typically made from a single hide, or stitched together from the same type of animal. Good and fine leathers generally come from beaver, silver wolf, or high quality sheep hides. Superior leather clothing is made from rare animals with exceptionally soft or beautiful coats, such as ermine, fox, sable, and mink.

Good clothing is made from better quality materials, constructed by a skilled crafter and costs a minimum of twice the listed amount. Most middle class members of society try to purchase at least one suit of good clothing every few years.

Fine clothing is made from even better materials, is often brocaded, constructed by skilled or even master craftsmen, and costs a minimum of five times the listed amount.

Wealthy merchants and common nobility typically only purchase clothing of fine or better quality.

Superior clothing is made from the finest materials, typically brocaded, often incorporating precious metals and gemstones into its work, and is always created by a master craftsman. Superior clothing costs a minimum of ten times the listed amount and usually much more. Most powerful nobles and high ranking clergy never go out in public without wearing superior quality clothing.

Table: Clothing, Articles

Item	Price	Weight
Baldric, leather	1 gp	1.5 kg
Baldric, linen	5 sp	0.5 kg
Baldric, silk	5 gp	0.5 kg
Baldric, wool	2.5 sp	1 kg
Belt, leather	1 sp	0.5 kg
Belt, linen	1 sp	0.05 kg
Belt, hempen rope	1 cp	0.25 kg
Belt, wool	5 cp	0.15 kg
Boots, cloth	3.6 sp	1 kg
Boots, wood	7.2 sp	2 kg
Boots, leather	1.5 gp	1.5 kg
Cap, wool	3 cp	0.25 kg
Cape, wool	6 cp	0.25 kg
Chemise, linen	1.2 sp	1 kg
Chemise, silk	12 gp	1 kg
Chemise, wool	6 cp	1.5 kg
Cloak, linen	2.4 sp	0.5 kg
Cloak, winter wool	1.8 sp	1.25 kg
Cloak, wool	1.2 sp	1 kg
Gloves, leather	2 gp	0.5 kg
Gloves, linen	1.5 sp	0.1 kg
Gloves, silk	15 gp	0.1 kg
Gloves, wool	7 cp	0.25 kg
Jacket, winter wool	2.25 sp	0.63 kg
Jacket, wool	1.5 sp	0.5 kg
Kirtle, linen	1.2 sp	1 kg
Kirtle, silk	12 gp	1 kg
Kirtle, winter wool	9 cp	2.25 kg
Kirtle, wool	6 cp	1.5 kg
Pants, leather	5 sp	1.5 kg
Pants, linen	1.2 sp	0.5 kg
Pants, silk	12 gp	0.5 kg
Pants, winter wool	9 cp	1.25 kg
Pants, wool	6 cp	1 kg
Robe, linen	1.6 sp	1.5 kg
Robe, silk	16 gp	1.5 kg
Robe, wool	8 cp	2.75 kg
Scarf, linen	6 cp	0.25 kg
Scarf, silk	6 sp	0.25 kg
Scarf, wool	3 cp	0.25 kg
Shirt, linen	9 cp	0.25 kg
Shirt, silk	11 gp	0.25 kg
Shirt, wool	5 cp	0.5 kg
Shoes, cloth sole	1.1 sp	0.25 kg
Shoes, leather sole	6 sp	0.5 kg
Shoes, silk sole	13 gp	0.25 kg
Shoes, wood sole	1 sp	1 kg
Tabard, linen	2 sp	0.5 kg
Tabard, silk	2 gp	0.5 kg
Tabard, wool	1 sp	1 kg
Tunic, linen	1.2 sp	0.5 kg
Tunic, silk	14 gp	0.5 kg
Tunic, winter wool	9 cp	1.25 kg
Tunic, wool	6 cp	1 kg

These items weigh one-quarter the listed amount when made for Small characters and cost half as much.
For "summer" clothing, ×2 the listed price but listed weight
For "winter" clothing, ×1.5 the listed price and ×1.25 the listed weight.
For "polar" clothing, ×5 the listed price and ×2 the listed weight

Clothing Availability

Clothing is readably available in most communities. Locals of small settlements will sell extra clothes when they can to the proprietors of general stores (or be allowed to sell their clothing there with the store earning commission) and larger settlements will often have merchants selling clothes made by businesses that hire the tradespeople to make the clothes from the materials they provide.

As a general rule, wool clothing is always available (though in small settlements an Availability of 2 to 4 is common). Linen and leather clothing adds +2 to the availability (so Availability of 2 in medium and large settlements and 4 to 6 in smaller ones), while silk adds +8.

Articles of Clothing

Characters are free to purchase their outfits by individual articles of clothing. Prices listed are for common quality and are for medium-sized creatures. Descriptions of the common types of clothing in Agrros Guleth are as follows:

Baldric: Baldrics range from decorative sashes, to functional bandoleers.

Belt: Belts are worn primarily to carry belt pouches and weapons or for their fashion and appearance, or both.

Boots: Boots are more sturdy and protective against the elements than shoes.

Cap: Caps are most commonly wool, and include everything from simple head coverings to ornate hats.

Cape: Capes, shawls, and other shoulder and upper back garments are covered in this category of clothing. A common cape, that combines the cost and weight of a cap, is a hooded shawl or coif worn by women and men respectively.

Chemise: A Chemise is akin to a night gown, though it typically worn as an undergarment with a kirtle covering it.

Cloak: Thicker, longer, and wider than capes, cloaks are more commonly worn in the colder months and generally have hoods.

Gloves: Most leather gloves are worn as protection for the hands, typically by archers and falconers. Wool gloves are usually worn for warmth, and linen and silk gloves typically are worn as a status symbol.

Jacket: Typically made from wool, jackets are primarily a winter article of clothing. Wealthy men and women tend to wear linen and silk jackets year round. The styles vary, but women's jackets are more akin to sleeved corsets while men's jackets often resemble sleeved vests.

Kirtle: A kirtle is a common outer garment that is akin to a dress or robe only lighter. Low cut kirtles, and the chemise underneath, are common during warmer months. Kirtles always hang at least to the ankles.

Pants: A catch all category for leggings, styles range from thick kilts to tightly tailored pantaloons both for men an women.

Robe: Men and women wear robes. The styles vary greatly, but it is more common for the affluent to wear robes than laborers.

Scarf: Scarves are popular throughout the social classes. Silk scarves tend to be the one affordable silk article of clothing that is within reach of the poorer population and is commonly given as a gift.

Shirt: A loose garment that covers the upper torso that is tied up, typically for commoners, or buttoned up, for wealthier people, the front, or the upper half of the front.

Shoes: Most of the lower class wear cloth or wooden soled shoes, which offer adequate protection for daily tasks. Those with more wealth purchase more ornate and decorative shoes which are more suited to polished marble halls than walking in the streets.

Table: Clothing, Outfits

Item	Price	Weight
Artisan's outfit	4.3 sp	1.4 kg
Cleric's vestments	3.2 gp	3.4 kg
Cold-weather outfit	2.28 gp	6.4 kg
Courtier's outfit, male	11+ gp	3.9 kg
Courtier's outfit, female	10+ gp	5 kg
Entertainer's outfit	1.82 gp	1.6 kg
Explorer's outfit	5 gp	5 kg
Monk's outfit	2.82 gp	1.6 kg
Noble's outfit, male	160.5 gp	3.4 kg
Noble's outfit, female	179.6 gp	4.5 kg
Peasant's outfit, male	1.6 sp	3 kg
Peasant's outfit, female	1.4 sp	2.7 kg
Royal outfit, male	388.4 gp	3.4 kg
Royal outfit, female	298.4 gp	4.5 kg
Scholar's outfit	3.5 sp	4.3 kg
Traveler's outfit, male	1.93 gp	4.8 kg
Traveler's outfit, female	1.9 gp	5 kg

These items weigh one-quarter the listed amount when made for Small characters and cost half as much.

Tabard: Tabards are common among those who are part of an organization, whether it's a merchant company, mercenary group, church, or noble house. Most emblazon their organization's coat of arms or symbol on the tabard, which typically triples the price.

Tunic: Many wear tunics as their primary outer garment. Most Tunics reach at least to the hips and often just past the knees. Some tunics have sleeves, others do not, and sleeved tunics are more common in the winter.

Clothing Outfits

Characters can also purchase clothing outfits. These sets are priced for common quality articles of clothing unless otherwise noted in the description of the outfit.

Artisan's outfit: This outfit consists of typical work clothes for various professions. In consists of a linen shirt and pants, cloth-soled shoes, and a leather work belt or apron for carrying tools.

Cleric's vestments: Cleric's vestments, male or female, typically consist of a wool robe (cassock), outer linen tunic (surplice), and a silk scarf (stole), each embroidered with imagery of the cleric's order. Cleric's vestments are considered good quality (double the standard price) and doubled again for the embroidered iconography.

Cold-weather outfit: Cold-weather outfits are outfits for individuals who plan to travel in extreme cold weather for prolonged periods. It is composed of a jacket, cloak, and pants all made of winter wool. In addition, the outfit comes with a linen shirt that is worn as an undergarment to reducing itching and for added warmth, a wool cap, and leather boots.

Courtier's outfit: The daily outfit of nobles or well-to-do merchants who are in court, attending parties, and the like. A courtier's outfit comes with either linen pants, a linen shirt, a linen tunic, a leather belt, leather boots, and a wool cloak or a linen chemise, a linen robe, a leather belt, leather boots, and a wool cloak. Courtier's outfits are considered fine quality. The courtier's outfit looks out of place if it is not accompanied by matching jewelry (costing at least an additional 10 gp).

Entertainer's outfit: An entertainer's outfit is bright, colorful, and practical in its design to allow for tumbling, dancing, tightrope walking, running, and so on. It consists of linen pants, a linen shirt, leather-soled shoes, and a linen belt all of good quality (double the standard price).

Explorer's outfit: Commonly worn by traveling merchants as well as explorers and adventurers, this outfit includes leather boots, leather pants, leather belt, linen shirt, linen tunic, wool gloves, and a wool cloak and while made of common quality materials and craftsmanship the total price is doubled as all the items have pockets or additional pockets in order to carry all the items needed for exploration and trade.

Monk's outfit: A loose comfortable set of clothing designed to allow for unhindered movement. A monk's outfit consists of leather-soled shoes (sandals), linen pants, a linen shirt, a linen belt, and a linen baldric. The monk's outfit is made from good quality materials (double the standard price).

Noble's outfit: Noble's outfits are the outfits of nobles at court or when attending parties and other social functions. Typically the either include; linen pants, a linen shirt, a silk tunic, a leather belt, leather boots, and a linen cloak or a linen chemise, a silk robe (dress), a leather belt, leather boots, and a linen cloak. Noble's outfits are considered superior quality. The noble's outfit looks out of place if it is not accompanied by matching jewelry (costing at least an additional 50 gp) and is also adorned with jewelry designating their social position and rank.

Peasant's outfit: The outfit of the commoner, peasant's outfits are loose, comfortable, and often covered in patches indicating constant repair over several years of use. The outfit consists of either a linen shirt, a wool tunic, wool pants, and wood-soled shoes or a linen chemise, wool kirtle, and wood-soled shoes. Peasant's outfit is priced as poor quality, (double the price listed for common quality).

Royal outfit: The outfit of royalty when attending court it is similar to that of a noble's outfit. Noble's outfits come with either silk pants, a silk shirt, a silk tunic, a leather belt, leather boots, and a linen cloak or a silk chemise, a silk robe (dress), a leather belt, leather boots, and a linen cloak. Royal outfits are considered superior quality. The royal outfit looks out of place if it is not accompanied by matching jewelry (costing at least an additional 100 gp) and is also adorned with jewelry designating their social position and rank.

Scholar's outfit: An outfit for long days spent in cold libraries, refectories, and other stone indoor locations, the scholar's outfit consists of a wool robe, cloth-soled shoes, a hempen-rope belt, wool cap, and a wool cloak.

Traveler's outfit: Clothing suitable for long journeys, a traveler's outfit consists of either leather boots, wool pants, linen shirt, wool tunic, leather belt, and a wool cloak or leather boots, linen chemise, wool kirtle, leather belt, and a wool cloak.

Armor Descriptions

The following is a list of descriptions of armors both common and rare in Agrros Guleth.

Adamantine Chainmail Armor: Adamantine chainmail is made from the rare and expensive adamantine ore. Typically only dwarves, and rarely orcs and goblins, possess access to enough adamantine to make armor from it. This armor is considered masterwork.

Adamantine Plate Armor: This plate armor is exceptionally rare due to the rarity and cost of the natural occurring ore. This armor is considered masterwork.

Adamantine Scale Armor: This scale armor is made from the rare ore it is named after, and like adamantine chainmail, it is almost always found among only the richest and most powerful of dwarven leaders. This armor is considered masterwork.

Armor Spikes: These are spikes added to the armor and add weight to the armor equal to a percentage of the armors base weight.

Banded Mail Armor: Similar to splint mail, banded mail armor is made up of overlapping horizontal bands of steel attached to a leather backing.

Breastplate Armor: Breastplate armor consists of just wearing the torso piece of standard plate armor.

Buckler, Shield: A buckler is a small shield, typically metal, that is strapped to the forearm.

Chain Shirt Armor: Chain shirts armor consists of just the tunic that makes up a full suit of chainmail.

Chainmail Armor: Small chain links, about the size of an adult human's fingernail, are linked together and bound or worn over light clothing is the typical chainmail construction.

Cloth Armor: Basic clothing is priced for wool, linen or silk and two suits of basic clothing are a part of a character's Social Class Equipment package. Commoners have wool (the price listed), experts have fine linen and nobles have silk clothing though caps and capes are typically still made from wool, but

of a finer quality and expert and noble's jackets are often made primarily from leather.

Danes Aulom: Danes Aulom[1] armor is a typically a single robe made from specially prepared luvilnoor silk and gold thread by elven tailors. It is light, supple, elegant, and highly prized by Valdain nobles. This armor is considered masterwork.

Darshil Chainmail Armor: Darshil[2] chainmail is made from mithril and is masterwork armor. The giants, dwarves, and elves have independently discovered the secrets to making mithril armors, but it has now been passed to most other species.

Darshil Plate Armor: Darshil plate is made from the magical ore mithril and is highly sought after for its strength and light weight. This armor is considered masterwork.

Darshil Scale Armor: Darshil scale armor is made from the magical metal mithril.

Dragonplate Armor: Dragonplate armor is made from the larger scales and plates of an adult dragon.

Dragonscale Armor: Dragonscale armor is made from the smaller scales of adult dragons and reinforced with steel. It is exceptionally durable and strong, as well as being an impressive sight to behold.

Gauntlet, Locked: This gauntlet is constructed such that it is armored and reinforced with chains and braces which once connected with a weapon in hand it becomes much more difficult to drop that weapon.

Glunaurmodirool: Glunaurmodirool[3] is a cloth armor made from the Hu'al yak's fur which is tightly woven together in thick braids. The armor is crafted by minotaurs in the west and is heavy as well as pungent, especially when wet. It is rare among the Valdain and even more rarely is it ever in demand.

Greattusk leather: This leather armor is made from the specially cured hides of the elephants of central and southern Khormadal and is generally very rare among the Valdain. Typically it consists of a long-sleeved tunic and pants. It is surprisingly easy to move in, but its weight and low center of mass reduces the overall speed of the wearer.

Half-Plate Armor: A stripped down version of regular plate armor, half-plate lacks metal plates on the forearms, thighs, and shins (having only chainmail protection over those areas) but still uses gauntlets and a helm in addition to the torso and shoulder plates.

Hide Armor: Hide armor is made from the skins of animals, like leather, but unlike leather armor the animals' thick fur is left intact during the curing process and typically includes more than one layer.

Hide of the Order Armor: Hide of the Order armor is a naturally cured and treated hide armor created by Khormadal's order of druids. It is difficult, but not impossible, to purchase and is typically a marking of friendship or allegiance to the druids and shamans of the order.

Leather Armor: Typical leather armor is made from boiled sections of leather and typically fitted to the wearer.

Leather Breastplate Armor: Leather breastplate consists of just wearing the breastplate of normal leather armor.

Light Leather/Padded Armor: Light leather armor consists of normal animal hides that have been cured and softened and is generally in the form of pants and a tunic. Light leather armor is typically worn hunting-based tribal societies.

Luvilnoor: Luvilnoor armor is made from the redworm caterpiller's silk, which is magically woven into a fine armor by elven tailors. This armor is considered masterwork.

Oakblood Armor: Oakblood armor is made from boiling sections of leather in a sap that is harvested from the Hardir oak trees native to northern Khormadal. Only the orcs and Kemir humans of the region make this armor; it is exceptionally rare, and not highly sought after outside the region.

Plate Armor: Plate armor is the strongest, most protective, of the common armors and is made of rounded steel plates linked together by chainmail and leather.

Scale Armor: Overlapping links of steel scales gives this armor its name and is slightly better in quality than chainmail.

Scale Shirt Armor: Scale shirt armor consists of just the chest piece from standard scale armor.

Shield Spikes: These are offensive spikes added to a shield and add weight to the shield equal to a percentage of the shields base weight.

Shields: Shields are typically at least 0.45 meters in diameter for light shields, 0.75 meters in diameter for heavy shields, and 0.6 meters by 1.5 meters tall for tower shields.

Sholamaril Armor: Sholamaril[4] is a special form of plate armor made from the magical mithril metal and infused with an elemental strength which leaves the normally silvery metal with a hue like that of either a black, red, blue, or yellow rose. The elves are the sole possessors of the secrets to sholamaril armor.

Smrika Scale Armor: Smrika[5] scale is almost identical to scale male, except that the individual scales of the armor are given pointed spikes approximately an inch and a half long. These spikes cover the front and back torso, as well as the outer arms and thighs of the armor. Any creature that successful grabs a person wearing Smrika armor takes 4 DV, -2 AP of damage, resisted normally, on its turn, and on every turn

---

[1] Elven; "aulom" meaning golden, "danes" meaning silk, "danes aulom" meaning golden silk.

[2] Dwarven; "darshil" meaning mithril.

[3] Minotaur; "glun" meaning yak, "aur" meaning fur, "mod" meaning braid or braided, "irool" meaning armor, "glunaurmodirool" meaning yak-fur braided-armor.

[4] Elven; "shol" meaning rose, "amaril" meaning mithril [adjective], "sholamaril" meaning mithril rose.

[5] Lizardfolk; "smrika" meaning spike or horn, specifically those found on large, horse-sized, lizards.

thereafter in which it sustains the grab. If you are grappled, you may make a Strength [Physical] vs. Strength [Physical] Opposed Test as a Complex Action attack on your turn, with net hits increasing the DV of the armor. The lizardfolk originated the design, but some species have come up with the idea on their own, or have borrowed it from lizardfolk they have encountered. This armor is considered masterwork.

Splint Mail Armor: This armor is made up of tightly bound-together vertical strips of steel that is attached to a leather backing.

Stonehide Armor: Stonehide is made by the more tribal Ekgeni gnolls. It consists of coating the animal fur with a lightweight clay and leaving it to dry in the sun for a few days. Each time a character wearing stonehide armor takes physical damage, the bonus Armor Rating is reduced by 1. The cost of the armor includes a basket or similar container that has 14 total points of Armor worth of clay. Each point of clay Armor takes 1 minute to apply and 10 minutes to set, to a maximum armor bonus of +3.

Studded Leather Armor: Similar to leather armor except that metal studs or rings are sewn into the armor for increased protection.

Votgur Chain Armor: Votgur[6] armor is a type of mithril chainmail that has been further strengthened by the magical energies of earth-based natural foveae as well as adding a second layer of links to vital regions. Originally created by orcs, its secrets have just been discovered by humans and dwarves. This armor is considered masterwork.

Winter Clothing: Winter clothing is made from heavy wool, often with leather padding, and includes jackets, pants, tunics/kirtles, cloaks, and woolen wood or leather boots. Winter clothing can be worn over other cloth and leather armors and all bonuses and penalties to stack. Winter clothing's Environmental modifiers are listed in the Clothing section, below.

Barding

Armor for mounts can be made in the manner of nearly all the armors listed. As a general rule, barding for medium-sized mounts (large dogs, wolves, etc.) is twice the cost for armor of that type and four times as much for large-sized mounts (horses, ponies, etc). Medium-sized barding weighs the same as the base armor type and twice as much for large-sized mounts.

Armor Categories

Armors are split into several categories; Common, Restrictive and Material.

Common

Common armors are the base templates for all other armors. While different cultures will have their own styles and flair, any given armor found in Agrros Guleth will fit a Common Armor template and be modified from there based on materials, additions, subtractions, etc.

[6] Orcish; "vot" meaning silver or silvered, "gur" meaning steel, "votgur" meaning mithril.

Restrictive

The Movement category designates armor as either Restrictive or Non-Restrictive. Armors in the tables below with a superscript [R] are Restrictive but do not follow the *Run & Gun* rule on page 59. Instead, wearing armor with the Restrictive feature adds its weight to your carried equipment and places you in the Lightly Encumbrance Category if you are not already (see VII Skills, 5 Using Skills: Additions, Lifting/Carrying).

Material

Armors are categorized by the primary material used by the armor to protect its wearer. These Material categories are: Cloth, Leather, Metal, and Special. Special armors do not fit neatly into the other three categories but these are rare or unique cases. Armors can be fashioned from non-standard materials to gain bonuses (or penalties) so long as it matches with a Common template of the same type. For example, you could fashion a suit of armor out of thick troll hide (+1 AR) but only using Leather Category armors from the Common templates.

Armor Rating

The listed Armor Ratings in the tables below are for those with the appropriate Armor Technique (level I+) for that armor. If you do not have the matching Armor Technique for the armor you wear then you only receive half the listed value (round up).

Common Armors (the Templates)

Listed below are the Common armor templates. In the table (and the following Armor tables), AR is Armor Rating, C is Capacity, Av is Availability, gp is the gold piece cost, and kg is the armor's weight in kilograms.

The Common Armors table lists the armors that are most common among the Valdain as well as being base templates for modifying armor with different materials (see Armor Materials, below).

Table: Common Armors

Armor	AR	C	Av	gp	kg
Basic clothing[1](c)	2	2	-	0.4	2.7
Light leather/padded(c)	3	2	4	0.5	4.3
Leather (l)	4	3	6	10	7.8
Studded leather (l)	5	4	8	25	10.1
Hide[R] (l)	6	4[1]	6	8	12.2
Scale[R] (m)	7	5	10	40	20.4
Chainmail[R] (m)	8	6	10	48	18.1
Banded mail[R] (m)	9	7	12	60	18.1
Splint mail[R] (m)	10	8	12	50	20.4
Platemail[R] (m)	12	10	12	150	24.9

(c) indicates a Cloth armor.
(l) indicates a Leather armor.
(m) indicates a Metal armor.
(s) indicates a Special armor.
[1] The listed values are for wool clothing. For linen or silk, reduce the armor rating to 1 and increase the cost to 1.44 gp and 360 gp, respectively.
[R] Indicates this armor has the Restrictive Feature (Run & Gun, pg 59).

Armor Pieces

Armor is generally worn as a full suit. On occasion only sections of armor will be purchased and can be purchased for the following areas:

Head: Head pieces are usually helmets, coifs, and the like.

Chest: Chest pieces include not only the breastplate/chest piece, but also any neck guards, tassets, loin-guards, etc.

Shoulders: These include pieces that cover the upper arms (usually over another arm piece) and shoulders, such as pauldrons.

Arm: Arm pieces include protections of the upper, elbow, and lower arms.

Leg: Leg pieces include cuisses, knee-cops, and greaves.

Hand: These are the parts of the armor that cover the hands, usually gauntlets for metal armors or a heavy-backed gloves for leather.

Foot: These cover the feet and includes boots, sollerets, sabatons, etc.

The table below lists the various armor pieces by armor type and the percentage of a full suit's Armor, cost, and weight that it has. Availability remains the same as for a full suit of the same armor. Capacity remains unchanged (except for helmets), but only applies to that piece. These are just approximations to facilitate their use in game.

Table: Armor Pieces

Armor	AR[1]	gp	kg
Head	+helmet	10%	5%
Chest	55%	45%	50%
Shoulders[2]	15%	10%	10%
Arms[2]	10%	10%	10%
Legs[2]	10%	15%	15%
Hands[2]	5%	5%	5%
Feet[2 3]	5%	5%	5%

[1] When rounding for determining the Armor Rating, round normally to the nearest half point (x.0 or x.5, minimum 0.5) and do so for the chest piece first. Then shoulders. Then arms. Then legs. Then hands. Then feet. When wearing armor pieces, add the Armor Ratings in that order (chest, shoulders, arms, legs, hands, then feet) with a maximum of the full suit's rating.

[2] Percentages for shoulders, arms, hands, legs, and feet are for the pairs. Halve the percentage for using just one of those pieces or halve the final ratings (e.g. hands that give 0.5 AR, give 0.25 for one hand).

[3] Feet weights are at a minimum weight of 0.9 kg for cloth soled shoes (cloth armors) and 1.4 kg for leather boots (with leather armors), the difference between the minimum weight and the percentage is added back in to the total suit weight. For metal armors it's based of the percentage listed.

Fractional Armor Ratings for armor pieces are always rounded down after adding together all armor pieces for that suit. If the suit has pieces from different kinds of armor, then they are always rounded down before adding to a different kind. For example, if wearing several pieces of leather armor and a piece of plate mail, then add the Armor Ratings of all the leather pieces together and round down and then add that value to the rounded down (if needed) Armor Rating of the piece of plate mail.

Wearing only one piece of a suit with the Restrictive feature does not make it Restrictive. If you wear two or more pieces of armor from suits that are Restrictive then you are restricted.

Table: Basic Clothing Armor Pieces

Armor	AR	C	Av	gp	kg
Full Suit[1]	2	2	-	0.4	2.7
Head	+1	2	4	0.04	0.2
Chest	1	2	-	0.06	0.7
Shoulders	-	-	-	-	-
Arms	-	-	-	-	-
Legs	1	2	-	0.06	0.7
Hands	0	2	-	0.02	0.2
Feet	0	2	-	0.02	0.9

Basic clothing consists of the following wool items; cap (Head, 3 cp, 0.2 kg), a kirtle, robe, shirt, or tunic (Chest, Shoulders, Arms and Legs [if kirtle or robe], average: 6 cp, 1.4 kg), pants (Legs [if shirt or tunic], 6 cp, 0.9 kg), gloves (Hands, 7 cp, 0.2 kg), and cloth boots or shoes (Feet, average 24 cp, 0.6 kg). The Legs AR are further rounded up to take care of rounding loss and their weight is half of the Chest, Shoulders, Arms, and Legs average.

[1] The listed values are for wool clothing. For linen or silk, reduce the armor rating to 1 and increase the cost to 1.44 gp and 360 gp, respectively.

Table: Light Leather/Padded Armor Pieces

Armor	AR	C	Av	gp	kg
Full Suit	3	2	4	0.5	4.3
Head	+1	2	4	0.05	0.2
Chest	1.5	2	4	0.23	1.8
Shoulders	0.5	2	4	0.05	0.4
Arms	0.5	2	4	0.04	0.3
Legs	0.5	2	4	0.08	0.6
Hands	0	2	4	0.02	0.1
Feet	0	2	4	0.03	0.9

Table: Leather Armor Pieces

Armor	AR	C	Av	gp	kg
Full Suit	4	3	6	10	7.8
Head	+1	2	6	1	0.3
Chest	2	3	6	4.5	3.4
Shoulders	0.5	3	6	1	0.7
Arms	0.5	3	6	1	0.6
Legs	0.5	3	6	1.5	1.0
Hands	0.5	3	6	0.5	0.4
Feet	0.5	3	6	0.5	1.4

Table: Studded Leather Armor Pieces

Armor	AR	C	Av	gp	kg
Full Suit	5	4	8	25	10.1
Head	+1	2	8	2.5	0.5
Chest	3	4	8	11.25	4.6
Shoulders	1	4	8	2.5	0.9
Arms	0.5	4	8	2.5	0.8
Legs	0.5	4	8	3.75	1.4
Hands	0.5	4	8	1.25	0.5
Feet	0.5	4	8	1.25	1.4

Table: Hide Armor Pieces

Armor	AR	C	Av	gp	kg
Full Suit[R]	6	4	6	8	12.2
Head	+1	2	6	0.8	0.6
Chest	3.5	4	6	3.6	5.7
Shoulders	1	4	6	0.8	1.1
Arms	0.5	4	6	0.8	1.1
Legs	0.5	4	6	1.2	1.7
Hands	0.5	4	6	0.4	0.6
Feet	0.5	4	6	0.4	1.4

[R] Indicates this armor has the Restrictive Feature.

Table: Scale Armor Pieces

Armor	AR	C	Av	gp	kg
Full Suit	7	5	10	40	20.4
Head[1]	+1	3	10	4	1.0
Chest	4	5	10	18	10.2
Shoulders	1	5	10	4	2.1
Arms	0.5	5	10	4	2.0
Legs	0.5	5	10	6	3.1
Hands	0.5	5	10	2	1.0
Feet	0.5	5	10	2	1.0

[1] Helmet stats listed are for open-faced helmets. For closed-faced helmets, add +1 AR, and +10% of the helmet's gp cost and weight.

Table: Chainmail Armor Pieces

Armor	AR	C	Av	gp	kg
Full Suit	8	6	10	48	18.1
Head[1]	+1	3	10	4.8	0.9
Chest	4.5	6	10	21.6	9.1
Shoulders	1	6	10	4.8	1.8
Arms	1	6	10	4.8	1.8
Legs	1	6	10	7.2	2.7
Hands	0.5	6	10	2.4	0.9
Feet	0.5	6	10	2.4	0.9

[1] Helmet stats listed are for open-faced helmets. For closed-faced helmets, add +1 AR, and +10% of the helmet's gp cost and weight.

Table: Banded Mail Armor Pieces

Armor	AR	C	Av	gp	kg
Full Suit[R]	9	7	12	60	18.1
Head[1]	+2	5	12	6	0.9
Chest	5	7	12	27	9.1
Shoulders	1.5	7	12	6	1.8
Arms	1	7	12	6	1.8
Legs	1	7	12	9	2.7
Hands	0.5	7	12	3	0.9
Feet	0.5	7	12	3	0.9

[1] Helmet stats listed are for open-faced helmets. For closed-faced helmets, add +1 AR, and +10% of the helmet's gp cost and weight.
[R] Indicates this armor has the Restrictive Feature.

Table: Splint Mail Armor Pieces

Armor	AR	C	Av	gp	kg
Full Suit[R]	10	8	12	50	20.4
Head[1]	+2	5	12	5	1.0
Chest	5.5	8	12	22.5	10.2
Shoulders	1.5	8	12	5	2.1
Arms	1	8	12	5	2.0
Legs	1	8	12	7.5	3.0
Hands	0.5	8	12	2.5	1.1
Feet	0.5	8	12	2.5	1.0

[1] Helmet stats listed are for open-faced helmets. For closed-faced helmets, add +1 AR, and +10% of the helmet's gp cost and weight.
[R] Indicates this armor has the Restrictive Feature.

Table: Plate Mail Armor Pieces

Armor	AR	C	Av	gp	kg
Full Suit[R]	12	10	12	150	24.9
Head[1]	+2	5	12	15	1.3
Chest	6.5	10	12	67.5	12.5
Shoulders	2	10	12	15	2.6
Arms	1	10	12	15	2.4
Legs	1.5[2]	10	12	22.5	3.6
Hands	0.5	10	12	7.5	1.3
Feet	0.5	10	12	7.5	1.2

[1] Helmet stats listed are for open-faced helmets. For closed-faced helmets, add +1 AR, and +10% of the helmet's gp cost and weight.
[2] Due to rounding, the legs were given a +0.5 bonus to AR in order to reach the 12 AR of the full suit.
[R] Indicates this armor has the Restrictive Feature .

Rare Armor Lists

The following tables list some of the unique armor found in Agrros Guleth by their base Material. After each entry, the Common armor template off which it is based is listed in parenthesis.

Table: Rare Cloth Armors

Armor	AR	C	Av	gp	kg
Danes aulom[M] (basic clothing)	6	4	16	1,800	0.7
Glunaurmodirool (light leather/padded)	4	4	12	10	5.4
Luvilnoor[M] (light leather/padded)	7	4	16	2,250	1.2

[M] These armors are considered superior/masterwork armors.

Table: Rare Leather Armors

Armor	AR	C	Av	gp	kg
Greattusk leather[1] (leather)	6	4	16	100	15.6
Hide of the Order[M] (hide)	7	5	12	80	11
Oakblood leather (leather)	5	5	10	40	9.8

[1] Greattusk leather reduces the wearer's effective Agility for determining movement rates by 1.
[M] These armors are considered superior/masterwork armors.

Table: Rare Metal Armors

Armor	AR	C	Av	gp	kg
Adamantine chainmail[M, R] (chainmail)	13	8	24	31,680	22.8
Adamantine plate[M, R] (plate mail)	17	12	24	99,000	31.4
Adamantine scale[M, R] (scale)	12	7	24	26,400	25.7
Darshil chainmail[M] (chainmail)	11	8	18	5,280	6.5
Darshil plate[M, R] (plate mail)	15	12	18	16,500	9.0
Darshil scale[M] (scale)	10	7	18	4,400	7.3
Sholamaril[1, M, R] (plate mail)	16	12	24	18,225	9.6
Smrika scale[2, M, R] (scale)	9	7	12	1,000	23.9
Votgur chain[3, M, R] (chainmail)	13	6	20	6,600	8.5

[1] Sholamaril armor uses luvilnoor silk in its interior that gives it an additional +1 AR, +6 Availability, +1,725 gp, and +0.6 kg from standard masterwork mithril plate mail.
[2] Smirka scale deals 4P, resisted normally, to anyone who attempts to Grapple or Clinch the wearer, on the action phase of the attacker if hey are maintaining the hold, and if the attacker attempts to end the Grapple or Clinch. Additionally, on the defender's turn, the defender may make an Unarmed Attack + Strength [Physical] Test with net hits adding to the base 4P as the wearer squirms, hugs, and shakes against their opponent. Finally, anyone that succeeds on an Unarmed Attack against the armor wear takes 2P, resisted normally.
[3] Votgur chain uses extra reinforcements and layers that make it stronger than standard mithril chain, nearly becoming a cross between chain and banded mail. Because of this it gains +2 AR, -2 Capacity, +2 Availability, +1,320 gp, and +2 kg but it also keeps its Restrictive feature.
[M] These armors are considered superior/masterwork armors.
[R] Indicates this armor has the Restrictive Feature.

Table: Special Armors

Armor	AR	C	Av	gp	kg
Dragonplate[M, R] (plate mail)	15	11	22	37,500	28
Dragonscale[M] (scale)	10	6	22	10,000	23
Stonehide (hide)	9[1]	4	14	10	16.2

[1] Each time a character wearing stonehide armor takes physical damage, the Armor Rating is reduced by 1 (minimum of 6, the underlying hide armor). The cost of the armor includes a basket or similar container that has 14 total points of Armor. Each point takes 1 minute to apply, to a maximum armor rating of 9 (the hide armor +3).
[M] These armors are considered superior/masterwork armors.
[R] Indicates this armor has the Restrictive Feature.

Shields & Helms

Shields and helms follow the rules for armor and encumbrance (SR5, 169), where for every 2 full points of Armor from armor accessories that you have above your Strength attribute, you suffer a -1 penalty to your Agility and Reaction.

Table: Shields & Helms

Armor	AR	C	Av	gp	kg
Buckler	+2	1	6	1	1.4
Light shield, adamantine	+7	3	24	475.2	3.8
Light shield, mithril	+5	3	18	79.2	1.1
Light shield, steel	+3	2	6	7.2	2.7
Light shield, wooden[1]	+1	1	10	3.6	1.4
Heavy shield, adamantine	+8	4	24	1,188	9.5
Heavy shield, mithril	+6	4	18	198	2.7
Heavy shield, steel	+4	3	8	18	6.8
Heavy shield, wooden[1]	+2	2	10	9	3.4
Tower shield, steel	+6	5	10	25	15.9
Cloth armor helm[2]	+1	2	6	10%*	5%*
Leather armor helm, open[2]	+1	3	8	10%*	5%*
Leather armor helm, closed[2, 3]	+2	4	8	10%*	5%*
Metal armor helm, open[2]	+2	5	12	10%*	5%*
Metal armor helm, closed[2, 3]	+3	6	12	10%*	5%*

[1] Wooden shields AR, costs, and weights do not follow the normal armor material's modifiers. Instead, using steel as the standard shield material, the AR is only -1, and the costs and weights are halved instead of doubled.
[2] Helms and helmets made with non-standard materials only receive half (round down) the AR bonus.
[3] Closed helms and helmets impose a -2 penalty to Perception checks while worn properly.
* Cost and weight of helms are included in most armor otherwise cost is 10% of that suit of that armor cost and 15% its weight for closed faced, or 10% if open faced.

Armor Materials

The common armors (see Table: Common Armors, above) can be made using different materials.

The table below lists materials used to make alternate armor and the modifiers to the common armor base type. When it matters, apply armor quality modifiers (see below) first and then material modifiers.

Table: Armor Materials Modifiers

Material	Category	AR	C	Av	gp	kg	Notes
Glunaurmod	Cloth	+1	+2	12	x20	×1.25	"Braided yak fur."
Linen	Cloth	-1	+1	+2	x2	×2	Common linen cloth.
Luvilnoor silk	Cloth	+2	+1	16	x450	×0.3	An silk from the luvilnoor worms among the elves and is often costs less in their territories (closer to x30 gp modifier).
Silk	Cloth	+0	+1	+8	x200	×2	Rare but much sought after silk, it is often cheaper in larger cities (closer to x15 gp modifier).
Wool	**Cloth**					**-----Cloth Standard-----**	
Greattusk	Leather	+2	+1	16	x10	×2	Elephant hide. Full suits reduce the wearer's effective Agility for determining movement rates by 1.
Leather	**Leather**					**-----Leather Standard-----**	
Oakblood	Leather	+1	+2	10	x4	×1.25	Leather boiled in a special red sap found in oak trees of northwestern Khormadal.
Troll Hide	Leather	+1	+0	12	x3	×1.5	Leather made from the thick hides of magic-twisted trolls.
Wood	Leather	-2	-1	10	x2	×2	Though rare, this includes armors made from wood, bamboo, and other hard plant material that is often lacquered. Those that use wood-based armor range from eccentric warriors to simple tribes.
Adamantine	Metal	+4	+1	24	x66	×1.4	Adamantine armor is Hardened Armor (If the DV of an attack is less than the AR (after AP), it does no damage and if it does then after AP is applied, half of the Armor Rating is gained as automatic hits for the Damage Resistance Test [round up]). It is rare to find adamantine armor that is not masterwork quality, but occasionally it happens. The stats here do not have masterwork quality included.
Iron	Metal	-2	+0	6	x0.25	×1.1	Iron is brittle but cheap. On a glitch (not a critical glitch) on a Defense Test the iron armor is struck hard enough to severely damage it. Subtract 1d6 ÷ 2 from its Armor Rating permanently.
Mithril (Darshil/ Amaril/Votgur)	Metal	+2	+1	18	x11	×0.4	Scale and Chainmail made of mirthil loose the Restrictive feature. Like adamantine armor and weapons, one rarely finds mithril items that are not of masterwork/superior quality. I can happen though, and the stats here do not have masterwork quality included.
Steel	**Metal**					**-----Metal Standard-----**	
Bone	Special	-3	x0.5	8	x0.5	×0.8	Bone is used in tribal and other low-technology societies, as well as the desperate and scared.
Dragonscale	Special	+2	+0	22	x25	×1.25	Dragonscale can be applied to any Leather or Metal armors templates and when done with scale or chainmail it removes the Restrictive feature. It is almost always of masterwork quality as well, but since fools will waste good dragon hide, the stats here do not include masterwork quality. Additionally, dragonscale often carries with it magical effects related to the dragon it once was and those who slew it.
Stonehide	Special	+3	+0	14	+2	+4	Stonehide clay can only be applied to fur (natural or hide armor). If applied to natural fur, only the bonus to AR and increased weight are applied. Each time a character wearing stonehide armor takes physical damage, the bonus Armor Rating is reduced by 1. The cost of the armor includes a basket or similar container that has 14 total points of Armor. Each point takes 1 minute to apply, to a maximum armor bonus of +3.

Armor Modifications

The capacity rating for armor reflects Shadowrun Core Book level of technology. Because of the lower technological level of Agrros Guleth all armor modifications in the core books cost Rating × 3 capacity. An Industrial Revolution/Steampunk level of technology would be Rating × 2 capacity and interstellar travel level of technology would be Rating × 0.5 capacity.

Insulation Modifications: See Clothing, Armor, & Other Items: Survival, below.

Spikes & Studs Modifications: Most armors can be made with reinforcing studs or spikes (the only real difference being that spikes are just sharpened studs that spread the ability to do damage out over the area of the armor wearer's body). If armor is forged with studs, then the new, studded, armor gains +1 AR and +1 Capacity while it increases the armor's cost by ×2.5 and increases the armor's weight by ×1.3 kg. If armor has studs or spikes applied after it has been forged, then it adds +2 AR but takes up 3 Capacity. It only costs half the original armor cost to add studs/spikes but it increases the armor's weight by ×1.5 kg.

Spikes deal 4P, resisted normally, to anyone who attempts to Subdue or clinch the wearer, on the action phase of the attacker if they are maintaining the hold, and if the attacker attempts to end the Subdual or Clinch. Additionally, on the defender's turn, the defender may make an Unarmed Attack + Strength [Physical] Test with net hits adding to the base 4P as the wearer squirms, hugs, and shakes against their opponent. Finally, anyone that succeeds on an Unarmed Attack against the armor wear takes 2P, resisted normally.

Armor Quality

Armors gain certain benefits or penalties based on its quality. The table below lists those modifiers.

Table: Armor Quality Modifiers

Quality	Modifiers
Poor	-1 Armor Rating -1 die to Normal and Full Defense Tests
Common	Standard
Good	+1 Armor Rating
Fine	+1 Armor Rating +1 die to Normal and Full Defense Tests +1 Capacity.
Masterwork	+1 Armor Rating +1 die to Normal and Full Defense Tests +1 hit as Hardened Armor to Damage Resistance Test. +1 Capacity ×0.9 weight modifier

Helms and shields to not receive the same modifiers as suits and pieces of armor. The table below lists their quality modifiers.

Table: Helms/Shields Quality Modifiers

Quality	Modifiers
Poor	+1 to STR requirement
Common	Standard
Good	-1 to STR requirement
Fine	-1 to STR requirement +1 Armor bonus (doesn't increase STR requirement) +1 Capacity.
Masterwork	-1 to STR requirement +2 Armor bonus (doesn't increase STR requirement) +1 Capacity ×0.9 weight modifier

Getting Dressed

The rules for getting dressed are an abstraction and meant to help facilitate doing so under combat situations.

Remember, if you do not have the appropriate Armor Technique then it takes twice the listed times to don or remove your armor.

Swift Dressing

The base time that it takes to get dressed swiftly is 15 seconds (5 Combat Turns) per point of Armor (including basic clothing, bonuses from armor quality, but not from magical armor bonuses). This assumes all articles of clothing have been laid out efficiently and within reach and are adequately secured, tied, laced, and so on. Round the Armor rating up if you are donning individual pieces of armor that have fractional values. When not in a hurry, donning armor usually takes at least three times the base time, but that's rarely important.

Rushed Dressing

If you rush, throwing on your armor or clothing without securing it fully, the base time is reduced to 9 seconds (3 Combat Turns) per point of Armor and the Armor rating that you receive is half, round down, of the full value of the Armor Rating you would normally receive (so a quarter of the Armor rating if you do not have the Armor Technique, rounding down first, and then up when halving it the second time).

Removing armor takes half the base time, round up; 3 Combat Turns swiftly or 2 Combat Turns rushed.

Helmets and shields only require one Complex Action to don swiftly, 1 Simple action to don hastily or remove.

With an Agility + Reaction (2) test, you can reduce the base time by 1 Combat Turn per net hit over the threshold. If you reduce the time base time to 0 Combat Turns, then you are able to don or remove your armor at a rate of one point of Armor per Complex Action.

A page, squire, or other person can help you don and remove your armor. Your assistant then takes your place (you have to stand relatively still to get the help) and they use the Rushed time for Swiftly donning/removing your armor or 2 CT (6 seconds) for actually rushing to don or remove your armor. Your assistant can also make an Agility + Reaction (2) test to reduce the time.

You may have up to two assistants to help you don your armor, effectively cutting the time in half.

Table: Base Donning Clothing/Armor Times

Clothing/Armor	Swiftly	Rushed
Basic clothing	10 CT (30 sec)	6 CT (18 sec)
Lt. leather/Padded	15 CT (45 sec)	9 CT (27 sec)
Leather	20 CT (60 sec)	12 CT (36 sec)
Studded Leather	25 CT (75 sec)	15 CT (45 sec)
Hide	30 CT (90 sec)	18 CT (54 sec)
Scale mail	35 CT (105 sec)	21 CT (63 sec)
Chainmail	40 CT (120 sec)	24 CT (72 sec)
Banded mail	45 CT (135 sec)	27 CT (81 sec)
Splint mail	50 CT (150 sec)	30 CT (90 sec)
Platemail	60 CT (180 sec)	33 CT (99 sec)
Helmet or Shield	1 Complex Action	1 Simple Action

Clothing, Armor, & Other Items: Survival

The Survival skill in the Skill chapter lists the basic armor and clothing weather and insulation ratings. Here are the expanded weather and insulation ratings for other clothing and armor materials as well as other items pertinent to the Survival skill.

Again, the ratings are cold/hot weather rating (cold/hot insulation rating).

Table: Basic Full Suit Clothing/Armor Temperature Ratings

Suit of...	Ratings
Nothing, "you're naked!"	1/0 (+0/+0)
Cloth	
Clothing, linen	0/1 (+0/+0)
Clothing, silk	1/1 (+1/+1)
Clothing, wool	2/-2 (+2/-1)
Clothing/Armor, Glunaurmod	3/-4 (+4/-3)
Clothing/Armor, Luvilnoor	1/1 (+2/+2)
Leather	
Clothing/Armor, leather	1/0 (+1/-1)
Armor, Greattusk	2/-1 (+2/-2)
Armor, troll hide	1/0 (+2/-1)
Armor, wood	0/0 (+1/+1)
Metal	
Armor, steel	1/-1 (+1/-2)
Armor, adamantine	1/-1 (+1/-2)
Armor, iron	1/-1 (+1/-2)
Armor, mithral	1/0 (+1/-1)
Special	
Armor, bone	0/0 (+0/+0)
Armor, dragonscale	(2/-1) (+2/+0)
Armor, stonehide	1/1 (+1/+1)

Table: Specific Common Clothing/Armor Temperature Ratings

Clothing/Armor	Cap	Ratings
Basic clothing, linen	2	0/1 (+0/+0)
Basic clothing, silk	2	1/1 (+1/+1)
Basic clothing, wool	2	2/-2 (+2/-1)
Padded armor (wool)	2	2/-2 (+3/-2)
Light leather armor	2	1/0 (+2/-2)
Leather armor	3	1/0 (+2/-2)
Studded leather armor	4	1/0 (+2/-2)
Chain Shirt armor	6	1/-1 (+3/-4)
Hide armor	4	1/0 (+3/-3)
Scale armor	5	1/-1 (+3/-4)
Chainmail armor	6	1/-1 (+3/-4)
Banded mail armor	7	1/-1 (+4/-5)
Splint mail armor	8	1/-1 (+4/-5)
Platemail armor	10	1/-1 (+5/-6)

Table: Specific Rare Clothing/Armor Temperature Ratings

Clothing/Armor	Cap	Ratings
Glunaurmod armor	4	3/-4 (+5/-4)
Luvilnoor armor	4	1/0 (+3/-3)
Hide of the Order armor	5	1/0 (+3/-3)
Greattusk leather armor	4	2/-1 (+4/-4)
Adamantine chainmail	8	1/-1 (+5/-6)
Adamantine plate	12	1/-1 (+6/-7)
Adamantine scale	7	1/-1 (+4/-6)
Mithril chainmail	8	1/0 (+4/-4)
Mithral plate	12	1/0 (+6/-6)
Mithral scale	7	1/0 (+4/-4)
Spike scale	7	1/-1 (+4/-5)
Dragonplate	11	(2/-1) (+7/-5)
Dragonscale	6	(2/-1) (+5/-3)
Stonehide	4	1/1 (+4/-2)

Tent Packages include bedroll, blanket, and tent (typically 2-person tents).

Table: Tent Packages

Tent Package	Av	Price	Weight
Summer	8	4.4 gp	12 kg
Basic	6	2.2 gp	12 kg
Winter	6	3.3 gp	15 kg
Polar	10	11 gp	24 kg

Table: "Tents" Temperature Ratings

Tent	Ratings
Just clothing/armor	Halve all ratings
Tent package, summer	1/2 (-1/2)
Bedroll &/or Blanket	0/0 (0/0)
Tent, summer	+1/+2 (-1/+2)
Tent package, basic	2/1 (1/0)
Bedroll & Blanket	1/0 (1/0)
Tent, basic	+1/+1 (0/0)
Tent package, winter	3/0 (2/-1)
Bedroll & Winter Blanket	2/-1 (+1/-1)
Tent, winter	+1/0 (+1/0)
Tent package, polar	5/-2 (+4/-2)
Bedroll & Polar Blanket	3/-2 (2/-2)
Tent, polar	+2/0 (+2/0)

Table: Clothing, Armor, & Tents Temperature Ratings Modifications & Additions

Modification/Addition	Ratings
Cloak[1]	-/- (+1/+0)
Armor per 3 Armor Rating	-/- (+1/-1)
Insulation, Cold[2]	-/- (+R/-½R)
Insulation, Heat[2]	-/- (-½R/+R)
Summer modification	-1/+1 (-1/+1)
Winter modification	+1/-1 (+1/-1)
Polar modification	+2/2 (+2/-2)
Sleeping in Clothing/Armor	half/half (none/none)

[1] Full cloaks can be used as blankets, in which case they use the matching Bedroll & Blanket ratings (summer, basic, winter, or polar cloak/bedroll & blanket).
[2] For every 2 full rating points of Cold or Heat insulation, half that is applied as a negative modifier to the opposite Temperature range.
R = the insulation rating. Round down for half values.

Cloaks: A full length cloak can be used as a basic blanket, where as a "tent" it has the ratings 1/0 (+1/+0) and can be insulated as well as summer, winter, or polar modifications. For example, if a character is wearing winter linen clothing, 1/0 (+1/-1) and a winter cloak. As clothing the winter cloak has a rating of -/- (+2/-1) for total clothing ratings 1/0 (2/-2). As a "tent" the winter cloak has a rating of 1/-1 (2/-1). Since both the clothing and the "tent" of just the cloak are cold weather rating 1, it means the character can survival in Mild Cold Temperatures without needing to make shelter Survival tests.

Armor per 3 Armor Rating: For every 3 full Armor Rating points of an Armor, the cold insulation is increased by 1 and the heat insulation is decreased by 1.

Insulation, Cold/Heat: Each rating of insulation costs 0.5 gp, requires 1 capacity, and adds 1 kg of mass to the clothing/armor equal to each rating added. For example, insulation 3 takes 3 capacity and adds 6 kg. If the insulation is greater than your Agility, you suffer a negative dice pool modifier to Agility tests equal to the difference between the insulation rating and your Agility.

You can only add Cold or Heat insulation to one set of clothing or armor, and for every 2 full insulation points added, you suffer a -1 to the opposite temperature type.

Insulation can be added to tents at a cost of 1 gp per "person-size" of the tent (or carriage, or other enclosed space) with the same weight increase as above.

Summer, Winter, Polar modifications: These modifications can only be added to a newly created suit of clothing, armor, or tent (or other such similar structure), and only one per suit/tent. A summer modification halves capacity, while winter adds 1 capacity, and polar adds 2 to the suit's capacity. The cost of these modifications are based on the suit/tent's base price (including quality modifications); Summer modification costs ×2 gp, Winter ×1.5 gp, and Polar ×5 gp. Summer modifications do not add any additional weight, but winter increases the weight by ×1.25 kg, and polar increases the weight by ×2 kg

D. Weapons

Weapons vary in style not only between artisans but across cultures and species. At their core, however, nearly any weapon can easily fit the general description of one of the listed weapons as they usually fall into the same few categories; the weapon type (Axes, Blades, Bows, etc.) and the size (tiny, small, medium, or large). The Weapon's Base Values table works through the numbers behind the weapons.

Table: Weapons Base Values

Base ES 0 Medium-sized Weapons	
Axes[1]:	Acc 4, Reach 1, STR+4P, AP -3
Blades[2]:	Acc 6, Reach 1, STR+3P, AP -2
Clubs[3]:	Acc 4, Reach 1, STR+3P, AP +0
Spears[4]:	Acc 5, Reach 2, STR+2P, AP -3
Maces[5]:	Acc 5, Reach 1, STR+4P, AP +0
Morningstars[5]:	Acc 4, Reach 1, STR+4P, AP -1
Fighting Sticks[6]:	Acc 6, Reach 1, STR+1P, AP +0
Size modifiers	
Tiny:	Acc +1, Reach -2, DV -2, AP +1
Small:	Acc +0, Reach -1, DV -1, AP 0
Medium:	Baseline, above
Large[7]:	Acc -1, Reach +1, DV +1, AP -1

[1] Uses Axes skill.
[2] SR5, 423 "Sword" basis, uses Blades skill.
[3] SR5, 423 "Club" basis, uses Clubs skill.
[4] Uses Spears skill
[5] Uses Clubs skill
[6] Quaterstaves, bo-sticks, "eight-staves", and the like. Uses Clubs skill
[7] Large-sized fighting sticks (such as quarterstaves) do not have an AP modifier (i.e. it remains AP +0).

Weapons & Equipment Sizes

Using a weapon that wasn't forged for your ES is difficult. You suffer a dice pool penalty when using a weapon equal to twice the absolute value of the difference between the two Equipment Sizes; –(|weapon's-ES – your-ES| × 2) penalty.

ES 0 weapons are the base weapon size in the equipment lists. When forging weapons that are not ES 0, use the following rules:

Add the ES to the weapon's base DV.

Add the ES ÷ 2 (round down by absolute value) to the weapon's Reach.

Add the ES ÷ -2 (round down by absolute value) to the weapon's Accuracy and AP.

Weapons are further categorized as 'tiny', 'small', 'medium' (one-handed), or 'large' (two-handed) for their intended user. For those with differing ES than the intended user, the category shifts (up or down) equal to the difference of the weapon's ES and their own. So, an ES -2 character using an ES 0 dagger (small category), would shift the dagger up two categories, becoming large (a two-handed weapon). While an ES 1 character using an ES 0 Claymore (large category) could use it one-handed (medium) and an ES 2 could, essentially, throw the Claymore like a dagger (small category).

Tiny: A Small-size weapon of essentially one ES lower than yours (saps, table/utensil knife, garrot, weaponized japanese-style "chop stick" hair pins, etc.).

Small: Typically one-handed weapon with Reach of 0 (short swords, daggers, handaxes, etc.).

Medium: Typically one-handed weapons with Reach of 1 or greater (longswords, maces, battleaxes, etc.)

Large: Typically two-handed weapons (claymores, greataxes, mauls, etc.)

Because it is easier to use a smaller weapon (just to even grip) than it is a larger weapon, the Tiny-size category represents both weapons like a halfling's dagger in a human's hands or, for a human, wielding a human-made weapon/tool of about the size of a knitting needle, an arrow being wielded for melee, a table or pocket knife, a fork, or any other similarly sized weapon that is designed to be very small and easily concealable.

If the size difference shifts the weapon's category beyond tiny or large for you, then you suffer an additional -2 penalty when using it (on top of the –(|ES difference| × 2) penalty).

Weapon Sizes Example

Gorku the goblin (ES -1) finds three longswords (medium weapons) in addition to carrying his own (ES -1). The first was made for humans (ES 0), the second was made for ogres (ES 1) and the third was made for a very small pixie-like fey (ES -4).

The "normal," ES 0, longsword has the following stats: Accuracy 6, DV STR+3, Reach 1, and AP -2. But with a 1 ES difference, Gorku would have to use two hands to wield it and suffer a -2 penalty to using it.

Gorku's longword's (ES -1) stats are: Accuracy 6, DV STR+2, Reach 1, and AP -2. He uses this sword one-handed and has no ES penalty to do so.

The ogre's longsword's (ES 1) stats are: Accuracy: 6, DV STR+4, Reach 1, and AP -2. Gorku has a 2 ES difference with this weapon, so he'd have to use two hands to wield it, take a -4 penalty due to the ES difference and another -2 penalty for the weapon being beyond the large category for a total of -6 penalty.

The fey's longsowrd's (ES -4) stats are: Accuracy 8, DV STR-1, Reach -1, and AP 0. There is a 3 ES difference between Gorku and this sword, so he takes a -6 penalty to use it as a tiny weapon.

Double Weapons

Double weapons have two painful ends on either side of, usually, a main handle or shaft. A quarterstaff is the most common example, but if you (basically) put axe heads on both ends of a quarterstaff, you now have a double axe (though most cultures have better names, like orcish "zodvert", meaning "two-claw" axe, or sword, etc.).

Sometimes the two "heads" don't match. A double axe has axe heads at both ends, while a craighammer has a maul at one end and a pick at the other. When the heads differ, the double weapon can be written with a slash, as in "maul/pick double weapon."

When buying and using a double weapon, follow these guidelines:

- Only large and medium sized weapons may be made as double weapons.
- -1 to base DV of each head.
- ×2 to base weapon's weight (or add the base weapons' weights together if using two different head types).
- Both heads of the weapon must be of the same quality.
- Add the base weapons' costs together and then double that for the market price of the double weapon.
- When making a single attack, if you have the Skill for the double weapon, you can choose which head to make your attack with.
- If you do not have the Skill for the double weapon, you must use a Ready Weapon Action to switch between which head you are using for single attacks.
- The benefit to using a double weapon is that they give you a +2 total dice pool bonus when making a Multiple Attack action.

All double weapons, except for the quarterstaff, are exotic melee weapons but can be used as a normal weapon of its type with a -2 penalty (meaning if you have the Axe skill and are using a double axe, you may use it as a normal axe at a -2 penalty). If you attempt to use it as designed (i.e. use a Multiple Attack Action) without the exotic melee weapon skill, then you may Substitute the appropriate combat skill (Axes for using a double axe, or an axe/maul) at a -4 penalty (so your net penalty from using the double weapon to take a Multiple Attack Action is -2).

Base Weapon Attributes

For the following General Weapons tables; A is Accuracy, R is Reach, DV is Damage Value, AP is Armor Penetration, Av is Availability, gp is the cost of the weapon in gold pieces, and kg is the weapon's weight in kilograms.

Table: General Weapons

Weapon	A	R	Dmg	AP	Av	gp	kg
Axes							
Axe (small)	4	0	(STR+3)P	-3	2	6	1.4
Axe (medium)	4	1	(STR+4)P	-3	4	12	2.7
Axe (large)	3	2	(STR+5)P	-4	8	25	5.4
Blades							
Knife (tiny)	7	-1	(STR+1)P	-3	-	0.08	0.2
Dagger (small)	6	0	(STR+2)P	-2	2	2	0.5
Sword (small)[1]	6	1	(STR+2)P	-2	4	5	0.9
Sword (medium)	6	1	(STR+3)P	-2	8	10	1.8
Sword (large)	5	2	(STR+4)P	-3	12	20	3.6
Clubs							
Sap (tiny)	3	0	(STR+1)S	+1	6	0.7	0.9
Club (small)	4	0	(STR+2)P	0	-	0.05	0.7
Club (medium)	4	1	(STR+3)P	0	-	0.1	1.4
Club (large)	3	2	(STR+4)P	-1	-	0.5	2.7
Mace (small)	5	0	(STR+3)P	0	4	5	2.7
Mace (medium)	5	1	(STR+4)P	0	6	10	4.1
Mace (large)	4	2	(STR+5)P	-1	10	25	5.4
Morningstar (medium)	4	1	(STR+4)P	-1	8	12	3.2
Morningstar (large)	3	2	(STR+5)P	-2	12	28	4.5
Eighth-staff (medium)	6	1	(STR+1)P	0	-	0.5	0.9
Quarterstaff [D] (large)	5	2	(STR+2)P	0	-	1	1.8
Spears							
Spear (small)	5	1	(STR+1)P	-3	2	0.1	0.7
Spear (medium)	5	2	(STR+2)P	-3	4	0.7	1.4
Spear (large)	4	3	(STR+3)P	-4	8	10	2.7
Unarmed							
Base unarmed	P	C	(STR)S	0	-	-	-
Gauntlet, leather	P	0	(STR+1)S	0	a	5%*	5%*
Gauntlet, metal	P	0	(STR+1)P	0	a	5%*	5%*

[1] A dagger is the basic ES 0 small sized blade, a small sword is one that has its Reach increased by one through "Custom Base Weapons" (see below).
"P" in the Accuracy column indicates the weapon uses your Physical Limit.
"C" in the Reach column uses your natural Reach.
"a" in the Availability refers the armor's Availability.
* Percentages in the gp, and kg columns are a percentage of the armor's cost and weight.
[D] indicates the weapon is a double weapon; +2 dice pool modifier when making a Multiple Attack action.

Table: General Weapons, Continued

Weapon	A	R	Dmg	AP	Av	gp	kg
Bow							
Longbow	6	-	(R+2)P	R[1]	6	15	1.8
Hunting bow	5	-	(R+1)P	R[1]	-	10	1.4
Arrow[2] (20)	2	0	(STR+1)P	-1	-	1	1.4
Crossbow							
Hand	6	-	3P	-1	10	36	0.6
Light	7	-	5P	-1	2	22	1.4
Medium	6	-	7P	-2	4	24	2.5
Heavy	5	-	10P	-3	6	26	3.2
Bolt[2] (10)	2	0	(STR+1)P	-1	3	2	0.7
Thrown							
Shuriken (5) (tiny)	P	-	(STR+1)P	-1	10	2	0.2
Throwing Knife (tiny)	P	-	(STR+1)P	-1	2	0.1	0.2
Throwing Axe (small)	P	-	(STR+2)P	-2	4	8	1.4
Sling (medium)	P	-	(STR+3)P	-	-	0.05	0.05
Sling Bullet (10)	-	-	-	-	-	0.05	2.3
Exotic							
Blowgun[3]	6	-	2P	-2	12	0.8	0.45
Blowgun dart (10)	-	-	-	-	12	0.5	0.22
Fan-blade (small)	7	-	(STR)P	-1	12	10	0.2
Flail (large)	6	2	(STR+4)P	-2	12	23	2.3
Kama[4] (small)	5	-	(STR+2)P	-1	10	2	0.9
Musket[5]	3	-	8P	-2	16	250	0.9
Mustketshot (10)	-	-	-	-	14	20	0.9
Rifle[6]	5	-	10P	-3	18	400	2.7
Rifleshot (10)	-	-	-	-	16	30	0.9
Sai[7] (small)	6	-	(STR+1)P	-	8	6	0.9
Scourge	5	0	(STR+2)P	+4	6	1	0.9
Scythe	4	2	(STR+6)P	-6	4	8	4.5
Sickle	5	0	(STR+3)P	-3	4	3	0.9
Spiked Chain (medium)[8 D]	4	2	(STR+1)	-2	12	22	4.5
Whip	4	5	(STR+1)S	+4	4	2	0.5

"P" in the Accuracy column indicates the weapon uses your Physical Limit.

[D] indicates the weapon is a double weapon; +2 dice pool modifier when making a Multiple Attack action.

[1] The AP of a longbow is equal to –(Rating / 4) and for a hunting bow it is –(Rating / 6).

[2] For the Arrow and Bolt entries, the Accuracy, Reach, Damage, and AP listed are for using the arrow or bolt as an improvised melee weapon.

[3] Blowguns use Throwing Knife ranges but use Body instead of Strength.

[4] A kama gives a +1 dice pool bonus to Called Shot (Disarm) and Called Shot (Knock Down).

[5] Muskets are Cap & Ball (3 Complex Actions to reload, R&G pg 3). Muskets are considered SS only for their firing mode and have no recoil compensation.

[6] Rifles are Cap & Ball (3 Complex Actions to reload, R&G pg 3). Rifles are considered SS only for their firing mode and 1 point of recoil compensation.

[7] A sai gives a +2 dice pool bonus to Called Shot (Disarm) and Parry.

[8] A spiked chain provides a +1 dice pool bonus to Called Shot (Disarm) and Called Shot (Knock Down).

Table: Weapon Ranges (in meters)

Weapon	Short	Medium	Long	Extreme
Bow, longbow	STR	STR × 10	STR × 25	STR × 50
Bow, hunting	STR	STR × 5	STR × 15	STR × 30
Crossbow, hand	0-2	3-6	7-12	13-20
Crossbow, light	0-4	4-15	16-30	31-50
Crossbow, medium	0-6	7-25	26-50	51-100
Crossbow, heavy	0-8	9-30	31-60	61-120
Musket	0-5	6-15	16-30	31-50
Rifle	0-10	11-50	51-100	101-200
Shuriken	STR	STR × 2	STR × 3	STR × 5
Sling	STR × 5	STR × 10	STR × 25	STR × 50
Spear, small [1]	STR × 4	STR × 8	STR × 10	STR × 12
Spear, medium[1]	STR × 3	STR × 6	STR × 8	STR × 10
Spear, large [1]	STR × 3	STR × 5	STR × 7	STR × 8
Throwing Axe	STR × 2	STR × 4	STR × 6	STR × 8
Throwing Knife	STR	STR × 2	STR × 5	STR × 7

Weapon ranges differ from the Shadowrun Core Book, typically on the shorter side, due to differences in technology.

[1] Only spears that are designed to be thrown use these ranges. Any other spear weapon thrown suffers a -2 dice pool penalty to the attack and the ranges are halved (round up).

Custom Base Weapons

So you want to better match one of the base weapons to a specific weapon that you have in mind. For example, you want to use a fencing foil. It's about as long, but lacks the weight and overall damage capabilities, of a long sword. Whatever shall we do?

First thing you can do is adjust the base damage and accuracy. You can increase one by 1 if you decrease the other by 1. So for our foil example, decrease the medium sword's damage from (STR+3)P to (STR+2), but increase its accuracy to 7. If you do this, increase the weapon's cost by +50% and its Availability by 2.

Secondly, you can either increase the weapon's reach by 1 or decrease its AP by 1. Continuing the example, a reach of 1 seems about right for a foil (it is about the same length as a longsword after all) and given its piercing and flexible nature giving it a better AP as seems right. Doing this increases the weapon's cost by +50% and its Availability by 2.

Putting it all together, we now have the stats for a foil: Accuracy 7, Reach 1, DV (STR+2)P, AP -3, Availability 12.

Weapon Descriptions

The following descriptions are of common weapons found in Agrros Guleth. After the weapon's name, in parenthesis, is the General Weapon name for the weapon (which uses those stats as per the General Weapon tables, below).

Arrows (arrow): Arrows are approximately 0.76 meters long, steel tipped and equally good for hunting or for combat. Characters purchase arrows in sets of 20 including a quiver.

Axe, double (medium axe/medium axe): The double axe is a double weapon and has a battleaxe head at both ends of the shaft.

Axe, throwing (throwing axe): Slightly smaller and lighter than a hand axe, the throwing axe is crafted be thrown but can be used as a melee weapon.

Battleaxe (medium axe): Battleaxes are large one-handed axes similar to a wood-chopping axe but weighted and designed for combat.

Blowgun (blowgun): Blowguns are long, 0.6 meters long tubes that are hollow to allow the user to blow a dart out of the blowgun. Poisons are typically coated on the dart in order to increase the effectiveness of the blowgun.

Bo-stick (small fighting stick): A bo-stick is a thin wooden rod that is effectively a light-weight club.

Bolts, crossbow (bolt): Crossbow bolts are approximately half the length of an arrow, 0.38 meters long, but weigh about the same. Heavy crossbow bolts weigh slightly more than light crossbow bolts which weigh slightly more than hand crossbow bolts. Purchasing a set of bolts includes a quiver for standard crossbows. Bolts purchased for repeating crossbows includes the cartridge which is added into the price and weight.

Broadsword (medium sword): Shorter and wider than a longsword, broadswords are typically used by militaries rather than landed nobles and wealthy merchants who prefer the longsword and rapier.

Bullets, sling (sling bullet): Sling bullets are typically lead or iron shot and purchasing a set includes a small belt pouch to carry the ammunition. A regular stone or small rock can be easily supplemented for a bullet but doing so imparts a -2 dice pool penalty to the attack roll.

Chain, spiked (spiked chain): A 1.2 to 1.5 meter long chain with a handle at one end and spiked barbs at the other. A spiked chain provides a +1 dice pool bonus to Called Shot (Disarm) and Called Shot (Knock Down) attempts.

Club (medium club): Most clubs are crafted and weighted for use in combat but they are little more than a large one-handed stick.

Craghammer (medium mace/medium axe): Originally made by ogres, the craghammer is a large two-handed weapon with a head that combines elements of a maul and a pick.

Crossbow, hand (hand crossbow): These small one-handed crossbows are typically used by assassins. A hand crossbow can be fired from both hands using normal rules for firing two ranged weapons.

Crossbow, heavy (heavy crossbow): Heavy crossbows are large two-handed weapons that to load requires either using one's foot to draw it back or by using a small winch; either of which requires a full-round action to accomplish and provokes attacks of opportunity. Shooting a heavy crossbow one-handed imparts a -4 penalty on attacks.

Crossbow, light (light crossbow): Light crossbows are typically fired using two-hands and require a move-action to load the weapon which provokes attacks of opportunities. Shooting a light crossbow with one hand imparts a -2 penalty on attacks.

Crossbow, repeating heavy (heavy crossbow): Repeating heavy crossbows follow the same rules for heavy crossbows except that reloading a bolt from a cartridge is a Free Action so long as it is being used with two-hands but reloading a cartridge takes a full Combat Turn. Each cartridge contains 5 bolts. This crossbow costs 60 gp, Availability 14, and weighs 5.4 kg. The cartridges (including the 5 bolts) costs 4 gp, Availability 12, and weighs 0.7 kg.

Crossbow, repeating light (light crossbow): Repeating light crossbows follow the same rules for light crossbows except that reloading a bolt from a cartridge is a Free Action so long as it is being used with two-hands but reloading a cartridge takes a full Combat Turn. Each cartridge contains 5 bolts. This crossbow costs 45 gp, Availability 14, and weighs 2.7 kg. The cartridges (including the 5 bolts) costs 4 gp, Availability 12, and weighs 0.7 kg.

Curve blade, elven (medium sword): A longer, thinner, scimitar-like sword.

Dagger (dagger): A thin, 0.25 to 0.35 meter blade weapon.

Dagger, punching/Kama (dagger): These daggers have a horizontal handle instead of a vertical one and is used primarily in a punching motion.

Dart (shuriken): Designed to be thrown in various ways, overhand, underhand, etc., these darts are larger than playing darts but can be easily concealed in one hand.

Darts, blowgun (blowgun dart): Blowgun darts are small darts, typically two inches in length and made from steel though less technical cultures will often make them out of flint, bone, copper, or iron. Players can choose whether they are stored in a small leather bandoleer or small wooden case. Poisons must be purchased separately.

Falchion (large sword): A falchion is effectively a two-handed scimitar.

Fan-blade (fan-blade): A steel-reinforced folding fan with a bladed edge running the length of the fan when extended.

Flail (morningstar): A spiked metal ball connected to a 0.6 to 1 meter chain which is connected to a handle.

Flail, dire (double morningstar): Similar to a heavy flail but it has two metal balls & chains connected to the handle.

Gauntlet (gauntlet, metal): A metal glove that allows the user to deal lethal, rather than nonlethal, damage.

Gauntlet, spiked (knife): A gauntlet with a metal spike extending from the knuckles. The disarm action cannot be used against spiked gauntlets.

Glaive (large spear): A 2.1 to 2.5 meter long pole with a sword-like blade at the end.

Greataxe (large axe): A massive, double-headed, two-handed axe.

Greatbow (longbow, Rating 6+): A large 2 meter tall composite bow typically only used by gnolls, minotaurs, orcs, and ogres.

Greatbow Arrows (arrows, rating 6+): These arrows are longer, thicker, and heavier than regular arrows and are designed to be used only with a greatbow.

Greatclub (large club): A large, two-handed, version of the club.

Greatsword (large sword): Also known as two-handed swords and claymores, greatswords are massive swords that are between 1.5 and 2 meters in length.

Guisarme (large spear): Similar to a glaive, a guisarme is an 2.4 meter long pole with a sword-like blade with a hook attached at the end.

Halberd (large spear): Also known as a pole-axe, a halberd is a 1.5 meter long pole with a spear tip, axe head, and hook attached at the end.

Hammer, hooked (small mace/small axe): A double weapon, it has a military hammer at one end and a military pick at the other.

Hammer, light (small mace): A weaponized hammer that is weighted and designed for combat.

Handaxe (small axe): A single-headed axe with a short haft.

Javelin (small spear): A thinner spear designed exclusively for throwing.

Kama (small sword): Kamas are approximately 1-foot long handles with a 0.25-0.4 meter long curved blade attached perpendicularly to the handle. A kama gives a +1 dice pool bonus to Called Shot (Disarm) and Called Shot (Knock Down) attempts.

Khopesh (medium sword): A khopesh, also called a sickle-sword, is a longsword length blade, the later 2/3 of which is heavily curved.

Knife (knife): A small knife, more commonly used as a tool rather than a weapon. Its blade is typically 0.05 to 0.15 meters long.

Kukri (dagger): A kukri is a foot-long wide-tipped blade that is bent in the center, the sharp edge forming a 170 to 150 degree obtuse angle.

Lance (large spear): A thick spear designed for mounted combat. Lances can be wielded one-handedly when used while mounted.

Longbow (longbow): Longbows are generally too large to be used while mounted as they are typically between 1.2 and 1.5 meters in length and are made from a single length of wood.

Longbow, composite (longbow, rating 4+): The same size of a normal longbow, composite longbows are created with multiple materials and often incorporate bone, horn, and other materials to increase its draw strength. Add +10 gp to the cost (after the bow's total quality cost is determined) per +1 Rating above 3.

Longspear (medium spear): Commonly called a half-pike, longspears are not intended to be thrown.

Longsword (medium sword): The staple of many militaries, the longsword is a thing straight blade, typically 0.9 to 1.2 meters in length.

Mace, heavy (medium mace): The heavy mace is longer than the light mace and has a thicker, heavier head. Heavy maces are better suited to be used from horseback than the light mace.

Mace, light (small mace): An evolution of the club, a mace is a 0.76 to 1 meter long pole with a heavy, usually metal, head which is sometimes rounded and other times flanged. Once the flanges become too thin and sharp the weapon is effectively a morningstar.

Maul (large mace): A heavy two-handed warhammer.

Morningstar (medium morningstar): A morningstar is similar to a mace, except the metal head is affixed with spikes.

Musket (musket): A musket is a one-handed firearm with a 0.3 to 0.4 meter long barrel. It requires 3 Complex Actions to reload, are SS, and have no recoil compensation. Two muskets can be fired at the same time using normal rules for doing so.

Musketshot (musketshot): Musketshot are small lead spherical bullets used in muskets. Purchasing a set of 10 musketshot includes the gunpowder needed to fire each shot. Rifleshot cannot be substituted for musketshot.

Nunchaku (double small fighting stick): This weapon consists of two metal or wooded rods, typically a 0.3 meters long each, that are connected by a short rope or chain.

Quarterstaff (large fighting stick): A 1.5 to 2 meter long piece of wood that is typically one to two inches thick and is a double weapon.

Pick, heavy (medium axe): A heavier and longer-shafted version of the light pick.

Pick, light (small axe): A light pick is a militarized version of quarry or mining pick.

Pick, two-handed (large axe): This is a large and unwieldy two-handed version of the light pick.

Ranseur (large spear): A polearm, the ranseur has a single spear tip with two short curved blades on either side.

Rapier (medium sword): Typically shorter and thinner than a longsword, rapiers are popular among nobles and wealthy merchants.

Rifle (rifle): A rifle is a two-handed firearm with a 0.76 to 0.9 meter long barrel. It requires 3 Complex Actions to reload and is SS and provides 1 point of recoil compensation. A rifle can be fired one-handed but doing so imparts a -4 penalty to the attack. Two rifles can be fired at the same time this but imparts the same penalties as if attacking with two one-handed weapons in addition to the normal Multiple Attack Action rules.

Rifleshot (rifleshot): Rifleshot are small lead spherical bullets used in rifles and are slightly larger than musketshot. Purchasing a set of 10 rifleshot includes the gunpowder needed to fire each shot. Musketshot can be substituted for rifleshot but at a -2 penalty to the Attack test and the damage is reduced by 3 DV.

Sai (dagger): A sai is more of a defensive weapon than offensive as its three pronged, trident-like, form bestows a +2 dice pool bonus to Parry as well as to Called Shot (Disarm) attempts.

Sap (sap): A sap is a small metal or stone weight wrapped in leather or heavy cloth with a flexible handle of the same material. But a thick wool sock stuffed with 30 to 50 coins can have the same effect.

Scimitar (medium sword): A curved sword that is about the same length as a longsword but typically with a wider point.

Scourge (scourge): A small, many roped, barbed whip with a typical length of 0.5 meters.

Scythe (scythe): A farmer's tool turned towards warfare.

Shortbow (hunting bow): Typically 1 meter in length, a shortbow is made of a single piece of wood and can be used while mounted. Strength penalties apply to the use of a longbow, but not Strength bonuses.

Shortbow, composite (hunting bow, rating 3+): The same size of a normal shortbow, composite shortbows are created with multiple materials and often incorporate bone, horn, and other materials to increase its draw strength. Add +7.5 gp to the cost (after the bow's total quality cost is determined) per +1 Strength bonus that it can take advantage of.

Shortspear (medium spear): A three-foot long spear that can be thrown or used in melee.

Shuriken (shuriken): Small, 0.15 meters or less, metal blades that are roughly circular which are thrown at enemies. Shuriken are often coated in poisons to increase their effectiveness.

Siangham (small spear): A short, 0.3 meter or so, spear used only in melee.

Sickle (sickle): A hand-held tool used for agriculture that has been turned towards combat.

Sling (sling): A leather cup at the end of two long strings, which is spun around with a bullet or rock in the cup which is then released at an opponent. Strength modifiers apply to damage rolls with a sling. It can be fired one-handed, but requires two hands and a move action to load it, which provokes an attack of opportunity. If stones are used instead of bullets, it imparts a -1 penalty on attack rolls.

Spear (medium spear): A 1.5 meter long spear that can be used in melee or thrown.

Starknife (small sword): This is a dagger-sized version of a shuriken with 4 blades and can be used in melee or thrown.

Sword, bastard (large sword): Also called a hand-and-a-half sword, the bastard sword is typically 1.2 meter long and can be used one or two-handed though it requires exotic weapon training to be used as a one-handed weapon.

Sword, short (small sword): A common 0.6 meter bladed weapon used in many militaries and militias.

Sword, two-bladed (double medium sword): This is a double weapon, with longsword-length blades extended from either side of the central handle.

Trident (large spear): A 1.2 meter long, three pronged, spear-like weapon that can be thrown.

Unarmed strike (unarmed): Any use of a body part, typically fists or kicks, to deal damage to an opponent and follows the rules for being considered unarmed.

Walshur, dwarven (medium axe/medium spear): A double weapon with an axe head on one end and a spear tip on the other.

Waraxe, dwarven (large axe): An overly thick handled heavy axe used by dwarves that can be used one-handed with exotic weapon training which dwarves naturally possess for this weapon.

Warhammer (large mace): A larger, heavier, version of the light hammer.

Whip (whip): A long, 4 to 5 meter whip that is most effective against unarmored targets. A whip bestows a +2 bonus to Called Shot (Disarm) and Called Shot (Knock Down) attempts when the target is between 2 to 4 meters away.

Weapon Materials

Weapons can be forged with different materials, which are listed in the table below.

Table: Weapon Materials

Material	A	DV	AP	Av	gp	kg
Bone	-2	-1	+3	8	×0.5	×0.8
Wood	-1	-1	+2	10	×0.5	×2
Iron	-1	+0	+1	6	×0.25	×1.1
Steel	-----Standard-----					
Mithril	+1	+1	-1	18	×11	×0.4
Adamantine	+2	+2	-2	24	×66	×1.4

Adamantine Weapons

Weapons can be made from adamantine, but are extremely expensive. Only weapons that are made with steel as the "business end" of the weapon can be made with adamantine. An adamantine weapon weighs 1 1/4 as much as it steel counterpart. Multiply the new weight in pounds by 654 gp per pound to find the additional cost of the weapon.

Ammunition is almost never made from adamantine, due to its cost. Increase the weight of the ammunition by 10% of its original weight if it is not primarily made of metal (arrows, bolts, etc.) or by 25% of its original weight if it is primarily metal (shurikens, darts, etc.). Multiply the new weight by 654 gp per pound for the additional cost added to the ammunition.

Adding adamantine to crossbows, bows, or guns strengthens the weapons but does not bestow bonuses to hit or damage. The weapon's weight is increased by 25% its original value.

Adamantine weapons and ammunition have a +1 bonus to attack rolls and a +2 bonus to damage, and are twice as strong as their steel counterparts.

Iron Weapons

Weapons can be made from cold iron, but only weapons that are made with steel as the "business end" of the weapon can be made with cold iron. Cold iron weapons are effective against creatures like the fey.

Mithril Weapons

Weapons can also be made from mithril, but only weapons that are made with steel as the "business end" of the weapon can be made with mithril. A mithril weapon weights 60% less than its steel counterpart. Multiply the original weight by 329 gp per pound to find the additional cost of the weapon.

Like adamantine, mithril is almost never used for ammunition. On the rare occasion that it is, use the same rules for finding its new weight and cost as above.

Adding mithril to crossbows, bows, or guns slightly strengthens the weapon but does not bestow bonuses to hit or damage.

Mithril weapons and ammunition have a +1 bonus to attack rolls and a +1 bonus to damage and are considered silvered for purposes of dealing with silver-susceptible creatures.

Mithril is mildly magical and requires an Artificing + Magic (Armor rating, 1 day) Extended Test to prepare the metal for the armorer to work it.

Silvered Weapons

Weapons can have silver added to them to make them effective against creatures that are susceptible to silver. First, multiply the weapon or ammunition's weight by 1.5, this is the silvered weapon or ammunition's new weight. Multiply the new weight by 40 gp to determine the additional cost of the weapon.

Weapon Quality

Weapons use the standard equipment quality categories and a weapon's stats are modified by its quality. Additionally, for poor, good, and fine quality weapons there are two versions of modifiers as determined by the GM, or the player if requesting one forged for them. These two versions are labeled "A" and "D" as a mnemonic device; version A modifies only stats that start with an "a" (Accuracy and Armor Penetration), and version "D" always includes a modifier to the weapon's Damage Value.

Table: Weapon Quality Modifiers

	Modifiers		
Quality	**A**		**D**
Poor	+2 AP	**or**	-1 Accuracy -1 DV
Common	Standard		
Good	+1 Accuracy	**or**	+1 DV
Fine	+1 Accuracy -1 AP	**or**	+1 DV -1 AP
Masterwork	+1 Accuracy +1 DV -1 AP		

Weapon Damage Conversions

Use the following table to convert weapon damage from Pathfinder to Shadowrun. Since most weapons in Pathfinder drop or rise by one die type due to size modifiers, the change in damage will already be calculated in for the conversion. Note that goblins and halflings use small sized weapons (one die category smaller) and ogres use large sized weapons (one die category larger).

Table: Weapon Damage Conversions

Pathfinder die	Melee	Ranged
1	STR-2*	1P
1d2	STR-1*	2P
1d3	STR	3P
1d4	STR+1	4P
1d6	STR+2	5P
1d8	STR+3	6P
2d4	STR+3	6P
1d10	STR+4	7P
1d12	STR+4	7P
2d6	STR+4	7P
3d4	STR+4	7P
2d8	STR+5	8P
3d6	STR+6	9P
2d10	STR+6	9P

* Minimum of 1P.

Adventuring Gear

Good equipment forms the backbone of every adventurer and having the right item for the right situation can often mean the difference between life and death. Basic descriptions of the adventurer's gear help to give an idea as to how or why the item is important to the adventurer.

Bedroll & Blanket: A bedroll and blanket helps to regulate your temperature when sleeping and keep you comfortable. The bedroll consists of thick wool blanket with a linen covering and a small, straw-filled, linen pillow, both of which are easily rolled up in the accompanying wool blanket. See Clothing, Armor, & Other Items: Survival, above, for information about this item and its effects on Survival skill.

Bell: A small bronze bell, about one inch in diameter. In quiet and unobstructed conditions it can be easily heard up to 100 meters away (the threshold to hear the bell increases by 1 for every additional 50 meters).

Block and tackle: Standard block and tackles come with two pulleys and 8 meters of hemp rope which allows for up to a double tackle configuration (4:1 velocity ratio, 100 kg lifted with 25 kg of tension) with a 1.5 meter clearance. Using 15m of hemp rope in this configuration is increased to a 3 meter clearance, 30m of rope increases it to 6m, and so on. Each pulley weighs 0.9 kg (included in the purchase weight).

Book: Books are either made from paper or parchment (see both, below) and typically come in four sizes; huge, large, medium, and small that roughly correspond to ES 2, ES 1, ES 0, and ES -1.

Huge Books are roughly 0.41m × 0.61m (16" × 24").
Large Books are roughly 0.3m × 0.41m (12" × 16").
Medium Books are roughly 0.2m × 0.3m (8" × 12").
Small Books are roughly 0.15m × 0.2m (6" × 8").

Regardless of which size category, the books are all roughly the same thickness. Paper books are approximately 0.025m (1") thick (0.000127m per page, and 0.0127m for both the front and back covers), while parchment books' pages are about ten times as thick; for a total book thickness of 0.14m (5.5") as it's 0.00127m per page, and the same 0.0127m for the covers.

You can easily handle and read from a book of your ES or smaller (such as for reading from a formulae). The GM may apply appropriate modifiers if you use a book of a different ES than yours for some situations. The listed prices for books in the Adventuring Gear table below are for ones with 100 pages and a heavy parchment binding (the equivalent of 4 sheets of parchment for huge books, 2 for large books, 1 for medium books, and half a standard sheet for small books).

Creating books requires an Artisan + Logic (12, 1 day) Extended Test, plus an additional day to let it set and dry. One test will create 1 huge book, 2 large, 4 medium or 8 small books, and uses 100 sheets of either paper or parchment to create the pages along with 4 sheets of parchment for the cover/binding, glue, thread, and other binding materials.

You can create or buy books with different page counts, detailed in the Book Prices & Weights by Pages table, below. If you are purchasing the book, it has the same Availability as the equivalent (size and page material) book type listed in the Adventuring Gear table, below.

Table: Book Prices & Weights by Pages

Paper	Huge	Large	Medium	Small
gp/page	2.2 gp	1.1 gp	0.55 gp	0.28 gp
wt/page	0.005 kg	0.0025 kg	0.00125 kg	0.000625 kg
Cover wt	0.95 kg	0.48 kg	0.24 kg	0.125 kg
Parchm.	**Huge**	**Large**	**Medium**	**Small**
gp/page	0.5 gp	0.25 gp	0.125 gp	0.0625 gp
wt/page	0.23 kg	0.115 kg	0.0575 kg	0.02875 kg
Cover wt	1.4 kg	0.7 kg	0.35 kg	0.175 kg

The prices above are for market value costs. If you are creating the book yourself, halve the final cost. The cover weights include glue, thread, and other binding weights (though typically this is 2% of the weight of the pages + the cover weight, but it has been simplified in this table and based on a 100 page book).

Additionally, the covers can be made of other materials such as hard leather, metals, or just reinforced with iron or steel. Costs for these covers should be determined by the GM, but typically range from 1 gp to 10 gp. Locks can also be added, at 1.5 times the base lock's price (see locks, below).

"Spellbooks" are superior quality books that magicians use to record their formulae (either originals or copies), and as such cost 10 times the listed values in the Adventuring Gear table, below. During character creation, if you have a magical college, school, or know formulae, then you can start with a 100 page spellbook at the standard, common quality, cost.

Caltrops: Four-pronged metal spikes that are strewn upon the ground in order to impede movement of those traveling over the area. One kilogram worth of caltrops covers a 2 meter area. The base threshold to notice caltrops before moving over them is 2, though lighting and other factors can change the threshold. Any creature moving into, through, or spending a round in a caltrop strewn area that is unaware of them must resist 3P damage. Creatures that are aware of the caltrops can either end their movement just before or in the area of the caltrops without risk of damage (and then on their next Action move out of the area if they have movement available) or they make a Gymnastics + Agility [Physical] (3) Test to move through the area and if they fail they must resist damage as normal.

If all of the damage is not resisted, then the wounded creature's movement is halved until the damage is healed.

Candle: Common and good quality candles are made of tallow, or animal fat, and last for one or two hours respectively. Fine and superior quality candles are made from beeswax, are commonly scented, and last for two or four hours respectively. Larger, and therefore longer lasting, candles can be purchased. Double the price and weight and the duration is doubled as well.

Canvas: Made from cotton, linen, or hemp, canvas is used to make sails, tents, backpacks, as well as a suitable surface for artistic paintings.

Table: Adventuring Gear

Item	Av	Price	Weight
Bedroll & Blanket	-	2 sp	3 kg
Bell	-	5 sp	0.05 kg
Block and tackle	4	1 gp	4 kg
Book			
Huge, Paper	16	220 gp	1.45 kg
Large, Paper	12	110 gp	0.73 kg
Medium, Paper	12	55 gp	0.36 kg
Small, Paper	10	30 gp	0.19 kg
Huge, Parchment	14	115 gp	24.4 kg
Large, Parchment	12	50 gp	12.2 kg
Medium, Parchment	10	30 gp	6.1 kg
Small, Parchment	8	15 gp	3.05 kg
Caltrops	12	2 gp	1 kg
Candle	-	2 cp	0.02 kg
Canvas (1 sq. yd.)	2	2 sp	0.45 kg
Chain, iron (10 ft.)	4	1.5 gp	1 kg
Chalk	4	2 cb	0.005 kg
Crowbar	2	8 sp	2.3 kg
Fishhook x 10	-	1 sp	0.05 kg
Fishing net, 25 sq. ft.	2	1 gp	2.3 kg
Fishing pole	-	3 sp	0.45 kg
Flint and steel	-	4 cp	0.05 kg
Grappling hook	8R	1 gp	1.8 kg
Hammer	2	5 sp	1 kg
Hourglass	12	10 gp	0.5 kg
Ink (1 oz. vial)	6	6 sp	0.001 kg
Ink well	6	4 sp	0.45 kg
Inkpen/quill	6	1 cp	0.005 kg
Ladder, 10-foot	2	2 sp	9 kg
Lamp, common	4	7 sp	0.5 kg
Lantern, basic	4	3 sp	0.9 kg
Lantern, bullseye	6	8 sp	0.9 kg
Lantern, hooded	4	5 sp	0.9 kg
Lock			
Poor	6	1 gp	0.45 kg
Simple	8	5 gp	0.45 kg
Average	10	10 gp	0.45 kg
Good	12	30 gp	0.45 kg
Superior	14	75 gp	0.45 kg
Manacles	8	1 gp	0.9 kg
Manacles, masterwork	12	10 gp	0.9 kg
Mirror, small steel	6	1 gp	0.23 kg
Nuvegeth sheet	24	50 gp	0.01 kg
Oil, flask	5	5 sp	0.23kg
Paper	14	1 gp	0.005 kg
Parchment	7	5 sp	0.23 kg
Pick, miner's	4	4 gp	4.5 kg
Pitons (10)	6	7.5 gp	2.3 kg
Pole, 10-foot	2	5 cp	3.6 kg
Ram, portable	12R	10 gp	10 kg
Rations, trail (10 days)	-	1 gp	4.5 kg
Rope, hempen (50 ft.)	2	5 sp	4.5 kg
Rope, silk (50 ft.)	8	50 gp	2.3 kg
Sealing wax	5	1 gp	0.45 kg
Sewing needle	-	2 cp	0.005 kg
Shovel or spade	2	1 gp	3.6 kg
Signal whistle	5	8 sp	0.004 kg
Signet ring	12	5+ gp	0.01 kg
Sledge	10	9 sp	4.5 kg
Soap (per lb.)	-	1 sp	0.45 kg
Spyglass	18	250 gp	0.45 kg
Tent (2 person)	6	2 gp	9 kg
Torch	-	1 sp	0.45 kg
Vial, ink or potion (empty)	9	3 sp	0.005 kg
Water clock	20	600 gp	91 kg
Waterskin	-	2 sp	1.8 kg
Whetstone	-	2 cp	0.45 kg

Chain, iron: Iron chains are typically made from quarter-inch thick iron links two inches in length and one inch wide. Typical uses are for securing heavy chests to wagons, or chaining prisoners to dungeon walls.

Chalk: Chalk comes in a variety of colors, white and black being most common, and are often used to mark dungeon walls or make quick sketches on parchment.

Crowbar: A two-foot long iron bar with ends bent and tapered to allow it to be wedged between cracks and pull out nails. Using a crowbar grants a +2 dice pool bonus on Strength tests made to force open a door or chest. In combat, it is the equivalent of a small club but is treated as an improvised weapon. Steel crowbars cost 6 gp, weigh 2.3 kg and grant a +3 dice pool bonus.

Fishhook: Small, 0.025 meter, steel or iron fishhooks are typically attached to a fishing line which is attached to a fishing pole.

Fishing net: Fishing nets are 8 square meter nets with 0.025 square meter holes.

Fishing pole: Fishing poles are three feet long and come with 15m of waxed twine that has a 23 kg load.

Flint and Steel: Flint and steel includes a small pouch that contains several pieces of flint and a solid steel block. Each piece is about two inches long and a half-inch thick. Most people carry some dried grass, scraps of linen, or other forms of tinder in the pouch as well.

Grappling Hook: A three or four pronged hook used to secure ropes for climbing. Rope is not included in the purchase of a grappling hook.

Hammer: A small metal hammer, 0.25 meters in length.

Hourglass: An a sand-filled glass vial in the shape that is named after this item which measures one hour.

Ink: A small clay vial containing 30 ml of black ink. Ink of different colors costs three times as much.

Ink Well: A heavy clay or iron ink well.

Inkpen/Quill: Specially cut quills, reeds, or small wooden dowels used for writing with ink.

Ladder: A 3 meter wooden ladder.

Lamp: A common lamp made of bronze.

Lantern: Basic lanterns shed full light in a 2 meter radius, partial light out to 10 meters, dim light out to 20 meters, and have no shutter. Hooded lanterns shed light as a basic lantern and they have shutters that allow you shut off the light with a Simple Action. Bullseye lanterns shed full light in a 4 meter radius, partial light out to 20 meters, dim light out to 40 meters but only in a cone in front of you or the direction in which you point the lantern. Like hooded lanterns, bullseye lanterns have a shutter that can cut off the light with a Simple Action. One flask of oil keeps a lantern burning for 6 hours

and lanterns do not increase the light level in normal or bright light. All lanterns can be carried in one hand.

Lock: These are small locks, either as separate padlocks or inset locks. The thresholds and interval to open a lock with a Locksmith + Agility [Physical] Extended Test depends on the lock's quality: poor (6, 1 minute), simple (9, 1 minute), average (12, 1 minute), good (15, 1 minute), or superior (18, 1 minute). Note that modern-era autopickers reduce the time interval to 1 Combat Turn.

Manacles, standard and masterwork: Iron manacles used to bind prisoners and convicts of medium and small sized creatures. For larger and smaller creatures the cost increases by × Absolute ES × 2. Escaping manacles requires an Escape Artist + Agility [Physical] Test against a threshold of 3 for standard manacles and 5 for master work manacles. Standard manacles have an Armor 10, Structure 2, while masterwork have an Armor of 14, Structure 3.

Mirror, small steel: These mirrors fit in the palm of your hand and are often used to look around corners. Even though they are well polished, anything reflected that is farther than 5 meters from the mirror is blurred and only the general shape of things, and if there is movement, can be discerned.

Nuvegeth sheet: Sheets of nuvegeth, magically strengthen sheets of mica, are made only by the dwarves, and even then only by those who know the ritual needed to strengthen the mica. The price listed is for a 0.3 square meters of the material.

Oil, flask: The oil in one flask is enough to fuel a lamp or lantern for 6 hours. Ceramic flasks can be thrown using throwing knife ranges, which breaking on impact, and splashing oil on creatures and objects in a 2 meter radius using grenade rules. It deals a base 5 DV, -2 AP, fire damage, resisted normally, to anyone caught in the area if the oil is set alight and the oil burns for 3 Combat Turns, dealing 3 DV, 0 AP, fire damage, resisted normally, to anyone that moves through the area.

Paper: Paper is generally rare and difficult to make (or at least time consuming). Poor, common, and good paper is papyrus, while fine and superior paper is more akin to modern paper. While sizes can vary, most paper is made in 0.41m by 0.61m (16" by 24") sheets which are either sewn together to make scrolls, used as single pages for huge books, folded once to make two pages of a large book (0.3m by 0.41m [12" by 16"], or folded and cut to make four 0.2m by 0.3m sheets (8" by 12") for a medium book or eight 0.15m by 0.2m (8" by 6") sheets for small books.

Parchment: Parchment is specially cured animal skin used for writing or painting on and is typically 0.41m by 0.61m (16" by 24") and sewn into scrolls or cut into pages for books as per paper (above). Parchment is usually made from sheep, dear, or lamb's skin. Fine or better quality parchment is called vellum. The better the quality, the thinner and more uniform the parchment.

Pick, miner's: A typical pick used in mining. If used in combat, it is treated as a two-handed exotic weapon that deals damage equal to a large axe.

Piton: Pitons are 0.05 to 0.08 meter steel spikes, driven into the sides of a cliff or wall, with a hole or ring at the base through which the climbing rope is attached. When used a character only risks falling a distance equal to double their height above the last piton used. Typically pitons are used every three meters.

Pole: These 3 meter poles are common amongst adventurers exploring dungeons and ruins that are known for being trapped. Characters typically uses these poles to tape the floors, walls, and ceilings of areas to test for pressure sensitive traps. A quarterstaff works as a short pole but is also reinforced for smacking things upside the head. A pole can be used as a weapon, as a quarterstaff, -1 DV, +1 AP, and with a -2 dice pool penalty.

Ram, portable: An iron-shot wooden beam that bestows a +4 dice pool bonus on Strength tests made to break open a door and allows a second person to help (increasing the bonus by an additional +2).

Rations, trail: Typically wrapped in waxed linen, trail rations consist mostly of dried meats and hard biscuits. Good or better quality trail rations include onions, nuts, and dried fruits.

Rope: Rope is typically either made from hemp or silk. Hempen ropes are strong but heavy and are able to hold about five fully geared medium-sized adult humanoids (680 kg). Silk ropes are lighter but not able to hold as much weight. Generally, two fully geared medium-sized adults are able to climb safely (270 kg).

Sealing wax: One pound of scented and colored wax for use to seal envelopes and letters or place official seals on documents. The signet ring is not included (see below).

Sewing needle: A common small steel sewing needle.

Shovel or spade: A typical steel-headed shovel or spade for digging.

Signal whistle: A high-pitched whistle that can easily be heard up to 305 meters away with the threshold to hear it increasing by 1 for every additional 100 meters.

Signet ring: A crafted ring which contains the personal seal of the user and is used to impress the seal into sealing wax.

Sledge: A one person sledge that is used to travel quickly downhill over snow or ice. The sledge's speed is 60 meter running speed downhill (30 degree slope or greater), otherwise a creature pulling a sledge over snow or ice is able to move at its base speed unless the weight of the sledge and its contents encumbers the mount.

Soap: Unscented soap used for cleaning.

Spyglass: The spyglass magnifies objects by ×2, so a creature 300 meters away appears as if it is 150 meters away through the spyglass. For each doubling of the cost of a spyglass the magnification is also double, up to a maximum of 5 doublings (×32 cost and ×32 magnification).

Tent: Tents are made from a wax sealed leather tarp, shaped like a large wedge of cheese, which is supported by a single pole at its entrance. A leather flap allows the tent to be closed against the elements. In purchasing a tent, you also receive a tin of wax that is applied to the seams in order to maintain its water resistance (6 cp per individual tin, each tin maintains the tent for a month of regular use). They fit two people comfortably. For each additional person that the tent can hold, increase the weight by 10% (or decrease by 10% for a one-person tent) and increase the cost by 25% (or decrease by 125% for a one-person tent).

Torch: Typically a cone shaped piece of wood with pitch soaked rags, torches are the most common form of light sources used, especially in stone structures. In more buildings made of more flammable materials, lanterns and candles are preferred. A handheld torch sheds full light in a 2 meter radius, partial light out to 6 meters, dim light out to 12 meters, and lasts for 1 hour, torches used in buildings typically last for eight hours but are three times as heavy and cost twice as much as the listed amount.

Vial, ink or potion: A typical 30 ml vial.

Water clock: A large stone or clay tub that holds 15 liters of water which releases 0.1 liter every 10 minutes in order to accurately tell the time of a single day to within 10 minute accuracy (in worlds with 24 hour days, the tub holds 14.4 liters).

Waterskin: A waterskin is a waterproof container made from an animal hide and typically has a stopper at one end. Waterskins hold 3.8 liters (1 gallon) of liquid.

Whetstone: A finely granulated stone used for sharpening the edges of steel and other metal blades.

Containers

Some items are best stored in other items. Below is a list of common containers used by adventurers. Weights do not include the contents.

Backpack: A backpack is typically a leather satchel with two straps so as to be carried on the back by the shoulders. The main pouch of a backpack has about 0.03 cubic meters of space and most have three smaller pouches on the outside that hold about 0.01 cubic meters each.

It typically takes 10 minutes to pack a backpack in such a way to make it comfortable to wear. If it is packed more hastily than that the DV for Activity Fatigue tests are increased by 1.

If an item is packed at the top of the main pouch, it takes a Simple Action to retrieve it. Items packed at the top of the left and right side pouches take a Complex Action to retrieve (as long as the opposite hand is free).

All other items in the backpack require you to remove the backpack (Complex Action) and set the backpack down or balance it on your hip (Simple Action). Then you have to open the appropriate pouch (Simple Action) and search for the item (Simple Action) or you can combine these steps, to open and find the item, as a Complex Action. Then you may pick up/ready the item (Simple Action). All in all, it takes 3 Complex Actions to go from removing the backpack to having an item in hand/readying it.

It takes a Complex Action to put a backpack on, in addition to the Simple Action that it takes to pick it back up or adjust from balancing it on your hip.

Barrel: Barrels are made of oak and iron and carry 38 liters of liquid.

Basket: A small container, typically made out of woven reeds or twigs, a basket can hold about 0.03 cubic meters of items.

Table: Containers

Item	Av	Price	Weight
Backpack (empty)	-	2 gp	1 kg
Barrel (empty)	-	2 gp	13.5 kg
Basket (empty)	-	1 sp	0.5 kg
Bottle, glass	6	5 sp	0.5 kg
Box, small (empty)	4	5 sp	0.01 kg
Bucket (empty)	-	1 sp	1 kg
Chest (empty)	4	2 gp	11 kg
Flask (empty)	2	1.5 sp	0.25 kg
Jug, clay	-	3 cp	4 kg
Mug/Tankard, clay	-	1 cp	0.5 kg
Pitcher, clay	-	2 cp	2.3 kg
Pot, iron	2	8 sp	1.8 kg
Pouch, belt large (empty)	-	1 sp	0.25 kg
Pouch, belt small (empty)	-	7 cp	0.15 kg
Sack, leather	4	5 sp	1 kg
Sack, burlap	-	7 cp	0.5 kg
Scrollcase, leather	8	8 sp	0.25 kg
Scrollcase, steel	10	2 gp	0.5 kg
Vial, clay	6	4 cp	0.2 kg
Vial, glass	8	2 sp	0.1 kg

Bottle, glass: This glass bottle holds 0.47 liters.

Box, small: A small wood box that securely holds 0.000125 cubic meters (2" × 2" × 2"). These are often used to hold jewelry, snuff, or other small items.

Bucket: A typical bucket used to hold fluids. A standard bucket holds just over 7.6 liters of water.

Chest: Chests typically hold 0.13 cubic meters, measuring 0.46 meters high and deep, and 0.6 meters wide. They are made with hard-wood with iron banding and typically come with a simple lock and key.

Flask: Flasks are typically ceramic, iron, or steel and carry 0.47 liters of liquid. Ceramic flasks weigh half the listed weight and are more easily damaged.

Jug, clay: A large clay jug that is able to hold 5.7 liters.

Mug/Tankard, clay: A drinking vessel that is capable of holding 0.47 liters

Pitcher, clay: A pitcher holds 1.42 liters

Pot, iron: A typical iron cooking pot that is able to hold up to 7.6 liters.

Pouch, belt: Large belt pouches can carry 0.01 cubic meters (just over 12" × 7" × 7") up to 20 kg (44 lbs), while small belt pouches carry 0.005 cubic meters (about 8" × 6" × 6") up to13.5 kg (30 lbs). They are usually made from burlap or wool. Better quality pouches are made from thick linen, leather, silk, or even metal links but cost and often weigh more.

To retrieve an item from a belt pouch requires a Complex Action, or you must open the pouch (Simple Action) and then remove it (Simple Action).

In order to put on or take off a belt pouch, it requires a Complex Action.

Sack: Sacks are made to hold a variety of items and typically have enough room for 0.05 cubic meters of material.

Scrollcase: Scrollcases protect documents, parchments, and other written materials from the elements. A typical scrollcase will hold 2 poor quality, 4 common quality, 8 good quality, 12 fine quality, or 20 superior quality parchments and five times those numbers for paper or nuvegeth. Leather scrollcases seal to resist water, but if submerged water will penetrate to the contents. Steel scrollcases are primarily leather, but have a steel skeleton to help keep the case from bending or twisting and will typically survive a few hours submerged.

Vial, clay & glass: These small 60 ml (2 oz.) containers are commonly used to store perfumes and tinctures, while adventurers often encounter them in their masterwork form as containers of alchemical concoctions like potions or antitoxins. Larger vials, 237 ml (8 oz), are commonly available for storing larger volumes as well as for some magical alchemical liquids like the magical aqua regia (which require masterwork versions). The larger vials cost and weight four times as much as the listed 60 ml versions.

Low Alchemy Items

Items created through Low Alchemy (see chapter VII Skills, D Using Skills: Additions, Alchemy) are listed below along with the Alchemy Extended tests required to make the item once you have gathered the materials and tools to do so.

The game properties of poisons/toxins are included here while general descriptions of the source plants can be found in chapter XII Creatures, B Flora & Diseases, where applicable.

In parenthesis, after the title of the low alchemy substance is the typical container used to store the substance as well as the number of drams needed per substance (if gathering reagents) and what kind of substance it is. These terms are detailed as follows:

Container

Prices and weights for containers are included in the alchemical item's entry on the Low Alchemy Items table. You must separately purchase containers if you are making your own.

Flask

Typically a clay or glass flask (as appropriate for the substance) that holds 0.47 liters (16 oz.).

Pouch

A belt pouch, small or large, that holds 0.005 or 0.01 cubic meters worth of material up to approximately 13.5 kg (30 lbs) or 20 kg (44 lbs) respectively.

Vial

A glass vial that holds 60 ml (2 oz.). Poisons are most commonly carried in vials which are able to coat one medium sized ES 0 weapon, two small or tiny sized ES 0 weapons, or four arrow heads. Two vials are required to properly coat large sized ES 0 weapons.

Other

These substances are carried via other means than those listed above (and will often require another container for transportation). The specific type of container is listed in the substance's description.

Drams

Low alchemy drams are the general term for the base materials needed to create the finished substance. 1 dram typically weighs 3 times the finished product as the mass of the final product is less than the ingredients used. Purchasing drams costs half the alchemical item's market price divided by the number of drams listed per unit.

Harvesting drams works like harvesting magical reagents but a Perception test replaces the Assensing Test and the searching times are doubled (see chapter V Magic, M Magical Items, Reagents, Harvesting Reagents). There are no refined, radical, or orichalcum versions of low alchemy drams. Harvested nonmagical drams are effectively "distilled" during the Alchemy Extended test that creates the finished item.

Substance Types

Low alchemy come in various substance types, three of the most common for adventurers to encounter are as follows:

Drug

Drugs are used to gain various benefits while risking addiction to the substance.

Toxin

Typically poisons, but also including antitoxins, these substances typically provide no benefit or risk of addiction (otherwise they would be drugs) while primarily harming the physiology of those who come into contact with them. Slashes "/" are used in the toxin's stats when they can be delivered through multiple vectors and each stat follows the same order as the vectors (e.g. if a toxin's vector is listed as Inhalation/Injection then when it lists for its Power 8/6, the Power is 8 when inhaled and 6 when injected).

Partial doses of toxins can be applied in half intervals which affects Speed, Power, and the duration of Effects (round up). So applying half a vial (1 oz.) has double the Speed, halves the Power, and halves any effects' durations, a quarter vial (0.5 oz) has quadruple the Speed, a quarter of the Power, and so on.

Weapon

These substances are used primarily as weapons, typically as grenades, but are not always lethal and so may be considered more tools than weapons.

The Availability and Prices for low alchemy substances are for purchasing premade versions. If you are creating your own, quarter the price but increase the Availability by +4 as the raw materials are cheaper but often harder to find.

ES & Toxins

Given a standard dose used on an ES -1 to 1, a poison or toxin uses the listed power. For every 2 full ES above or below 0, the power is decreased or increased by 1, respectively. So a poison used against an ES -2 would have its Power increased by 1, while an ES 5 creature would have the power reduced by 2. In order to maintain the listed Power of the toxin, you can double or halve the amount for each ES above or below ES 1 or -1, respectively. So half a standard dose has the standard Power for an ES -2, while two doses is needed to affect an ES 2 normally.

New Effects

The following new effects are repeated from the Alchemy entry in the Skills chapter.

Material Damage

These substances damage materials as designated in parenthesis of the effect in the substance's Effects entry. "Organic" material damage affects wood, leather, cloth, and other once-living materials. "Metal" material damage affects iron and steel. Other common material types include; ceramic, glass, gold, platinum, etc.

Material damaging substances use half their Power (round up) against the material which uses its Armor Rating to resist the damage. Any damage that is not resisted reduces the Armor Rating by the remaining DV. If the Armor Rating is reduced to 0, or the material does not have an Armor Rating, then the damage is applied to its Structure Rating (if it has one). If the Structure Rating is reduced to 0 then an appropriate sized hole has been made in the material.

Table: Low Alchemy Items

Item	Av	Price	Weight
Acids			
Floris martis (vial)	16R	10 gp	0.2 kg
Spirit of salts (flask)	16R	10 gp	0.75 kg
Oil of vitriol (flask)	14R	8 gp	1.1 kg
Aqua fortis (flask)	10R	5 gp	1 kg
Aqua regia (flask)	18R	20 gp	0.8 kg
Hydrofluoric (flask)	24F	50 gp	0.75 kg
Akraval's Gift (small pouch)	4	1.3 sp	0.65 kg
Alchemist's fire (flask)	14F	20 gp	0.75 kg
Alchemist's kit	8R	75 gp	12 kg
Alchemist's lab	16R	250 gp	100+ kg
Alchemist's lab, portable	14R	125 gp	36 kg
Antitoxin (vial, 1-6 Rating)	8	10×R gp	0.2 kg
Balaus oil (vial)	16F	1 gp	0.2 kg
Balaus tea (small pouch)	12F	5 cp	0.65 kg
Belladonna root (vial)	10F	1 gp	0.2 kg
Bloodthorn oil (vial)	12R	2 gp	0.2 kg
Bloodthorn spirit (vial)	14R	4 gp	0.2 kg
Coagulant salve (flask)	8	10 gp	1 kg
Edekdeni oil (vial)	14F	12 gp	0.2 kg
Giltafasrik berries	10	5 cp	0.1 kg
Giltafasrik unguent (vial)	12R	2 gp	0.2 kg
Gunpower (pouch)	20F	15 gp	0.4 kg
Merethgrass poison (vial)	8R	8 sp	0.2 kg
Quicksilver (vial)	8	50 gp	1 kg
Smokestick	8	10 gp	0.5 kg
Snow toad poison (vial)	14R	3 gp	0.2 kg
Stimulant elixir (vial, 1-6 rating)	8	10×R gp	0.05 kg
Sweet oil of vitriol (vial)	14R	12 gp	0.2 kg
Thieves' black	14F	1 sp	0.45 kg

Lingering Effect

Toxins with the lingering effect continue dealing damage (Physical and/or Stun) until the Power has been reduced to 0. Damage continues to be dealt at an interval equal to the toxin's Speed. The lingering effect is either weak or strong. If it's weak, then the Power simply diminishes with each hit made on the Toxin Resistance Test, any remaining Power carrying over for the next test until the target either reduces the Power to 0 or they succumb to the damage. A strong lingering effect is far more deadly; the Power is reset to its base value for each test and only leaves the system if on a single Toxin Resistance Test the full power is reduced to 0 or the designated duration (in parenthesis) ends. The lingering effect applies to material damage as well.

Acids (varies, varies, varies): Most acids are made by alchemists to further alchemical pursuits and few other than the alchemists and their assistances ever encounter acids. The second most common trade to make use of acids are armorers, weaponsmiths, and other metal workers who have learned to use the substances to make etchings and designs on their metals, though these advanced craftspeople are few and far between. Lastly are those who use these chemicals to cause harm. In almost every society the use of acid as a weapon or poison is considered cowardly and extremely immoral.

Acids used as weapons are largely ineffective immediately as the acid takes time to begin reacting with skin, armor, and the like. Flasks (containing about 480ml, 1 pint/16 oz, of the

acid) can be thrown using the Throwing Weapon skill, like a grenade, with a Blast of -3/m.

Damage from acid weapons includes both the destruction of the flesh as well as from the gas fumes created by the reaction. But a successful called shot to the eye (-10 dice pool modifier) that deals at least one box of Physical damage (or a Critical Glitch on the Damage Resistance test against a normal attack) will leave the target permanently blinded by the attack as the eyes are far more susceptible to acid than skin. You can avoid being blinded by Burning a point of Edge.

For every liter of water applied to a person affected by acid per full Combat Turn of washing, the power of the acid weapon is reduced by 1. The problem is that most inhabitants are not knowledgeable enough to recognize acid, let alone know what acid is. A successful Alchemy + Logic (2) or Logic + Intuition (3) test is required to recognize an acid weapon attack for what it is and that the target needs water to alleviate the damage (of course a history of working with or being attacked by acids negates the need for such a test).

To create your own acid once you have the raw materials, per flask, requires an Alchemy + Logic [Mental] (Power × 2, 10 minutes) Extended Test.

Acid or Acid?

These alchemical acids add more (but not perfect) realism to the chemistry of acid in the game. Real world acids don't typically work like how the movies portray them.

Unless otherwise noted, magical acid and acid from critter powers use the rules as outlined in the *Shadowrun Core Rulebook*, pg 170.

Acid: Flores Martis/Ferric Chloride (vial, 4 drams, poison)

Vector: Ingestion
Speed: 1 minute
Penetration: -4
Power: 10
Effect: Nausea, Physical Damage, Weak Lingering

A byproduct of the use of spirits of salts on iron, this acid makes a better poison than a grenade though it must be ingested within a minute of being placed in the food or liquid otherwise the target gets a Logic + Willpower (2) test to detect the acid's fumes as it begins reacting with the food or liquid.

Acid: Spirits of Salts/Hydrochloric (flask, 4 drams, weapon)

Vector: Contact
Speed: 10 minutes
Penetration: -2
Power: 4
Effect: Disorientation, Material Damage (organic, metal), Physical Damage, Weak Lingering

By mixing salt with oil of vitriol, spirits of salts is produced. Hydrochloric acid is primarily used in making other low alchemy items.

Acid: Oil of Vitriol/Sulfuric (flask, 4 drams, weapon)

Vector: Contact
Speed: 1minute
Penetration: -2
Power: 6
Effect: Disorientation, Material Damage (organic, metal), Physical Damage, Weak Lingering

Like spirits of salts, oil of vitriol is primarily used in producing other low alchemy materials, such as combining it with common drinking alcohol to produce ether which is then sold to for medicinal and recreational purposes.

Acid: Aqua Fortis/Nitric (flask, 6 drams, weapon)

Vector: Contact
Speed: 1 minute
Penetration: -2
Power: 7
Effect: Disorientation, Material Damage (organic, metal), Physical Damage, Weak Lingering

Nitric acid is primarily used to separate precious metals (which the aqua fortis does not dissolve) from other metals and materials. It is one of the most common acids, as it in addition to separating precious metals; it is also used for metal etchings and high quality woodworking (used as a stain).

Acid: Aqua Regia (flask, 8 drams, weapon)

Vector: Contact
Speed: 1 minute
Penetration: -2
Power: 9
Effect: Disorientation, Material Damage (organic, gold, platinum, metal), Physical Damage, Weak Lingering

A 1:3 ratio mixture of aqua fortis and spirits of salts, this acid is prized by alchemists for its ability to dissolve gold and platinum which its constituent parts are unable to do alone. The dissolved precious metal is then separated from the other materials and after the acid dissipates the alchemist is left with extremely pure gold or platinum.

Acid: Hydrofluoric (flask, 8 drams, weapon)

Vector: Contact
Speed: 6 hours
Penetration: -6
Power: 14
Effect: Material Damage (ceramic, glass, organic, metal), Nausea, Physical Damage, Weak Lingering

Almost completely unknown, hydrofluoric acid is both difficult to produce (often requiring magical means to do so as electrolytic decomposition has yet to be discovered) and, more importantly, tends to kill the alchemist who happens upon the recipe. For those that can make it, and have lived from doing so, they have to use specially prepared flasks with an inner lining of wax to hold the acid. Even then, the flasks will begin to leak after 1D6 days, which puts the user at risk of being damaged by their own acid.

Akravel's Gift to Omkra (small pouch, 2 drams, drug): High in nicotine, the leaves of Akravel's Gift are dried, cut, and then used to furnish either cigars, pipe tobacco, snuff, or chew. Tobacco, specifically cigars, can be used as the lynchpin for high alchemy preparations which typically uses the Activation trigger for when the tobacco is lit.

One pouch contains half a kilogram of pipe tobacco (the most common way tobacco is used) which is enough for a month of casual smoking for most users. Alternatively, one "pouch" can be 50 cigars (each of which last for about an hour and weigh 0.01 kg each), half kilogram of snuff (which will last several months for one user, but costs 10 times the listed amount and the Extended test interval is 1 month), or the same weight in chew/dip that also lasts a user for a month.

Creating useable refined tobacco (cigars, pipe, or snuff) is relatively easy, it takes either an Alchemy + Logic (2, 1 hour) Extended Test or a Knowledge Farming (or other appropriate Knowledge skill) + Logic (4, 1 hour) Extended Test.

Vector: Inhalation
Speed: 1 Combat Turns
Duration: 10 x 1D6 minutes
Addiction Type: Psychological
Addiction Rating/Threshold:
Effect: +1 Mental limit

Despite its addictive nature, characters may never have more than a Moderate Addiction to the drug. Smoking a cigar or pipe provides a +1 dice pool modifier to opponents' Perception tests to notice the smoker. If a character overdoses on nicotine, they must resist the damage as normal but instead of taking Stun damage they simply become disorientated and risk nausea (see toxin effects, SR5 408-409).

Many GMs will hand wave nicotine use since it is so common, which is fine. But in doing so, using characters should not gain the benefits of taking one dose. If a character wants the benefits of a drug then they risk addiction.

Alchemist's fire (flask, 8 drams, weapon): An epoxy-like substance that rapidly oxidizes when exposed to air, alchemist's fire is exceptionally dangerous. In making alchemist's fire, the final product is only mixed when poured into its container, in this case a flask. Alchemist's fire requires special flasks; which are thin and contain a shunt that separates in flask in half. The alchemist then pours each of the two components of the alchemist's fire into the two halves. When the stopper is inserted or the cap screwed on, a final twist shifts the shunt allowing the two components to mix and thus creating the final product without risk to exposure to air. The whole process can be completed with the proper materials and an Alchemy + Logic [Mental] (16, 1 hour) Extended Test.

Alchemist's fire can be thrown as grenade which deals a base 8P DV fire damage, -7 AP, with a -1 DV per 2-meter blast radius. Fighting to put out alchemist's fire is harder to do than normal when you catch on fire. It requires an Agility + Intuition (2) test, with only hits over the threshold reducing the fire's DV by 1 for each net hit.

Without a fuel source, one alchemist's fire flask will burn for 1 hour as a candle if the cap is removed and 10 minutes if emptied onto the ground.

Alchemist's Kit: This small sized travel chest (5 kg empty) which can be worn but it halves Reaction as well as movement walking and running rates as it is bulky and intended for carts, wagons, or pack animals to carry effectively. The kit contains several beakers, vials, small portable stove or athanor, mortar and pestle, alembic, and retort, along with small tools like tweezers, pokers, small pen-knives, an a magnifying glass; the minimum needed materials for storing harvested reagents, distilling them, as well as working on low alchemy items. Fuel for fires for heating up the stove is not included.

An alchemist kit used to make nonmagical alchemical items provides no dice pool bonuses, but at least allows you to do so. For magical reagents it imposes a -4 penalty for refining magical reagents, allows the alchemist to work on only one set of magical reagents at a time, and uses the base 12 hours work schedule for distilling reagents (see chapter V Magic, M Magical Items, Reagents).

Alchemist's lab: Alchemist's labs contain a multitude of the items found in the alchemist's kit in addition to standing racks to hold the beakers, vials, and tools, as well as more alembics, retorts, and the like. The lab typically takes up the space of a small room (4 × 4 meters) and it is not portable unless separate chests, at least 8, are purchased in which to transport the lab.

The lab also includes Alchemical refining equipment and is usually part of an Enchanter's Magical Lodge. The Lab cuts down the time to refine magical reagents to a mere 8 hour workday. It also speeds up other Enchanting processes as if the calculated Force was 1 less. For example an Enchanting process that normally takes Force days with a Force of 4 would only take 3 days instead.

An alchemist's lab provides a +4 dice pool bonus when making nonmagical alchemical items. For magical reagents, in addition to only taking 8 hours, four sets can be worked on at one time, and there no penalty to the distilling tests (see chapter V Magic, M Magical Items, Reagents).

Alchemist's Lab, Portable: Taking up two regular chests (11 kg per empty chest), the portable alchemist's lab includes the necessary alchemical refining and enchanting equipment. The portable lab cuts down the time to refine magical reagents to a 10 hour workday.

An alchemist's lab provides a +2 dice pool bonus when making nonmagical alchemical items. It reduces the default -4 penalty to distilling magical reagents to -2 in addition to allowing two sets of magical reagents to be worked on at a time as well as reducing the standard work time from 12 hours to 10 (see chapter V Magic, N Magical Items, Reagents).

Table: Alchemist's Labs & Kits Bonuses

	Alchemy test Dice Pool Bonuses			
Equipment	Low Alchemy Extended Tests	Distilling magical reagents Alchemy Tests	Distilling Interval	Sets per Interval
Kit	+0	-4	12	1
Portable lab	+2	-2	10	2
Standard lab	+4	+0	8	4

Antitoxin (vial, 2 drams, toxin): Antitoxin costs 10 gp per rating and will bestow a +1 dice pool bonus per rating on Toxin Resistance tests against the poison it was designed for and lasts for 1 hour in your system. To make an antitoxin requires the appropriate materials and an Alchemy + Logic [Mental] (Rating × 3, 1 hour) Extended Test.

You can triple the price, or the number of drams gathered, of an antitoxin for it to work on a similar set of toxins (snake poisons, arachnid poisons, plant poisons), which changes the threshold and time interval of the Alchemy test to (Rating × 4, 1 hour). You can also multiply the price or drams by 10 for it to work on all toxins/poisons, which changes the Alchemy test to (Rating × 6, 1 hour).

Ingesting a vial takes a Simple Action (after picking it up, removing it from a belt pouch, etc.). Administering it to another is a Complex Action.

Balaus Oil (vial, 4 drams, toxin): Made with the distilled oils from the stalks of the balaus flower, balaus oil is a weak, but debilitating poison. One vial can be made with a successful Alchemy + Logic (6, 1 hour) Extended Test.

Vector: Injection
Speed: 1 minute
Penetration: -1
Power: 7
Effect: Disorientation, Stun Damage

Balaus Tea (small pouch, 10 drams, toxin): The leaves and petals of the balaus flower are secretly used to brew a bitter tea by Valdain women so as to prevent conception which is as simple as drying it out and adding it to other teas and spices (no Alchemy test required). One cup of the tea will inhibit conception for between 2 to 4 months. Otherwise, the tea has no other effects. Half a kilogram of the tea is enough to make 250 cups of the tea.

Belladonna root (vial, 4 drams, toxin): Belladonna is used as a common poison; the root has the highest concentration of toxicity. Belladonna is either boiled with the juice applied to food or boiled into a tarry paste and applied to the edges of weapons. Doing either requires an Alchemy + Logic [Mental] (8, 10 minutes) Extended Test.

Vector: Ingestion/Injection
Speed: 1 minute/1 Combat Turn
Penetration: 0/-2
Power: 6/8
Effect: Nausea, Physical Damage, Weak Lingering

The Speed is doubled and the Power is halved for raw belladonna, whether eating it or crushing it into a wound.

Bloodthorn Oil (vial, 8 drams, toxin): Made from the poison of the bloothorn vine and this oil is typically applied to weapons.

Vector: Contact
Speed: 1 Combat Turn
Penetration: 0
Power: 8
Effect: After a physical wound is dealt, if the oil is not resisted, it deals an additional box of Physical Damage (unresisted) but the target gains an effective High Pain Tolerance at a level equal to half the total damage dealt from the attack plus the additional box, round up. The High Pain Tolerance lasts for 10 minutes.

Bloodthorn Spirit (vial, 4 drams, drug): Distilled from bloodthorn oil and mixing it with ether at a 11:1 ratio, a vial of bloodthorn spirit, which is a vapor, can be uncorked and inhaled as a Simple Action.

Vector: Inhalation
Speed: Immediate
Duration: 1 minute
Addiction Type: Psychological
Addiction Rating/Threshold: 3/2
Effect: -1 Logic, High Pain Tolerance 3

Coagulant Salve (flask, 5 drams, toxin): These salves are administered to the wounds (typically as a Complex Action after retrieving the item) of a dying individual. Doing so allows the mortally wounded creature to make an immediate stabilization test using their Body instead of healing skills. Creating a coagulant salve requires an Alchemy + Logic [Mental] (10, 1 hour) Extended Test. The unguent is made from various plants (aloe vera, willow bark, etc) and other materials (honey, etc.) and is pleasantly pungent. The salve can also be applied, as Complex Action, to end any ongoing Bleed effects. One flask has four applications.

Edekdeni Oil (vial, 4 drams, toxin): Made from the pits of the Edekdeni palm tree's fruit, this poison is favored by gnoll assassins and those that have learned its secrets from them. Creating Edekdeni oil requires an Alchemy + Logic (10, 1 hour) Extended Test.

Vector: Contact
Speed: 1 Combat Turn
Penetration: -1
Power: 9
Effect: Physical Damage

Giltafasrik Berries (na, na, toxin): The unripe and green berries of the Giltafasrik flower are mildly poisonous but still semi-sweet making them easily concealable in food or mashed up and put in thick ales and the like.

Vector: Ingestion
Speed: 1 minute
Penetration: 0
Power: 6
Effect: Disorientation

Giltafasrik Unguent (vial, 8 drams, toxin): By distilling and properly preparing Giltafasrik berries a stronger poison can be made and applied to weapons. It takes an Alchemy + Logic (8, 10 minutes) to prepare the unguent.

Vector: Contact
Speed: 1 Combat Turn
Penetration: 0
Power: 8
Effect: Disorientation, Stun Damage

Gunpowder (pouch, 12 drams, weapon): The secret of gunpowder is a guarded secret of the dwarves that few have managed to learn. Creating gunpowder requires an Alchemy + Logic (14, 1 hour) Extended Test, which creates enough for ten musket or rifle shots. On its own, a pouch can be ignited, which deals 6P, -4 AP, to anyone within one meter and requires all within 10 meters and in line of sight to make standard Defense Test, each hit reduces the flash's visibility penalty of -3 by one. The flash's effect last for two Combat Turns.

Merethgrass Poison (vial, 4 drams, toxin): A week poison made from the roots of its namesake, merethgrass poison is most commonly used by hunters to slow prey. Making merethgrass requires properly distilling oils from the roots at the proper temperature which is achieved with a successful Alchemy + Logic (12, 10 minutes) Extended Test.

Vector: Contact
Speed: 1 Combat Turn
Penetration: 0
Power: 5
Effect: Stun Damage, halves walking and running speeds while suffering from any Stun Damage.

Quicksilver/Mercury (vial, 6 drams, toxin): Mercury is separated from cinnabar ore by heating it and collecting the mercury vapor (while the remaining material is primarily sulfur which alchemists also make much use of). It is dangerous to handle bare-handed, and is typically sold in small vials. Mercury is primarily used for separating (or amalgamating) out gold from other substances. Making quicksilver requires an Alchemy + Logic [Mental] (8, 1 hour) Extended Test.

Quicksilver makes for a poor poison as it does not adhere well enough to weapons for delivery into wounds and applying it to food or drink requires a large amount (typically a 2 oz. vial which is 0.8 kg of mercury, where 16 oz of ale is about 0.5 kg so adding enough mercury to a person's drink will more than double the weight) and mercury's distinct appearance makes it readily noticeable in food and most drinks where it collects at the bottom. But against an unconscious target, the poison can be applied.

Vector: Ingestion
Speed: 10 minutes
Penetration: -4
Power: 12
Effect: Nausea, Physical Damage, Weak Lingering

Smokestick (other, 10 drams, weapon): Smokesticks are small blocks or rods of wood with a weak layer of gunpowder that when put to flame nearly instantly creates a 3 meter radius of white smoke. The smokestick is fully consumed in one Combat Turn but the smoke lasts for 1 minute unless light winds or stronger are present, in which case smoke lasts only 6 Combat Turns – the wind Environmental Penalties. Creating a smokestick requires an Alchemy + Logic [Mental] (8, 1 hour) Extended Test. Alternatively, 20 large matchsticks can be created this way which are often used as status symbols for the wealthy.

Snow Toad Poison (vial, 5 drams, toxin): Harvested from the poison glands of the snow toad, this poison is stronger than that of the natural source after alchemists have distilled a more concentrated form of it. To make this poison requires an Alchemy + Logic [Mental] (10, 1 hour) Extended Test.

Vector: Contact
Speed: 1 Combat Turn
Penetration: -1
Power: 6
Effect: -2 Reaction and Agility is reduced by the remaining Power after the Toxin Resistance Test for determining movement speeds. These effects last for 10 minutes per remaining Power after the Toxin Resistance Test.

Stimulant Elixir (vial, 6 drams, drug): Often called Hartshorn elixirs as they are made from the powdered horn of various deer (for the ammonium carbonate which is also used for common smelling salts) and various combinations of natural stimulants (akin to naturally refined cocaine, caffeine, and other plant derivatives) and pain killers (aspirin, opium, etc.). These elixirs temporarily remove a number of stun boxes equal to their ratings, at a rate of 1 box per Combat Turn. The effects last for a number of minutes equal to their rating times 10. At the end of this time, the Stun Damage immediately returns plus 1 additional box of Stun Damage (unresisted). You cannot rest while under the effects of a stimulant elixir and it is possible to become addicted to them.

Creating a stimulant elixir requires an Alchemy + Logic [Mental] (8, 2 hours) Extended Test.

Ingesting a vial takes a Simple Action (after picking it up, removing it from a belt pouch, etc.). Administering it to another is a Complex Action.

Vector: Ingestion
Speed: Immediate (1 Stun box returned per Combat Turn)
Duration: Rating × 10 minutes
Addiction Type: Psychological
Addiction Rating/Threshold: 2/2
Effect: Restores 1 box of Stun per Combat Turn up to its Rating. Stun + 1 returns at the end of its duration.

Sweet Oil of Vitriol/Ether (vial, 2 drams, drug): Most commonly created though combining drinking alcohol and sulfuric acid, diethyl ether is volatile but can also be used as an anesthetic. It boils at just under 35° C (95° F), making it difficult to use in warmer climates. Some alchemists have discovered its use as a drug. It can be added to drinks and ingested, which brings about its anesthetic qualities. It can also be inhaled (often accidentally) which causes short lived hallucinations and debilitations.

Making ether requires an Alchemy + Logic [Mental] (12, 1 hour) Extended Test. The difficulty is in capturing and storing the ether as it is made. One flask of sulfuric acid and a similar amount of ethanol is enough to create 8 vials of ether.

Vector: Ingestion/Inhalation
Speed: 1 minute/Immediate
Duration: [Body – 12] x 1D6 minutes/1 minute
Addiction Type: Psychological
Addiction Rating/Threshold: 3/2
Effect: Ingested: -2 Logic, -2 Reaction, High Pain Tolerance 3. Inhalation: Complete paralysis, Hallucinations

Ether, while volatile, is not a particularly effective explosive weapon (at least not with the current technology). A vial of ether can explode for 1P DV, -2 AP, -2/m blast. Every two vials after the first increases the DV by +1. The ether must still be applied to a heat source (160° C/320° F), so simply throwing a vial at an enemy is not enough (but at their campfire is).

Thieves' Black (small pouch, 4 drams, weapon): Sold in belt pouches on the black market, thieves' black is essentially a small sack of (mostly) tar with a brush-like applicator. The tar is applied to metal armor (the armor must be made of primarily metal so studded leather armor does not count, but a chain shirt does) and both decreases the noise it makes and the light it reflects. It takes 1 minute per point of Armor Rating of the armor to apply and will be effective for an hour. Thieves' black increases the thresholds for visual Perception by +1. Creating thieves' black requires an Alchemy + Logic [Mental] (8, 1 hour) Extended Test.

After an hour, thieves' black begins to stiffen, crack, flake, and gum up the armor which reduces Agility by 1, affecting Agility related tests as well as movement in addition to no longer providing the bonus to hiding in the shadows. By using methanol the tar can be removed with a Body + Agility [Physical] (Half Armor Rating [round up], 1 minute) Extended Test. If no cleaning alcohol is available and only water, beer, wine, or the like then the interval is increased to 10 minutes. If using dry methods to clean the armor (scrapers, sticks, etc.), then the interval is increased to 1 hour. After 16 hours of regular wear (two standard days), the tar will have fallen off enough that the Agility penalty no longer applies but it still looks pretty gross.

Specialty Gear

Specialty items and tools, substances, skill kits, as well as some items that are not directly related to adventuring, but may be found useful, are presented below.

Table: Specialty Gear

Item	Av	Price	Weight
Artisan's tools	6	5+ gp	varies
Artisan's tools, masterwork	8	50+ gp	varies
Climber's kit	4	2 gp	5 kg
Cooking kit	-	1 gp	4.5 kg
Disguise kit	8	15 gp	3.5 kg
Garlic, bulb	-	3 sp	0.005 kg
Healer's kit (rating 1-6)	6	5 gp×R	1.8 kg×R
Healer's kit supplies	6	1gp×R	0.8 kg×R
Holly and mistletoe	-	5 cp	0.005 kg
Holy symbol (fine quality)	6R	5 gp	0.5 kg
Magnifying glass	12	30 gp	0.1 kg
Music instrument, common	7	5 gp	varies
Music instrument, masterwork	11	100 gp	varies
Pipe, tobacco	4	1 sp	0.1 kg
Redworm caterpillar	24R	250 gp	0.1 kg
Scale, merchant's	6R	2 gp	0.5 kg
Thieves' tools	12F	20 gp	0.5 kg
Thieves' tools, masterwork	14F	80 gp	0.5 kg
Tool	2	1+ gp	varies
Tool, masterwork	4	50+ gp	varies
Wolvesbane, sprig	8	10 gp	0.005 kg
Writing materials, set	12	2.5 gp	2.3 kg

Artisan's tools: The basic tools for a trade or craft, whether it's painting, masonry, blacksmithing, or tailoring. These tools typically need replacing once a year.

Artisan's tools, masterwork: Finely crafted tools for a trade or craft, whether it's painting, masonry, blacksmithing, or tailoring. These tools give you a +2 dice pool bonus to skill checks made when using them and typically need replacing once every 10 years or so though this is highly dependent on the trade.

Climber's kit: This kit comes with a grappling hook, small hammer and ten pitons. Rope for the grappling hook is not included. Pitons are secured every three meters (ten feet), starting after the first three meters of a climb, and ensure that you will not fall more than three meters if you slip. There must be something for the grappling hook to attach to in order for it to hold. Using throwing axe ranges to determine penalties for throwing a grappling hook. A grappling hook can be fired from a crossbow (but not a hand crossbow), the ranges are halved and make sure you have enough rope.

Cooking Kit: Not commonly used by adventurers due to the heavy weight of fresh ingredients needed for cooking, this kit contains an iron spit, grill, skillet, five small bowls, a small steel cup with a wooden handle, and five sets of utensils.

Disguise kit: A small box, about a cubic foot in volume, for individual an actor, which contains make-up, several wigs, and a couple of fake leather noses and ears along with adhesive glue which holds the prosthetics for 4 hours.

Garlic: A strong herb most commonly used in cooking, garlic is also used to root out vampires due to their strong physical reaction to its odor.

Healer's kit: This satchel contains linen gauze, tweezers, a couple scalpels, an arm and a leg splint, as well as some herbal medicines and ointments. You add half the kit's rating (round down) to your First Aid and Medicine skill checks. It has its rating in uses, after which it must be resupplied (the weight of the supplies are already calculated in the kit's weight by rating). A kit of rating 3 or less typically fits in a belt pouch or small satchel, while those of rating 4 or more require a larger satchel or a backpack to carry easily.

Healer's kit supplies: When a healing kit is purchased it comes with supplies sufficient for a number of uses equal to its rating. If there are no healing supplies in a healing kit, it no longer provides its bonus and the character takes the usual -3 penalty to First Aid checks for not using a healing kit. A character can improvise healing supplies with the GMs permission (Bullets & Bandages, 18) to reduce the -3 modifier, but does not gain the healing kit bonus when using improvised supplies.

Each set of consumable healing supplies is 1 gp per rating. To completely refill a rating 6 Healing Kit, the character would purchase 6 sets of healing supplies.

Holly and mistletoe: Ritualistically harvested holly and mistletoe by druids for use as a focus in many of their spells in addition to other rituals, rites, and protections. The price listed represents the price of other goods that druids usually trade holly and mistletoe for. Reagent quality holly and mistletoe use the reagents' costs and weights (see Magical Items, below)

Holy symbol: A standard holy symbol is always of fine quality. Lesser quality holy symbols can be purchased, but are generally looked down upon by most clergy. Clerics or paladins that use a holy symbol as a focus of power must purchase one of at least superior quality (though particularly old or sentimental symbols of lesser quality may be used with the GM's permission).

Magnifying glass: A small lens that magnifies objects by about 3 times at 0.15 meters distance. It can also start fires if there is bright sunlight and dry tinder which requires 1D6 Complex Actions. Magnifying glasses also bestow a +2 dice pool bonus on Perception tests involving any item that is small or highly detailed.

Music instrument, common: A basic musical instrument. Note that prices for instruments increase greatly based on their size, complexity, and materials.

Music instrument, masterwork: A superior quality musical instrument. Note that prices for instruments increase greatly based on their size, complexity, and materials. Masterwork instruments bestow a +2 dice pool bonus on Musical Performance checks that use the instrument.

Pipe, tobacco: Pipes come in many styles and shapes, often carved by the owner to his or her specific preferences.

Redworm caterpillar: Luvilnoor are 0.08 meter long red caterpillars that spin an amazingly fine and strong silk which is prized by tailors but they only naturally produce about one meter of silk per a month. The elves are thought to use a magical ritual that greatly increases their silk output as well as further strengthening it magically.

Scale, merchant's: A typical scale that is able to weigh items up to 5 kg and as light as 0.5 grams, with 0.5 gram increments. Higher quality scales can increase and decrease the maximum and minimum weights as well as having finer increments.

Thieves' tools: This small leather satchel contains lock picks, metal probes, a small vial of weak acid, and other tools necessary to open locks and disarm traps.

Thieves' tools, masterwork: These superior quality thieves' tools grant a +2 dice pool bonus to related activities.

Tool: A typical common quality tool. The more complex the tool the greater its price will be.

Tool, masterwork: A superior quality tool that bestows a +2 dice pool bonus to skill tests related to the job it is created for. The more complex the tool the greater its price will be.

Wolvesbane: A rare vine that grows in old groves, the leaves of wolvesbane produces an odor that canines find repugnant (unless otherwise stated, canines and canine lycanthropes have a Moderate Allergy to wolvesbane).

Writing materials, set: A set of writing materials includes two vials of ink, an ink well, and ten quills in a small reinforced leather pouch or wooden box. Parchments, paper, and or velum are purchased separately but the pouch or box contains room for such materials.

Magical Items

The following tables include the prices, availabilities, and weights (where applicable) of the magical items detailed in V Magic, M Magical Items.

Formulae

Learning magic requires a formulae for the specific magic to be learned and after character creation requires a successful Learning Test (SR5, 299) in addition to the cost of purchasing the formulae as well as 10 Karma. Formulae are typically recorded in spellbooks (see the entry on books in Adventuring Gear, above) Changes to the rules regarding formulae can be found in chapter V Magic, Magical Items.

Tables: Formula Costs

Formula	Av	Price
Alchemical Preparation		
Combat	10R	10 gp
Detection	6R	2.5 gp
Health	4	2.5 gp
Illusion	8R	5 gp
Manipulation	10R	7.5 gp
Focus	As Focus	Focus Cost × 0.25
Focus Enhancement	10R	10 gp
Magical Compound	8R	10 gp
Ritual		
General	8R	5 gp
Legendary[2]	24R	1,000 gp
Mark	16R	100 gp
Chaos Mark[2]	20R	500 gp
Spell		
Combat	10R	10 gp
Detection	6R	2.5 gp
Health	4	2.5 gp
Illusion	8R	5 gp
Manipulation	10R	7.5 gp
Summoning	12R	20 gp
Talisman	8R	5 gp

[1] The Karma Costs listed are "At Character Creation / After Character Creation."
[2] The Availability and Prices for Legendary and Chaos Mark Ritual Formulae listed are low end values as most are kept secret by the societies that know them.

Reagents

The uses, harvesting, and distilling of reagents is detailed in chapter V Magic, M Magic Items. Below are the costs for reagents of various types and quality.

Table: Base Reagent Costs

Reagent Type	Raw Drams	Av	Price	Weight
Raw	1	-	1 sp	0.005 kg
Refined	10	6R	5 gp	0.04 kg
Radical	100	12R	100 gp	0.25 kg
Orichalcum	3,000	18R	15,000 gp	5.31 kg

Table: Raw Dram Costs by Reagent Type

Dram Type	Raw Drams	Av	Price	Weight
Raw	1	-	1 sp	5 g
Refined	1	6R	5 sp	4 g
Radical	1	12R	1 gp	2.5 g
Orichalcum	1	18R	5 gp	1.77 g

Table: Reagent Quality Multipliers & Modifications

Quality	Base Price	Distill. Time	Raw Dram Mult.	Dice Pool Bonus	Glitch on
Poor	× 0.4	× 2	× 0.5	-2	1, 2, 3
Common	× 0.8	× 1.5	base	-1	1, 2
Good	base	base	base	base	normal
Fine	× 1.5	× 0.25	base	+1	Normal
Superior	× 4	× 0.5	× 2	+2	shift glitch type up

Reagents: Calculating Base Costs

One would think that if a raw reagent costs 1 sp, then ten of those would cost 1 gp. This is wrong.

The average proficient Alchemist of the Expert Social Class with the Skilled VU has to get 3 hits to make refined and radical reagents over an approximate work day, which equates to 9 sp worth of income for the day. Rounding up to 1 gp, it means that with the labor included the refined reagent costs 2 gp. But the merchants that sell the reagents cause the price to more than double so they can make a profit.

Radical reagents take the same amount of time, on top of having to create 10 refined reagents to make one radical, to that's 10 × the refined, pre-market, cost plus the day to distill them into a radical reagent, or 22 gp. At market the price is greatly increased due to the rarity and social value which usually results in a cost of 100 gp for the merchant to make a profit (and assumes the same alchemist distilled the raw into the refined and then into the radical reagent, otherwise it would cost even more).

Orichalcum takes (rounding up) 30 days to distill the 30 radical reagents (660 pre-market gp worth), and is the equivalent of needing 4 hits (1.2 gp per day, or 36 gp over the 30 days). The base price ends up being 696 gp. The market price would be 1,392 gp, but because of the rarity combined with the magical, artistic, and social influences on orichalcum supply and demand it is typically valued at least at 15,000 gp.

Foci

With the additions in chapter V Magic, M Magical Items, foci work as detailed in the Shadowrun core rulebook. Below are the costs in Karma and gold for foci.

Table: Foci Costs

Foci Type	Binding Karma Cost	Av	Price
Armor	F × 3	(F × 4)R	F × 35 gp
Attribute, Heroic	varies	(F × 6)R	F × 50 gp
Attribute, Legendary	varies	(F × 8)R	F × 150 gp
Attribute, Epic	varies	(F × 10)R	F × 500 gp
Bardic	F × 2	(F × 3)R	F × 20 gp
Enchanting	F × 3	(F × 3)R	F × 25 gp
Hastening	F × 5	(F × 6)R	F × 75 gp
Metamagic	F × 3	(F × 3)R	F × 45 gp
Ovate	F × 2	(F × 3)R	F × 20 gp
Power	F × 6	(F × 4)R	F × 90 gp
Protective	F × 2	(F × 3)R	F × 20 gp
(Greater Defense)	F × 3	(F × 3)R	F × 35 gp
Qi	F × 2	(F × 3)R	F × 15 gp
Skill	F × 5	(F × 5)R	F × 50 gp
Spell	F × 2	(F × 3)R	F × 20 gp
(subcategory Spellcasting)	F × 2	(F × 2)R	F × 10 gp
Spirit	F × 2	(F × 3)R	F × 20 gp
Weapon	F × 3	(F × 4)R	F × 35 gp

Table: Attribute Foci Karma Bonding Costs

Foci Type	If you are... Standard	Hero	Legendary	Epic
Heroic	F × 12	F × 8	F × 8	F × 8
Legendary	F × 20	F × 12	F × 8	F × 8
Epic	F × 30	F × 20	F × 12	F × 8

Table: Foci Enhancement Force Modifiers

Enhancement	Force Mod	Enhancement	Force Mod
Aura, Armor	+3	Invulnerable, Armor	+4
Bane, Weapon	+1	Mana Force, Weapon	+4
Cleaving, Weapon	+4	Merciful, Weapon	+1
Dancing, Weapon	+4	Returning, Weapon	+1
Defending, Weapon	+1	Seeking, Weapon	+1
Disruption, Weapon	+3	Speed, Weapon	+3
Distance, Weapon	+1	Spell Storing, Wpn.	varies
Elemental, Armor	+2	Throwing, Weapon	+1
Elemental, Weapon	+1	Vicious, Weapon	+1
Fortified, Armor	+2	Vorpal, Weapon	+5
Keen, Weapon	+2	Wounding, Weapon	+3

Purchasing & Bonding Items with Multiple Foci

A focus formula creates only one focus (it's either an Armor Focus, or a Health Sustaining Spell Focus, etc.) at a specific Force. One cannot create an Armor & Health Sustaining Spell Focus or any other combination for that matter. However, multiple foci can be attached to a single item (telesma). Therefore it is possible to purchase, for example, a suit of leather armor that is "enchanted" with an Armor Focus, a Protective Focus (Elemental Fire), and a Heroic Attribute Focus (Strength).

Each focus attached to a single item has a bonding priority based on what order the focus was added to the item. The first focus added is considered the primary focus. All additional foci added to the same item are considered secondary foci. Weapon Foci are almost always the primary foci for weapons, and armor foci are almost always the primary foci for armor. You must bond with an item's primary focus first (paying Karma and spending the allotted time). Once you've bonded with the item's primary focus, you may then bond to secondary foci in any order, one at a time. This also means you could choose not to bond with a particular secondary focus or foci on an item (due to karma constraints, for example, you may bond with the Armor Focus on a suit of leather armor when you acquire it, but not the Protective Focus, or Heroic Attribute Focus).

To figure the costs for secondary foci, multiply the standard Bonding Karma Cost and Focus gp cost for the secondary foci by x2.

As for Availability; The telesma and each focus are considered separate Availability tests. In addition, for each secondary focus that is being sought after on a single item, the Availability for each item/foci is increased by +2. If all the Availability tests are successful, then that item with those powers is available.

A multiple foci item counts as only one foci when calculating the number of bonded foci you have. The total Force of the multiple foci item is counted as 75% (round up) of the sum of each individual focus it has for calculating the maximum Force of all bonded foci that you can have as well as for the total Force of active foci with regards to focus addiction. For all other considerations, each focus works independently.

Talismans & Other Magical Items

For purchasing fully created talismans and other magical items, the following section gives prices and availability for the items covered in chapter V Magic, M Magic Items. The tables below take into account the cost of reagents used in creating the items, where applicable.

Table: Canon Magical Compounds (SG, 218)

Compound	Av	Price[1]	Weight[2]
AgHexHex	10	(F × 3) + 5 gp	0.07 kg
BDNB	8	(F × 2) + 5 gp	0.08 kg
Lot's Curse	14F	(F × 5) + 5 gp	0.06 kg
Sage	(F×6)R	(F × 4) + 5 gp	0.06 kg
Spirit Strength	(F×6)R	(F × 15) + 5 gp	0.07 kg
Witch's Moss	(F×6)R	(F × 8) + 5 gp	0.06 kg

[1] Prices do not include the masterwork container costs where appropriate. For 60 ml containers; clay 4 sp, glass 2 gp. For 237 ml containers; clay 1.6 gp, glass 8 gp.

[2] Weights do not include the masterwork container costs where appropriate. For 60 ml containers; clay 0.2 kg, glass 0.1 kg. For 237 ml containers; clay 0.8 kg, glass 0.4 kg.

Table: Canon Magical Items Costs

Item	Av	Price[1]	Weight[2]
Aqua Fictus	10F	F × 5 sp	0.20 kg
Aqua Fortis*	12	20 gp	0.25 kg
Aqua Regia*	12R	150 gp	0.22 kg
Aqua Vitae	6R	2 sp	0.05 kg
Astral Powder	10	21 sp	0.04 kg
Fetish	11R	105 gp	varies
Govi	12R	F × 2 gp	0.5 kg
Hand of Glory	18F	F × 25 gp	0.6 kg
Inanimate Vessel	12R	F × 600 gp	varies
Mana-Sensitive Film Plate	NA	NA	0.05 kg
Mortis Optigram	NA	NA	NA
Mystic Restraints[3]	14F	F × 12 gp	varies
Paper Lotus	NA	NA	NA
Preparations, Standard			
Combat	12F	F × 1 gp	0.06 kg
Detection	10R	F × 1 sp	0.06 kg
Health	6R	F × 5 cp	0.06 kg
Illusion	8R	F × 5 cp	0.06 kg
Manipulation	10R	F × 2 sp	0.06 kg
Quicksliver Camera	NA	NA	NA
Shofar	10R	F × 105 gp	2 kg
Symbolic Link	16R	F × 20 gp	1 kg

* These items are not the same as the low alchemy items of the same name (see chapter IX Goods & Services, E Gear, Low Alchemy Items for information on the mundane versions)

[1] Prices do not include the masterwork container costs where appropriate. For 60 ml containers; clay 4 sp, glass 2 gp. For 237 ml containers; clay 1.6 gp, glass 8 gp.

[2] Weights do not include the masterwork container costs where appropriate. For 60 ml containers; clay 0.2 kg, glass 0.1 kg. For 237 ml containers; clay 0.8 kg, glass 0.4 kg.

[3] The price listed is the base price. Add 10 gp for manacles, 15 gp for masks, and 20 gp for jackets. The weights are 0.9 kg, 1 kg, and 3 kg, respectively.

Table: New Magical Items Costs

Item	Av	Price[1]	Weight[2]
Guardian	20R	F × 250 gp	varies
Pandere, lesser	8R	F × 30 gp	varies
Pandere, greater	14R	F × 305 gp	varies
Pandere, superior	22R	F × 15,125 gp	varies
Regenerative	18R	F × 15,250 gp	varies
Spellcharm, specific	12R	F × 115 gp	varies
Spellcharm, universal	16R	F × 315 gp	varies
Spirit Smoke	10R	F × 35 gp	0.04 kg
Transmogrifier, lesser	8R	F × 15 gp	varies
Transmogrifier, expert	12R	F × 110 gp	varies
Transmogrifier, greater	16R	F × 1,050 gp	varies
Transmogrifier, superior	20R	F × 30,500 gp	varies

[1] Prices do not include the costs for the masterwork talisman items.

[2] Weights do not include the weight of the masterwork talisman items.

Multiple Foci Bonding Example

Normally, Leather Armor has an Availability of 6. Masterwork quality adds +4 for a total Availability of 10. An Armor Focus Force 2 has an Availability of 8R. The player would have to make Availability tests against 10 and 8R. If both are successful, they find a MW Leather Armor with Armor Focus Force 2. The suit would cost 6 Karma to bond and 170 gp to purchase.

If the player is looking for a suit with the power above that also has a Heroic Attribute (Strength) Focus Force 1 (base Availability of 6R), things change. Because this is the second focus for the item, then all Availability ratings are increased by +2. So it's 12 for the Armor, 10R for the Armor Focus, and 8R for the Heroic Attribute Focus. All three must be successful for the player to find that exact kind of armor (in their size, and all that, which we assume the Availability roll takes into account, in general, but may be increased for Halflings in an Elven town and what not). The suit would cost 22 Karma to bond and 270 gp to purchase.

If they wanted to add a Protective Focus (Elemental Fire) Force 2, (Av. 6R) to the armor above, the Availability ratings are all increased by +2. So it's 14 for the Armor, 12R for the Armor Focus, and 10R each for the Heroic Attribute Focus and Protective Focus. All four Availability tests must be successful. The suit would cost 30 Karma to bond and 350 gp to purchase.

With that suit of armor (Armor Focus Force 2, Heroic Attribute Focus Force 1, and Protective Focus Force 2), when all is bonded it would count as only one focus for the character's maximum number of bonded foci. Additionally, the armor would be considered only Force 4 ([Force 2 + Force 1 + Force 2] × 75%, rounding up) for determining the maximum total Force of bonded foci as well as its Force when active in regards to focus addiction.

F. Food, Drink, Lodging, and Other Common Expenses

Day to day living tends to incur expenses of its own, whether it's buying a meal at a waystation or purchasing a round of drinks at the tavern. Other commonly encountered prices or social economic considerations such as the price of housing also may need consideration. Below is a list of these commonly encountered expenses, though they are subject to the item quality rules.

Reasonable purchases during game that line up with your current paid Lifestyle do not cost you extra coin. If you have poor/squatter or common/low Lifestyle and buy a pint of ale at the tavern for the evening, you don't have to worry about recording the expenditure of that single copper bit…you already paid for it in your Lifestyle. But if you were to buy the tavern a round of drinks, you'd have to pay for it, including your drink, with your current carried coin. The rule is, if it is beyond your current Lifestyle's means, then you pay for all it (including costs for yourself).

Drunkenness

Alcohol is a toxin/drug, as such it has the following stats:

Vector: Ingestion
Speed: Body + 1D6 minutes
Duration: 1 hour
Addiction Type: Psychological
Effect: One dose; +1 Charisma, +1 Social limit. With a number of doses equal to or greater than Body; -1 Agility, -2 Reaction, -2 Willpower, -2 Logic, -2 Intuition, -2 Charisma. Once the duration is over, and regardless of the number of doses taken, the user is subjected to Stun damage equal to twice the number of doses taken resisted with Body + Willpower. Characters can put off having to deal with the Stun damage by continuing to drink (though it will increase the final amount of Stun damage once the effects wear off).

Whether its synthetic or real, alcohol has been used for thousands of years to help people relax and become more sociable. This world is no different and the dark side of alcohol addiction continues to ruin lives. One dose is a typical drink, a 5% alcohol 12 oz beer, a 12% alcohol 5 oz glass of wine, or a 40% alcohol 1.5 oz shot of liquor.

Many GMs will hand wave alcohol use since it is so common, which is fine. But in doing so, using characters should not gain the benefits of taking one dose. If a character wants the benefits of a drug then they risk addiction.

Table: Food, Drink, Lodging, & Other Common Expenses

Expense	Price
Drink	
Ale, pint/0.47 liters	1 cb
Ale, gallon/3.8 liters	2 cp
Ale, cask (8 gallons/30.3 liters)	1.6 sp
Ale, barrel (32 gallons/121 liters)	6.4 sp
Liquor, shot (2 oz/60 ml)	1 cp
Liquor, quart	1.6 sp
Wine, glass (4 oz/120 ml)	2 cb
Wine, bottle (2 quarts/1.9 liters)	8 cp
Food	
Bread, loaf of (0.23 kg)	2 cb
Cheese, hunk of (0.23 kg)	1 cp
Meal (meatless)*	2 cp
Meal, daily (meatless)*	6 cp
Meal, monthly (meatless)*	1.32 gp
Meal (meat)*	8 cp
Apple	1 cp
Chicken, roasted	4 cp
Mutton, 0.5 kg	3 sp
Household Goods	
Firewood, daily (16 hours)	3 cp
Firewood, cord (14 days)	4.3 sp
Firewood, monthly (2 1/3 cords)	9.9 sp
Soap, 0.5 kg	3 sp
Lodging	
Inn, per day†	1 sp
City flat, day‡	5 cp
City flat, monthly‡	1.65 gp
Taxes	
Census tax (yearly)	8 sp
Laborer tax (monthly)	3 cp
Merchant tax (monthly)	8 cp
Waytax§	varies
Weapon tax (at city gate)ζ	1 sp

* Each meal is typically a vegetable stew and includes 1 pint of ale
† The listed price for an Inn is given for a one room accommodation with no amenities. The poor quality version, for 7.5 cp, is room on the common floor.
‡ The prices listed are for renting. To purchase a city flat, multiply the monthly renting rate by 240, so a common city flat typically sells for 396 gp.
§ Waytaxes range from a few copper bits to several silver and are dependant local conditions and the whim of the collector.
ζ Weapon taxes are per person, and includes anyone carrying one or more martial or exotic weapons.

G. Animals, Mounts, and Transport

Various animals can be purchased in game. Below is a list of animals, mounts, and related items that are commonly purchased as well as forms of transport.

All the animals in the table below are considered to have the Domesticated Power, but the GM has the final say on what tricks they can learn (HS, 184).

Table: Animals, Mounts, & Gear

Animal, Mount, or Gear	Av	Price
Bit and bridle (0.5 kg)	6	1 gp
Cat	3	1 sp
Chicken	-	2 cp
Cow	4	3 gp
Dog, guard	6	8 sp
Dog, riding	10	25 gp
Donkey	4	3 gp
Feed, per day (4.5 kg)	-	5 cp
Goat	3	5 sp
Hawk (trained)	16	600 gp
Horse, heavy	8	15 gp
Horse, heavy (combat trained)	12	150 gp
Horse, light	6	40 gp
Horse, light (combat trained)	10	100 gp
Mule	4	7 gp
Ox	5	5 gp
Pig	3	5 sp
Pony	6	10 gp
Pony (combat trained)	12	50 gp
Rooster	2	5 cp
Saddle, military (14 kg)	12	15 gp
Saddle, military – exotic (18 kg)	18	45 gp
Saddle, pack (7 kg)	4	1 gp
Saddle, pack – exotic (9 kg)	12	15 gp
Saddle, riding (11 kg)	4	5 gp
Saddle, riding – exotic (varies)	12	25 gp
Saddlebags (4 kg)	2	2 gp
Sheep	4	1 gp
Songbird	12	5 gp
Stabling (per day)	2	5 sp
Wolf, Dorwol	14	110 gp
Wolf, Dorwol (combat trained)	16	340 gp

Table: Transport

Transport	Av	Cost	Weight
Carriage	10	75 gp	270 kg
Cart	6	5 gp	90 kg
Galley	32R	15,000 gp	-
Keelboat (cargo boat)	20R	1,500 gp	-
Longship	24R	7,000 gp	-
Rowboat (4 person)	8	25 gp	45 kg
Oar, rowboat	4	5 sp	5 kg
Sailing Ship	18R	4,000 gp	-
Sled	6	30 gp	135 kg
Wagon	8	30 gp	180 kg
Warship	38F	20,000 gp	-

The exotic animals listed below are neither trained nor domesticated and the Availabilities and costs represent the overall difficulty and level of skill needed to capture, transport, and sell to a merchant that can properly house the creature to be sold at the listed price (the price for pelts, meat, etc., is much lower). And of course prices and Availabilities will fluctuate on the time of year, settlement or culture, and so on.

The needs, attention, and care that these animals require are usually beyond the normal scope of most people. Many are inherently violent towards the mortal races and those that aren't still do not care much for, or even acknowledge, being a pet. The vast majority of these animals that are bought and sold are done by the wealthy and either kept confined at their estates and private zoos or, far more rarely, donated to public zoos.

Table: Exotic Animals

Animal, Mount, or Gear	Av	Price
Alligator/Crocodile	15	400 gp
Bear	14	250 gp
Beetle, Jehki	18	50 gp
Boar	10	75 gp
Crow, Blood	10	1 gp
Crow, Normal	5	3 sp
Eagle	16	400 gp
Ferret	8	15 gp
Gorilla, Bonepine	11	275 gp
Ironfish	5	135 sp
Mastodon, Khormadal	24	2,500 gp
Monkey, Afreng Screecher	6	70 gp
Puma, Storm	15	600 gp
Rabbit, Klorugi	12	90 gp
Raccoon	4	5 sp
Rat	2	5 cp
Snake, large	4	50 gp
Snake, small	-	2 cp
Spider, large	4	5 sp
Squid, Odimedgul	10	50 gp
Squirrel, Gaelish	2	1 sp
Thide'grresh, egg or young	14	75 gp
Thide'grresh, adult	16	500 gp
Tiger/Lion	16	350 gp
Toad, Snow	14	450 gp
Wasp, White Tiger	16	600 gp
Whiteowl	10	250 gp
Wolf	10	75 gp
Yak, Hu'al	11	40 gp

Most other creatures that lack sapience can be procured as pets, such as Monstrous Beasts (see chapter XII Creatures, E Monstrous Nature) but because these creatures are largely unique or extremely rare they are not listed here individually. Instead, the baseline rules are as follows:

Availability: Non-violent and/or non-dangerous creatures have an Availability of 8+. Creatures that are not inherently violent but possess Body and Strengths over 3 and Unarmed Combat skill above 4 have an Availability of 12+. Creatures that are top predators and/or violent by nature have an Availability of 16+.

Price: The base cost for a creature is equal to [(Body + Willpower) × 10 gp] + [(Strength + Unarmed Combat) × 20 gp] + (ES × 100 gp, only if ES is 0 or greater, reduce the cost

if lower). But Availability, population size, and many other factors will affect the creature's costs.

Training Animals

Training animals follows the rules as outlined in *Howling Shadows*, pages 183 – 185, with the following additions.

Animals listed in the Animals, Mounts, & Gear table are considered mundane domesticated critters, with feral or wild versions not domesticated. Those listed on the exotic animals table are considered paracritters. Creatures not listed, such as those found in the Monstrous Beasts section are considered chimeric.

The cost to train normal animals is equal to a Skilled Expert (see chapter X Downtime, D Earning Coin below) with the Animal Handling Skill, and assumes minimal successes. This means 1 day to assert dominance and 2 weeks to train each trick (assumed average of 3 tricks), for a total of 43 days. 43 days × 2 base × 3 hits (assumed per day) × 1.5 sp equals 38.7 gp to train.

Non-standard animals, like those found on the Exotic Animals table often cost between × 5 and × 10 the base training cost.

Note that most normal domesticated animals are trained by the low-or-un-skilled owner over many months. Anyone can train a domesticated animal without the need for skill checks, just a minimum of 1 hour a day working with the animal for three months per trick (only one trick at a time). So if you're backstory says you have had your dog for several years then feel free to give him the tricks you want, with GM approval of course. Good dog.

H. Cost of Living & Lifestyles

Agrros Guleth uses cost of living categories that are modified from the Pathfinder costs of living; Destitute, Poor, Average, Wealthy, and Extravagant but follow the general rules for Lifestyles found in the Shadowrun rules.

In Agrros Guleth, the categories follow the rules of Item Quality (see Chapter IX, A Goods & Services) with the addition of Destitute.

Approximately half of the Lifestyle's cost goes towards "rent" or its equivalent as well as basic needs like clothing, repairs to shoes, and so on. The other half of it goes to food and drink. The Food entry for each gives you an idea of what you can spend in a day (and per meal assuming three meals per day) on food (the quality of ale you order at an inn, etc.) without having to deduct from the coin you have on hand.

Destitute Living

0 gp/month

The PC survives off food from where ever the character can scavenge it (trash from inns and homes, fresh carcasses, etc.) while sleeping where ever is convenient which carries the danger of being singled out by the night watch, ruffians, or worse.

Food: 0 gp per day.

Poor Living

4.5 gp/month or 13.6 cp/day)

The PC lives at the level of the common freeperson in most societies in Agrros Guleth. This gives the character a constant roof over their head and enough meals to avoid going hungry, though rarely composed of all the needed nutrients. When traveling, the PC stays in the common room of taverns or through the charity of locals.

Food: 6.8 cp per day (2.27 cp per meal)

Common Lving

9 gp/month or 27.3 cp/day

The PC lives as a well off commoner or an apprentice-level craftsperson. They are able to afford private rooms in cheap inns as well as at least one meal per day that includes meat on top of two other meatless meals as well as a room in an apartment or house at one location.

Food: 13.65 cp per day (4.55 cp per meal)

Good Living

18 gp/month or 54.5 cp/day

The PC lives as a well off, independent, merchant. They are able afford meat with every meal as well as common quality wine or good quality ale. They are also able to afford the best rooms in common inns, complete with basic amenities (hot-water baths, servants to clean their equipment, etc.). The PC can also choose to have a poor-level permanent housing situation in one specific location.

Food: 27.25 cp per day (9.08 cp per meal)

Fine Living

45 gp/month or 136.4 cp/day

The PC lives extremely well off; as a well-connected merchant or a low-ranking noble. The PC can afford rooms in the best inns, or the best rooms in common inns, along with all the amenities. The PC eats well at every meal and can generally choose from most of the better drinks available. The PC can also choose to have one common-level permanent housing situation in on specific location or two poor-level housing situations in two locations.

Food: 68.2 cp per day (22.73 cp per meal)

Superior Living

90+ gp/month or 272.7+ cp/day

The PC can afford the best inns, meals, and drinks in just about every location they visit. The PC can also choose to have one good-level permanent housing situation in one location, two common-level permanent housing situations in two locations, or four poor-level permanent housing situations in four locations. Additionally, a PC can double the monthly superior cost of living (180 gp/month or 545.5 cp/day) and instead have one superior-level permanent housing location, two good-level, four common-level, or eight poor-level permanent housing locations, and so on.

Food: 136.35+ cp per day (45.45+ cp per meal)

The average inn costs 1 sp per night and three meatless meals being 6 cp so a basic traveling cost is 16 cp per day. Characters that survive at a Poor cost of living (without a permanent room) for more than 1 month should be subjected to a -1 penalty to all Ability rolls, Skill checks, attacks, and saves or make up the difference out of pocket. Destitute living for over 1 month should impose a -2 penalty.

Purchase a number of months of your desired lifestyle with your starting gold. If you have spent all your gold and still wish to purchase more months of your lifestyle (or if you forgot to and want to get a lifestyle above destitute) you can spend the listed Karma cost in parenthesis (round up, so it pays to spend Karma in even amounts).

Table: Lifestyles

Lifestyle	Cost per month in gp	Cost per month in Karma
Destitute	0	0
Examples: living on the streets or in the woods, surviving by your wit, skill, and luck alone.		
Poor	4.5	0.45
Examples: living in a shack in the woods, or in a communal housing building with little to no privacy.		
Common	9	0.9
Examples: living in a small cottage owned by a local noble, renting a small apartment above a slaughter house.		
Good	18	1.8
Examples: renting a small manor house from a local lord or a spacious apartment in the nicer areas of a city, maybe even a servant or two.		
Fine	45	4.5
Examples: practically owning a manor house or small keep, in or out of a city with servants at your beck and call.		
Superior	90+	9+
Examples: living in an opulent and spacious location, well patrolled by local guards or militias, and staffed with excellent servants.		

AG Specific

Why the change in Lifestyle costs?

Prior to converting Agrros Guleth for use with Shadowrun 5th Edition rules, the economy of the human Valdain societies had already been worked out. If converting back to Shadowrun then, in Shadowrun, your would modify the Lifestyle costs as follows:

Lifestyle	AG cost in ¥	Difference
Destitute/Street	0¥	+0¥
Poor/Squatter	900¥	+400¥
Common/Low	1,800¥	-200¥
Good/Medium	3,600¥	-1,400¥
Fine/High	9,000¥	-1,000¥
Superior/Luxury	18,000¥	-82,000¥

As can be seen, in AG (and a Medieval setting in general) one doesn't pay a great deal more for the higher lifestyles while paying nearly twice as much for being poor.

1. Hirelings & Services

Characters may find it necessary to hire skilled or unskilled labor and services during their adventures. Below is a list of common hireling and their base services' costs are based on an average member of that profession.

Service costs can often change and those with more experience or a better reputation will often charge more. A messenger working in a poor neighborhood might charge only 5 cp, while that same messenger in a wealthy district might charge upwards around 3 gp per message delivered.

Table: Hirelings & Services

Hireling or Service	Base Price
Hirelings	
Alchemist	7 sp per day*
Animal tender/groom	3 sp per day
Architect/engineer	1.4 gp per*
Barrister	1 gp per day
Clerk	1 gp per day
Cook	3 sp per day
Craftsperson	3 sp per day*
Entertainer/performer	5 sp per day
Laborer	1.5 sp per day
Limner	1 gp per day*
Maid	1.5 sp per day
Mercenary	3 sp per day
Mercenary cavalry	6 sp per day
Mercenary leader	1 gp per day
Messenger	2 cp per mile
Porter	1.5 sp per day
Sage	2 gp per day
Scribe	1 gp per day
Teamster	2.5 sp per day
Valet/lacky	1.5 sp per day
Services	
Coach cab	1 sp per mile†
Ship's passage	3 sp per mile‡

* When hired for a specific task, the hireling is paid an additional amount equal to about one-tenth the market value of the task or item.
† In large cities, 2 cp for travel within a district with an additional copper for travel through or to additional districts is common.
‡ This price typically includes a cheep room and common meals. Most captains are willing to negotiate prices.

J. Slaves

The primary reason for including this section is so that GMs can create adventures around tropes like "saving the slaves" or "thwarting the slavers" with having a way to estimate gold piece rewards for such adventures as well as to help ex-slave PCs flesh out their backstories.

Slavery is inherently immoral and evil, and even though the slavery of fantasy campaigns differs from that of the utterly horrific Trans-Atlantic slavery of Africa-born humans, you and your group should be clear as to whether you want slavery in your campaign and how much of role it could play.

With that said, in this fantasy setting slavery is not based on race or even species and the key component is that slaves are never regarded as inherently "less-than" by their kidnappers. Slaves are purchased for their "better-than" qualities and abilities and no one denies the sapience or "humanity" of slaves regardless of species. Most cultures have laws and regulations that protect slaves and the majority tend to treat slavery as a form of imprisonment for the crime of waring against it with limitations on how long captives can be slaves until they are set free. Every slave owner is aware that if the war that had brought them their slaves had gone differently, it is they that could be the slave. Fate is what makes one a slave not species, culture, or appearance. Evil and ignorant individuals may have different views, but unless they are persons in positions of great power the above remains the global average attitude towards slavery.

The core economics of slavery is based on warfare. Whether it is within a culture or between cultures, most of the urban cultures will take slaves of the surviving enemies (and possibly their supply trains, cities, and so on) if they are captured. Once captured, armies are often not well equipped to deal with large captive populations. This has given rise to the slave trader. These one-part merchants, one-part mercenaries, will often follow armies with their employees and when the battle is over offer to purchase the captives on the cheap which they then sell (sometimes even back to the losing side if the situation grants it). Slave traders often get writs from the leaders of the army (or armies for the especially shrewd kidnappers) that give them the right of first purchase from the captives which they then sell back to the soldiers that have enough coin to pay the increased prices. Those not purchased by the slavers are either sold by the army to their soldiers or dealt with as deemed fit by the commanding officer.

Slaves are sold in slave markets, where allowed, which are often found in large towns or larger. The price for a slave is dependent on the slave's ability, their disposition (as determined by the slavers) and what they are being purchased for. The four general categories are Labor, Domestic, Academic, and Combat.

Labor slaves are bought for field work or other physical tasks (such as mining and the like) and are most likely to be kept in chains. If a captured person shows any hint of trying to escape or rebel they will most likely be sold as Labor slaves regardless of their ability. Labor slaves typically cost (Body + Strength + Relevant Skill) × 1 gp. An average human commoner will have 3 in each Attribute and rating 4 in the relevant skill.

Domestic slaves are bought for more specialized tasks, especially in the upkeep of a household or estate as well as Social Skill related work. Domestic slaves have a base cost of (Agility + Charisma) × 3 gp. An average human commoner will have 3 in both Attributes.

Academic slaves are purchased for what the slave knows and their ability to teach it. The starting cost for these slaves is (Logic + Intuition + Instruction Skill + Primary Skill) × 2 gp. An average human commoner (that would fit into this category) will have 4 in both Attributes, 4 in Instruction, and 5 in the Primary Skill.

Combat slaves are purchased for gladiatorial arenas, mercenary work, and the like. They generally cost (Agility + Weapon Skill) × 3 gp. An average human commoner (for this category) will have an Agility of 4 and at least a 4 in a Weapon Skill.

Table: Slaves

Type (average human commoners)	Av	Price
Labor slave	8	10 gp
Domestic slave	10	18 gp
Academic slave	16	34 gp
Combat slave	12	12 gp

Availability of slaves varies wildly and is often dependent on what the current state of war is in the surrounding region.

Again this section is presented to help GMs create adventures and players flesh out their backstories. If your campaign has the players actively buying and using slaves then you better either be intentionally playing an evil campaign/character or you need to take a long hard look at your moral compass.

K. Starting Gold

When you have finalized your character during character creation, you are allowed to keep up to 25 gold of your remaining gold that you purchased with your starting Karma (not including the "in the bank" half of bonus gold gained from being an Expert, Noble, or Royal).

Then, at the start of play, you gain a random amount of starting gold based on the lifestyle you purchased during character creation, your Social Class, and your Vocational Upbringing, as shown in the Starting Gold table below.

For example, a starting Skilled (×1) Destitute (1D6 sp) Expert (×2), will roll (1D6 × 2) for the amount of starting sliver pieces, an Unskilled (×0.5) Poor (4D6 sp) Commoner (×1) will start with 4D6 × 0.5 silver pieces, a High Society (×5) Fine-Lifestyle (2D6 × 6 gp) Slave (×0.5) will start with 2D6 × 15 gold, and an Unskilled (×0.5) Common-Lifestyle (1D6 gp) Noble (×5) will have 1D6 × 2.5 starting gold.

Table: Starting Gold

Starting Lifestyle	**Base Random Coin**
Destitute/Street	1D6 sp
Poor/Squatter	4D6 sp
Common/Low	1D6 gp
Good/Medium	2D6 gp
Fine/High	2D6 × 6 gp
Superior/Luxury	3D6 × 10 gp
Social Class	**Social Class Modifier**
Slave	× 0.5
Commoner	× 1
Expert	× 2
Noble	× 5
Royal	× 10
Vocational Upbringing	**VU Modifier**
Unskilled	× 0.5
Skilled	× 1
High Society	× 5

X. Downtime

It is not enough to crush one's enemies. It is not enough to see them driven before you. It is not enough to hear the lamentations of the women. True, these are what is good in life. One must return home and contemplate one's achievements. Doing so makes you better at crushing, driving, and hearing the next time you face your enemies.

~Migkig Adakarki
A Good Life (2711 EF)

A. Downtime Basics

Downtime represents what you do when you aren't adventuring, criminalizing, day-jobbing, partying, etc. It is the time that you use to better yourself…with Karma…to become faster, stronger, more skilled so that you can adventurize, criminalize, day-job-ize, and party-ize better.

An **Improvement** is the gaining of a new Attribute, Skill (including Specializations, Styles, and Techniques), and/or Positive Quality, and/or the raising of the rating of those you already have, as well as the buying off of a Negative Quality, gaining grades in Initiation or Submersion, or anything else that costs Karma.

Downtime starts when you begin an Improvement, or multiple Improvements.

You must have the necessary Karma available at the start of downtime for your planned Improvements, though your available Karma may dip below what is needed during the course of downtime.

Downtime ends when each of the Improvements' time has ended and you have spent your Karma on them.

If you do not have the required Karma at the end of downtime to pay for your Improvements, nothing is Improved; you do not lose any Karma, and you must make an Edge + Edge Test with a threshold equal to the number of individual Attributes, Skills, and other Improvements. If you fail then something related to those improvements comes back to haunt you as determined by the GM (such as owing bookies for Karma to gold conversion, burglars hit your home for Sneaking Skill, ninjas! for Techniques, etc.).

Downtime can also end if you voluntarily abandon the Improvements you are currently working on (and no Karma is spent). It is possible to abandon a downtime after some of the Improvements have completed their required time and have been purchased with Karma while other Improvements have yet to finish. In these cases, Karma spent is Karma spent, but you don't lose Karma on unfinished Improvements. You cannot start a new downtime until the original downtime period of an abandoned downtime has elapsed.

Improvements take approximately 8 hours per day, commonly called "a day of training," or "a day," during the time frame listed for them. Because travel rates are assumed to take 8 hours of travel, 8 hours of sleep, this leaves enough time to be able to continue working on Improvements while traveling. If conditions are particularly harsh, the GM may halve (or worse) the amount of progress made while traveling due to time requirements to find shelter, food, and so on. Some situations may not allow you to make any progress what-so-ever.

Each player must keep track of their own downtimes.

For each full day that interrupts a Karma Improvement add one day to the time it requires to all improvements affected.

If you go for over a week without being able to make progress on your Improvements then you must make a Continuity Test (see below).

Downtime Basics Example

Louise has Logic 5 so she can, and chooses to, Improve 3 Skills during a downtime: two Skills from rating 1 to rating 2 and one Skill from rating 7 to rating 8. The two rating 2 Skills are finished by the second day of downtime and the third Skill is finished in 8 weeks.

Because all three skills were started in the same downtime, Louise cannot Improve any more skills (or other Improvements [see below]) until the 8 weeks is over and a new downtime is started.

If Louise changes her mind after three weeks and wants to raise a different Skill from 7 to 8 (or any other Improvement), then this downtime ends and she must start a new downtime when the original 8 weeks is over. The three weeks of training she spent to Improve the first rating 7 Skill does not transfer over to the new downtime's Improvement of the other rating 7 Skill. But the first two rating 1 Skills are still increased; the required time passed and the Karma was paid.

Continuity Tests

You make a Continuity Test when you resume working on your Improvement(s) after more than a week of not working on your declared Improvements for the downtime. Success indicates another day is added to the total time required to gain the Karma improvement (including the previously missed days). Failure means that you have to start over, effectively ending the current downtime and you must start a new one (no Karma is lost, only time [and possibly money if a trainer was used]), but you may start a new downtime as soon as you are able unlike abandoning downtimes.

For attributes (except for Edge), it's the (current) Attribute rating × 2 (total days interrupted – 7) Test.

For skills (including specializations and skill groups), it's the (current) Skill rating + (current) Attribute rating (total days interrupted – 7) Test.

For other improvements, use the Skill associated with that improvement or (current) Logic × 2 Test with a threshold equal to the total days of interruption minus 7 days.

If multiple Improvements are affected, roll for each separately. On a failed result of one Improvement, but not all, that Improvement cannot be started again until the current downtime ends or you decide to abandon the downtime and start over for all current Improvements (which still prevents you from starting a new downtime until the original planned one's time has elapsed).

Once Per Downtime Improvements

During a single downtime, you can either;

Table: Once Per Downtime Improvements
Improve one Attribute[1] by up to 2 ratings or;
Improve one Mental and one Physical Attribute[1 2] by up to 2 ratings each or;
Improve one Attribute[1] by up to 2 ratings and one Skill by up to 3 ratings or;
Improve Logic ÷ 2 (round up) Skills by up to 3 ratings each or;
Improve one Skill group by up to 1 rating or;
Gain a Specialization, Style, or Technique[3]
Improve a Technique
[1] Magic and Resonance count as a Mental Attributes.
[2] Cyberware, bioware, or magic (such as Adept Abilities) that increase one or more Attributes prohibits Improving those same Attributes during that downtime.
[3] Gaining a new Specialization, Style, or Technique prohibits Improving anything else including those listed in the Additional Improvements table, below.

For each of the above Improvements, the training times for each Improvement (if there are more than one, such as Improving a Mental and Physical Attribute) are concurrent.

Improvements Example

Tina's character choses to Improve one Mental and one Physical Attribute at the same time; Logic from 3 to 4 and Agility from 5 to 6. They both Improve at the same time and her Logic is raised to 4 after 4 weeks, her Agility after 6 weeks and her total downtime is 6 weeks.

Eugene decides to learn a new martial arts Technique during his downtime. Since it is a new one, and not an Improvement to one he already has, it takes 2 weeks to learn and he cannot Improve anything else (including those listed in the Additional Improvements) until the downtime is over (2 weeks).

Additional Improvements

Additionally during the same downtime, you can concurrently Improve any of the following;

Table: Additional Improvements
Improve Edge by any amount and
Initiate or Submerge one Grade and
Learn Logic ÷ 2 (round up) Complex Forms and
Learn Logic ÷ 2 (round up) Spells, Rituals, and Alchemical Preparations and
Purchase one new Positive Qualities and
Buy off one current Negative Qualities and
Convert 10 gp to 1 Karma point per day (in city)/per 2 days (rural traveling)/per week (wilderness) and
Convert 1 Karma point to 10 gp point per day (in city)/per 2 days (rural traveling)/per week (wilderness) and

What About the Anytime Improvements?

Edge and many Qualities (both gaining Positive and buying off Negative Qualities) can be purchased at any time according to standard rules. Using these rules downtime of at least one day must still be declared in order to purchase or buy off one of these Improvements. The primary reason for this is for bookkeeping purposes, so that you know where and when you spent Karma and on what. Secondarily it is to ensure you don't arbitrarily take advantage of situations, like trying to buy off Incompetent when it becomes inconvenient or purchasing Natural Athlete when about to make a jump across a chasm all just because you have the Karma to spend (but you might be able to convince your GM of a reasonable Quality to purchase in the moment when it makes sense within the world in which case you should still record that day as a downtime).

Edge is still a special case, but you can only increase your Edge instantly outside of a downtime if you are out of Edge Points (or having burnt all your Edge, in which case you're also out of Edge Points) and you commit to spending an Edge Point from your new Edge on your next action (and you still need to record it as a downtime or part of your current downtime).

Converting Karma & Gold

In a large town or larger, you can convert 10 gp to 1 Karma or 1 Karma to 10 gp per day, per downtime. This means, at the start of a downtime you must decide on how much you will convert. So either the number of days you spend converting will indicate when your downtime ends, or the longest other Improvement does, whichever is greater. You only get the converted Karma or gold when the downtime has completed. If you abandon the conversion downtime, you do not get the converted Karma or gold (but you also don't lose the gold or Karma you were converting from).

If you are in a rural area (small town or lower population) or traveling, then the time it takes to convert Karma and/or gold is doubled; two days to convert 1 Karma to 10 gp or 10 gp to 1 Karma. This then affects when your downtime ends (and when you will receive the Karma or gold, and any other Improvements planned for this downtime).

If you are in the wilderness then the rate increases to per week; one week to convert 1 Karma to 10 gp or 10 gp to 1 Karma.

If you return to a more civilized area, you must still complete one full unit (2 days or 1 week) before the rest of your time converts back.

Converted Karma and gold is the last thing you get at the end of a downtime so you cannot start a downtime to Improve something and convert the Karma you need for it. However, if you are making multiple Improvements during a downtime, including converting Karma/gold, and the designated time for the converting elapses but then later you have to abandon or fail the Continuity Test for the other Improvements then at the end of the originally designated downtime you will gain that Karma or gold.

Converting Karma & Gold Example

Bob starts his downtime and only wants to convert 100 gp to 10 Karma. He's in the city, so this will only take 10 days.

Trouble brews and on day four Bob is on the road to deal with the trouble…that brews. So he has completed 3 days of converting but if he remains on the road for a long time, then his downtime will not be over until after, a total of 15 days (3 initial days + 7 × 2 days for being on the road). If on day 14 or early on day 15 Bob has to track the trouble what brews through the wilderness then his downtime would be extended by another week because that last city day was 2 traveling days which becomes 1 week wilderness traveling. So what Bob thought was going to take 10 days, now will take him 21 total days even if he returns to the city before then.

If instead of heading into the wilderness on day 14, Bob got back into the city he would still have to complete that last unit as a 2-day travel unit of time, but if he had got back to the city on the 13th, then it would only take him one more day to finish the downtime and get his 10 Karma.

If Bob abandons his downtime at any point in those 21 days, then he has to start over.

On the other hand, if Bob had decided to convert 100 gp to 10 Karma as well as increasing as skill from 4 to 5 (and stay in the city the entire time) then the total downtime would be 5 weeks, at the end of which Bob would receive his 100 gp. But if he had to go on a long adventure after 2 weeks (and fails his Continuity Test) then he doesn't raise his skill, but after the full 5 weeks he'd get the 100 gp and then he could start a new downtime to attempt to raise the skill again.

Non-Karma Improvement Requirements

Attributes have no non-Karma Improvement requirements.

Skills, Styles, and Techniques on the other hand do.

The assumption is that during downtime, in a large town or bigger urban area you have access to the items and information that you need to Improve Skills, Styles, and Techniques. Indeed, for Styles and Techniques the gold piece costs are listed (see chapter VIII Styles above) which represents the cost of trainers, training gear, renting/bribing for training spaces, and so on.

But if you are in a lower populated area or having to travel then you are required to either have a someone with the Skill, Style, or Technique that you are learning (at a rating/level equal to the rating/level you are raising it to, for Skills/Techniques) requiring an Availability Test or you must spend new rating × 2 gp (minimum 2gp if new or no rating) on instruction booklets/pamphlets or the like in addition to any standard costs. The GM may wave these requirements if the environment is still suitable to the Improvement (such as Improving the Knowledge Skill "Flora and Fauna of the Human Lands" while traveling…through the Human Lands).

Improvements & Availability

You may want to find an instructor (see below) to help you with an Improvement or you will need to find a trainer, especially for Styles and Techniques. Use the standard rules for Black Market Goods (SR5, 418), with the settlement size modifiers (see the start of the chapter IX Goods & Services).

The Availability for Skill instructors/teachers is (2 × New Skill Rating).

The Availability for a Specialization trainer or a Style is 14.

The Availability for a Technique is 14 or (2 × Karma Cost), whichever is higher.

The Availability for a Master Technique is 20.

Or course, through role playing and adventure, you may encounter those who can teach you what you want or adventure to find them (which still may require a Negotiation Test to convince them to train or teach you).

List of Karma & Time

In the Character Improvement and Training Rate Table below, "New Rating" means the next available rating to Improve (not the final rating if Improving by more than one rating). Characters that are Improving Attributes or Skills by more than one rating during a downtime must do so incrementally for each Attribute and Skill (e.g. to raise an Attribute from 3 to 5, takes four weeks to raise it to rating 4 and then an additional 5 weeks to raise it to rating 5 for a total of 9 weeks).

Table: Character Improvement & Training Rates

Attribute Improvements	Karma Cost	Rate
Attribute (Mental, Physical, Magic, Resonance)	New Rating × 5	New Rating × 1 week
Legendary Attribute (Mental, Physical, Magic, Resonance)	New Rating × 10	New Rating × 1 week
Epic Attribute (Mental, Physical, Magic, Resonance)	New Rating × 15	New Rating × 1 week
Edge	New Rating × 5	No time required
Legendary Edge	New Rating × 10	No time required
Epic Edge	New Rating × 15	No time required
Skill Improvements	**Karma Cost**	**Rate**
Active Skill, Rating 1-4	New Rating × 2	New Rating × 1 day
Active Skill, Rating 5-8	New Rating × 2	New Rating × 1 week
Active Skill, Rating 9-13	New Rating × 2	New Rating × 2 weeks
Active Skill Group	New Rating × 5	New Rating × 2 weeks
Legendary Skill	New Rating × 3	New Rating × 3 weeks
Legendary Skill Group	New Rating × 7	New Rating × 3 weeks
Epic Skill	New Rating × 5	New Rating × 5 weeks
Epic Skill Group	New Rating × 12	New Rating × 5 weeks
Knowledge/Language Skill, Rating 1-4	New Rating × 1	New Rating × 1 day
Knowledge/Language Skill, Rating 5-8	New Rating × 1	New Rating × 1 week
Knowledge/Language Skill, Rating 9-13	New Rating × 1	New Rating × 2 weeks
Legendary Knowledge/Language Skill	New Rating × 2	New Rating × 3 weeks
Epic Knowledge/Language Skill	New Rating × 3	New Rating × 5 weeks
Specialization (Skill or Martial Arts Style)	7	1 month
Styles & Techniques Improvements	**Karma Cost**	**Rate**
Style	7	1 month (and 12.5 gp)
Technique Level I	5 (4+Level)	2 weeks (and 7.5 gp)
Technique Level II+	4+Level	3 weeks (and 11.25 gp)
Master Technique	20	1 month (and 15 gp)
Lone Technique (Style associated)	15	1 month (and 15 gp)
Other Improvements	**Karma Cost**	**Rate**
Spell/Ritual/Alchemical Preparation	5	(Spellcasting, Ritual Spellcasting, or Alchemy) + Intuition [magical lodge's Force] Test; divide12 days by the number of hits
Initiation	10 + (Grade × 3)	Arcana + Intuition [Astra] (new initiate grade, 1 month) Extended Test
Negative Quality	Karma Value × 2	No time required (GM approval)
Positive Quality	Karma Value × 2	No time required (GM approval)
Complex Form	4	Software + Intuition [Mental] Test; divide 12 days by the number hits
Submersion	10 + (Grade × 3)	Software + Intuition [Mental] (new submersion grade, 1 month) Extended Test*

C. Instruction

The time it takes to Improve Attributes cannot be reduced through Instruction.

Instruction can be used to reduce Improvement times for Skills. For each 1 point rating increase in a Skill, Skill Group, or Specialization/Techniques, an instructor makes an Instruction + Charisma [Social] Test.

Each hit on the Instruction test reduces the time to improve the Skill, Skill group, or Specialization/Techniques by 5% (50% maximum, no less than1 day).

The instructor must know the Skill being taught at rating 4 or higher.

The instructor can only teach the Skill being taught up to a rating equal to their Instruction Skill rating.

Tutorsofts are bought individually for specific Skills, Skill Groups, or Specializations/Techniques and are treated as having the related Skill or Skills at rating 4.

A tutorsoft's rating is its Instruction Skill rating (and therefore cannot help reduce time for Skills being raised above its rating).

Tutorsofts roll its rating x 2 for the Instruction test.

Obviously (or maybe not), tutorsofts have not been invented yet.

Table: Instruction Costs

Instructor	Avail	Cost
Tutorsoft (Rating 1-6)	Rating × 2	Rating × 2.5 gp
Instructor (Rating 1-4)	Rating × 2	Rating × 0.25 gp
Instructor (Rating 5-8)	Rating × 2	Rating × 1.25 gp
Instructor (Rating 9-13)	Rating × 2	Rating × 25 gp

D. Earning Coin

During Downtime you can use your Vocational Upbringing profession to make money (Earning Coin). Like with converting Karma to gp or gp to Karma, you must state at the beginning of your downtime how many days you plan to Earn Coin.

Unlike other Improvements, you can earn coin only if you have 8 hours to devote to your profession and only to your profession. So, barring any other obvious issues, you could stay in a city and work your profession for 8 hours while working on other downtime Improvements in the other 8 hours or you could travel and work on your profession but you couldn't work on other Improvements unless your character is immune to sleep.

Additionally, you still get paid if you have to prematurely end the downtime.

To Earn Coin, at the start of Downtime roll your profession skill's dice pool (remember, -1 if Unskilled). The number of hits you get is applied to the following formula:

Earned Coin (in sp) = Vocational Upbringing Modifier × Social Class Modifier × Profession Skill hits × 1.5 sp × number of days spent working.

As a rule of thumb, you should only make one Earning Coin Test per downtime unless the downtime lasts longer than one month.

If you get no hits, then you earn half of what you would on one hit.

If you roll a glitch, then things go wrong enough that you are not able to make any money during the Downtime. It may be due to running out of materials, low demand, expenditures matching revenue, etc.

If you roll a critical glitch, then not only do you not earn any coin during the Downtime, but bad things are the reason why: Adventure time!

You cannot use Edge for Earning Coin. It's not very heroic, now is it?

With GM approval, you may buy hits for your Earning Coin Test (4 dice per hit, as normal). If your dice pool is below 9, then it is suggested (to your GM) that have to roll.

Table: Earning Coin Modifiers

Social Class	Modifier	Vocational Upbringing	Modifier
Slave	× 0.5	Unskilled	× 0.5
Commoner	× 1	Skilled	× 1
Expert	× 2	High Society	× 5
Noble	× 5		
Royal	× 25		

Table: Earning Coin by Social Class, Vocational Upbringing, and Number of Profession Hits

Vocational Upbringing & Social Class	Base Modifier	Number of Hits: 0	1	2	3	4	5	6
		× 1.5 sp per day						
Unskilled								
Slave	× 0.25	0.187	0.375	0.75	1.125	1.5	1.875	2.25
Commoner	× 0.5	0.375	0.75	1.5	2.25	3.0	3.75	4.5
Expert	× 1.0	0.75	1.5	3.0	4.5	6.0	7.5	9.0
Noble	× 2.5	1.875	3.75	7.5	11.25	15.0	18.75	22.5
Royal	× 12.5	9.375	18.75	37.5	56.25	75.0	93.75	112.5
Skilled								
Slave	× 0.5	0.375	0.75	1.5	2.25	3	3.75	4.5
Commoner	× 1.0	0.75	1.5	3.0	4.5	6.0	7.5	9.0
Expert	× 2.0	1.5	3.0	6.0	9.0	12.0	15.0	18.0
Noble	× 5.0	3.75	7.5	15.0	22.5	30.0	37.5	45.0
Royal	× 25.0	18.75	37.5	75.0	112.5	150.0	187.5	225.0
High Society								
Slave	× 2.5	1.875	3.75	7.5	11.25	15.0	18.75	22.5
Commoner	× 5.0	3.75	7.5	15.0	22.5	30.0	37.5	45.0
Expert	× 10.0	7.5	15.0	30.0	45.0	60.0	75.0	90.0
Noble	× 25.0	18.75	37.5	75.0	112.5	150.0	187.5	225.0
Royal	× 125.0	93.75	187.5	375.0	562.5	750.0	937.5	1125.0

F. Downtime Lite

Let's face it; the above sections are complex to the point of being a mini-game for each player to manage on their own (or as directed by the GM, if using the canonical guidelines for when downtime occurs). What follows is the "lite" version of character advancement and Improvement.

An Improvement is anything the player spends Karma on to make permanent gains or improvements to their character; such as Converting Karma to Gold or Gold to Karma, raising Attributes, raising or gaining Skills, Initiating, learning new magical formulae, adept powers, etc., and so on.

Improvement Karma Costs: All Karma costs for Improvements remain the same, as found in the above sections of this chapter (or as found in canon Shadowrun books, where not detailed here).

Improvement "Training" Time: The time that it takes to make an Improvement (any Improvement, raising a Skill, and Attribute, Initiation, Karma/Gold Conversion, etc.) is the Karma spent in days; except for Edge, and some Qualities with GM approval, which can be Improved immediately and instantly as long as you have the Karma to do.

One Improvement At A Time Limit: You may only make one Improvement at a time (save for Edge and some Qualities with GM approval), which you must commit to, and each day requires a full 8 hours of time ("a day") to work on. For Converting Karma to Gold or Gold to Karma, each day's worth of Conversion is an new Improvement.

Missing "Training" Time: For every day that you miss working on an Improvement, you add another day to the total time it takes you to complete the Improvement.

Stopping Training: You can, at any time, decide to abandon any currently in-progress Improvement. You spend no Karma (and do not gain the Improvement) and you can start a new Improvement on the next full day where you have the time to do so.

Other Improvement Costs: Some Improvements require trainers, teachers, materials to study from, and the like. The gp cost and Availability of such requirements are either listed in the sections where those abilities are covered or are determined by the GM.

Instruction: Using an instructor follows the same rules as for section C Instruction, above.

Earning Coin: Earning Coin (as detailed above, in section D Earning Coin) is separate from other Improvements (as it doesn't include spending or gaining Karma) and so long as you can spend 8 hours working on an Improvement and another 8 hours Earning Coin, you can do both on the same day(s).

Other: Where spending Karma for something that has a time frame less than a day (such as bonding foci, quickening a spell, etc.) they are not considered Improvements and only causes you to miss "training" time if the time to spend such Karma prohibits you from working for a full 8 hours on your current Improvement (if any).

XI. Gamemastering

The gnolls, swift of foot and loping wildly across the plain towards us was like staring into the dark heart of a fang-riddled avalanche. But it was their chariots, black spear-studded chariots drawn by foaming mouthed stallions of black and white, which truly struck fear into the hearts of my comrades.

~Belaku Sholdungur
Blood of the Carrionfields (3276 EF / I 72)

What the fuck have you gotten yourself into? GMing Shadowrun rules in a fantasy setting with an attempt at keeping some of the fantasy-heroics of D&D/Pathfinder in a system designed for black-trenchcoat/pink-mohawk level of gritty realism? Crazy? Yes, thank you, but don't worry. A lot of the work has already been done by your friendly ITA GMs here and this section is designed to help bolster your defenses against that inevitable onslaught of PC lust and rage.

A. Adventures

"A darkly cowled figure enters the darkly shadowed tavern and begins to talk of darkly hidden secrets that he wants you to find for him, darkly." Using the Shadowrun rules provides a framework to both embrace the cliché as well as move the responsibility of finding adventure on to the player's shoulders.

A standard Shadowrun adventure has the Mr. Johnson (darkly cowled figure) interview the PCs at the meet (darkly shadowed tavern) to do a, usually criminal, job (again, darkly). This works as an excellent framework for fantasy adventures and because of the nature of fantasy worlds, the "Johnson" doesn't always have to be a darkly cowled figure. Nobles could higher the PCs for espionage or sabotage against other nobles, or they could hire them to retake lands stolen by bandits or monsters, for mercenary work, or any manner of lawful (as in not against the local laws) work. It clearly marks "adventurers" for what they often are; mercenaries and sell-swords.

On the flip side, the PCs have a framework to seek their own adventures. Through their own contacts they can negotiate and en-etiquette-ate their way through other contacts and social groups to learn about items that interest them and where to find them, to gain their own lands and titles, to find groups that will teach them powerful magic or martial arts, and to do just about anything else that they want.

The key is motivation. Each player should come up with one motivating factor that pushes or propels their character towards adventure. This could be general and vague like "seeking knowledge and power" or it could be specific like "getting vengeance against the man that killed my father." The more motivations the better but it is best for each character to have one or two primary motivations to help guide their character's decisions.

Additionally, the players (with the GM's help) should think about group motivations, both as a whole and interlinked between pairs of PCs. Two or three players may decide to come up with a motivation that affects them but not the rest of the group, and so on. As the players describe their characters' individual motivations they may decide that one of those should be their group's primary motivation or they might come up with something altogether separate.

Motivations are not static and can obviously change or be completely removed with the accomplishment of certain goals. As GM, you should come up with new motivations that reveal themselves to the players when they have achieved success over one of their motivations. Like finding out that the man that killed the one character's father only did so at the orders of someone else.

Or not. It's often good to wrap up motivational accomplishments to give characters (and their players) a sense of…accomplishment which gives them a chance to have their character grow and take on new motivations.

Regardless, have fun. If you just like the Shadowrun rules and also like a good murderhobo[1] campaign, then by all means eschew motivational baggage and get to the wonton destruction and mayhem!

[1] My apologies if that term is taken as a pejorative. It's meant as fun comedy here while providing a pretty accurate description of what kind of role playing it entails.

B. Reputation

Reputation is composed of Prestige (Shadowrun's Street Cred), Notoriety, and Fame (Public Awareness).

Prestige

Prestige is Agrros Guleth's version of Shadowrun's Street Cred. It's the grand sum of your lifetime's accomplishments, especially as it is known among your peers and the movers and shakers of the world. "For every full 10 Karma that a character earns, they get a point of [Prestige]." (SR5, 372). This does not include bonus Karma from Negative Qualities taken during character creation. The GM can also award Prestige for notable actions.

Unlike Shadowrun, you only gain the positive Limit Modifier to all Social Tests with respect to beings that know you, or at least about you and your deeds, equal to your Prestige ÷ 3 (round down). So only after you have earned 30 Karma will you see your first positive Limit Modifier.

Notoriety

The flavor of Notoriety, and how it is gained, is largely covered in Shadowrun 5th Edition (SR5, 372). You start with 0 Notoriety (the lowest it can be).

You gain one point of Notoriety for each of the following SR5 Negative Qualities that you have: Addiction, Bad Luck, Gremlins, Spirit Bane, and/or Uncouth, and also for each of these new Negative Qualities: Cursed, Mad, and/or Ordeal-Scarred.

You lose one point of Notoriety for each of the following SR5 Positive Qualities that you have: Blandness, First Impression, Lucky, and also for each of these new Positive Qualities: Ambassador, Heroic, and/or Quite the Professional.

Additionally, in a fantasy setting, the following examples are other ways you can gain Notoriety:

- Working for a tyrant or other unjust noble or royal
- Committing violent crimes
- Public insolence towards nobility and royalty
- Working for a thieves or assassin's guild
- Bravely running away

Effects of Notoriety

Each point of Notoriety reduces your Social Limit by one when dealing with beings that know who you are or have at least heard a good deal about you and are certain they are dealing with the person they've heard about. It is possible to be mistaken for someone else such that their Notoriety is applied to your Social Tests. However, in some cases, such as Intimidation tests, it may be applied as positive modifier to your Social Limit.

Additionally, your Notoriety is the threshold for when the GM asks for a Notoriety Test. When making a Notoriety Test, you roll an Edge + Edge (Notoriety) Test. If you fail then you will be recognized for any of the reasons that you have a Notoriety score that the GM sees fit.

Notoriety tests are often made when you arrive back in town, or enter a new tavern, or attend a noble's party. Failed results can include wanted posters being placed around town, local thieves looking to collect on a price on your head, commoners burning pitchforks and chasing you out of town with the sharp ends of their torches, etc.

You can buy off Notoriety as per the standard rules (SR5, 372)

Fame

Fame also is mostly the same as Public Awareness (SR5, 372), except that in most fantasy campaigns it's not such a bad thing. The Public Awareness Table (SR5, 373) is still very relevant but replace "shadow community" and "shadows" with "adventurers", "conspiracy theorists" with "nobles, churches, and other insular groups interested in the deeds of heroes", and so on.

Fame is used in situations where you are recognized, like Prestige and Notoriety. When dealing with those that know who you are, you gain your Fame rating as a positive dice pool modifier to Social Skill tests as well as your Notoriety tests. But like any proper two-edge sword, your Fame is also added to the threshold of your Notoriety tests (while you may be recognized for your Fame instead of Notoriety in these cases, as the GM decides).

C. Travel

Agrros Guleth uses following rules for overland, non-combat related, travel.

Carrying Capacity

Because PCs often use horses, ponies, and other mounts as well as vehicles powered by those mounts to travel in their adventures, having a consolidated list of standard mounts and their carrying capacities as well as clarifying rules for vehicles pulled by mounts is essential.

The table below lists various mounts' carrying capacities for an average version of that species. The listed loads are in kilograms (pounds) and only report the high end values; i.e.:

Base Carry is (STR × [10 or 15]) kg or less.

Light Encumbrance is ([STR + (½ Physical Limit)] × [10 or 15]) kg or less.

Heavy Encumbrance is ([STR + (Physical Limit – 1)] × [10 or 15]) kg or less.

Where any difference between the maximum Heavy Encumbrance to Overburdened is a gray area, subject to the GM's determination.

Table: Mounts' Carrying Capacities in kg (lbs)

Mount	Str	Base Carry	Light Enc.	Heavy Enc.	Over-burdened
Dog, Riding	4	60 (132)	105 (231)	135 (298)	150+ (331+)
Donkey	8	120 (265)	195 (430)	240 (529)	255+ (562+)
Goblin Worg	6	90 (198)	150 (331)	195 (430)	210+ (463+)
Horse, Heavy	10	150 (331)	240 (529)	300 (661)	300+ (661+)
Horse, Light	8	120 (265)	195 (430)	255 (562)	270+ (595+)
Human, average	3	30 (66)	50 (110)	60 (132)	70 (154)
Mule	8	120 (265)	195 (430)	240 (529)	255+ (562+)
Pony	8	120 (265)	195 (430)	240 (529)	255+ (562+)

Personal Movement

Personal Movement, is based on your Agility, whether walking, running, or sprinting. Personal Movement is used during Tactical situations (where time is tracked by Combat Turns) and in Chase situations (where time is tracked by minutes).

Tactical Movement

This is based off the standard Agility × your species' walk and run modifiers in meters per Combat Turn.

Chase Movement

Chase Movement is simply your Tactical Movement's Running rate × 20, as it is measured in minutes and there are 20 Combat Turns in a minute.

Chase movement can be handled like vehicle chase combat (SR5, 203), where instead of Reaction + Vehicle Skill [Speed or Handling] (maneuver Threshold) tests, you a Running + Agility [Physical] (maneuver threshold). Using Chase Movement Speeds (see table below), for every full 20m faster than your opponent that you are you gain a +2 dice pool modifier this Running test.

Wide and empty streets, open plains, and the like use Speed Environment Approximate Distances, while chasing someone through a crowd, in narrow winding streets and alleys, or through a forest uses Handling Environment Approximate Distance (see Chase Ranges Table, SR5, 204).

Most Chase scenes end in under 20 minutes, so only those with very low Body ratings and no Running skill need to worry about Fatigue Damage (see below) during chases.

Table: Chase Movement Speeds

Agility	Base Running	Chase
1	4 m (AGI×4) 5 m (AGI×5)	80 m/min 100 m/min
2	8 m (AGI×4) 10 m (AGI×5)	160 m/min 200 m/min
3	12 m (AGI×4) 15 m (AGI×5)	240 m/min 300 m/min
4	16 m (AGI×4) 20 m (AGI×5)	320 m/min 400 m/min
5	20 m (AGI×4) 25 m (AGI×5)	400 m/min 500 m/min
6	24 m (AGI×4) 30 m (AGI×5)	480 m/min 600 m/min
7	28 m (AGI×4) 35 m (AGI×5)	560 m/min 700 m/min
8	32 m (AGI×4) 40 m (AGI×5)	640 m/min 800 m/min
9	36 m (AGI×4) 45 m (AGI×5)	720 m/min 900 m/min
10	40 m (AGI×4) 50 m (AGI×5)	800 m/min 1,000 m/min
11	44 m (AGI×4) 55 m (AGI×5)	880 m/min 1,100 m/min
12	48 m (AGI×4) 60 m (AGI×5)	960 m/min 1,200 m/min

Overland Travel Rate

Overland Travel Rate has much more to do with your species than your personal Agility rating. OTR is used to determine your hourly and daily speeds.

Table: Overland Travel Rates

	OTR in km (mi)[1]	
Base ES	Hourly	Daily
-6	0.25 (0.15)	2 (1.5)
-5	0.5 (0.25)	4 (2.5)
-4	1 (0.5)	8 (5)
-3	2 (1.25)	16 (10)
-2	3 (2)	24 (15)
-1	4 (2.5)	32 (20)
0	5 (3)	40 (25)
1	6 (3.75)	48 (30)
2	7 (4.25)	56 (35)
3	8 (5)	64 (40)
4	9 (5.5)	72 (45)
5	10 (6.25)	80 (49)

[1] Save for 0.25 km/hr, all other mile conversions are rounded to the nearest quarter mile for hourly, and the nearest half mile for daily.

In some instances, Personal Movement and OTR may overlap. Such as in the case of a creature with Body 8, Agility 6, Running skill 4, and OTR 5 km giving chase to you, with your OTR of 5 km, when you have an hour lead on the creature. The creature, in this case, can run for 120 minutes (2 hours) before Fatigue damage starts to take effect. The creature has a run modifier of ×6, which means it runs at 36 meters per Combat Turn, which is 12 meters per second, or 43.2 km per hour! Which the creature can maintain for 2 hours! So when it starts to give chase when you're 5 km away, it clears that 5 km in just under 7 minutes, and you're 0.6 km from it. 49 seconds later the creature has closed that 0.6 km, and you're just 68 meters away now. In less than 7 more seconds it's charging you. So the distance it took you 1 hour 7 minutes and 56 seconds to cover, only took the creature 7 minutes and 56 seconds.

The average human, assuming a Running skill of 3, could run for 1 hour at a speed of 12 meters per combat turn (4 meters per second, 14.4 km per hour) before having to deal with Fatigue damage. While an unskilled average human could run for 30 minutes before Fatigue begins to take effect, which gets them 7.2 km away.

The point being, if you're chasing travelers try running after them until you have to deal with Fatigue Damage.

Terrain & Overland Travel Rate

The following modifiers are multiplied by your Overland Travel Rate due to the relative difficulty of the terrain.

Table: Terrain & Overland Movement

Terrain	Road	Trail	Trackless
Desert, rocky	× 0.80	× 0.60	× 0.40
Desert, sandy	× 0.90	× 0.75	× 0.50
Forest, Conifer	× 1.00	× 0.80	× 0.75
Forest, Decid.	× 0.90	× 0.75	× 0.50
Hill/Badlands	× 0.75	× 0.60	× 0.40
Jungle	× 0.75	× 0.50	× 0.25
Moor/Marsh	× 0.80	× 0.75	× 0.60
Mountain	× 0.60	× 0.40	× 0.25
Plains/Savanna	× 1.00	× 0.90	× 0.80
Swamp	× 0.70	× 0.60	× 0.40
Tundra, frozen	× 0.90	× 0.75	× 0.60

When moving through multiple terrains, multiply the two modifiers together to receive the final overland movement modifier. However, the only terrain that combines with other terrains are hills, and then they only combine with forests (conifer or deciduous) and jungles. The table below details the combined hills + other terrain results of multiplying their modifiers together.

Table: Hills & Other Terrain Overland Movement

Hills and...	Road	Trail	Trackless
Forest, Conifer	× 0.750	× 0.48	× 0.30
Forest, Decid.	× 0.675	× 0.45	× 0.20
Jungle	× 0.563	× 0.30	× 0.10

If the hills are mild, feel free to use Moor/Marsh modifiers instead, as the hills modifiers are for moderate to extremely rolling and complex hill geography that is often broken with ravines, small streams and rivers with steep embankments, and some cliffs.

Trackless

When not following any paths, roads, trails, highways, or the like, then travel is considered trackless.

Trails

Trails can be rarely-used roads as well as well-worn paths, whether or not they are worn by sentient species or animals or both, and generally only allow single-file travel except for vehicles which are too large and must use trackless modifiers.

Roads

A road is typically a dirt track though poorly made stone or paved roads also fall into this category and are commonly in use.

Highways

Major, well kept, roads and highways increase the rate of travel through a region by +0.10 to the base road modifier. So that, traveling on a highway through a sandy desert means the characters will travel at x 1.00 speed, through a swamp they will travel at x 0.80, while through a coniferous forest or plains the characters will actually move at a faster rate, x 1.10, due to the abundance of food, water, and the mild geography of the terrain.

Survival Skill

Each day, you may make a Survival + Intuition (2) test to increase your Overland Movement modifier by one step; from Trackless to Trail, from Trail to Road, or from Road to Highway. The threshold is increased by +1 for every two additional people you are "helping" along the road to travel at the increased speed (mounts, wagons, and the like are not included in calculating the threshold increase).

Overland Travel Rate Hustling

You can hustle while making hourly and daily travels which increases your OTR by × 1.5 but Fatigue Damage (see below) sets in after the first hour of hustling.

Water Travel

Travel by water is often the fastest mode of transporting cargo. The Base Speeds for various vessels are as follows:

Rowboat: 6 km/h (3.25 knots)
Caravel: 7.5 km/h (4 knots)
Carrack: 9 km/h (5 knots)
Galley: 9 km/h (5 knots)
Cog: 9 km/h (5 knots)
Longboat: 14 km/h (7.5 knots)

On rivers, most vessels travel at the speed of the current unless they are in a hurry, in which case they typically can add their Base Speed to the river's speed. Upstream, the Base Speed is halved and they do not get the river's speed bonus.

On large bodies of water, the conditions are either Still, Unfavorable, Normal, or Favorable. Regardless of the conditions, if the vessel has oars it can be rowed at rowboat speeds but is subject to the fatigue of the rowers.

In Still conditions, the vessel makes no headway.

In Unfavorable conditions, the speed of the vessel is quartered (x 0.25). Typical Unfavorable conditions are when a vessel has to tack as it is overall traveling in the direction of the prevailing winds.

In Normal conditions, the speed of the vessel is its Base Speed.

In Favorable conditions the Base Speed is doubled.

Mounts & Vehicles

Regardless of how many beasts of burden pull a vehicle, the animal with the lowest OTR is used as the default speed.

Divide the total weight of the vehicle, including drivers, passengers, and cargo, by the number of beasts of burden used to drive the vehicle. The result is the effective weight each animal is "carrying."

If all the beasts of burden driving the vehicle are not over their Base Carry Weight, then the vehicle is able to move at the slowest member of the team's OTR.

If any beast of burden driving the vehicle is Lightly Encumbered or more then apply the worst Encumbrance modifiers (see chapter VII Skills, E Using Skills: Additions, Lifting/Carrying) to every animal in the team and use the slowest one's OTR

Drivers: Unless otherwise directed, vehicles will follow the Road or Trail that they are on, or if Trackless, they will continue in the straightest and most even path as possible. Regardless of whether on a Road, Trail, Trackless, the animals will often try to stop and eat or drink or just to rest as they see fit.

If the vehicle has a driver, who is also holding on to the reigns or other controlling device (which typically requires two hands), the driver can spend a Complex Action to change the direction or increase/decrease the speed of the vehicle by no more than 45 degrees from the direction it is currently traveling or by one movement category (stop, walk, run, or sprint). With a successful Animal Handling + Charisma [Social] (3) Test the driver can increase the turn by up to a total of 90 degrees.

Agile vehicles, such as chariots that are made for combat, are treated as mounts (see VII Skills, E Using Skills: Additions, Animal Handling) but use the appropriate Vehicle Skill + Charisma instead of Animal Handling + Charisma for commands.

D. Fatigue

Fatigue is resisted with Body + Willpower and may be modified by clothing, armor, or other modifiers depending on the source of the Fatigue damage. The first test for Fatigue Damage is 1 Stun and increases by 1S at each interval listed for the specific type of Fatigue.

Activity Fatigue

Activity Fatigue are types of fatigue that set in after performing strenuous activities or from not taking care of your general health.

Encumbrance Fatigue

As stated in VII Skills, E Using Skills: Additions, Lifting/Carrying, you must resist Fatigue Damage for movement (as Running, Sprinting Fatigue, or Travel Fatigue see below) as follows:

Lightly Encumbered All: All Sprinting tests incur Fatigue even the first Sprint test.

Heavily Encumbered Biped: As Lightly Encumbered but you cannot Sprint.

Heavily Encumbered Quadruped: As Lightly Encumbered but Fatigue is Physical, not Stun.

Overburdened Biped: As above and you incur Fatigue after every meter moved.

Overburdened Quadruped: Fatigue tests automatically fail (no Damage Resistance tests); additionally Travel Fatigue from Husting occurs every 30 minutes instead of every hour.

Max Load Biped: As above but even if you do not move you incur Fatigue.

Max Load Quadruped: As Overburdened.

Running Fatigue

For every 3 minutes of running, after running for ([Body + Running] x 10) minutes, Running Fatigue Damage is accumulated.

Sprinting Fatigue

Sprinting Fatigue Damage is dealt on each consecutive Action Phase or Combat Turn, including the first, when you begin making Sprinting tests.

Travel Fatigue

After 8 hours of travel in a day, or after 1 hour of Hustle Rate, Travel Fatigue Damage occurs every hour (or 10 minutes if Hustling).

Environmental Fatigue

Environmental Fatigue rules can be found in chapter VII Skills, E Skill Additions: Using Skills, Survival. Overall, the rules in *Run & Gun* as well as in the *Shadowrun Core Rulebook* are not used for the fantasy setting.

E. Fantasy Populations

This section is focused on world building which means it will be of minimal importance to most players and even many GMs. Honestly, it's here because I wanted to consolidate and integrate several sources that I have been using for years in my own world building and figured that there may be a handful of other gamers that will enjoy, if not find some use for, the following guidelines. Nothing in this section is set in stone and where it deviates from what you want in your world change it as desired; it's a framework to build around not a cage.

The following characteristics and statistics of settlements and populations are largely based off S. John Ross' work from the "Medieval Demographics Made Easy" website (www222.pair.com/sjohn/blueroom/demog.htm) and Shawn Vincent's "What did people do in a Medieval City?" website (http://www.svincent.com/MagicJar/Economics/MedievalOccupations.html), both of which heavily site *Life in a Medieval City* (Joseph and Francis Geis, Harper and Row, 1981), as well as the Warhammer Fantasy RPG (specifically the section on Settlement Patterns In The Old World, pg 286 of the 1st edition core book) with inspiration from Pathfinder's settlement size categories and attributes.

Population Demographics

For any given area there will be a population. The population may be zero if there's nobody there, so you should probably pick areas where there are people so that you have a population to work with. The area may be a continent, nation, kingdom, city-state, or hamlet, or orbiting space station; whatever you are working with. Once you have an area with people, it will be one of five general Types...twice over for most fantasy settings.

Species Population Types

Species Population Type determines the demographics of the various species living in the population.

Homogeneous: Homogeneous populations are 99% to 100% comprised of one species. They are either very rare or are the norm for most fantasy settings, save for small tribes and nomadic bands. Where there are other species present in a single settlement they are typically individuals or single families living as emissaries, ambassadors, exiles, and so on.

Dominant Majority: A dominant majority has roughly 75% to 98% of its population as a single species with the remaining population being comprised of other species which are commonly second, or at least separate class citizens.

Mixed Majority: Mixed majority populations are those where the dominant species comprises over 51% of the population but usually less than 75% and no single other species comprises more than 41% of the population.

Weak Majority: A weak majority population has one species that is the majority which is less than 50% of the total population but 10% or greater than any other species' population. A weak majority, for example, may be one where the dominant species is only 25% of the total population, but none of the other species make up more than 15% each (which indicates there would need to be at least 6 species in that population).

Heterogeneous: These populations are comprised of two or more species where no one species has 10% or more majority over the others. A heterogeneous population with two species would not have more than a 54%/46% split, for example, while one with four species would at most have approximately a 31.75%/22.75% split between the most and least populous species and the other two lying within that range. There, of course, may be special cases of very small minority species living in a heterogeneous population, but so long as the majority of species in the area are within 10% of each other then it can be considered heterogeneous.

Table: Population Types

Type	Majority %	Minorities %
Homogeneous	100% - 99%	1% - 0% all
Dominant	98% - 75%	25% - 2% all
Mixed	74% - 51%	41% - 0% each
Weak	less than 51%	less than 10% of majority each
Heterogeneous	less than 32%	greater than 10% of majority each

Racial Population Types

For each species in a population, there will be racial populations distributed like the species population types above. A heterogeneous species population may have one species with a homogenous racial population and another species may have a weak majority racial population.

To make things even more complicated, race is an arbitrary cultural construct and can mean different things in different regions. "Race" and "peoples" are often interchangeable. For example, in the Forgotten Realms the human races are largely identified by their native language such that the Chondothans see themselves as a different race from the Illuskan peoples to the north. But the GM would be equally justified in having the natives of Waterdeep, largely Chondothan, see themselves as Waterdhavians; a people separate from the Chondothans, Illuskans, and the rest.

In most medieval and earlier cultures, race was more akin to a geographical-nationality than skin color. It's up to you, the GM, to decide how race is used (if at all). In Agrros Guleth, overarching racial designations are a combination of when groups became more or less genetically isolated from each other at various points in their histories while within the setting race often falls along national lines (depending on how long nations of the same species separated from each other).

For example, the Valdain humans have occupied much of the north-central region of the Khormadal continent for over 700 years. Approximately 400 years from the present "in-game" date the majority of the Valdain consolidated into an Empire even though their total population numbered less than 300,000 at the time. However, around 6% of the total Valdain remained isolated in the Bonepine Hills, 4% kept to tribal ways in the east, and 2% were independent "pirates" on the Gothan Isles. While after 400 or so years all are still considered Valdain for general game purposes (overall average physical appearances, collective history, and geographical regions) these, now 5.4 million, humans see themselves as the Valdain (4.7 million in the former Empire), the Borgain (300,000 in the Bonepine Hills), Izldain (200,000 in the east), and Gothan (100,000 among the islands), with another estimated 100,000 or so dispersed into other cultures and regions. While their neighbors largely just see them all as

humans unless they are aware of other human groups, in which case they may differentiate between the Valdain, Kemir, and Sezri humans.

Government

Settlements (and by extension larger populations like kingdoms) will have a government, which can as varied as those found in the real world. Two neighboring settlements may have vastly different governments, which are themselves different from the government of the kingdom to which they belong. Or the kingdom may dictate how each settlement is governed right down to the smallest thorps and coaching inns. Or the governments may lie somewhere in between.

A settlement's government can be described with three categories; Form, Law, and Alignment, all of which may match or differ from the larger population to which it belongs.

Form

A government's form describes who has authority (type) and how or why they do so (power). An Elective Democracy has as its type a government based on the will of the people and the government's power is exerted through elected officials while a Religious Oligarchy's type is ruled by a select group of individuals with power derived from a religious order or orders, a church or churches, or (since this we're talking about fantasy worlds) agents of or the gods themselves.

You can boil the types of governments' forms into the following:

Democracies: Many people in the settlement or society have power and while "everyone gets a vote" is one of the most commonly thought of democracies, one man's democracy might be a woman's oligarchy depending on just who are the "many" that have the power. Generally, in medieval fantasy settings, if over 10% of the population of a settlement (or larger group) has a say in how things are run, then it's a democracy.

Oligarchies: Oligarchies are ruled by a small group or groups that are typically no larger than 10% of the population, and often much smaller. Within the oligarchy they may vote when in disagreement, or they may have a rotating power structure, or any number of other ways of deciding on how things get done. Smaller egalitarian communities are often ruled by oligarchies of the elders, while larger settlements (if they are oligarchies) will be ruled by the heads of noble houses, the heads of merchant guilds, church leaders, combinations of those, or some other form of consolidated rule. Several city states that have formed a confederation could be considered an oligarchy with each city state retaining its own form of government.

Autocracies: This form of government has one individual as the be-all end-all ruler of the settlement or society. This may be as simple as an elected mayor of a small village or as complex as a monarch selected through a web of heredity. The autocrat may be benign or a tyrant and they may set up other forms of government beneath them to help them rule, but unless those below the autocrat resist or rebel then the autocrat has the final say.

Sources of government power can be more complex, but its best to describe your settlement or society with the primary power (or powers, if more than one plays a significant part). Listed below are examples of power sources, but it is by no means exhaustive. It is also important to keep in mind that a source of power may or may not be real. While one kingdom may have actually had the gods come down and appoint the queen, the kingdom next door may just be jealous and their king claims that the same thing happened to him.

Divine: The power of those in control of the settlement or society are, or are claimed to be, from divine sources; either through agents of the gods or the gods themselves. Sometimes it is one or a select group of gods that have appointed the settlement's type of government and for others it may be the whole pantheon.

Economic: Where merchants and guilds are wealthy and influential, governments ruled by the wealthy tend to follow. Those in power in these types of governments have their power because they can buy it or because others see that giving them power enhances their own lives.

Elective: Elective governments derive their power from those who do the electing. Even autocracies can be elective, though rare, with a new leader elected on the death or retirement of the old one or at given time intervals. Of all the sources of power, elective is most likely to be paired with another source to indicate who does the electing.

Heredity: The power of the government is passed down through familial lines, often from the current ruler to their oldest living offspring though more complex versions exist such as the oldest members in a handful of families that have descended from one or more individuals are those that form the oligarchy.

Landed: Those who own land have the power or at least only those who own land are allowed to wield power but they may still need to be elected or have the right heredity to do so. If one person owns all the land then that could be a landed autocracy, while if over 10% of the population owned land (and they were the ones that decided on how things were run) then that would be a landed democracy.

Magical: In a magical government, it is those who can wield magic who are in power. They may be church leaders, individual magicians, magical colleges, or the like so long as their ability to use and manipulate magic is the reason the rest of the society listens to them does what they say.

Military: One of the oldest sources of power, from the mighty chieftain and his group of strong men to the queen with her loyal army to the city where every adult has an iron forge and makes their own arms, the military is often the key in consolidating and supporting a government's power.

Populous: A populous government is one that gets its power from the people. It could be a near anarchic democracy where the right people for the right jobs fill the roles or it may be that once every ten years or at the loss of a battle that anyone may challenge the current autocrat to the title of absolute ruler and the people will abide by the outcome.

Law

The law of a settlement represents how the will of government is expressed and executed. Is the settlement's rule based on a written code, judicial precedents, evolving customs, or even on the whim of the law enforcers? This can be as varied and complex as you wish but generally stating if the law is codified (written down) or not helps to solidify the creation of your settlement, kingdom, or culture.

One common version of law is codified punishments coupled with enforcement and judicial whim. In this, the guards/police of the settlement decide on whether to arrest someone or not (and they may effectively be judge of the crime as well) and the accused are brought before a judge who then decides if the accused is guilty. If they are found guilty the codified punishments are consulted and compared

to the crimes so that the "appropriate" punishment can be administered.

If enforcement is also codified then there will be written rules on how the guards can arrest suspects, procedures on holding them, and so on.

If the judicial aspects of the law are codified then rules for how the accused are tried (by jury, by lawyers, etc.) will be written down.

Regardless of how structured or not the law is, individuals in power may be more, less, or similarly just.

Alignment

Settlements should have an alignment (and do so in Agrros Guleth). The alignment of the settlement represents the overall direction, in terms of good and evil, law and chaos, which the settlement is leaning towards. While on average the majority of the population will be Neutral, the settlement will be influenced by various factors from how its leaders rule to how taxes are spent to how tradition dictates how the people treat each other, and so on.

As the GM, you can use the alignment of a settlement to determine settlement modifiers (see below) as well as how various individuals and groups within the settlement will react in and to different situations.

It can also be helpful to add qualifiers to the settlement's alignment. A settlement that is "Mildly Lawful Good" will feel different than one that is "Bizarrely Lawful Good."

Settlements

A settlement is where people live; where they rest, sleep, as well as where they typically eat, socialize, and defend themselves. It often includes where people work if they are merchants or provide other urban services.

A settlement does not include farmland and ranches for livestock, referred to collectively as agriculture or agricultural area, though a settlement may be immediately adjacent to, or surrounded by, its related agricultural area. Additionally, settlements do not include other resource-gathering areas like a quarry or forests from which lumber is cut but they usually do include the areas where the finished products from those resources are made, traded, bought, and sold.

Settlement Types

For this system, the following settlement types are used:

Table: Settlement Types

Settlement Type	Population Range	Avg Pop.
villages (lower case)	**1 – 799**	**200**
Thorp	1 – 49	25
Hamlet	50 – 99	75
Small Village	100 – 399	250
Large Village	400 – 799	600
city (lower case)	**800 – 30,001+**	**20,000**
Small Town	800 – 1,999	1,400
Large Town	2,000 – 4,999	3,500
Small City	5,000 – 11,999	8,500
Large City	12,000 – 29,999	21,000
Metropolis	30,000+	45,000

Where the lower-case "village" or "city" is used it refers to all those settlements listed under the bolded entry for them in the table above. The average populations for villages and cities are weighted towards the commonality of the individual settlements where the majority of villages are either Hamlets or Small Villages, and most cities are Large Cities, but rarely metropolises.

Settlement Population Density

The average settlement will have a population density of 15,000 people per square kilometer. This breaks down as follows:

15,000 people per km^2 (38,850 people per mi^2, as there are 2.59 km^2 per mi^2)

150 people per hectare (61 people per acre, as there are 0.4047 hectares per acre)

1 person per 66.67 square meters (1 person per 717.6 square feet).

This roughly translates to every person in a settlement, on average, having a 6 meter × 6 meter (20 ft × 20 ft) house, home, room with a little more than 1 meters (3.3 ft) of "yard" around the house (which includes shared roads, wells, and the like). Obviously an actual settlement will be messier than this, as the wealthy will have much larger estates, and commoners will often include 2 – 6 adults living in one small room. But as an average size of a settlement, it will take up 1 km^2 for every 15,000 people living in it.

Various factors can change the 150 people per hectare average. An economically poor and/or technologically low settlement may require more area for residential space, while wealthy and/or higher technology (e.g. able to construct multi-story residential buildings) cultures will require less space. Because a tyrannical oligarchic settlement with a large slave population living in close quarters and an egalitarian settlement capable of constructing spacious multi-story residential buildings may have the same population density, there is no clear cut way to categorize settlement type with population density.

Table: Settlement Population & Density

Settlement	Population Range	Density Range in km^2...
Thorp	1 – 49	0.0001 – 0.003
Hamlet	50 – 99	0.003 – 0.007
Small Village	100 – 399	0.007 – 0.027
Large Village	400 – 799	0.027 – 0.053
Small Town	800 – 1,999	0.053 – 0.133
Large Town	2,000 – 4,999	0.133 – 0.333
Small City	5,000 – 11,999	0.333 – 0.800
Large City	12,000 – 29,999	0.800 – 2.000
Metropolis	30,000 +	2.000+

Table: Settlement Density

Settlement	Avg. Density Range in ...	
	hectares	mi^2
Thorp	0.01 – 0.33	0.0001 – 0.001
Hamlet	0.33 – 0.66	0.001 – 0.003
Small Village	0.67 – 2.66	0.003 – 0.010
Large Village	2.67 – 5.33	0.010 – 0.021
Small Town	5.33 – 13.33	0.021 – 0.051
Large Town	13.33 – 33.33	0.051 – 0.129
Small City	33.33 – 79.99	0.129 – 0.309
Large City	80.00 – 199.99	0.309 – 0.772
Metropolis	200+	0.772+

Culture & Primary Settlement

Culture here refers to how a settlement views itself with respect to other settlements within a day or two of travel, a local culture. Usually there is no formal declaration of shared local culture between settlements, only an overall general understanding that the average person of a settlement will have about their settlement's place and role in the world. However, formal declarations can cement a local culture, especially after war.

Commonly, local culture works as follows: The largest settlement of a region, usually a city, will be the cultural focal point; the primary settlement. This doesn't necessarily mean that the primary settlement is the political leader of the region, only the settlement with the highest population. The surrounding settlements, usually villages, will be socio-economically, linguistically, and militarily dependent on the primary settlement which is essentially being a part of the same local culture.

A kingdom or nation may be comprised of several cultures, each based on their own primary settlement, which when taken together form a larger overarching culture, called a grand culture.

This doesn't mean that the primary settlement and all of its culturally dependent settlements are all snuggle-bears and in love with each other. I mean, they could be, but all this really means is that these settlements are culturally, linguistically, economically, and militarily, tied together and the leader(s) of the primary settlement may be tyrannical ass-hats that all the surrounding villages hate but still accept they're a part of the ass-hat's culture (possibly due to being heavily garrisoned with the tyrants' loyal troops).

If the dependent settlements start to deny being a part of the primary settlement's local or grand culture, well, that's when rebellion, wars, and the like begin. Usually, if the dependent settlements "win" then the appropriate persons in the primary settlement get replaced with those who share the values of the dependent settlements and now the culture is once again united. If the primary settlement "wins" then the dissent in the depended settlements is quenched, at least for the time being. On rarer occasions, a long term truce or treaty may establish two different cultures within exceptionally close proximity to each other (even having overlapping spheres of influence, see below).

Settlement Spheres of Influence

Cities (lower case) have spheres of influence. The first sphere of influence extends from the city out to a radius of 40 km (25 mi), the distance most humans can easily walk in 8 hours. The second sphere of influence extends from the outer edge of the first sphere to another 40 km (25 mi), a total radius of 80 km (50 mi) from the primary settlement.

For villages (lower case) that are the primary settlement, the spheres of influence radii are halved.

Obviously, when applied to specific cities these distances often won't match how far a human can walk in a day. With roads and open fields traveling 40 km in a day is easy, but if the land is dominated by rocky hills then it may take a day to travel only 30 km (19 miles) and even less in mountainous regions. But in general, 40 km increments are the baseline.

Spheres of influence do not inherently dictate the borders of a grand culture or even the individual primary settlement's borders. But the spheres do provide a guideline, in that without any other influences (like two culturally opposed primary settlements sitting across a river from each other) a primary settlement's political boundaries will usually be at least somewhere beyond the outer edges of the first sphere of influences.

Table: Spheres of Influence

Settlement Type	1st Sphere	2nd Sphere
villages (lower case) radius	0 – 20 km (0 – 12.5 mi)	20 – 40 km (12.5 – 25 mi)
villages (lower case) area	1,257 km^2 (485 mi^2)	3,770 km^2 (1,456 mi^2)
city (lower case) radius	0 – 40 km (0 – 25 mi)	40 – 80 km (25 – 50 mi)
city (lower case) area	5,027 km^2 (1941 mi^2)	15,079 km^2 (5,822 mi^2)
Both spheres of a village's area is 5,027 km^2 (1,941 mi^2)		
Both spheres of a city's area is 20,109 km^2 (7,764 mi^2)		

Outside the second sphere of influence is the third, which is loosely defined as how far the primary settlement is willing to send representatives to collect taxes or how far their armies can march before being opposed by another primary settlement.

Dependent Settlements

In addition to being the general area in which a primary settlement can exert its power, spheres of influence also contain smaller settlements that are dependent on the primary settlement economically, militarily, and socially.

Dependent settlements are almost always villages (Villages, Hamlets, and Thorps) and even if they are not they will have a smaller population than the primary settlement, usually by at least 20%, as by definition the primary settlement has the largest population in its region.

The table below lists the random number of dependent settlements around primary settlements by the size of the primary settlement.

Table: Random Dependent Settlements

Primary	Dependent Settlements in...		
Settlement	1st Sphere	2nd Sphere	Avg Total
Thorp	1D6-3 (0)	1D6-4 (0)	0
Hamlet	1D6-2 (1)	1D6-3 (0)	1
Small Village	1D6-1 (2)	1D6-2 (1)	3
Large Village	1D6 (3)	1D6-1 (2)	5
Small Town	1D6+1 (4)	1D6 (3)	7
Large Town	1D6+3 (6)	1D6+1 (4)	10
Small City	2D6 (7)	1D6+3 (6)	13
Large City	3D6 (10)	2D6 (7)	17
Metropolis	4D6 (14)	3D6 (10)	24

Negative results are treated as 0 dependent settlements.
The numbers in parenthesis are average results.

For cities that are the primary settlement, the average population of each of its dependent settlements will be 200 people (villages' average). For villages that are the primary settlement, the average population of the dependent settlements will be 75 people (Hamlet's average).

Table: Average Settlement Total Populations

Primary	1st Sphere	2nd Sphere	Depend. Total	Total Population
village (lower case)	**100**	**50**	**150**	**350**
Thorp	0	0	0	25
Hamlet	75	0	75	150
Small Village	150	75	225	475
Large Village	225	150	375	975
city (lower case)	**1,800**	**1,200**	**3,000**	**23,000**
Small Town	800	600	1,400	2,800
Large Town	1,200	800	2,000	5,500
Small City	1,400	1,200	2,600	11,100
Large City	2,000	1,400	3,400	24,400
Metropolis	2,800	2,000	4,800	49,800

As needed, you can increase the size of any dependent settlement so long as its population is less than the primary settlement (and usually no more than 80% of the primary settlement's population).

Geography

The geography of an area dictates how many people it can support. There are two geographic features, terrain and agriculture, which together determine how many people can live in a given geographical area.

Agriculture

Agriculture is defined as land that has been terraformed or is naturally optimal for farming, livestock, and the like, in addition to the support system such as roads, irrigation, wells, barns, and on-site grain storage. For a Medieval fantasy setting, agriculture land can support 70 people per km^2. This can be calculated as follows:

The low-end average area of farmed land required for a population can be calculated as follows:

There are 3,000 calories in a kilogram of harvested wheat (low value for pre-modern wheat).

Average humans require 2,250 calories per day, or about 840,000 per year (rounding up to an easily divisible number).

So the average human requires 280 kg of wheat per year to survive which we again round up to 300 kg (mostly as a safety net).

Modern day cereal crop yields in technologically advanced cultures are typically in the thousands of kg per hectare per year. For the medieval style fantasy setting, we use 600 kg/ha per year; one hectare easily produces enough wheat for two people to live on.

That is a terrible diet though. Everyone in the culture will be supplementing their diets with meat, fish, fruits, vegetables, and nuts. We solve this by saying that for every hectare used to grow wheat (or similar staple crops) two hectares are used for specialty crops, grazing land (where 1 hectare of variable grassland is able to sustain 1.4 cows), roads, storage, and the like.

To sum up; it takes three hectares to support the healthy yearly dietary needs of two people in a medieval fantasy setting with at least one of those hectares being used for high yield crops.

This aligns closely with the general 70 people per km^2 we started with. There's a hundred hectares per km^2, so 70 people per 100 hectares equals 0.7 people per hectare or 2.1 persons per 3 ha.

More advanced cultures may have higher population density possibilities, and cultures exceptionally new to agriculture will have lower population density support. But 70 people per km^2 is the broad average.

Minimum Agricultural Area: Take the total population of a primary settlement and divide it by 70 people per km^2, this gives you the minimum land, in addition to the settlement's density, required to support that population.

Table: Average Settlement Agriculture Area

Primary Settlement	Total Average Population	Minimum Agricultural Area
Thorp	25	0.4 km^2 (0.1 mi^2)
Hamlet	150	2.1 km^2 (0.8 mi^2)
Small Village	475	6.8 km^2 (2.6 mi^2)
Large Village	975	13.9 km^2 (5.4 mi^2)
Small Town	2,800	40.0 km^2 (15.4 mi^2)
Large Town	5,500	78.6 km^2 (30.3 mi^2)
Small City	11,100	158.6 km^2 (61.2 mi^2)
Large City	24,400	348.6 km^2 (134.6 mi^2)
Metropolis	49,800	711.4 km^2 (274.7 mi^2)

You'll notice that the minimum agricultural area is far less than the first sphere of influence area; 1,257 km^2 (485 mi^2) for villages and 5,027 km^2 (1941 mi^2) for cities. This means that if all the land in the first sphere is agriculturally optimal then it can support most metropolises. [2] But optimizing land, especially in a medieval setting, is nearly impossible because of the terrain itself.

Terrain

Terrain is a catchall term for both the type and quality (agriculturally speaking) of the land and the climate. The terrain number, terrain population density, represents the number of people per square kilometer that the land can optimally support. When a population begins occupying an area, the terrain number shows how much room the population has to grow. Once the actual population equals the terrain number then the population will stabilize around that value. Stabilize does not mean stability in the culture; in general once the population reaches the terrain number then as the population continues to grow it will expand into new territory as local resources grow thin if it can. Otherwise it will be subject to internal wars and strife as well as fluctuate between years of famine and years of bounty and the plagues that result from such events.

In medieval fantasy settings, most land can support between 10 to 50 people per km^2, with 20 people per square kilometer (52 per square mile)[3] being the high end of Common quality terrain.

Desolate: 0 – 10 people per km^2 terrain is terrain where it is nearly impossible to support people. Sandy deserts with

[2] Factoring settlement area and agricultural area, if the first sphere of influence is completely given over to agriculture and settlements then optimally it could support a population of 350,223. If the second sphere is also optimized as well, then the total population that the 80 km radius area could support would be 1,400,895 people.

[3] The base of 20 people/km^2 (52/mi^2) is on the low side of the examples given by S. John Ross, where medieval France is listed as having 39 people/ km^2 (100/mi2), Germany 35 people/ km^2 (90/mi2), and medieval Britain with 15 people/ km^2 (40/mi2). This places medieval France in the Superior terrain category, Germany at the high end of Fine, and Britain at the low end of Common. If you were to split each of the countries into smaller regions, like separating Britain into Northern and Southern Britain, then the north would end up having Poor or worse terrain, while the south would end up with Good terrain.

little to no oases, high granite mountains tops with minimal oxygen, glaciers and polar regions, are all examples 0 people per km^2 terrain. If there are places to fish then it is possible for people to sustain themselves and as such the people per square kilometer can increase greatly. 5 people per km^2 terrain could be exceptionally rocky, hot and arid, or almost tundra. This is generally the minimum land and climate quality for permanent settlements to establish themselves.

Poor: 11 – 14 people per km^2 terrain is usually either very rocky, swamp or marshland, arid areas with little liquid water, steep hills, or some combination of those traits. The Scottish Highlands and much of Scandinavia are examples of this type of terrain, as well as regions surrounding the Sahara Desert and the rocky hills of Greece.

Common: 15 – 20 people per km^2 terrain encompasses areas that could support more people but due to woods, forests, rocky outcroppings, difficult hills, and other prevailing wilderness it proves difficult for medieval technology to terraform as well as dry regions or regions with severe winters with otherwise adequate land. Northern Britain, northwestern Russia, and dry savannah grasslands are all examples of Common terrain.

Good: 21 – 28 people per km^2 terrain is terrain that typifies regions very similar to Common quality but with less or more tamable wilderness or warmer and wetter conditions. Southern Britain and Mediterranean plains are examples of Good terrain.

Fine: 29 – 38 people per km^2 terrain is usually the best climate and land quality before agricultural technology, such as ox plow, crop rotation, and extensive irrigation, is needed to improve it. Much of Western Europe is fine quality.

Superior: 39 – 50 people per km^2 terrain is the best terrain possible for most medieval-level cultures which includes wide open farmland, generally mild winters and wet springs and summers (such as much of France), as well as major river valleys that have been terraformed for extensive irrigation despite the climate (such as the Fertile Crescent and Nile River).

Terrain populations greater than 50 km^2 (130 mi^2) are possible, but are typically due to either agriculturally-focused magic used on wide scales or higher agrictechnology levels than in a standard medieval or early Renaissance equivalent culture.

Over time, terrain can change. Extensive and extended over working of the land can deplete its ability to sustain crops. Implicating new irrigation techniques can raise the amount of people the land can sustain. And of course, climate can change.

The table below lists the terrain qualities and the relative information.

Table: Terrain Population Density

Terrain Type	Population Density per km^2 (mi^2)	Percentage of Arable vs Wilderness
Desolate	0 - 10 (0 - 26) Average: 5 (13)	0 - 14% Arable/Settled 86 - 100% Wilderness
Poor	11 - 14 (27 - 36) Average: 12 (31)	14 - 20% Arable/Settled 80 - 86% Wilderness
Common	15 - 20 (37 - 52) Average: 17 (44)	20 - 29% Arable/Settled 71 - 80% Wilderness
Good	21 - 28 (53 - 73) Average: 24 (63)	29 - 40% Arable/Settled 60 - 71% Wilderness
Fine	29 - 38 (74 - 98) Average: 33 (86)	40 - 54% Arable/Settled 46 - 60% Wilderness
Superior	39 - 50 (99 - 130) Average: 44 (114)	54 - 71% Arable/Settled. 29 - 46% Wilderness

The maximums were calculated by assigning a numerical value, x, to each land type (1 for Desolate, 2 for Poor... 6 for Superior) and then using the following formula: $y=x^2+x+8$

The percentage of arable/settled land is determined by dividing the terrain population density (in km^2) by the optimal 70 people per km^2 agricultural density.

To convert from the number of people per km^2 to mi^2, multiply the people per km^2 by 2.59 mi^2 per km^2.

Cultural ES

For non-human cultures, the area, both regional population density and agricultural density, is either increased or decreased for lower or higher average ES ratings of the culture. For each increment above ES 0 the number of people per km^2 is halved. For each increment below ES 0 the number of people per km^2 is doubled. The table below gives these values of the common species of Agrros Guleth:

Table: Densities by ES

Regional Population Density				
Terrain	Terrain Density per km^2 (mi^2) for...			
Type	ES -1	ES 0	ES 1	ES 3
Desolate	0 - 20 (0 - 52)	0 - 10 (0 - 26)	0 - 5 (0 - 13)	0 – 1 (0 – 3)
Poor	21 - 28 (53 - 72)	11 - 14 (27 - 36)	6 - 7 (14 - 18)	2 (4 – 5)
Common	29 - 40 (73 - 104)	15 - 20 (37 - 52)	8 - 10 (19 - 26)	3 (5 – 7)
Good	41 - 56 (105 - 146)	21 - 28 (53 - 73)	11 - 14 (27 - 37)	4 (8 – 9)
Fine	57 - 76 (147 - 196)	29 - 38 (74 - 98)	15 - 19 (38 - 49)	5 (10 – 12)
Superior	77 - 100 (148 - 260)	39 - 50 (99 - 130)	20 - 25 (50 - 65)	6 (13 – 16)
Agricultural Density				
	Agricultural Density per km^2 (mi^2) for...			
	ES -1	ES 0	ES 1	ES 3
Minimum	140 (360)	70 (180)	35 (90)	9 (23)

For mixed cultures, it is easiest to use the largest ES of the population or use the ES of the largest population but you can calculate the areas separately for each and then add them together.

The area required for a settlement is not as severely affected as that of the regional and agricultural densities for different ES cultures. The population per km^2 increases by 25% from the previous ES for ES below 0, and decreases by 25% from the previous ES for those above 0.

Table: Settlement Population by ES

	Settlement Population by...			
Area	ES-1	ES0	ES1	ES3
66.7m^2	1.25	1	0.75	0.422
(1,000 ft^2)	(1.74)	(1.4)	(1.05)	(0.588)
1 ha	188	150	113	63
(1 ac)	(76)	(61)	(46)	(25)
1 km^2	18,750	15,000	11,250	6,328
(1 mi^2)	(48,560)	(38,850)	(29,140)	(16,390)

People In Your Neighborhood

Social Classes

On average, 86% of the population is made up of commoners and slaves, where if the settlement accepts slavery then the majority of farming and other hard labor will likely be performed by the slaves with commoners hired to oversee groups of slaves. The remaining commoners will work their own, or their extended family's, modest farms, do menial labor jobs for the settlement's businesses (sometimes as apprentices), and engage in odd jobs and selling their own creations in open markets.

8% of the population will be experts. These will typically be the owners, masters, journeypersons, and skilled apprentices of the businesses, especially businesses and services that require a great deal of skill to be proficient in the trade.

0.6% of the population will be nobles and royalty. In most cases, especially for smaller settlements, this will essentially consisted of minor nobility like the mayor and their family. Less than 10% of the nobility will be royalty, often consisting of one ruling family living in the capital of a grand culture with extended family members comprising the rulers of other major settlements.

The remaining 5.4% of the population round out the fantasy population with adventurers, local wizards, high priests of churches, and the like that are socially mobile (though by definition, they will have been raised as one of the five standard social classes).

Table: Settlement Social Classes, pt 1 (Commoners/Slaves, 86%)

Settlement	Population Range	Commoners/Slaves	Avg
Thorp	1 – 49	1 – 42	22
Hamlet	50 – 99	43 – 85	65
Small Village	100 – 399	86 – 343	215
Large Village	400 – 799	344 – 687	516
Small Town	800 – 1,999	688 – 1,719	1,204
Large Town	2,000 – 4,999	1,720 – 4,299	3,010
Small City	5,000 – 11,999	4,300 – 10,319	7,310
Large City	12,000 – 29,999	10,320 – 25,799	18,060
Metropolis	30,000 +	25,800+	38,700

Table: Settlement Social Classes, pt 2 (Experts, 8%)

Settlement	Population Range	Experts	Avg
Thorp	1 – 49	1 – 4	2
Hamlet	50 – 99	4 – 8	6
Small Village	100 – 399	8 – 32	20
Large Village	400 – 799	32 – 64	48
Small Town	800 – 1,999	64 – 160	112
Large Town	2,000 – 4,999	160 – 400	280
Small City	5,000 – 11,999	400 – 960	680
Large City	12,000 – 29,999	960 – 2,400	1,680
Metropolis	30,000 +	2,400+	3,600

Table: Settlement Social Classes, pt 3 (Nobles/Royaty, 0.6%)

Settlement	Population Range	Nobles/ Royalty	Avg
Thorp	1 – 49	0 – 0	0
Hamlet	50 – 99	0 – 1	0
Small Village	100 – 399	1 – 2	2
Large Village	400 – 799	2 – 5	4
Small Town	800 – 1,999	5 – 12	8
Large Town	2,000 – 4,999	12 – 30	21
Small City	5,000 – 11,999	30 – 72	51
Large City	12,000 – 29,999	72 – 180	126
Metropolis	30,000 +	180+	270

Table: Settlement Social Classes, pt 4 (Others, 5.4%)

Settlement	Population Range	Others	Avg
Thorp	1 – 49	0 – 3	1
Hamlet	50 – 99	3 – 5	4
Small Village	100 – 399	5 – 22	14
Large Village	400 – 799	22 – 43	32
Small Town	800 – 1,999	43 – 108	76
Large Town	2,000 – 4,999	108 – 270	189
Small City	5,000 – 11,999	270 – 648	459
Large City	12,000 – 29,999	648 – 1,620	1,134
Metropolis	30,000 +	1,620+	2,430

Table: Average Settlement Social Classes

Settle	Avg	Com	Exp	Nob	Oth
village	**200**	**172**	**16**	**1**	**11**
Thorp	25	22	2	0	1
Hamlet	75	65	6	0	4
S. Village	250	215	20	2	14
L. Village	600	516	48	4	32
city	**20,000**	**17,200**	**1,600**	**120**	**1,080**
S. Town	1,400	1,204	112	8	76
L. Town	3,500	3,010	280	21	189
S. City	8,500	7,310	680	51	459
L. City	21,000	18,060	1,680	126	1,134
Metrop.	45,000	38,700	3,600	270	2,430

The Military Class

Standing professional armies, as thought of in modern terms, are exceptionally rare and usually relegated to large kingdoms and empires as it requires a high degree of infrastructure and coin to house, feed, train, and organize a specialized population whose sole purpose is to engage in warfare.

In most medieval feudal-like cultures, the nobles comprise the primary military force and leadership. Even then, of the nobles only half (the males) of the adult population would be military ready and not all males of the real-world medieval nobility would be inclined towards warfare (some going into the church, others preoccupied by other academic pursuits, and so on). It's up to you to decide how this works out in your fantasy setting, but it is suggested that 20% of the nobility & royalty (0.12% of the total population) be of the first, or top, tier of the military class.

Each of these nobles will have a small personal army, often little more than an entourage of close friends and confidants, that is drawn from influential commoner and expert families. This second tier of the military class averages about five persons per military noble, or 0.6% of the total population (roughly the same number as the total number of nobles and royals). The entourage is nearly always at the side of the noble or royal to which they have given their allegiance unless sent on business for their patron.

With the top two tiers of the military class comprising 0.72% of the settlement's population, the third tier is comprised of the town's guard or police force (1% of the population, as determined in Businesses, below). These can be summoned to the nobles in under an hour, typically in the time it takes to hustle across the settlement and back.

The fourth tier is an extended group of (usually) combat-trained individuals that are loyal (either by familial ties, coin, friendship, or any other manner of reasons) to the second tier, and by extension the first tier of the military class. This group comprises about 15% of a settlement's population (~25 people for every person in the second tier). These individuals have "day jobs" and other life-concerns that keep them occupied and are comprised of the standard commoner and expert populations. It typically takes half a day to call to arms the total fourth tier.

In settlements that lack individuals of a higher tier, the individuals of the next lowest tier commonly act as representatives for the noble or royal they are loyal to who live in the next closest settlement (though they do not count towards the population of that tier in that other settlement).

Table: Military Class Tiers' Average Populations

		Tier			
Settlement	Total Pop.	1st (0.12%)	2nd (0.6%)	3rd (1%)	4th (15%)
village	**350**	**0**	**2**	**4**	**53**
Thorp	25	0	0	0	4
Hamlet	150	0	1	2	23
S Village	475	1	3	5	71
L Village	975	1	6	10	146
city	**23,000**	**28**	**138**	**230**	**3,450**
S Town	2,800	3	17	28	420
L Town	5,500	7	33	55	825
S City	11,100	13	67	111	1,665
L City	24,400	29	146	244	3,660
Metrop.	49,800	60	299	498	7,470

Beyond this, the settlement is no longer relying upon a military class, but on enlistment and conscription. When a call to arms is given to the entire population, approximately 5% of the population will answer the call willingly, enlisting, over every 24 hour period starting when the call is made. It may be more or less depending on how loyal the population is the nobility and the cause (not always the same thing) as well as how fearful they are of the threat. Enlistment usually reaches its limit around day four, or 20% of the adult population.

Using the same interval, the population can be conscripted into service at a rate of about 10% up to around 40% of the of the population. In total, a call to arms brings about 0.72% of the settlement's population in nobility and their entourages, 1% which is the town guard, 15% for the extended tier four, 20% recruited, and maximally 40% conscripted, for a total of 76.72% of the population. The remaining population will be too old or sick, or have deals to avoid conscription. If the society is not egalitarian, as in one gender being relegated to non-combat roles, then halve the numbers that will enlist and can be conscripted.

In more just settlements, recruitment occurs first and then conscription will start if needed. In those settlements that lean towards tyranny, both may occur at the same time or even none will enlist willingly and so the full 60% of the population will have to be conscripted.

Table: Military Recruitment & Conscription Average Populations

Settlement	Total Pop.	Mil. Cls. (16.72%)	Enlist (20%)	Consc. (40%)	Total (76.72%)
village	**350**	**59**	**70**	**140**	**269**
Thorp	25	4	5	10	19
Hamlet	150	26	30	60	116
S Village	475	80	95	190	365
L Village	975	163	195	390	748
city	**23,000**	**3,846**	**4,600**	**9,200**	**17,646**
S Town	2,800	468	560	1,120	2,148
L Town	5,500	920	1,100	2,200	4,220
S City	11,100	1,856	2,220	4,440	8,516
L City	24,400	4,079	4,880	9,760	18,719
Metrop.	49,800	8,327	9,960	19,920	38,207

Businesses

In many cases, especially very small settlements (those with populations under 100), there are enough people in a settlement that know how to do the basic things to survive. Members of the community may rotate duties or designate select days of the week or month to engage in group projects such as harvesting crops, constructing buildings, and so on. As communities grow larger, they are better equipped to support specialists. These specialists establish businesses.

S. John Ross uses the term Support Value (SV) as a way to indicate the number of people in a settlement that can support a given merchant, business, or service. The numbers that Ross uses are modeled after medieval Paris while the numbers used here are modeled after stereotypical medieval fantasy settlements lying along major roads. Feel free to adjust them as needed or just add what businesses you want to a settlement while keeping in mind you may need to find justifications for such a business existing in the settlement.

Dividing a settlement's population by the SV gives you the number of those businesses or services in that settlement with decimals indicating the probability of one (or one additional) business/service of that type. You can use these values to

populate your settlements with the businesses or use their probabilities to determine if the business exists if the PCs ask. You should also feel free to adjust the values as needed or include whichever businesses you need for a settlement.

Various business listed on Ross' website have been changed or modified, along with several new businesses added. Using these new values, in any given settlement on average 16% of the population will be the primary operators of businesses. The local noble may own all the businesses in a settlement, but they will require 16% of the population to adeptly operate them with any additional workers pulled from the remaining 84% of the population as needed, usually between 15 to 45%. The remaining population will be comprised of workers of the nearby fields, slaves, free laborers, part of the standing army (if any), the nobility, and so on.

Below are descriptions of the various businesses, organized by business categories (though there is often overlap, such as enchanters working for armories or inns that also serve as brothels). In parenthesis after the business' name it is designated as either a commoner or expert business as well as its SV. While any social class may run and operate a business, typically those listed as expert businesses require a highly specialized skill set in order to effectively operate it (and the number of expert businesses will on average come out to 3.83% of the population, which is close to half the average 8% expert social class population listed above). Some businesses can be operated by a single individual while others require large staffs of various proficiencies and the larger the settlement the more likely a business will have multiple employees even if in smaller communities only one person would be needed to run it.

Most businesses, especially in larger settlements where there is competition, will include a maker's mark on their goods, like baking it into the bread, etching it on their metal goods or foundation stones, and so on. Commoners looking to make extra coin may sell the goods they've made at home to business or if the settlement lacks such a business they will sell on commission and in open markets.

The format for the business/services is as follows:
Business Type (social class, SV): Business/Service description.

Academic Businesses

Academic businesses are centered on reading and writing services. The SV of these businesses should be reduced as the literacy of the population increases (especially bookbinders and booksellers).

Banks (expert, 3,400): This category of businesses include banks and moneylenders as well as accountants, bookkeepers, actuaries, and so on. Depending on the settlement and local laws, they may also be where coins are minted.

Bookbinders (expert, 3,000): Bookbinders make most of their coin from repairing books with actually binding new books being a distant second.

Booksellers (expert, 3,600): Booksellers are some of the rarest business given that most of the population cannot read. As such they tend to cater to the rich and educated which allows them to stay in business even though they may only sell a handful of books, tomes, and other manuscripts in a year.

Copyists (expert, 3,000): Copyists and Illuminators create books, or at least they copy and illustrate the content on the pages that they then send to the bookbinders. Most copyists are also trained in illuminating but in larger settlements they're can be found as separate specialists distinct from copyists.

Lawyers (expert, 1,350): Lawyers is a catch all term for those who provide legal services and often include barristers and magistrates. In most cases they act much like a notary, drafter of legal documents like deeds, and executioner of wills. 25% to 50% of these lawyers will be sages or other academically learned persons.

Artisan Businesses

Artisan businesses are often only found in large settlements and are operated like schools where the owner or master-artist trains others in their particular style.

Painters (expert, 1,800): Painters are hired to paint portraits and landscape paints, create frescos and murals, or even to just uniformly and carefully apply paint to buildings.

Sculptors (expert, 2,000): Sculptors work in stone, clay, and metal (typically bronze) to create statuary ranging from free standing forms to carving bas-reliefs and creating mosaics.

Woodcarvers (expert, 1,800): Woodcarvers are much like sculptors save that their medium is in wood. They are often hired to carve ornate patterns and reliefs in wooden buildings and furniture as well as the figureheads for ships.

Clothing & Textile Businesses

Clothing and textile business are often heavily economically intertwined as they are able to produce goods in high volume. This typically requires large settlements to fully support most of them.

Cobblers (commoner, 100): Cobblers make and repair shoes. From boots to slippers, typically the larger and more diverse the settlement the more styles and types of footwear cobblers know how to make.

Furriers (commoner, 350): Furriers make clothing from fur pelts and hides. They tend to be more common than tanners as it requires more work and materials to clean and prepare hides for leather. Most tanners can also work as furriers.

Glovemakers (expert, 1,850): Glovemakers are specialists that take furs, leathers, and cloths and turn them into gloves and mittens, as well as other intricate articles of clothing.

Hatmakers (expert, 950): Like glovemakers, hatmakers specialize in making hats and other cloth and leather head gear.

Mercers (expert, 1,050): Mercers deal in textiles where they primarily buy from furriers, tanners, and weavers, and sell to those who manufacture clothing and other textile items.

Pursemakers (commoner, 1,000): Another specialized group of clothing makers, pursemakers make purses as well as pouches, backbacks, and even sacks.

Rugmakers (expert, 1,400): Rugmakers make, well, rugs. They also create tapestries, bedding, and other large textiles.

Tailors (commoner, 200): Tailors make most of the clothes that the specialists do not and even then they are usually able to create passable gloves, hats, purses, and so on.

Tanners (commoner, 1,100): Tanners make leather out of animal hides. While many people in a settlement are capable of making leather out of hides if they are hunters, tanners buy hides and produce leather on large scales. Tanners are often pushed into single districts downwind from the rest of the settlement as they use a large amount of urine to cure the hides (urine that they often collect, sometimes purchase, from local taverns' and inns' pisspots).

Weavers (commoner, 600): Weavers create woven fabrics, like wool, linens, velvets, and silks which they sell to locals who make their own clothing or to mercers who then sell the textiles to other businesses. In larger settlements that support many weaver businesses, these businesses often specialize in one or another type of fabric.

Construction Businesses

These businesses typically employ the most citizens of a settlement, other than agriculture, as they require a large work force to complete most of their projects in a timely manner.

Carpenters (commoner, 250): Here, carpenters are those who work with wood to create buildings and other structures. Those who create wooden furniture are listed below, under arkwrights. Where water forms a means of trade or transportation for the settlement many of these carpenters will be dockbuilders as well.

Earthworkers (commoner, 350): These include basic manual labor business such as ditch diggers, roadworkers, and so on. Earthworkers are also hired to clear ground for construction as well as digging graves.

Masons (expert, 550): This category of businesses not only includes those who make stone structures and buildings but also roofers, plasterers, and bricklayers. Typically, the head of a mason business is an architect who is skilled in both designing large structures as well as seeing their projects through with the help of a large, and largely unskilled, labor force.

Food & Drink Businesses

These businesses prepare food and alcohol to be sold either to other food business or to individuals.

Bakers (commoner, 450): These businesses bake and mill local grains to make various breads for the settlement and often have a storefront where they sell bread, cheeses, and other related foods. This category also includes cheesemakers

Breweries (commoner, 600): Also including beer-sellers and other distributors and sellers of ale and beer, breweries are where beer is brewed and are the most common of the alcohol producers.

Butchers (commoner, 250): Butchers kill, clean, and prepare meats for sale. In larger settlements they often specialize by animal; such as chicken butchers, cattle butchers, porcine butchers, etc.

Distilleries (commoner, 650): Distillers make spirits such as whiskey, gin, vodka, absinthe, and so on. In all but the largest settlements, distilleries specialize in one type of spirit.

Fishmongers (common, 750): Fishmongers prepare fish for sale and their establishments are often pushed out next to the tanneries as the smell is unbearable. Settlements that are next to large bodies of water or major rivers often have double the number of fishmongers.

Pastrycooks (expert, 550): These specialized bakers make pastries, both sweet and savory.

Spice Merchants (expert, 1,200): Spice merchants rely heavily on trade to acquire a wide range of spices, the most common of which is salt.

Wineries (expert, 850): Wineries are the rarest of the alcohol producers as grapes tend to be a specialty crop with limited growing ranges. Wineries in a settlement are where the grapes are brought to be processed and turned into wine which typically takes between several months to over a year from harvest for the wine to be ready.

General Businesses

These businesses don't fit neatly into the other categories.

Chandlers (Commoner, 500): Chandlers are those who make candles but in this case it also includes those who make lamps, lanterns, chandeliers, as well as preparing and storing oils (oyntners), waxes, tallow, and other materials needed to make light.

Hay Merchants (commoner, 1,800): Hay merchants travel to and from other settlements selling and buying hay as well as storing it in their warehouses to be sold in the settlement in which the business is based.

Instrumentalists (expert, 2,600): These businesses include all who make musical instruments, from luthiers to horners and so on.

Potters (commoner, 300): Potters create most of the dinnerware for the settlement, from ceramic plates, cups, tankards, to pitchers, and larger pots. In smaller settlements this may just be one household with a potter wheel and kiln that the rest of the community uses as needed. In larger settlements there is often fierce competition over creating and learning new styles as well as great pride placed on the artistry of the items made.

Printers (expert, 3,200): If the world or culture does not have the press, then these businesses make use of apprentice copyists to quickly create pamphlets, broadsides, and the like for their customers in addition to taking dictation for messages and other correspondences for those who cannot read or write. If your fantasy world has invented the printing press then these are the businesses that operate them in addition to the other services mentioned.

Ropemakers (commoner, 800): Ropemakers specialize in making ropes of all sizes, typically from hemp, for use in all endeavors; from climbing ropes to ship rigging.

Saddleries (expert, 450): Saddleries are where tack and harnesses are made and often sold; everything from saddles and stirrups to basic barding, reigns, and bits.

Health Businesses

Barbers (commoner, 250): Barbers, or Barber Surgeons, do more than cut hair; these businesses also perform amputations, blood-letting, tooth-pulling, lancing, and other applications of first aid. The primary difference between barbers and doctors is that barbers are typically a local that fell into the role, gaining experience through trial and error, while a doctor has had academic training in everything medical that barbers do in addition to more complex surgeries like cataract removal and trepanations.

Baths (commoner, 1,600): Bathhouses are common in larger settlements, especially where there are natural hot springs available to build the establishment around. Baths will often combine other businesses such as inns, maidservants (washing services), prostitution, and watercarriers.

Doctors (Expert, 1,700): Doctors are academically trained barbers. They are usually more skilled with the knife than barbers and have a wider knowledge of disease and medicine…but it's still medieval.

Midwifes (commoner, 50): The most common of any of the "businesses," there is usually one midwife for every fifty adults in a settlement. In smaller settlements, a midwife will often have other jobs that they perform including apothecary and barber rolls, especially for women's needs. In larger settlements midwives will often have larger businesses where they employ wet nurses and maidservents.

Magic Businesses

Apothecaries (expert, 1,250): Not truly magical in the fantasy sense, apothecaries are alchemical shops that make and sell low-alchemy goods and occasionally high-alchemy items (especially in larger settlements). The laws of most settlements prohibit apothecaries from selling harmful or dangerous goods without permits.

Churches (expert, 125): From grand temples to small hamlet shrines, churches represent a "business" where there is at least one official representative of a church amongst the settlement's population for a number of churches no greater than the listed amount. If a settlement produces more churches than deities in your pantheon or more than the law allows, then these can represent additional high-level clergy, heretical sects, or cults.

Magic-Shops (expert, 2,500): Magic-shops sell magical goods. They do not create the items, but specialize in procuring them from enchanters and alchemists.

Wizardry (expert, 3,000): Wizardry represents established (or in hiding if illegal) magical groups within the settlement. Typically they are magical or bardic colleges where legal but may also include exclusive social clubs/societies, ideologically aligned organizations, and so on. In some civilizations they may be a specific church of magic-use related deities. See "Others" below for institutions of higher learning.

Metal & Gem Businesses

Armories (expert, 1,100): Armories are businesses with specialized blacksmiths, carpenters, and tanners, who make armor and weapons for the settlement and surrounding region. They include bowyers (bow makers), fletchers (arrow makers), scabbard makers, lancemakers, poletuner (polearm maker), and other weapon makers as well as those who make armor out of common materials. In most societies they are either heavily taxed, require permission from the authorities, or both in order to operate legally.

Blacksmiths (expert, 500): These establishments make metal and iron goods, including nails, shovels, axes, plows, horseshoes, etc. and include other businesses like buckle makers, smelters, and so on. Most blacksmiths can make a passable sword but are usually prohibited from doing so without the proper licenses and taxation.

Culters (expert, 1,100): Culters specifically make knives but for the fantasy setting these businesses include those who make all types of utensils as well as metal pots, pans, kettles, and other metal cookware.

Jewelers (expert, 450): Jewelers include those who cut and shape gemstones as well as goldsmiths and smiths of other precious metals to make jewelry as well as ornamentation for other items.

Locksmiths (expert, 1,650): Locksmiths make and repair locks as well as offering their services as openers of locks from which the owner has been locked out of. In a fantasy setting, locksmiths can also represent those who work with all types of mechanical devices like clocks, hinges, and so on.

Service Businesses

Drivers (commoner, 900): Drivers is a large category of businesses that include those who drive cattle from field to slaughterhouse as well as those who operate carriages, carts, and wagons for transportation of people and goods. For settlements that rely heavily on water trade the number of drivers is increased, by up to twice the normal amount, half of which operates or owns boats and ships.

Guards (commoner, 100): The watch, police, and so on; city guards are the primary law enforcement of a settlement. Fantasy settlements will usually have a higher number of guards than those found in medieval Europe (about 1 per 150 people).

Inns (commoner, 600): Inns are more common in fantasy settings as typically they require a population of 2,000 to support one inn. The more isolated the region, the less likely there is to be an inn where the rare traveler must rely on the kindness of the locals to take them in for the night.

Laundries (commoner, 250): Laundries are businesses that wash and clean textiles, typically bedding and clothes, on a large scale. For small settlements, this may just be one family that happens to have a large tub or basin that has an excess amount of soap lying around. In larger settlements this will also include other specialists, such as bleachers and menders.

Mercenaries (expert, 2,150): Mercenary businesses typically require a writ or some other form of legal documentation that allows them to gather together while armed in the settlement. These businesses also include martial training academies such as martial arts schools.

Performers (expert, 2,350): From acting troupes to choirs, performer businesses range from small one-person shows that perform on the streets to larger traveling troupes, or even groups that are tied to a wealthy patron or church.

Porters (commoner, 150): Porters cover everything from those who will carry a person's luggage to dockworkers, city guides, messengers, and watercarriers.

Prostitutes (commoner, 150): Prostitutes are businesses that supply sexual services. In small settlements they may be a lone individual that hangs out at the local tavern and in larger settlements they are typically houses, homes, or other permanent buildings that serve as brothels and festhalls.

Servants (commoner, 125): Referring to both maidservants and manservants, these are businesses where women and men are hired to do work in another's house.

Street Totters (commoner, 300): Street Totters are ragmen, purefinders (dog-poop collectors that sell what they find to tanneries), piss-collectors (also for tanneries), and other scavengers. It typically requires a population of 300 to support the handful of destitute that make up one street totter business.

Sweepers (commoner, 450): Sweeper businesses include chimney and street sweepers as well as rakers and other menial city jobs like lamplighters.

Taverns/Restaurants (commoner, 250): Taverns form the social gathering spot for most settlements and many, especially those in isolated regions with no inns, will offer common floor sleeping arrangements for the weary traveler.

Wood Businesses

Arkwrights (expert, 650): These businesses make wooden chests, coffers, and other boxes that are usually hinged, lockable, and made primarily of wood. Cabinetmakers and other makers of domestic wooden furniture are also included here.

Cartwrights (expert, 600): Cartwrights build and repair carts. This category also includes wainwrights (wagon makers), wheelwrights as well as shipwrights. If the settlement relies heavily on ship trade and fishing, the number of cartwrights can be increased by twice the normal number, half of which dedicated to building boats, ships, docs, and other water-related wooden items.

Coopers (expert, 500): Coopers primarily build casks and barrels but also often serve as cartwrights, potters, and cutlers in smaller settlements that lack any of those dedicated businesses.

Sawyers (commoner, 400): Sawyers are those who cut wood, primarily freshly hewn trees which they then prepare for market to be sold to carpenters, arkwrights, cartwrights, coopers, and others in need of the lumber. Typically each sawyer will run or operate a lumber mill which is either manually operated or in more technologically advanced settlements will use water wheels to drive the saws that cut the trees into lumber.

Woodsellers (commoner, 1,350): Woodsellers are dedicated businesses that sell wooden goods and often act as wholesalers between sawyers and other businesses that use wood to make their products. Woodsellers typically only arise in large settlements as in smaller communities it is often easier to go straight to the sawyer to procure the raw lumber.

Table: Settlement Businesses

Business Category Business	SV	village (200 pop)	city (20,000 pop)
Academic			
Banks	3,400	0.06	5.88
Bookbinders	3,000	0.07	6.67
Booksellers	3,600	0.06	5.56
Copyists	3,000	0.07	6.67
Lawyers	1,350	0.15	14.81
Artisan			
Painters	1,800	0.11	11.11
Sculptors	2,000	0.10	10.00
Woodcarvers	1,800	0.11	11.11
Clothing & Textiles			
Cobblers	100	2.00	200.00
Furriers	350	0.57	57.14
Glovemakers	1,850	0.11	10.81
Hatmakers	950	0.21	21.05
Mercers	1,050	0.19	19.05
Pursemakers	1,000	0.20	20.00
Rugmakers	1,400	0.14	14.29
Tailors	200	1.00	100.00
Tanners	1,100	0.18	18.18
Weavers	600	0.33	33.33
Construction			
Carpenters	250	0.80	80.00
Earthworkers	350	0.57	57.14
Masons	550	0.36	36.36
Food & Drink			
Bakers	450	0.44	44.44
Breweries	600	0.33	33.33
Butchers	250	0.80	80.00
Distilleries	650	0.31	30.77
Fishmongers	750	0.27	26.67
Pastrycooks	550	0.36	36.36
Spice Merchants	1,200	0.17	16.67
Wineries	850	0.24	23.53
General			
Chandlers	500	0.40	40.00
Hay Merchants	1,800	0.11	11.11
Instrumentalists	2,600	0.08	7.69
Potters	300	0.67	66.67
Printers	3,200	0.06	6.25
Ropemakers	800	0.25	25.00
Saddleries	450	0.44	44.44
Health			
Barbers	250	0.80	80.00
Baths	1,600	0.13	12.50
Doctors	1,700	0.12	11.76
Midwifes	50	4.00	400.00
Magic			
Apothecaries	1,250	0.16	16.00
Church	125	1.60	160.00
Magic-Shops	2,500	0.08	8.00
Wizardry	3,000	0.07	6.67
Metal & Gem			
Armories	1,100	0.18	18.18
Blacksmiths	500	0.40	40.00
Cutlers	1,100	0.18	18.18
Jewelers	450	0.44	44.44
Locksmiths	1,650	0.12	12.12
Services			
Drivers	900	0.22	22.22
Guards	100	2.00	200.00
Inns	600	0.33	33.33
Laundries	250	0.80	80.00
Mercenaries	2,150	0.09	9.30
Performers	2,350	0.09	8.51
Porters	150	1.33	133.33
Prostitutes	150	1.33	133.33
Servants	125	1.60	160.00
Street Totters	300	0.67	66.67
Sweepers	450	0.44	44.44
Taverns/Restaurants	250	0.80	80.00
Wood			
Arkwrights	650	0.31	30.77
Cartwrights	600	0.33	33.33
Coopers	500	0.40	40.00
Sawyers	400	0.50	50.00
Woodsellers	1,350	0.15	14.81

Decimals indicate the percentage of one (or one additional) business of that type being present in the settlement. For example, in a settlement with a population of 200 there is a 7% chance (0.07) of there being a wizardry business and in a settlement with 20,000 people there will be 6 wizardry businesses with a 67% (0.67) chance of there being a 7th.

Obviously if you want more or less businesses, or businesses that don't fit into the above categories, you can add them as needed.

Guilds, Thieves' Guilds, & Universities

In larger settlements, usually Small Cities or larger, guilds will form in order to set fair prices on their goods, consolidate political power, and provide protection for themselves. Guilds often go by other names such as companies, unions, societies, and so on. Guilds are generally unique to their settlement, or if having gained great power and influence, several large settlements or even a grand culture (see below).

One city may have a guild that incorporates all businesses that work with wood, another might have a guild that oversees high level artisans like jewelers and arkwrights, and even other guilds will incorporate businesses that seem unrelated like a guild of armories, prostitutes, and bakers.

Guilds will almost always have their own makers' marks that they apply to the goods that are produced by the businesses under their protection.

There's no clear cut way to determine if a settlement will have guilds, but in general for expert level businesses if there are ten or more such businesses in the settlement then there is a good chance they will consolidate together and form a guild. For commoner level businesses it may require twenty, fifty, or even a couple hundred of such businesses to gain enough power and momentum to form a guild.

To form a guild it usually requires the permission of the settlement's authority as without that official recognition these groups may be seen as thieves' guilds.

Thieves' guilds are in and of themselves special businesses that often count among their numbers the destitute and poor as well as unscrupulous members of more acceptable businesses. The SV for thieves' guilds is about 5,000, which means they are usually only found in Small Cities or larger settlements. If more than one is found in a settlement then it is likely they will be at war with each other, consolidated together to form one greater thieves' guild, or have adapted to specialized illegal trades (a thieves' guild of smugglers, one of burglars, one of assassins, and so on).

Mercenary guilds are those comprised of several mercenary businesses and typically in order for such guilds to exist legally they contract with the local authority whereby they give an oath to protect the settlement (or the nobility) so that they may gather freely. Typically, five full mercenary "businesses" in a settlement will coalesce into a mercenary guild, but feel free to modify as needed. This is one way for a settlement to gain a standing army above and beyond the normal guards and militias.

Universities: For institutions of higher learning, S. John Ross gives the figure of one university per 27.3 million people (over a continent, not just one settlement or grand culture). For fantasy settings, this is largely up to you and the grand culture. Given the preponderance of magical study and prayer leading to direct verifiable results there will likely be more universities and in most cases they will have magical schools within them.

When 25% of the total number of lawyers and wizardry in a settlement equals 10, which is a population of 35,380, then there is a possibility that that percentage of lawyers and wizardry will form a major university akin to late medieval universities. For populations less than that, the settlement may claim colleges but these will be on par to ancient Greek city states' schools of learning which typically have only a handful of "professors" that teach a small number of acolytes and such are called minor universities.

Table: Primary Settlement Universities

Settlement	Total Population	Universities
village	**350**	**0.01**
Thorp	25	0.00
Hamlet	150	0.00
Small Village	475	0.01
Large Village	975	0.03
city	**23,000**	**0.62**
Small Town	2,800	0.08
Large Town	5,500	0.15
Small City	11,100	0.30
Large City	24,400	0.66
Metropolis	49,800	1.34

Animals

For any given population of sentient species there will be a population of domesticated animals that are used for food or other services.

Livestock: These are animals raised primarily for food (either directly for their meat or indirectly for their milk or eggs) and secondarily for materials like wool, leather, and so on.

Multiply the settlement's population (including the first and second spheres of influence for primary settlements) by 2.2 and this represents the adult livestock population. 60% to 70% of the livestock will be fowl, 65% average. 10% to 20% will be pigs which are one of the cheapest and easiest to raise source of meat, 15% average. 5% to 15%, 10% average, will be dairy cows and goats. The remaining livestock population will be split between cattle raised for their meat and sheep, usually heavily weighted towards sheep (4% cattle, 6% sheep average) as that will also be the settlement's primary source of wool.

10% to 20% of livestock will be for sale throughout the settlement and its sphere of influence, either in specific markets or via individual households.

Table: Primary Settlement Livestock

Settlement	Total Pop.	Live-stock	Fowl	Pigs	Dairy	Cattle Sheep
village	**350**	**770**	**501**	**116**	**77**	**77**
Th	25	55	36	8	6	6
H	150	330	215	50	33	33
S V.	475	1,045	679	157	105	105
L V.	975	2,145	1,394	322	215	215
city	**23,000**	**50,600**	**32,890**	**7,590**	**5,060**	**5,060**
S T	2,800	6,160	4,004	924	616	616
L T	5,500	12,100	7,865	1,815	1,210	1,210
S C	11,100	24,420	15,873	3,663	2,442	2,442
L C	24,400	53,680	34,892	8,052	5,368	5,368
M	49,800	109,560	71,214	16,434	10,956	10,956

Beasts of Burden: These animals do work or perform services for the people who own them, though depending on the culture they may also be a source of nutrition.

Multiply the settlement's total population (including spheres of influence for primary settlements) by 0.21 (21%) to get the number of beasts of burden for the population. On average, 30% of these will be horses, 40% will be oxen, and 30% being other beasts of burden like dogs, hounds, ponies, donkeys, camels, and mules as appropriate for the area (and it is common to multiply the resulting number of dogs and hounds by 2 to 6 for regions where they are prevalent).

5% to 15% of beasts of burden will be for sale at normal market values, the rest may be purchased at prices set by the seller who will likely not want to part with these important "tools" of their livelihood.

Table: Primary Settlement Beasts of Burden

Settlement	Total Pop.	Total Beasts	Horses	Oxen	Other
village	**350**	**74**	**22**	**30**	**22**
Thorp	25	5	2	2	1
Hamlet	150	32	10	13	9
S Village	475	100	30	40	30
L Village	975	205	62	82	61
city	**23,000**	**4,830**	**1,449**	**1,932**	**1,449**
S Town	2,800	588	177	235	176
L Town	5,500	1,155	347	462	346
S City	11,100	2,331	700	932	699
L City	24,400	5,124	1,537	2,050	1,537
Metrop.	49,800	10,458	3,138	4,183	3,137

Settlement Modifiers

As listed in Chapter IX Goods & Services, the size of a settlement will affect the Availability rating of items (the table is reprinted below).

Table: Settlement Size Availability Modifiers

Settlement	Modifier	Settlement	Modifier
Thorp	-4	Large Town	+1
Hamlet	-3	Small City	+2
Small Village	-2	Large City	+3
Large Village	-1	Metropolis	+4
Small Town	0		

In addition to Availability modifiers, a settlement may bestow modifiers to other tests for a variety of reasons. As a guideline, no settlement modifier should be greater than ±4 and a common "perfectly average" medieval settlement will have no modifier.

Below are some common examples of other modifiers that settlements may have, but you are free to give them any sort of modifiers you deem appropriate.

Alignment: Typically classified as Common, Heroic, Legendry, and Epic (which aligns with an individual's Positive Qualities of the same name), these modifiers bestow bonus dice to all Skill and Attribute tests made by those with the same alignment and Positive Quality as that as the settlement and as a penalty to those who have opposing alignments. In all but the rarest situations, only Small Cities and larger settlements will have Alignment modifiers and regardless of whether Heroic, Legendary, etc., it will be no greater than a modifier of ±3. It is not uncommon for the Alignment modifier to be a part of a general background count for larger, older, or historically significant settlements.

Community: The Community modifier represents how open or insular the settlement is in regards to outsiders and is applied to Etiquette tests made by outsiders. Positive modifiers represent settlements that are open to, or at least commonly have a steady stream of outsiders. Negative modifiers are common to those settlements that are small, isolated, and wary of strangers. The Community modifier may be broken down along the Social Classes in larger settlements as the aristocrats, experts, and commoners may have different views on outsiders.

Mercantile: This modifier applies to those who are making purchases (or trades). It applies to the buyer's Negotiation tests when negotiating prices. Positive modifiers represent settlements where the philosophies like "the customer is always right" takes precedent and often occur at economic hubs. Negative modifiers represent more insular, protectionist, and even greedy settlements.

Stealth: Stealth modifiers apply to Sneaking tests, especially when made over large areas of a settlement such as during a chase through the streets. A dense city with narrow streets and many courtyards and alleyways could have a positive Stealth modifier, while a spread out tent "city" would typically have a negative Stealth modifier. When in a specific location the Stealth modifier may change as the specific outweighs the general.

Visibility: This modifier affects Perception tests. In settlements that are exceptionally clean with well-lit streets the modifier will be positive, while a settlement with irregular construction, cluttered ill-planned streets, and poor public lighting will have a negative modifier.

Grand Cultures

If you are designing a kingdom, nation, or other large urban and agricultural based culture that contains more than one primary settlement then you can use the above methods to design each primary settlement in the grand culture or you can use a top down method, an example of which is as follows.

Getting Your Overview

When using this approach, remember that you don't have to fill out every detail at once. You can use the averages provided to get a general feel of population totals and the number of settlements. Unlike settlements, grand cultures do not have modifiers (though their individual settlements often will).

1. Population & Government

As for settlements, the grand culture will have demographics and a government (or possibly more than one government). Use the same rules for settlements' population demographics and governments for grand cultures while keeping in mind that the capital, or other seat of power, will closely align, if not exactly match, with the grand culture's government while other settlements may differ…but on average will align with the grand culture, with the reverse being true for demographics; capitals and larger cities tend to attract other groups far greater than the rural settlements.

2. Estimate Your Grand Culture's Land Area

First thing to do is to draw a box or boxes around the total region that your grand culture occupies. It doesn't have to be exact, just a best approximation. If your planned grand culture's territory is very irregular, like being situated on either side of a mountain range and the people aren't very "mountainous," then you can draw two boxes (or however many you need or want) to get a better approximation.

This allows you to calculate the general area of the kingdom (length times width of each box, then add the boxes' areas together). You should also exclude any large areas within the grand culture where its people have never or very very rarely ever have inhabited. For example, if your grand culture lies primarily along a major river that runs through a vast desert, then even if the grand culture claims authority over the desert the actual inhabitable and cultural region will primarily only lie within kilometers of the river itself.

3. Estimate the Terrain Population & Agricultural Density

Next, assign each box a terrain population density value based on the average terrain in them. Multiply each boxes' area by its terrain value and add the results together; this gives you the standard maximum population of the grand culture that the land can comfortable sustain. This is the terrain population and represents the equilibrium where the grand culture's population will largely remain at this level unless external influences become involved (which can range from immigration, plagues, wars, emigration, famine, better farming, etc.).

Do the same for the maximally sustainable population (area multiplied by 70 people per km^2), this lets you know the maximum population that could exist under the best

conditions with the most advanced agricultural technology for the average medieval fantasy setting (such as a kingdom whose land is entirely made up of fertile plains with expertly planned agriculture, irrigation, roads, and so on).

4. Estimate Number of Major Settlements & Total Populations

Divide your total estimated area by 45,000 km^2. This number represents the ballpark major settlements that will fit in the area of your grand culture. Obviously you can add more or have less, but this is gives you an idea. Then multiply the number of these major settlements by 23,000 people (the average city and its dependent settlements' population) to get a starting point for your grand culture's total population.

Throughout the third "sphere" of influence region of the grand culture there will generally be at least an equal number of people living there as are in the total major settlements (and their first two spheres of influence). This rural population lives in settlements of village-sizes unless you decide to promote them to larger settlements. The better the terrain population density that the grand culture's area incorporates, the larger the rural population can be as for poor terrain or better (11+ people per km^2), the major settlements' population will be less than 5% of the maximum terrain population density using the average values here.

The combined rural and major settlement populations will not be larger than the terrain population (calculated in step 3, above) unless there are extenuating circumstances (immigration, prolonged crop surplus, etc.).

5. Estimate the Age of the Grand Culture

Medieval populations grew very slowly. One average estimate gives 0.0014 (0.14%) population growth rate per year, not including major plague years and the years recuperating from them (current U.S. is about 0.008, or 0.8%). Using the 0.14% value, if you have an initial population of 10,000 humans (say that sail and colonize some bit of wildernesses where they form their own isolated nation) then after a thousand years their population will only have grown to about 40,500 people. On the other hand, if you have six independent city states, totaling 150,000 people, that are united under one rule then in a thousand years the population will grow to approximately 608,000 people at that growth rate.

Growth rates between 0.0005 (0.005%) and 0.03 (3.0%) are the general extremes, where the low end represents lean years and high infant mortality and the high end just the opposite. Growth rate can become negative, especially during years of wars, famines, and plagues. Large growth rates can occur during times of peace or immigrations. Growth rates can also be large for small populations as if triplets are born in a population of 50 with no deaths for that year then that year's growth rate is 0.06 (6%).

You can calculate an individual year's growth rate by taking the average number of births and subtracting the average number of deaths per 1000 people and then dividing that value by 10 to get the percentage (divide again by 100 to get the decimal value). So for a value of 0.0014, it means that there is a net 1.4 more births than deaths per 1000 people per year in a given population.

While you can use the formula, $P_{total} = P_{initial} \times e^{(r \times t)}$, where

P_{total} is the total current Population,
$P_{initial}$ is the starting/initial population in the region,
e is 2.71828…,
r is the growth rate (e.g. 0.0014), and
t is the number of years.

You can also use the estimation of 70 divided by the growth rate to find the approximate number of years it takes for the population to double. Remember that the growth rate here is expressed as a percentage, so using the above growth rate, you would divide 70 by 0.14% (not 0.0014), which results in a doubling every approximately 500 years.

With that covered you now can estimate the age of the grand culture.

Arbitrarily set the average population growth rate and the starting population, generally between 200 people to 10,000, of what will become the grand culture. Then use the formulas above to determine the time using either;

$P_{total} = P_{initial} \times e^{(r \times t)}$,
$P_{total} \div e^{(r \times t)} = P_{initial}$,
$[\ LN\ (P_{total} \div P_{initial})\ ] \div r = t$ or
$70 \div r$ is the doubling time, then estimate how many times you have to double the population, starting with the initial population, to reach your current estimated total population.

For example, if you estimate 18 major settlements in your grand culture that gives you a population of 414,000 for those settlements. Then you decide that there is three times that amount of people in the rural population, 1,242,000, for a total estimated population of 1,656,000. Then you decide that the initial population was 8,000 people and the average growth rate is 0.00175 (0.175%). Just using the doubling estimate (this population will double every 400 years), we see that the grand culture began sometime between 2,800 and 3,200 years ago. Using the formula to solve for t, we get 3,047.3 years.

Or, you could decide that your grand culture began when at half their current populations the 18 independent primary settlements of the region united, thus allowing safer rural settlements to establish themselves. This would set your initial population to 207,000 and it then would take 1188 years to reach the current population.

This gives you several different ways to get an overview of the grand culture's history. If the culture is only a few centuries old but has a large population then you have to decide whether it formed from earlier cultures, had periods of large immigrations, have extraordinary high birth rates, or some combination of all three.

Either way, at the end of this section you'll have the general age of the grand culture.

Overview Values

With the above completed you'll now have approximate values for;

Total Land Area
Average Terrain Population Density
Maximum Agricultural Population Density
Number of Major Settlements
Total Population
Average Growth Rate
Age of the Grand Culture

Major Settlements

With the above information calculated, you can now turn to the major settlements of the grand culture. Major settlements are all cities (Small Towns or larger) that have their own local settlement cultures. The grand culture has its own primary settlement where the other cities are secondary settlements. Determine the population of the grand culture's primary settlement, the primary primary settlement so to speak (again, not necessarily the capital, just the largest urban population center) as this sets an upper limit to the size of all other settlements in the grand culture. For example, if your primary settlement is a Large City then the grand culture will not have any metropolises.

For grand culture populations over 500,000[4] the following formula can be used to estimate the population of the primary settlement's population; take the square root of the grand culture's total population and multiply that by a number between 10 and 20. 15 is the average, where the higher the multiplier the larger the resulting primary settlement. Modern countries often have multipliers from 400 to 1,200, but for medieval-level fantasy settings 10 to 20 is appropriate.

From your primary settlement, radiate outwards and place the secondary settlements. These secondary settlements will usually be an average distance from the other major settlements, based on their population size as detailed below.

Table: Secondary Settlement Distances

Secondary Settlement is...	The distance from other Major Settlements will be on average...
Small Town	160 km (100 mi)
Large Town	200 km (120 mi)
Small City	240 km (150 mi)
Large City	280 km (170 mi)
Metropolis	320 km (200 mi)

Miles are rounded to the tens place.

Default to the smallest secondary settlement for determining distances. If you have a Metropolis, then a Large Town, and then further down the road another Metropolis, for example, then the Large Town will be 300 km from both Metropolises, on average.

Or if you decide that there is a Large City to the east of your primary settlement, a Large Town to the south, and a Metropolis to the west, then on average, the Large City will be 450 km away, the Large Town will be 350 km away, and the metropolis will be 500 km away from the primary settlement. You could then place a Small City in your grand culture and on average it will be about 400 km from any of the other settlements.

This method ensures that none of the major settlements have overlapping spheres of influence, but there's nothing wrong if they do. Closer together larger settlements usually indicate either older cultures or major settlements that rely on each other for defense or trade for specific reasons.

Major Roads

At this point, if you haven't already, you should figure out the major roads, including waterways navigable by at least small merchant ships and barges, linking each of the major settlements. Every 30 to 40 km (18 to 25 miles) along these roads, but not necessarily waterways, there will be a village (or at least a coaching inn or other establishment catering to travelers). If you subtract 160 km (the radius of both second spheres of influence of the linked major settlements) from the distance between the major settlements along the road, divide that by 35 km, and then multiply by 200 people (average village), that will give you the average population living along the road.

Additionally, the length of each major road (minus the 160 km for the linked major settlements) times 2 km, will give you the general area that these road settlements grow their crops and raise their livestock on (subject to the terrain population density).

If major roads or waterways cross each other's path (or join in the case of two waterways) then there will typically be a larger settlement of one settlement type smaller than any of the linked major settlements.

Overlapping Spheres of Influence

Obviously the real fantasy world doesn't work this way. Two nearby villages may both grow to be cities or rival villagers of an isolated settlement may split off and form their own village just a few kilometers away.

If only the second spheres of influence overlap then proceed as normal for determining dependent settlements.

If over a third (or thereabout) of the first spheres of influence overlap then halve the number of dependent settlements of the smaller of the two primary settlements. Unless the two settlements have massive populations then even if you use the full number of settlements you probably won't have to worry about enough agricultural land to support the total population. If you do need more land for agriculture then it can either be gained through trade or through small settlements and their agriculture just beyond the second spheres of influence.

Remaining Settlements & Roads

Once you have placed your major settlements, the major roads, and any resulting settlements, you can now place other settlements that will have grown up around special sites like natural resources (quarries, logging, holy sites, and the like) as well as isolated settlements (usually villages) with their own spheres of influence. Then connect these settlements by road or waterways to the nearest (or most easily accessible) major settlement or major road. These secondary roads will be less populated, usually half that as found along major roads, but where possible settlements will tend to spring up within walking distance of another settlement.

If you place isolated settlements that have little to no access to the rest of the grand culture then you should think about having the isolated settlement either working on getting better access or vying for independence.

[4] Using an average multiplier of 15, a grand culture population of 500,000 will result in a primary settlement of 10,607, which is on the big side for a Small City. At the low end, a grand culture with a population of 111,100 will have a primary settlement with a population of 5,000; the smallest of Small Cities.

Castles, Ruins, & Monuments

It is likely that the grand culture's region is dotted with castles, forts, and other monuments. Again, for fantasy settings the number of these sites will be higher than in medieval Europe, but feel free to adjust the numbers as needed.

Active Castles & Forts: Active castles and forts are currently inhabited by those who are loyal (or at least closely aligned) with the primary authority of the nearest major settlement. To find the number of active castles divide the cultural region's total population by 20,000 (50,000 is the real world estimate, but Ross' site uses overall larger populations). This ensures that most cities will have a fort or castle that they are built around. Remaining castles and forts will be located throughout the region. Approximately 25% of these remaining structures will be in the wilderness at strategically important sites.

Active castles & forts typically require a Small or Large Village to support it, where after businesses the remaining commoners will largely be employed by the military either as soldiers or logistical support.

Ruins: Ruins are typically abandoned forts and castles, though often forgotten villages and rarely larger sites like abandoned or forgotten cities are included here. Take the total current population of the cultural region and divide that by 2.5 million (5 million being Ross' estimate that just covers fortifications). Multiply that number by the square root of the grand culture's age in years for the number of ruins in your grand culture. If the region was previously settled by other castle and city building cultures include its age as well.

Ruins will be spread throughout the region; some may even be under current settlements. The degradation of specific ruins is dependent on their geographical location. Wood rots, so unless the region is especially arid then wooden structures will leave nothing but a bulging outline of the walls after a century or two. Stone survives longer, but wind and rain will erode the structure over many centuries, even millennia, and in arid locations the structure may last for tens of millennia. Additionally, construction is often not of the highest quality and between wind, rain, and the occasionally perching dragon, towers and the upper stories of buildings tend to collapse within a few centuries.

But as the elements bring abandoned structures to their knees, the elements also deposit sediment in the form dust, sand, dirt, mud, and decaying plant matter like leaves over the area. Again, the amount deposited is largely depended on the geography of the region, but for medieval forests and farmland temperate regions 5 to 10 cm per century is a good approximation. The accumulation of debris settles around and on top of the structure so for structures that are buried and survive the weight of the debris, after about 5 centuries the structures now look like mounds or small hills, often with foliage growing on time. Rooms with exterior doors and windows are often filled in with this same debris, but interior rooms and subsurface rooms may be clear of debris, though often filled in as the top layer is prone to collapse over the centuries save for the sturdiest of stone construction.

In each ruin's case, they may have been intermittently inhabited which will have extended and preserved their structural fortitude. Any ruin worth providing shelter or better may be currently occupied by bandits, nomads, vagabonds, or worse.

Monuments: Monuments are those that are not contained within currently populated settlements. These structures are typically made from stone, from free standing obelisks, henges, statues, and pyramids to those that are carved from the surrounding terrain itself. They are generally constructed to mark a special occasion such as a winning a battle, war, or other contest, or the coronation of a new leader and as such often contain inscriptions, plaques, and other informative decoratives. The number of monuments in a grand culture is typically equal to half the number of ruins determined above.

Unless the current population takes care of the monuments, they follow the same patterns of decay as ruins. Though there are often more monuments within current settlements of the grand culture.

Monuments that are both known to the current culture and are especially old are prone to gaining background count (the specific characteristics of which are dependent on the monument and how the populations view it). The rating of the bc is dependent on a multitude of factors but you can start with a bc of ±1 after about a century of existence/use and modify it by 1 for every additional century to three centuries after that, with a diameter of the absolute value of its bc rating in meters, tens of meters, or even kilometers if especially powerful. For example, a holy shrine on a major road that travelers have stopped and prayed at for five centuries might have a bc of 2 to 4 and bestow a Concealment-like power for a limited duration to those who pray at it within its bc in meters.

Putting it All Together

Primary Settlement Example: Ashwyrm March

Ashwyrm March is a human-dominant metropolis with a population of 38,963. It is situated along the banks of the Orcblood River in the southwestern edge of the Ghostwolf Woods, near the Redferm Forest. It has a mildly cold climate with an average summer high of 26.7 C (80 F) and winter lows of -7.2 C (19 F), and averages around 8.6 cm (3.4 in.) per month precipitation. In addition to the many streams that feed the major river, the land is also rich from centuries of volcanic activity to the east.

Within its first sphere of influence it will have an average of 14 settlements and 10 in the second sphere, for an average dependent population of 4,800. However, seven of the settlements in its second sphere have, over the centuries, grown into Towns and Small Cities so the actual total dependent population is 41,694 giving Ashwyrm March a total regional population of 80,657.

The city of Ashwyrm March itself requires a minimum of 2.6 km^2 (1 mi^2) for its population to live in (population divided by 15,000 people per km^2), along with an extra 2.8 km^2 (1.1 mi^2) for the dependent settlements; 5.4 km^2 (2.1 mi^2) total.

The city also requires a minimum of 557 km^2 (215 mi^2) devoted to agriculture (population divided by 70 people per km^2) with an extra 596 km^2 (230 mi^2) for the dependent settlements; 1,153 km^2 (445 mi^2) total.

While the climate and land of the region is good for agriculture, the prevalence of forested land and increasingly rough hills as one travels from west to east, the terrain is on the low end of Common quality, able to support 16 people per km^2 (41 people per mi^2), which means that on average 22.9% of the region is available for agriculture and settling, while 77.1% is wilderness.

This means, that in order to support the city's population, Ashwyrm's agricultural land will be spread out over 5,035 km^2 (3,122 mi^2) which will largely be along the Orcblood River and where the forests have been clear cut (minimum agricultural land of 1,153 km^2 divided by 0.229).

Settlement: Ashwyrm

Population: 38,963 (Metropolis)

Dominant Majority Human (Dominant Majority Valdain)

Government

Form: Heredity Aristocracy
Law: Codified Punishments, Enforcement and Judicial whim
Alignment: Mildly Chaotic Neutral

Species Populations

Dwarves (5.4%)	**2,104**	**Minotaurs (0.3%)**	**117**
Ang-Dur (21.6%)	454	Mumrabet (100%)	117
Kagurzan (78.4%)	1,650	**Ogres (1.9%)**	**740**
Giants (0.2%)	**78**	Gazuran (6.5%)	48
Mulhrun (100%)	78	Gizlun (5.6%)	41
Gnolls (0.4%)	**156**	Jathazan (67.8%)	502
Ekgini (100%)	156	Jurnirjun (20.1%)	149
Goblins (2.4%)	**935**	**Orcs (2.2%)**	**857**
Kulgrok (3.9%)	82	Kulgrok (2.4%)	21
Togrosh (96.1%)	2,022	Togrosh (97.6%)	836
Humans (87.2%)	**33,976**		
Kemir (2.3%)	781		
Borgain (4.5%)	1,529		
Izldain (0.3%)	102		
Valdain (92.9%)	31,564		

Social Class Populations

Common. (79.72%)	**31,059**	**Royals (0.03%)**	**11**
Dwarves	1,677	Dwarves	1
Giants	62	Humans	10
Gnolls	124	**Slaves (6.3%)**	**2,456**
Goblins	745	Dwarves	133
Humans	27,085	Giants	5
Minotaurs	93	Gnolls	10
Ogres	590	Goblins	59
Orcs	683	Humans	2,141
Experts (9.1%)	**3,545**	Minotaurs	7
Dwarves	191	Ogres	47
Giants	7	Orcs	54
Gnolls	14	**Other (4.3%)**	**1,677**
Goblins	85	Dwarves	90
Humans	3,092	Giants	4
Minotaurs	11	Gnolls	7
Ogres	67	Goblins	41
Orcs	78	Humans	1,461
Nobles (0.55%)	**215**	Minotaurs	5
Dwarves	12	Ogres	32
Gnolls	1	Orcs	37
Goblins	5		
Humans	187		
Minotaurs	1		
Ogres	4		
Orcs	5		

Military Class Population

1st Tier: Nobles	45	**Total Military Class**	**6,504**
2nd Tier: Entourage	225	Max Enlistment	7,793
3rd Tier: Guards	390	Max Conscription	15,585
4th Tier: Extended	5,844	**Total Max Army**	**29,882**

Businesses & Services

Academic		**Health**	
Banks	11	Barbers	156
Bookbinders	13	Baths	24
Booksellers	11	Doctors	23
Copyists	13	Midwifes	780
Lawyers	29	**Magic**	
Artisan		Apothecaries	31
Painters	22	Church	312
Sculptors	19	Magic-Shops	16
Woodcarvers	21	Wizardry	13

Clothing/Textiles		**Metal & Gem**	
Cobblers	390	Armories	35
Furriers	111	Blacksmiths	78
Glovemakers	21	Cutlers	36
Hatmakers	41	Jewelers	87
Mercers	37	Locksmiths	24
Pursemakers	39	**Services**	
Rugmakers	28	Drivers	43
Tailors	195	Guards	390
Tanners	35	Inns	65
Weavers	65	Laundries	155
Construction		Mercenaries	18
Carpenters	156	Performers	17
Earthworkers	111	Porters	260
Masons	71	Prostitutes	260
Food & Drink		Servants	312
Bakers	87	Street Totters	130
Breweries	65	Sweepers	86
Butchers	155	Taverns/Rest.	155
Distilleries	60	**Wood**	
Fishmongers	52	Arkwrights	60
Pastrycooks	71	Cartwrights	65
Spice Merchants	32	Coopers	77
Wineries	46	Sawyers	97
General		Woodsellers	29
Chandlers	78	**Guilds/Universities**	
Hay Merchants	22	Thieves' Guilds	6
Instrumentalists	15	Mercenary Guilds	4
Potters	130	Merchant Guilds	27
Printers	12	Major Universities	2
Ropemakers	48	Minor Universities	8
Saddleries	87		
Animals			
Livestock	**85,719**	**Beasts of Burden**	**8,181**
Fowl	53,145	Horses	2,617
Pigs	13,715	Oxen	3,109
Dairy Cows	7,715	Dogs	2,700
Goats	2,572	Ponies	491
Cattle	3,857	Donkeys	655
Sheep	4,715	Mules	409
Settlement Modifiers			
Availability	+4	**Community**	
Alignment		Commoners	-1
Common	+0	Experts	+1
Heroic	+0	Nobles/Royalty	+0
Legendary	+1	**Stealth**	+0
Epic	+1	**Visibility**	-1

Grand Culture Example: Duvaran

Duvaran is a kingdom whose closest border lies some 1,300 kilometers from the above Ashwyrm. It is one of five Valdain human kingdoms that arose from the ashes of a Valdain empire less than 100 years ago. It is an autocratic monarchy that uses a codified law for punishments while relying on a combination of whim and precedent for enforcement and judgement. Overall, Duvaran is Lawful Neutral.

The kingdom is heavily forested throughout much of its nearly 200,000 square kilometer territory in addition to being in a relatively cold climate. The overall terrain density values were estimated by dividing the kingdom into five general sections and assigning them a terrain density as follows:

Table: Duvaran Area Populations

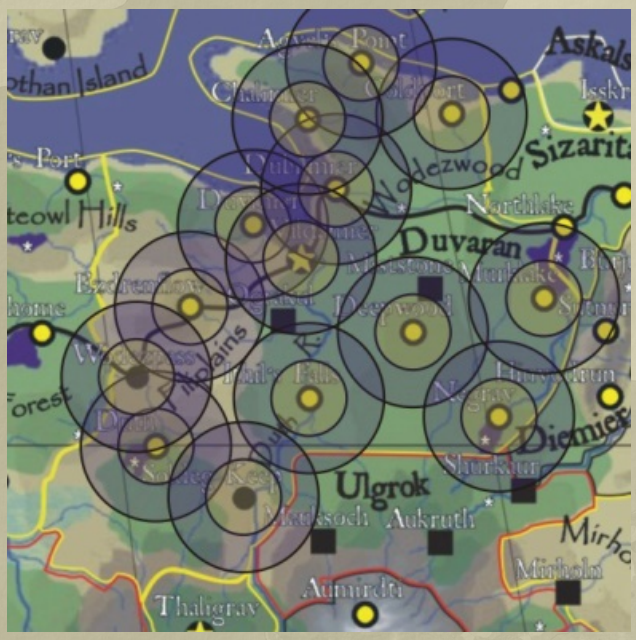
Region	Area (km²)	Terrain Density Pop.	Agricultural Max Pop.
T:15	69,180.5	1,037,708	4,842,635
T:16	21,067.9	337,086	1,474,753
T:18	7,608.6	136,954	532,600
T:20	22,795.4	455,909	1,595,681
T:22	77,232.5	1,699,115	5,406,276
Total	**197,884.9**	**3,666,772**	**13,851,944**

The average terrain density for the whole kingdom comes out to 18.53 people per square kilometer.

However, the humans have only been living in the region for 723 years. The population growth rates from the initial population of just over 10,000 humans for the whole of the Valdain (including those now living in Ashwyrm March) have been calculated and there have been several plagues, emigrations, and wars as well as periods of protection and immigration of the Kemir humans from the previous, dwarven, inhabitants of the region such that today, there are only about one million Valdain humans living in Duvaran with an average growth rate of 1.15% for the past 440 years or so.

This means that the humans here have room to grow as the effective terrain density, for determining how much wilderness there is, is 5.05 people per square kilometer; resulting in nearly 93% of the kingdom being wilderness, uninhabited, or dwarven and orcish (and older cultures') ruins.

With a total area of 197,885 km², there would normally be about 4.4 cities with a total population of 101,200. But because the land was inherited by, and in some cases captured from earlier dwarven and orcish cultures there are a total of 14 cities in the region, with total city population of about 276,000, which leaves about 724,000 in smaller settlements. This also means there all have overlapping spheres of influence as shown below.



Normally the largest city in a grand culture of this size would be about 18,000 people, but because of the complex history of the nation the largest city, and capital, of Valdamier has a population of nearly 52,000.

Grand Culture: Duvaran

Population: 1,044,792

Dominant Majority Human (Homogeneous Valdain)

Terrain

Land Area: 197,884.9 km^2
Actual Terrain Density: 18.53 people/km^2
Effective Terrain Density: 5.05 people/km^2
Estimate Settled Land Area: 14,285.7 km^2
Estimate Wilderness Area: 183,599.2 km^2

Government

Form: Heredity Aristocracy
Law: Codified Punishments, Enforcement and Judicial light precedential.
Alignment: Moderately Lawful Neutral

Species Populations

Dwarves (1.41%)	**14,732**	**Kobolds (0.06%)**	**627**
Dunhier (63.2%)	9,311	Idotjaeth (100%)	627
Kagurzan (36.8%)	5,421	**Lizardfolk (0.1%)**	**1,045**
Giants (0.52%)	**5,433**	Koldesz (100%)	1,045
Moruharun (100%)	5,433	**Ogres (0.19%)**	**1,985**
Gnolls (0.21%)	**2,194**	Jathazan (24.3%)	482
Ekgini (100%)	2,194	Jurnirjun (75.7%)	1,503
Goblins (0.68%)	**7,105**	**Orcs (0.52%)**	**5,433**
Akgrad (13%)	924	Akgrad (11.3%)	614
Kulgrok (81.4%)	5,783	Kulgrok (82.9%)	4,504
Togrosh (5.6%)	398	Togrosh (05.8%)	315
Humans (96.31%)	**1,006,238**		
Borgain (0.3%)	3,019		
Izldain (0.5%)	5,031		
Valdain (99.2%)	998,188		

Social Class Populations

Common. (78.66%)	**821,833**	**Royals (0.07%)**	**731**
Dwarves	11,588	Dwarves	10
Giants	4,273	Giants	4
Gnolls	1,725	Gnolls	2
Goblins	5,588	Goblins	5
Humans	791,507	Humans	704
Kobolds	6	Lizardfolk	1
Lizardfolk	822	Ogres	1
Ogres	1,562	Orcs	4
Orcs	4,273	**Slaves (6.0%)**	**62,165**
Experts (10.03%)	**104,793**	Dwarves	877
Dwarves	1,478	Giants	323
Giants	545	Gnolls	131
Gnolls	220	Goblins	423
Goblins	713	Humans	59,871
Humans	100,926	Kobolds	588
Kobolds	3	Lizardfolk	62
Lizardfolk	105	Ogres	118
Ogres	199	Orcs	323
Orcs	545	**Other (4.8%)**	**50,150**
Nobles (0.49%)	**5,119**	Dwarves	707
Dwarves	72	Giants	261
Giants	27	Gnolls	105
Gnolls	11	Goblins	341
Goblins	35	Humans	48,299
Humans	4,931	Kobolds	30
Lizardfolk	5	Lizardfolk	50
Ogres	10	Ogres	95
Orcs	27	Orcs	261

Military Class Population

1st Tier: Nobles	1,024	**Total Military Class**	**174,460**
2nd Tier: Entourage	6,269	Max Enlistment	222,540
3rd Tier: Guards	10,448	Max Conscription	407,051
4th Tier: Extended	156,719	**Total Max Army**	**804,051**

Major Settlements

Agvel's Point	8,768	Ezdrenflow	27,950
Chalimier	20,561	Ithil's Falls	6,088
Coldport	21,927	Murklake	15,256
Deepwood	7,933	Negrav	8,201
Dubilmier	31,485	Soldeg Keep	3,438
Duth	16,384	Valdamier (capital)	51,714
Duvmier	36,107	Wodezpass	4,237
		Total Population	**260,049**

Valdain Castles, Ruins, & Monuments (between 0 – 700 years old)

Active Castles	53	Monuments	7
Ruins	12		

Dwarven Ruins, & Monuments (between 700 – 1,784 years old)

Ruins	2	Monuments	2

Orcish Ruins, & Monuments (between 700 – 5,400 years old)

Ruins	56	Monuments	27

Ogre Ruins, & Monuments (between 4,000 – 9,600 years old)

Ruins	2	Monuments	1

Giant Ruins, & Monuments (between 8,000 - 24,000 years old)

Ruins	5	Monuments	4

Agvel's Point
Askals
Chalmier
Coldport
Sizarita
Port
Dubimier
Wodezwood
Duvanier
Northlake
Hills
Valdannier
Duvaran
Ograkul
Deepwood
Murklake
Wodezpass
Filiplains
Idhil's Falls
Himvodrun
Negray
Duth
Diemier
Soldeg Keep
Ulgrok
Mauksoch
Aukruth
Mirholn
Aumirdu
Thalgrav

XII. Creatures

"Don't worry, there haven't been any dragons here in centuries."

~Unknown

A common phrase, thought cursed, often voiced by Adventurers expecting to die soon.

A. Generalities

The Size of that Thing

The Equipment Sizes generalize a base height for humanoid species. Those heights can also be applied to other, non-humanoid, species with the height corresponding to the overall length of a creature. Again, these are just very rough estimates that are to be used as guidelines for determining various characteristics.

The table below repeats the ES ratings and the associated heights, as well as presenting very general average ratings for Body (Bod), Physical Condition Monitor boxes (PCM), and Essence (E) based on ES.

Table: General ES Height Ranges & Characteristics

ES	Height (m)	Height (ft)	Bod	PCM	E
-6	0.03 – 0.05	0'1" – 0'2"	0*	5	1
-5	0.05 – 0.10	0'2" – 0'4"	1	5	2
-4	0.10 – 0.20	0'4" – 0'8"	1	6	3
-3	0.20 – 0.46	0'8" – 1'6"	2	6	4
-2	0.46 – 0.76	1'6" – 2'6"	3	7	5
-1	0.76 – 1.22	2'6" – 4'0"	4	8	6
0	1.22 – 1.98	4'0" – 6'6"	5	8	6
1	1.98 – 2.74	6'6" – 9'0"	6	8	6
2	2.74 – 3.66	9'0" – 12'	8	9	7
3	3.66 – 4.57	12' – 15'	11	9	8
4	4.57 – 5.49	15' – 18'	14	10	9
5	5.49 – 6.10	18' – 20'	18	10	10
6+	**Height:** Increase upper limit by 1m (39") + (ES – 6)m from previous ES. **Body:** Increase average Body by previous ES Body + 4. **PCM:** The base number of Physical Condition Monitor Boxes equals 8 + (ES rating ÷ 2, round down). **Essence:** Essence is equal to 6 + (ES -1).				

Body & Essence: Average, across species and including non-humanoids. A 0 or – Body indicates the creature is unable to resist most damage (Armor may still apply).
PCM: This is the base number of Physical Condition Monitor boxes the creature has before adding Body/2. If the creature has 0 or – Body then their Physical and Stun Condition Monitors are effectively only 1 Box, with no Overflow Damage (usually any damage they take will kill them).

In some, often important, cases the GM will need estimates for creatures larger than ES 5. The table below does so, from ES 5 to ES 25.

Table: Extended ES Height Ranges & Characteristics

ES	Upper Height meters	Upper Height feet	Bod	PCM	E
5	6.1	20'	18	10	10
6	7.1	22.3'	22	11	11
7	9.1	29.9'	26	11	12
8	12.1	39.7'	30	12	13
9	16.1	52.8'	34	12	14
10	21.1	69.2'	38	13	15
11	27.1	88.9'	42	13	16
12	34.1	111.9'	46	14	17
13	42.1	138.1'	50	14	18
14	51.1	167.7'	54	15	19
15	61.1	200.5'	58	15	20
16	72.1	236.5'	62	16	21
17	84.1	275.9'	66	16	22
18	97.1	318.6'	70	17	23
19	111.1	364.5'	74	17	24
20	126.1	413.7'	78	18	25
21	142.1	466.2'	82	18	26
22	159.1	522.0'	86	19	27
23	177.1	581.0'	90	19	28
24	196.1	643.4'	94	20	29
25	216.1	709.0'	98	20	30

Physiologistics

As a general rule of thumb, as creatures increase in size their Body and Strength Attributes increase while their Agility and Reaction decrease purely due to the physics of it. The larger the creature the more mass, thicker epidermis, etc., that it has which requires more strength for locomotion. While on the other hand in order to face a threat on one's flank, a creature with a 0.1 meter radius only has to turn itself across 0.16 meters while a creature with a 4 meter radius as to turn over 6 meters.

Note that normal living creatures with no Body Attributes are killed if they take any damage, Physical or Stun, and those with no Strength Attribute are incapable of dealing physical damage to most creatures larger than it (specific Powers not withstanding) but for other tests that use Body they get 1 die.

The following table splits the general averages of Physical Attributes over various types of lifeforms. These are only rough estimates that GMs can use when creating new creatures.

Additionally, the larger the creature the faster its walking and running movement and sprinting bonus meters. Most creatures have modifying Powers/Qualities (specifically Celerity and Increased/Decreased [Walking/Running/Sprint] Qualities) that adjust the base movement speeds by ES in the table below.

Table: Average Body/Agility/Reaction/Strength by ES

	Vertebrates				Invertebrates			Other	
ES	Bipeds	Hexapeds	Ichthyes	Quadrupeds	Annelids	Arthropods	Molluscs	Fey	Template
-6	-/7/7/-	1/6/8/-	-/9/9/-	1/9/9/-	-/2/2/-	-/9/9/-	-/10/11/-	-/12/10/-	-/6/7/-
-5	1/6/6/-	1/6/7/-	-/8/9/-	1/8/8/-	-/2/2/-	1/8/8/-	1/9/10/1	-/11/9/-	1/5/6/-
-4	1/5/6/-	1/5/7/1	1/8/8/-	1/8/8/1	1/2/2/1	1/7/8/1	2/8/9/2	1/10/9/1	1/5/5/1
-3	1/5/5/1	2/5/6/2	1/7/8/1	2/7/7/2	1/2/2/2	2/7/7/2	3/7/8/3	2/9/8/1	2/4/5/1
-2	2/4/5/2	3/4/6/3	2/7/7/2	3/6/6/3	2/2/2/4	2/6/7/3	4/6/7/4	2/8/8/1	3/4/4/2
-1	2/4/4/2	5/4/5/4	3/6/7/3	4/5/5/4	3/2/2/5	3/5/6/4	5/5/6/5	3/7/7/2	4/3/4/3
0	4/3/3/4	6/4/5/6	4/6/7/4	5/5/5/5	5/2/2/7	3/5/6/5	6/5/5/6	3/6/7/2	5/3/3/4
1	5/3/3/5	7/4/5/8	5/6/7/5	6/5/5/6	6/1/2/8	4/5/5/6	7/5/5/7	3/6/6/2	6/3/3/5
2	7/3/3/7	9/3/4/10	7/5/6/6	8/4/4/8	8/1/1/10	6/4/5/8	9/4/5/9	4/5/6/3	8/3/3/6
3	10/2/3/10	12/3/4/13	10/5/6/8	11/4/4/11	11/1/1/13	9/4/4/11	12/4/4/12	6/5/5/5	11/2/2/9
4	13/2/3/13	16/3/4/17	14/5/6/10	15/4/4/15	15/1/1/17	13/4/3/15	15/3/4/16	9/4/5/8	14/2/2/12
5	16/2/2/16	20/2/3/21	18/4/5/13	19/3/3/19	19/1/1/21	17/3/3/19	18/3/3/20	13/4/4/12	18/2/2/15

Table: Base Movement by ES

ES	Walking	Running	Sprint
< -5	×½	×1	+½m
-5 – -2	×1	×2	+1m
-1 – 1	×2	×4	+2m
2 – 5	×3	×6	+3m
6 – 10	×4	×8	+4m
11 – 16	×5	×10	+5m
17 – 23	×6	×12	+6m
24 – 31	×7	×14	+7m
> 32*	×(4+1/ES range)	×(walking ×2)	+(walking)

* ES ranges increases by the range of the previous ES range + 1. So 24 – 31 range covers 8 ES categories, so the next range would cover 9 ES categories, from ES 32 to ES 40, and have a base movement of ×8/×16/+8m

As a rule, the walking multiplier forms the basis for the creature's movement, twice that rate is the running multiplier, and the numerical value of the walking multiplier is the base number of meters gained in a sprint test. But again, many creatures have natural Powers that increase their movement.

Flight

The Flight Power allows the creature to fly at an inherent ×(+1)/ ×(+2)/+1m based on their land movement. Celerity and the Increased/Decreased [Walking/Running/Sprint] Qualities and other Powers/Qualities can further modify the creatures flying speed but do so only for land or flight movement (separate Powers or Qualities are required to adjust both).

Swimming

Creatures that have the Swim Power have movement rates based on their on their ES according to the Base Movement by ES table above and can have Powers and Qualities that modify the rates as per Flight, above. Note that creatures that do not have the Swim Power use the Using Swimming rules (SR5, pg 137) with the clarification that any movement made through swimming is considered running movement unless Sprint Tests are made in which case the non-native swimmer is Sprinting.

Psychologistics

The most important factor in determining how to play a creature is whether or not it has the Sapience Power. With that Power, a creature can be treated as having human-level self-awareness, memory recall, social complexity, empathy, and problem-solving abilities with a rating of 3 in any of the four Mental Attributes being that of an average human. Without the Sapience Power a creature is treated as an "animal" in the colloquial use of the term. The use of its Mental Attributes are narrowly focused towards surviving in the ecological niche that it occupies.

Knowledge & Language Skills

Creatures that do not have the Sapience Power do not have Knowledge or Language Skills. They may have a rudimentary communication, especially tailored for communicating the needs of mating, feeding, and threats, but little more than that. On the rare occasion that a non-Sapient creature needs to make either a Knowledge or Language skill test, as long as it the knowledge/language information is appropriate for it, use a Logic + Intuition Test.

Creatures with the Sapience Power have a native language and (Logic + Intuition) × 2 Skill points for Knowledge and additional Language Skills (in addition to bonuses from Qualities). The Sapient creatures listed here do not have Knowledge or Language skills listed in their stat-blocks in order to both save space and because if the creature doesn't have "average" Knowledge/Language Skills then it is because the GM needs to customize them.

Magidogistics

Like the mortal races, all creatures, unless burnt-out, have a Magic rating. They do not need the Ordeal Born Positive Quality, nor a magical school, in order to use their magical Powers. However, sentient creatures must undergo the Ordeal in order to gain access to the magical schools, which at a base minimum will be 15 Karma; for the Ordeal Born Positive Quality (see chapter V Magic, B Users of Magic, Custom Magic User Schools Karma Costs table). What they can do with their advanced magical access will cost more Karma, just like for player characters.

Creating Creatures

Creating new creatures is much like creating a character. The above Attributes based on ES are a good place to start. So figure out its size and corresponding ES. Also what kind it of creature it is; biped, hexaped, arthropod, fey (see F Fey, below, for typical fey templates), etc. If you're making a new type of undead, then figure out what living creature was and use that as a base (see G Undead, below, for application of standard undead templates). If you're making a creature native of the other Realms you have a lot of leeway, but basing it off a mortal creature type is a good place to start.

Physical Attributes

Assume that the average adult version of your creature will have, yes, average attributes for its species. Determine the physical Attributes based on its ES and body type and modify those as needed. If your creature is a carnivorous hexaped then its Strength and Agility may be higher than listed, while a herbivore may have a larger Body but lower Agility, and so on.

Mental Attributes

First decide whether your creature is sapient or not. If not, then typically Logic is around 2 for common animals and those that have better problem solving ability will have higher Logic. The remaining mental Attributes will be representative of its social life and the species' common enemies. If it is sapient, then compare it to an average human (rating 3 Attributes) and go from there.

Magic & Edge

Most creatures will have a Magic rating of 3 if they don't have much in the way of magical abilities. For Edge, natural animals usually have a rating of 2 while all others will have rating 3.

Skills

Skills for non-sapient creatures allow you to set average dice pools. For example, most herbivores will have Unarmed Combat dice pools of around 10, while carnivores will have higher dice pools. You set skills as needed, where if this total dice pool is higher than 12 then these creatures are considered good at that Skill's related actions. If the creature is sapient, then again, 3 to 4 is one the level of an average proficient human commoner.

Powers, Qualities, & Weaknesses

You can assign what Powers, Qualities, and Weaknesses you need to make the creature you want. Keep in mind that some powers rely on specific Attributes for effectiveness, so double check the Power with your creature's stats to make sure it works as you intend. Note that the base movement for all creatures is ×2/×4/+2m with the Increase/Decrease Walking/Running/Sprint Qualities added to modify it.

Calculating the Karma Cost

Not all creatures really need to have a Karma cost, but it's good to calculate it so you know where it stands compared to the player's characters. First calculate the species' Attribute Karma cost by adding the Karma needed to raise each of the 10 Attributes together. Then add the Karma costs to purchase each Skill at the listed rating. Finally add up the Karma costs for all of its Powers, Qualities, and Weaknesses (the lists of Powers and Weaknesses at the end of this chapter lists their individual Karma costs). Add all the totals together for the grand total that represents the "commoner" adult version of your creature.

As a PC Species

To determine the Karma cost for your creature as a PC playable species subtract 250 Karma for the average Attributes Karma cost (and subtract 3 from each of the 10 Attributes to determine the Species starting Attribute Bonuses, add 3 to each to determine species' Attribute maximums). In addition, subtract out the total Skills Karma cost as the player will determine what Skills and at what ratings they start with. The remaining Karma is the Species' Karma Cost that must be spent when the player selects this species. If the cost is negative then it is probably too weak to be a viable PC species. If it is over 400 Karma it is probably both too powerful and won't leave enough Karma for Magic, Skills, Coin, and other customizations.

B. Flora & Diseases

Agrros Guleth teems with unique flora as well as many plants that are similar to those found on other worlds. This section has but a small sampling of plant life, most of which is found generally in the north of Khormadal and specifically in and around the Western Marches.

See the chapter IX Goods & Services, E Gear, Low Alchemy Items for the Alchemical uses of the following flora.

In addition to the standard vectors for toxins, a new vector, contagion, is included below:

Contagion (type)

Contagious toxins are typically viral or bacterial in nature and are not weaponized; meaning the toxin acts on its own to infect the target rather than being used by something or someone to cause infection. To represent this, after coming in contact with it and at the end of the contagion's listed Speed interval you must make a Toxin Resistance Test where the base threshold is equal to half the Power (round up). If the test fails, you become infected and then follow standard Toxin rules for the infection. If you succeed on the Toxin Resistance Test then you have avoided infection all together. The threshold is based on the minimal conditions for being infected, which is defined by the type (listed in parenthesis) and increases with prolonged exposure within a given Speed interval (as determined by the GM), up to 1.5 × the toxin's Power.

(contact): You risk exposure to contact contagions by touching something with the active contagion. Most of these infections usually survive long enough on the skin to be transmitted to the eyes, mouth, nose, or other area where the infection can enter the body but in a fantasy setting without modern hygiene mores just touching the infection is enough to risk contagion.

(injection): These contagious toxins pose the least risk as they require direct entry into the bloodstream of the victim which typically requires an open wound to come into contact with the infectious toxin.

(inhalation): Entering (and exiting) through the respiratory system of the victim, inhalation contagions are the most dangerous, especially in high population areas. When near a source of the infection, simply taking one breath is enough to risk becoming infected. The typical distance at which one becomes at risk is 2 meters, though wind conditions and enclosed spaces can heavily modify of the base threshold.

Akravel's Gift to Omkra

This broad-leafed plant grows to a height of 1 meter, with the leaves forming a 38 cm crown. The leaves are dried and smoked, being the equivalent of tobacco.

Balaus / Maiden's Death

This small flowering plant grows up to 21 cm high and has three to six main stems in a fan shape, each of which produces about 20 small red petals tipped in yellow.

The petals are dried and used in teas, one dose of which arrests the menstrual cycle in mammals for two to four months. Depending on the society in which it is used it is either openly accepted or a closely guarded secret. The tea has no other affects save being slightly bitter to the taste. Oil from the stalks is used to make balaus oil, a weak poison.

Belladonna/Nightshade

Agrros Guleth has a very similar flowering plant to belladonna. The shrub can grow to 2 meters in height and produces light blue or purple bell-shaped flowers and berries.

Black-eyed Moss

A common cold-weather moss, black-eyed moss grows in mats in the warmer months, often over stagnant pools and quicksand.

A Survival + Intuition (2) or a Perception + Intuition (4) test will alert a traveler to such dangers covered by the moss.

Bloodplague

Epidemics of the Bloodplague occur often during wars and large migrations (which often occur due to wars) and is often claimed to afflict cowards (with little regard to the fact that soldiers surviving campaigns are often the first to be taken with the plague). It is a bacterial disease and is known by many names over the years. Among the Valdain alone it has been called the Warplague (3147 EF, 3156 EF), Bloodeye Plague (3293 – 3295 EF), Blood Cough Plague (3354 – 3356 EF), Bloodplague (3576 – 3577 EF) during major outbreaks and commonly called the Coward's Curse and just the Plague when isolated incidents occur.

Vector: Contagion (inhalation)
Speed: 2 days
Penetration: 0
Power: 4
Effect: Physical damage, Strong Lingering (14 days).

Physical damage from the Bloodplague cannot be healed normally until the disease is out of your system. If you have already contracted the Bloodplague and survived, then you gain a +6 dice pool bonus to all Toxin Resistance Tests when dealing it again.

Bloodthorns

Though uncommon and not invasive, bloodthorn vines pose a danger to travelers in temperate and colder forests with ample foliage as the sharp thorns produce anticoagulant oil that has anesthetic properties. Many unaware travels only notice the effects after significant blood loss.

Those that move through a region populated by these vines must make a Damage Resistance test (Body + Armor) against 2 DV Physical damage for every 100 meters of travel, or every 10 meters if rushing about such as in combat. Each time a person takes damage from the vines, after an hour, they must resist an additional 2 DV Physical damage using Body only (Armor does not help). The anesthetic aspect of the oil imparts the equivalent of High Pain Tolerance at rating 4, which dissipates after an hour from the last time they took damage.

The poison of the bloodthorn vines are used in low alchemy to make bloodthorn oil and spirits.

With a successful Survival + Intuition (2) test a person can guide themselves and up to Logic × 2 individuals through the vines, giving them all a +3 bonus to the Damage Resistance tests for a continuous region of bloodthorns.

Bonepine

These tall coniferous pine trees pose little threat save as providing camouflage to many winter creatures with white coats. The bark is a stark-white all year round. The seeds of the female cones are edible and the bark's undercoat is used to make paper.

Cancer

Cancer is a natural disease. The chance of catching it increases with age, with a random roll starting at Middle Age.

Middle Age: Every year, on your birthday, roll (Body × 4) dice. If you get 11 hits, you have cancer.

Old Age: Every year, on your birthday, roll (Body × 2) dice. If you get 6 hits, you have cancer.

Venerable: Every year, on your birthday, roll (Body) dice. If you get 3 hits, you have cancer.

If you are addicted to alcohol or tobacco, or if your Essence is less than half your species' base Essence rating, then you make the rolls every month instead of every year.

Elves and dwarves roll twice; if both tests succeed then they have cancer.

Gnolls, goblins, kobolds, and ogres gain a +2 bonus to their rolls (the hits needed are not increased).

You suffer a dice pool modifier to your cancer tests equal your species normal Essence rating – your current Essence (typically 0 in fantasy settings).

If you get cancer, roll 2D6 for the number of months until it begins to affect you. It is treated like a toxin with the following effects:

Speed: 1 month
Penetration: -4
Power: 2D6
Effect: Physical damage, Stun damage, Weak Lingering.

Physical and Stun damage taken cannot be healed until the Power has been reduced to 0. If the cancer's Power is reduced to 0 before you succumb to it, then it has gone into remission and you start the process of determining if you catch cancer over again.

Edekdeni Tree

These palm trees are found in arid desert regions. The fruit that it produces is date-like and highly prized. The outer shells of the pits can be shaved to add a bitter-sweet flavor to teas, breads, and other dishes. The core of the pit is poisonous and often applied to blades by assassins trained in its use.

Giltafasrik

Giltafasrik flowers grow near water sources, especially small pools and ponds in the Abikembiniwa, and around streams and riverbeds in the Kefaulul Plains and Vekdezornaul Hills. They stand only about a third of a meter high, with 5-9 main stems in a tight fan with aquamarine colored petals. The berries grow in clusters of 3-5, starting out small and green then becoming red and sweet when ripe.

The Kigidi gnolls and Vurkash ogres use gitlafasrik leaves in tea as it provides a subtle sweetening to the brew that is also very calming. Both also use the berries of the flower to make poisons, for when the berries are unripe and green just one or two, when consumed, can make a person sick.

The Great Plague

The Great Plague is a magical disease that is the cause of undeath. It is covered in the G Undead, below.

Hardir Oak

The hardir oak is found throughout the highlands and foothills of Khormadal, primarily north of the 45th parallel. These oaks are sturdy and gnarled, many of their largest branches curve down to the ground and then back up.

Oakblood armor is made from the bark of these trees by northern orcs, goblins, and Kemir humans. It is a laborious process which is reflected in the base price for the armor. During the process of making the armor, tannins are leeched from the bark and are used in tanning leathers which gives the material a greenish sheen.

The acorns are often crushed and added to meat-dishes in order to bring out a pleasant nutty-bitter flavor.

Housemoss

This blue-green moss grows primarily indoors and at the mouths of caves, the feet of heavily shaded trees, and other sunlight deficient spaces. Housemoss grows in the spring or after heavy rains and is a nuisance in most households.

Housemoss is not poisonous, but it tastes terrible, provides no nutritional value, and has no known application. The only time it is used is as a filler to foods during times of famine in which it only helps to satisfy hunger pains temporarily.

Kaorakkaz Tree

The kaorakkaz tree is abundant in the southern jungles of Khormadal where it grows to great heights and forms an integral position in the ecology in which it is found. Its expansive root system provides networks for ants and other ground dwelling insects and its smooth bark is a favorite home to grubs which are fed upon by the various birds, lizards, and mammals of the jungle. Its canopy provides a source of shelter and safety for larger birds and tree-dwelling mammals.

The berries of the Kaorakkaz flower are small, and non-edible, but they are often used to make red inks and dyes by the native cultures of the regions in which the tree thrives.

Merethgrass

Merethgrass are tall, 1.7m (5 ft), brown stalks with grains that turn light brown when ripe. The grains are edible and have been cultivated for thousands of years by the various cultures that live in the grass' habitats (northern temperate Khormadal). The roots, however, are mildly poisonous and are occasionally used to create weak poison.

Mossrot

Rare but deadly, mossrot is a dark fungal growth that finds perch in dark moist corners of the world. When it is encountered, it is often found in old patches of housemoss or in rarely visited sewers, dungeons, and the like. When mossrot is disturbed, such as walking over it, it releases spoors which doubles the normal contagion (inhalation) range, from 2 meters to 4 meter radius. Otherwise, one must effectively and literally stick their nose in it to risk contagion.

Vector: Contagion (inhalation)
Speed: 1 hour
Penetration: 0
Power: 6
Effect: Disorientation, Stun damage, Weak Lingering.

Mukkurok Cactus

This succulent grows in single straight branches that are nearly two meters tall, with a uniform 0.3 meter diameter, in clusters of three to five. As a cactus, it has groupings of three to five, 5 to 10 cm, spines that cover it. Mukkurok can be found throughout Khormadal's northern deserts in both sandy and rocky terrain. With a successful Alchemy + Logic (4, 1 hour) or appropriate Knowledge Skill (farming, cooking, etc.) + Logic (6, 1 hour) Extended Test, 25 liters can be extracted without killing the plant, or 35 liters can be removed but the cactus will die.

Additionally, cut pieces of the flesh of the mukkurok can be seared such that a thin external layer is caramelized and seals in the water inside. These pieces are typically cut into 10 cm cubes which contain approximately 0.25 liters of water. One branch contains about 100 cubes on average and requires a successful Alchemy + Logic (6, 1 hour) or appropriate Knowledge Skill (farming, cooking, etc.) + Logic (8, 1 hour) Extended Test to properly prepare one branch in this way.

Other than as source of water, mukkurok cacti have no nutritional value except to some herbivores (such as minotaurs where one branch is enough for eight standard meals).

The spines are used for many purposes, from making sewing and tattoo needles to dart tips. Walking into a branch deals 4P, -1 AP, while running, or being pushed, into one deals 7P, -2 AP. Small desert fey often make use of the spines as spears; ES -4, Accuracy 6, Reach 0, STR-2P (minimum 1P), AP -4.

Olzani's Tears

These magical orchid-like flowers grow in cold and temperate regions. They only grow a single stem no more than 0.4 meters in height, with seven wide and vibrant petals of fluid blue, red, purple, and gold colors. They are rare, as they grow along the banks of ponds and the individual flowers rarely grow closer than 100 meters from each other, and easily fetch 20 or more gold for living flowers in the proper markets.

An Olzani's tears flower grows a single berry in the late summer months which birds feed on, excreting the seed days later. A ripe berry is purple in color and is mildly toxic but also has healing properties.

Vector: Ingestion
Speed: 1 minute
Penetration: 0
Power: 8
Effect: -1 Agility, -2 Reaction, -2 Willpower, -2 Logic, -2 Intuition, -2 Charisma for one hour. These effects are similar to becoming extremely drunk and produce an emotional state of sadness and despondence. At the end of an hour, if you are wounded you heal 1D6 ÷ 2 Physical damage and gain a +4 dice pool bonus to your next Toxin Resistance Test against any non-magical diseases you are currently infected with within the next two days.

Plague-eyes

This magical disease causes black discharge to ooze from the eyes of its victims and produces mild but horrific hallucinations. It is extremely rare, as the primary source of the plague is in followers of Narkrisis who have undergone the rituals of that fell god and those that catch it cannot spread it.

Vector: Contagion (contact)
Speed: 1 hour
Penetration: -2
Power: 1 + Magic Rating of the carrier.
Effect: -2 Intuition, -2 Perception tests, Disorientation, Physical damage, Weak Lingering. If a victim dies from Plague-eyes, they immediate rise as a zombie within 1D6 Combat Turns.

Salkwaudel Tree

These deciduous trees grow near cold and temperate swamps. They grow to a height of 7.5 meters with a 9m spherical crown. Their leaves are broad and fan-shaped, often 0.35 meters wide and they produce a pale-blue fruit similar in taste to pears.

Weeping Lily

Weeping lilies are small flowers that have six to nine stems each ending with bright white horn-shaped six-petal flowers that hang down heavily, giving this flower its name. They have no medicinal or alchemical value but are prized for their beauty. Relatively common along river banks, lakes, streams, and ponds the one prominent quality of this flower is that when encountered away from noticeable water they are most likely to grow around the edges of quicksand.

C. Fauna

There are many animals in Agrros Guleth that closely match most of those found on other worlds. Below are a sample of just some of the animals found in Khormadal.

Fauna, unless they are magically changed or modified, always use group Edge.

Generic Fauna

The following animals represent various natural vertebrates that can be found throughout the world, where size has more to do with their abilities than anything else. Remember that normal living creatures with no Body Attributes are killed if they take any damage, Physical or Stun, and those with no Strength Attribute are incapable of dealing physical damage to most creatures larger than it (specific Powers not withstanding).

Cephalopods will typically have the additional Qualities/Powers of Ink Sack and Increased Sprint (swim) at level I or better.

The wingspans of birds are generally around 2 to 4 times its body length (increasing as the size of the bird increases).

Once you decide on a generic animal or animals to throw at your players, you can further modify them with a few simple additions; like increased AP for the Natural Weapon Power for carnivores, increased Natural Armor for thick-hided animals, or Naturally Insulated for animals that live in colder environments, and so on. At the end of this section is a note about alpha (more powerful) members of generic fauna.

Very Tiny Generic Animals (ES -6)

Most tiny animals, those of approximately 4 cm (1.5 inches) in length, are fish. Small hummingbirds are an example of a very tiny bird, but most hummingbirds are ES -5. Mammals and lizards of this size are extremely rare.

Very Tiny Fish/Cephalopod (602 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
-	9	9	-	2	1	2	1	1	1	1

Initiative	11 + 1D6
Movement (ES)	×1/×3/+1m swimming (ES -6)
Condition Monitor	1/1
Limits	Physical 3, Mental 3, Social 2
Armor	0
Skills	Perception 4, Stealth 4, Swimming 4, Unarmed Combat 4
Powers & Qualities	Increased Walking II (swim), Increased Running II (swim), Increased Sprint II (swim), Swim

Very Tiny Bird (612 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
-	9	9	-	2	1	2	1	1	1	1

Initiative	11 + 1D6
Movement (ES)	×(¼)/×(½)/+(¼)m, ×2/×3/+2m flight (ES -6)
Condition Monitor	1/1
Limits	Physical 3, Mental 3, Social 2
Armor	0
Skills	Flight 4, Perception 4, Stealth 4, Unarmed Combat 4
Powers & Qualities	Flight, Increased Walking II (flight), Increased Running II (flight), Increased Sprint II (flight)

Very Tiny Mammal/Reptile (580 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
-	9	9	-	2	1	2	2	1	1	1

Initiative	11 + 1D6
Movement (ES)	×(¼)/×(½)/+(¼)m (ES -6)
Condition Monitor	1/1
Limits	Physical 3, Mental 3, Social 2
Armor	0
Skills	Perception 4, Running 4, Stealth 4, Unarmed Combat 4
Powers & Qualities	None

Tiny Generic Animals (ES -5)

Tiny animals are those that are typically around 7 or 8 cm (3 inches) in length. Examples include small fish, hummingbirds, small sparrows, mice, and small common lizards.

Tiny Fish/Cephalopod (557 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
-	8	9	-	2	1	2	1	1	1	2

Initiative	11 + 1D6
Movement (ES)	×3/×4/+3m swimming (ES -5)
Condition Monitor	1/1
Limits	Physical 3, Mental 3, Social 2
Armor	0
Skills	Perception 4, Stealth 4, Swimming 4, Unarmed Combat 4
Powers & Qualities	Increased Walking II (swim), Increased Running II (swim), Increased Sprint II (swim), Swim

Tiny Bird (529 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
1	8	8	-	2	1	2	1	1	1	2

Initiative	10 + 1D6
Movement (ES)	×1/×2/+1m, ×3/×5/+3m flight (ES -5)
Condition Monitor	6/6
Limits	Physical 3, Mental 3, Social 2
Armor	0
Skills	Flight 4, Perception 4, Stealth 4, Unarmed Combat 4
Powers & Qualities	Flight, Increased Walking II (flight), Increased Running III (flight), Increased Sprint II (flight)

Tiny Mammal/Reptile (495 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
1	8	8	-	2	1	2	2	1	1	2

Initiative	10 + 1D6
Movement (ES)	×1/×2/+1m (ES -5)
Condition Monitor	6/6
Limits	Physical 3, Mental 3, Social 2
Armor	0
Skills	Perception 4, Running 4, Stealth 4, Unarmed Combat 4
Powers & Qualities	None

Very Small Generic Animals (ES -4)

Ranging between 10 to 20 cm (4 to 8 inches), very small animals are some of the most common to be found in the wind. Examples include small trout, thrushes, finches, large mice and other small rodents, as well as well-fed common small lizards and small turtles.

Very Small Fish/Cephalopod (554 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
1	8	8	-	2	1	3	2	1	2	3

Initiative	11 + 1D6
Movement (ES)	×3/×4/+3m swimming (ES -4)
Condition Monitor	7/7
Limits	Physical 4, Mental 3, Social 3
Armor	0
Skills	Perception 4, Stealth 4, Swimming 4, Unarmed Combat 4
Powers & Qualities	Increased Walking II (swim), Increased Running II (swim), Increased Sprint II (swim), Natural Weapon (Bite: DV [STR]), Swim

Very Small Bird (569 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
1	8	8	1	2	1	3	2	1	2	3

Initiative	11 + 1D6
Movement (ES)	×1/×2/+1m, ×3/×5/+3m flight (ES -4)
Condition Monitor	7/7
Limits	Physical 4, Mental 3, Social 3
Armor	0
Skills	Flight 4, Perception 4, Stealth 4, Unarmed Combat 4
Powers & Qualities	Flight, Increased Walking II (flight), Increased Running III (flight), Increased Sprint II (flight), Natural Weapon (Bite: DV [STR]),

Very Small Mammal/Reptile (537 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
1	8	8	1	3	1	3	2	1	2	3

Initiative	11 + 1D6
Movement (ES)	×1/×2/+1m (ES -4)
Condition Monitor	7/7
Limits	Physical 4, Mental 3, Social 3
Armor	0
Skills	Perception 4, Running 4, Stealth 4, Unarmed Combat 4
Powers & Qualities	Natural Weapon (Bite: DV [STR])

Small Generic Animals (ES -3)

Small animals are typically between 20 cm to nearly half a meter (8 inches to 1.5 feet) long. Flounders, small bass, and mackerels are typically small animals, as are mallards, crows, small owls and hawks, medium-sized "domestic" cats, rabbits, large rats, and many small snakes, iguanas, and turtles.

Small Fish/Cephalopod (589 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
1	7	8	1	3	2	4	2	2	3	4

Initiative	12 + 1D6
Movement (ES)	×3/×4/+3m swimming (ES -3)
Condition Monitor	7/8
Limits	Physical 4, Mental 4, Social 4
Armor	0
Skills	Perception 4, Stealth 4, Swimming 4, Unarmed Combat 4
Powers & Qualities	Increased Walking II (swim), Increased Running II (swim), Increased Sprint II (swim), Natural Weapon (Bite: DV [STR]), Swim

Small Bird (581 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	7	7	2	3	2	4	2	2	3	4

Initiative	11 + 1D6
Movement (ES)	×1/×2/+1m, ×3/×5/+3m flight (ES -3)
Condition Monitor	7/8
Limits	Physical 5, Mental 4, Social 4
Armor	0
Skills	Flight 4, Perception 4, Stealth 4, Unarmed Combat 4
Powers & Qualities	Flight, Increased Walking II (flight), Increased Running III (flight), Increased Sprint II (flight), Natural Weapon (Bite: DV [STR], AP -1),

Small Mammal (563 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	7	7	2	3	2	4	3	2	3	4

Initiative	11 + 1D6
Movement (ES)	×1/×2/+1m (ES -3)
Condition Monitor	7/8
Limits	Physical 5, Mental 4, Social 5
Armor	0
Skills	Perception 4, Running 4, Stealth 4, Unarmed Combat 4
Powers & Qualities	Natural Weapon (Bite: DV [STR+1])

Small Reptile (556 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	7	7	2	3	2	4	2	2	3	4

Initiative	11 + 1D6
Movement (ES)	×1/×2/+2m (ES -3)
Condition Monitor	7/8
Limits	Physical 5, Mental 4, Social 4
Armor	2 (natural)
Skills	Perception 4, Running 4, Stealth 4, Unarmed Combat 4
Powers & Qualities	Increased Sprint I, Natural Armor (Body), Natural Weapon (Bite: DV [STR+1])

Average-Sized Generic Animals (ES -2)

The range of average-sized animals' lengths is between about 46 cm to 76 cm (1.5 to 2.5 feet). Fish of this size include large cod, small sharks, average pikes, and most salmon. Turkey vultures, eagles, owls, and ravens are usually average sized animals. Badgers, foxes, large rabbits, opossums, large "domestic" cats and small (pre-Industrial era breeding) dogs are also average-sized animals. Reptiles of this size include large iguanas and turtles, water dragons, basilisk lizards, and various small snakes.

Average-Sized Fish/Cephalopod (609 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	7	7	2	3	2	4	2	2	3	5

Initiative	12 + 1D6
Movement (ES)	×3/×4/+3m swimming (ES -2)
Condition Monitor	8/9
Limits	Physical 4, Mental 4, Social 4
Armor	0
Skills	Perception 5, Stealth 5, Swimming 5, Unarmed Combat 5
Powers & Qualities	Increased Walking II (swim), Increased Running II (swim), Increased Sprint II (swim), Natural Weapon (Bite: DV [STR]), Swim

Average-Sized Bird (583 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	6	6	3	3	2	4	2	2	3	5

Initiative	11 + 1D6
Movement (ES)	×1/×2/+1m, ×3/×5/+3m flight (ES -2)
Condition Monitor	9/9
Limits	Physical 5, Mental 4, Social 4
Armor	0
Skills	Flight 5, Perception 5, Stealth 5, Unarmed Combat 5
Powers & Qualities	Flight, Increased Walking II (flight), Increased Running III (flight), Increased Sprint II (flight), Natural Weapon (Bite: DV [STR], AP -1),

Average-Sized Mammal (563 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	6	6	3	3	2	4	3	2	3	5

Initiative	11 + 1D6
Movement (ES)	×1/×2/+1m (ES -2)
Condition Monitor	9/9
Limits	Physical 5, Mental 4, Social 5
Armor	0
Skills	Perception 5, Running 5, Stealth 5, Unarmed Combat 5
Powers & Qualities	Natural Weapon (Bite: DV [STR+1])

Average-Sized Reptile (557 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	6	6	3	3	2	4	2	2	3	5

Initiative	11 + 1D6
Movement (ES)	×1/×2/+2m (ES -2)
Condition Monitor	9/9
Limits	Physical 5, Mental 4, Social 4
Armor	3 (natural)
Skills	Perception 5, Running 5, Stealth 5, Unarmed Combat 5
Powers & Qualities	Increased Sprint I, Natural Armor (Body), Natural Weapon (Bite: DV [STR+1])

Biggish Generic Animals (ES -1)

These animals grow between 76 cm to 1.22 meters (2.5 to 4 feet) in length. Medium sized sharks, large pike, large wolf herrings, are biggish animals, as are condors and large eagles. Most dogs and wolves, domesticated livestock like goats and sheep, as well as the smaller great cats like small pumas, fit into this category, as well as large tortoises and small alligators/crocodiles.

Biggish Fish/Cephalopod (619 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	6	7	3	3	2	4	3	2	3	6

Initiative	11 + 1D6
Movement (ES)	×4/×6/+4m swimming (ES -1)
Condition Monitor	10/10
Limits	Physical 6, Mental 4, Social 5
Armor	0
Skills	Perception 5, Stealth 5, Swimming 5, Unarmed Combat 5
Powers & Qualities	Increased Walking II (swim), Increased Running II (swim), Increased Sprint II (swim), Natural Weapon (Bite: DV [STR]), Swim

Biggish Bird (583 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
4	5	5	4	4	2	4	2	2	3	6

Initiative	9 + 1D6
Movement (ES)	×2/×4/+2m, ×5/×7/+5m flight (ES -1)
Condition Monitor	10/10
Limits	Physical 6, Mental 4, Social 5
Armor	0
Skills	Flight 5, Perception 5, Stealth 5, Unarmed Combat 5
Powers & Qualities	Flight, Increased Walking II (flight), Increased Running III (flight), Increased Sprint II (flight), Natural Weapon (Bite/claws: DV [STR], AP -1)

Biggish Mammal (575 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
4	5	5	4	4	2	4	3	2	3	6

Initiative	9 + 1D6
Movement (ES)	×2/×6/+3m (ES -1)
Condition Monitor	10/10
Limits	Physical 6, Mental 4, Social 6
Armor	2 (natural)
Skills	Perception 5, Running 5, Stealth 5, Unarmed Combat 5
Powers & Qualities	Increased Running II, Increased Sprint I, Natural Armor (Body ÷ 2)Natural Weapon (Bite: DV [STR+1])

Biggish Reptile (559 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
4	5	5	4	3	2	4	3	2	3	6

Initiative	9 + 1D6
Movement (ES)	×2/×4/+4m (ES -1)
Condition Monitor	10/10
Limits	Physical 6, Mental 4, Social 5
Armor	4 (natural)
Skills	Perception 5, Running 5, Stealth 5, Unarmed Combat 5
Powers & Qualities	Increased Sprint II, Natural Armor (Body), Natural Weapon (Bite: DV [STR+1])

Big Generic Animals (ES 0)

Ranging between 1.22 to 1.98 meters (4 to 6.5 feet) in length, these animals definitely "feel" big when the mortal races are near them. Most sharks and many sturgeons are big animals. It's rare for birds to get this big (not including wingspan). Mammals of this size include large dogs and wolves, small lions and tigers, black bears, small brown bears, and small cattle. Medium-sized versions of monitor lizards, alligators, and crocodiles are also big animals.

Big Fish/Cephalopod (680 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
4	6	7	4	4	2	4	3	2	3	6

Initiative	11 + 1D6
Movement (ES)	×4/×6/+4m swimming (ES 0)
Condition Monitor	10/10
Limits	Physical 7, Mental 4, Social 6
Armor	0
Skills	Perception 5, Stealth 5, Swimming 5, Unarmed Combat 5
Powers & Qualities	Increased Walking II (swim), Increased Running II (swim), Increased Sprint II (swim), Natural Weapon (Bite: DV [STR+1]), Swim

Big Bird (629 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
4	5	5	5	4	2	4	3	2	3	6

Initiative	9 + 1D6
Movement (ES)	×2/×4/+2m, ×5/×9/+5m flight (ES 0)
Condition Monitor	10/10
Limits	Physical 7, Mental 4, Social 6
Armor	0
Skills	Flight 5, Perception 5, Stealth 5, Unarmed Combat 5
Powers & Qualities	Flight, Increased Walking II (flight), Increased Running VI (flight), Increased Sprint II (flight), Natural Weapon (Bite/claws: DV [STR], AP -1), Yellow feathers.

Big Mammal (650 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	5	5	5	4	2	4	4	2	3	6

Initiative	9 + 1D6
Movement (ES)	×3/×6/+3m (ES 0)
Condition Monitor	11/10
Limits	Physical 7, Mental 4, Social 6
Armor	3 (natural)
Skills	Perception 5, Running 5, Stealth 5, Unarmed Combat 5
Powers & Qualities	Increased Walking I, Increased Running II, Increased Sprint I, Natural Armor (Body ÷ 2), Natural Weapon (Bite: DV [STR+1])

Big Reptile (629 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	5	5	5	4	2	4	3	2	3	6

Initiative	9 + 1D6
Movement (ES)	×2/×4/+4m (ES 0)
Condition Monitor	11/10
Limits	Physical 7, Mental 4, Social 6
Armor	5 (natural)
Skills	Perception 5, Running 5, Stealth 5, Unarmed Combat 5
Powers & Qualities	Increased Sprint II, Natural Armor (Body), Natural Weapon (Bite: DV [STR+2])

Large Generic Animals (ES 1)

Between 1.98 and 2.74 meters (6.5 to 9 feet) in length, large animals are impressive. Most of the average versions of the bigger sharks, sturgeon, and other really big fish begin at this category and only get bigger. Other than fantasy versions, there are no real-world examples of large animal birds (again, not counting wingspans). Ponies, cattle, average-sized great cats like lions and tigers, and brown bears are all large animals, as are most crocodiles, alligators, and the larger monitor lizards.

Large Fish/Cephalopod (782 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	6	7	5	4	2	5	3	2	3	6

Initiative	12 + 1D6
Movement (ES)	×5/×8/+4m swimming (ES 1)
Condition Monitor	11/10
Limits	Physical 8, Mental 5, Social 6
Armor	3 (natural)
Skills	Perception 5, Stealth 5, Swimming 5, Unarmed Combat 6
Powers & Qualities	Increased Walking III (swim), Increased Running IV (swim), Increased Sprint II (swim), Natural Armor (Body ÷ 2), Natural Weapon (Bite: DV [STR+1]), Swim

Large Bird (728 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	5	5	6	4	2	5	3	2	3	6

Initiative	10 + 1D6
Movement (ES)	×2/×4/+2m, ×5/×9/+5m flight (ES 1)
Condition Monitor	11/10
Limits	Physical 8, Mental 5, Social 6
Armor	3 (natural)
Skills	Flight 5, Perception 5, Stealth 5, Unarmed Combat 6
Powers & Qualities	Flight, Increased Walking II (flight), Increased Running V (flight), Increased Sprint II (flight), Natural Armor (Body ÷ 2), Natural Weapon (Bite/claws: DV [STR], AP -1)

Large Mammal (747 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
6	5	5	6	4	2	5	4	2	3	6

Initiative	10 + 1D6
Movement (ES)	×3/×6/+3m (ES 1)
Condition Monitor	11/10
Limits	Physical 8, Mental 5, Social 6
Armor	3 (natural)
Skills	Perception 5, Running 5, Stealth 5, Unarmed Combat 6
Powers & Qualities	Increased Walking I, Increased Running II, Increased Sprint I, Natural Armor (Body ÷ 2), Natural Weapon (Bite: DV [STR+1])

Large Reptile (751 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
6	5	5	6	4	2	5	3	2	3	6

Initiative	10 + 1D6
Movement (ES)	×2/×4/+3m (ES 1)
Condition Monitor	11/10
Limits	Physical 8, Mental 5, Social 6
Armor	6 (natural)
Skills	Perception 5, Running 5, Stealth 5, Unarmed Combat 6
Powers & Qualities	Increased Sprint I, Natural Armor (Body), Natural Weapon (Bite: DV [STR+2])

Very Large Generic Animals (ES 2)

Very large animals range in size from 2.74 to 3.66 meters (9 to 12 feet) in length. Many of the larger sharks, sturgeons, and other big fish fit this category. Mammals range between horses and large cattle to the largest of brown bears, small pygmy elephants and small hippopotami. Very large lizards include some of the largest crocodiles and alligators.

Very Large Fish/Cephalopod (872 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
7	5	6	6	5	2	5	4	2	3	7

Initiative	11 + 1D6
Movement (ES)	×6/×10/+5m swimming (ES 2)
Condition Monitor	13/11
Limits	Physical 9, Mental 5, Social 7
Armor	4 (natural)
Skills	Perception 5, Stealth 5, Swimming 6, Unarmed Combat 6
Powers & Qualities	Increased Walking III (swim), Increased Running IV (swim), Increased Sprint II (swim), Natural Armor (Body ÷ 2), Natural Weapon (Bite: DV [STR+1]), Swim

Very Large Bird (928 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
7	5	5	8	5	2	5	4	2	3	7

Initiative	10 + 1D6
Movement (ES)	×3/×6/+3m, ×6/×11/+6m flight (ES 2)
Condition Monitor	13/11
Limits	Physical 10, Mental 5, Social 7
Armor	4 (natural)
Skills	Flight 6, Perception 5, Stealth 5, Unarmed Combat 6
Powers & Qualities	Flight, Increased Walking II (flight), Increased Running V (flight), Increased Sprint II (flight), Natural Armor (Body ÷ 2), Natural Weapon (Bite/claws: DV [STR], AP -1)

Very Large Mammal (887 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
8	4	4	8	5	2	5	4	2	3	7

Initiative	9 + 1D6
Movement (ES)	×4/×8/+4m (ES 2)
Condition Monitor	13/11
Limits	Physical 10, Mental 5, Social 7
Armor	4 (natural)
Skills	Perception 5, Running 6, Stealth 5, Unarmed Combat 6
Powers & Qualities	Increased Walking I, Increased Running II, Increased Sprint I, Natural Armor (Body ÷ 2), Natural Weapon (Bite: DV [STR+1])

Very Large Reptile (896 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
8	4	4	8	5	2	5	4	2	3	7

Initiative	9 + 1D6
Movement (ES)	×3/×6/+4m (ES 2)
Condition Monitor	13/11
Limits	Physical 10, Mental 5, Social 7
Armor	8 (natural)
Skills	Perception 5, Running 6, Stealth 5, Unarmed Combat 6
Powers & Qualities	Increased Sprint I, Natural Armor (Body), Natural Weapon (Bite: DV [STR+3])

Alphas

Alphas are faster, stronger, and more experienced versions of the generic animals. While the title implies pack leaders, this category can include any version of an animal that is exceptional for its kind.

Most alphas have at least two of its Physical Attributes and either Willpower or Intuition each increased by 1, as well as additional Powers or Qualities (usually Qualities, like Faster or Lightning Reflexes). Alphas use their own personal Edge (though typically do not have the Hero Quality and thus cannot Burn Edge).

You can also apply the alpha designation to any other non-sapient creature.

Beetle, Jehki

These large and aggressive desert dwelling beetles are similar to scarab beetles only with heads akin to stag beetles. They grow up to a meter long and tend to be solitary save for a few spring months where mating pairs nest together. During mating, they dig nests into the ground, several meters deep and long, where the males excrete a glue-like substance to both support the walls and form the basis of their eggs' nest. The female uses her corrosive excretions to shape and mold the glue into repositories where she lays her eggs, typically ten to twelve chicken-egg sized eggs. Both males and females have developed the ability to use their excretions at range as a defensive and offensive measure.

Beetle, Jehki (469 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	6	7	3	4	2	3	3	2	3	5

Initiative	9 + 1D6
Movement (ES)	×1/×2/+1m (ES -2)
Condition Monitor	8/8
Limits	Physical 5, Mental 4, Social 6
Armor	4 (Hardened natural)
Skills	Escape Artist 3, Exotic Ranged Weapon (Spit) 4, Perception 2, Sneaking 2, Unarmed Combat 3, Survival 2
Powers & Qualities	Binding (males only, as Exotic Ranged Weapon, range increments of [Body] meters), Corrosive Spit (females only), Hardened Armor (Body × 2), Natural Weapon (Bite: DV [STR+1]P, AP -1, Reach -1)
Weaknesses	Induced Dormancy (Cold damage or Harsh Cold environment [-13° C or less])
Notes	The binding goo and acid of the male and females spits make each other inert within 1 Combat Turn if they come into contact with each other. Oils secreted by the beetles also make them immune to both the goo and acid.

Crow, Blood

Blood crows are actually a type of raven that is found throughout Khormadal and Nemerith but are highly sociable, living in groups (an unkindness) of 10-50 members. Their bills are longer and thinner than that of average ravens, they have blue-gray to white markings on their heads, and they typically have 4-foot wingspans.

Blood crows are intelligent, often able to understand minimal language structure, but also highly aggressive. They tend to target one creature, usually a herbivore but they are also attracted to metal and shiny objects, which they swiftly feed upon the blood of the creature and then eat the carrion for as long as it lasts.

Crow, Blood (678 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	7	7	2	4	3	4	3	2	2	4

Initiative	11 + 2D6
Movement (ES)	×1/×2/+1m, ×2/×6/+2m flight ((ES -3)
Condition Monitor	7/8
Limits	Physical 5, Mental 5, Social 5
Armor	0/4 (Hardend Mystic Armor)
Skills	Assensing 3, Flight 5, Perception 4, Sneaking 2, Unarmed Combat 3
Powers & Qualities	Dual Natured, Enhanced Senses (low-light vision), Fast Reflexes I, Flight, Hardened Mystic Armor (Willpower), Increased Running II (flight), Natural Weapon (Bite: DV [STR+1]P, AP -3, Reach -1), Search

Dog, riding

These large dogs are bread by the smaller mortal species to serve as mounts. These stats can also be used for common guard dogs and the like.

Dog, riding (494 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
4	3	4	4	3	2	4	3	2	3	6

Initiative	8 + 1D6
Movement (ES)	×2/×8/+4m (ES -1)
Condition Monitor	10/10
Limits	Physical 6, Mental 4, Social 5
Armor	0
Skills	Intimidation 4, Perception (Hearing, Smell) 5 (+2), Running 5, Tracking 6, Unarmed Combat 5
Powers & Qualities	Domesticated, Enhanced Senses (Hearing, Smell), Increased Running IV, Increased Sprint II, Natural Weapon [Claw/Bite: DV (STR+1)P, AP -)
Notes	Base Carry Weight 60 kg (132 lbs) Lightly Encumbered 61 kg – 105 kg (133 lbs – 231 lbs) Heavy Encumbered 106 kg – 135 kg (232 lbs – 298 lbs)

Gorilla, Bonepine

Smaller than standard gorillas, bonepine gorillas are most notable for their coat which matches the stark whiteness of the bonepine trees of their habitat. In the few recorded cases of encountering these apes outside of the Bonepine Hills it has been found that their coats change with the seasons and closely match the surrounding terrain.

They tend to be solitary hunters and foragers where they are generally non-violent. They return to their camps to share food where they exhibit territorial and violent behavior towards other bipeds and large carnivores. Bonepine gorilla troupes average 15 members, less than half of which are adults.

Gorilla, Bonepine (623 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
6	4	3	7	4	3	3	4	2	3	6

Initiative	6 + 2D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	11/10
Limits	Physical 8, Mental 5, Social 6
Armor	3 (Natural)
Skills	Climbing 4, Perception 4, Sneaking 5 Unarmed Combat 4
Powers & Qualities	Armor (Body ÷ 2), Fast Reflexes I, High Pain Tolerance (3), Natural Weapon (Bite: DV [STR+1]P, AP -1)
Notes	In their natural habitat, Bonepine gorillas gain a +2 dice pool bonus to Sneaking tests due to their coats matching the seasonal environment.

Horse, heavy

Largest of the equines, heavy horses are used primarily as work horses though orcs and hobgoblins find them more suitable as steeds than smaller riding horses.

Horse, heavy (784 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
9	4	4	10	3	2	3	4	2	3	7

Initiative	7 + 1D6
Movement (ES)	×3/×8/+4m (ES 2)
Condition Monitor	14/10
Limits	Physical 11, Mental 4, Social 6
Armor	0
Skills	Running 6, Unarmed Combat 2
Powers & Qualities	Domesticated, Increased Running II, Increased Sprint I, Natural Weapon [Kick: DV (STR+1)P, AP -, Reach 1)
Notes	Base Carry Weight 150 kg (331 lbs) Lightly Encumbered 151 kg – 240 kg (332 lbs – 529 lbs) Heavy Encumbered 241 kg – 300 kg (530 lbs – 661 lbs)

Horse, riding

Common throughout Khormadal, and Agrros Guleth as a whole, riding horses have been adapted by most of the mortal species for both agriculture and transportation.

Horse, riding (702 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
8	5	5	8	3	2	3	4	2	3	7

Initiative	8 + 1D6
Movement (ES)	×3/×10/+6m (ES 2)
Condition Monitor	13/10
Limits	Physical 10, Mental 4, Social 6
Armor	0
Skills	Running 6, Unarmed Combat 2
Powers & Qualities	Domesticated, Increased Running IV, Increased Sprint III, Natural Weapon [Kick: DV (STR+1)P, AP -, Reach 1)
Notes	Base Carry Weight 120 kg (265 lbs) Lightly Encumbered 121 kg – 195 kg (266 lbs – 430 lbs) Heavy Encumbered 196 kg – 255 kg (431 lbs – 562 lbs)

Ironfish

Similar to catfish in appearance, ironfish typically grow up to a meter long at adulthood and weigh 50 kilograms. They are a dark rust color on their dorsal side which fades to a silvery sheen on their ventral side. Their jaws are strong and lined with needle-like teeth. They are found in the Bitternorth Sea, predominately around the Saltiron Sea, in schools of up to two hundred individuals and are a staple of many coastal mortal species despite being rather bland to the taste. They are one of the more aggressive species of fish with larger schools capable of taking on large sharks and small whales.

Ironfish (580 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
4	5	6	4	3	2	3	3	2	3	6

Initiative	9 + 1D6
Movement (ES)	×2/×5/+2m swim (ES 0)
Condition Monitor	10/10
Limits	Physical 6, Mental 4, Social 5
Armor	8 (Hardened natural)
Skills	Perception 2, Sneaking 4, Swimming 6, Unarmed Combat 6
Powers & Qualities	Hardened Armor (Body × 2), Increased Running I, Natural Weapon (Bite: DV [STR+2]P, AP -2, Reach -1), Swim

Mastodon, Khormadal

Khormadal mastodons, or northern elephants, stand over eight and a half feet tall, eleven feet long, and weigh over 8,000 lbs. Their thick hide is covered with a heavy matt of brown to black fur that lightens to grey or white in the winter months. The fur reaches up to six inches in length which is heavily shed in the summer months.

Khormadal mastodons live in herds that frequently socialize with other herds. Young bull males leave their herd, sometimes in pairs, for a few years until they are accepted by a new herd.

Despite technically being animals, Khormadal mastodons, as well as other elephant breeds in Agrros Guleth, display a high level of intelligence, some even being able to read and write and understand language and may have the Sapience Power (in which cases the sages were wrong to place mastodons here in the Fauna section).

Mastodon, Khormadal (3,159 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
22	3	3	21	5	4	5	6	3	6	11

Initiative	8 + 1D6
Movement (ES)	×3/×5/+2m (ES 6)
Condition Monitor	21/11
Limits	Physical 23, Mental 6, Social 9
Armor	11 (natural)
Skills	Perception 6, Running 4, Intimidation 4, Unarmed Combat 8
Powers & Qualities	Armor (Body ÷ 2), Enhanced Sense (hearing), Natural Weapon (Trunk: DV [STR+1]S, AP +4, Reach 4), Natural Weapon (Tusks: DV [STR+4]P, AP -4, Reach 6) Decreased Walking I, Decreased Running III, Decreased Spring II

Monkey, Afreng Screecher

These small macaque-like monkeys are capable of producing loud, screeching, calls. They are common pets among the wealthy who have them trained to screech on command or act as alarm systems around their estates.

Monkey, Afreng Screecher (332 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	4	4	3	3	2	3	3	2	2	4

Initiative	7 + 1D6
Movement (ES)	×2/×4/+1m (ES -1)
Condition Monitor	9/10
Limits	Physical 4, Mental 4, Social 5
Armor	0
Skills	Gymnastics 4, Perception 4, Running 3, Sneaking 4, Unarmed Combat 3
Powers & Qualities	Domesticated, Enhanced Sense (Low-Light) Decreased Sprint I

Mule/Donkey

Mules (and donkeys, though they are not native to Khormadal) are often bred as pack animals. Some dwarves brought their own donkey breeds from Nemerith when they came to Khormadal which have been bred as military steeds (+1 Body, Unarmed Combat 4).

Mule/Donkey (584 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
7	4	3	8	4	2	3	4	2	3	6

Initiative	6 + 1D6
Movement (ES)	×2/×8/+4m (ES 1)
Condition Monitor	12/10
Limits	Physical 9, Mental 4, Social 6
Armor	0
Skills	Running 4, Unarmed Combat 2
Powers & Qualities	Domesticated, Increased Running IV, Increased Sprit II, Natural Weapon [Kick: DV (STR+1)P, AP -)
Notes	Base Carry Weight 120 kg (265 lbs) Lightly Encumbered 121 kg – 195 kg (266 lbs – 430 lbs) Heavy Encumbered 196 kg – 240 kg (431 lbs – 529 lbs)

Pegasus

While appearing very equine at a distance, pegasi are actually feathered avian-reptilian-like hexapods. They are the size of light horses and their bodies are covered in very fine feathers with longer ones on the neck and tails which grow much shorter as they get closer to the belly. Pegasi coloration ranges from solid whites, blacks, and chestnuts, to single and multiple spots of similar colors. Their central limbs are feathered wings that appear similar to an eagle's and give them a wingspan of over eleven meters (thirty-six feet). They are herbivores and while their heads also closely resemble a horse's, they have no ears and their golden reptilian eyes have nictitating membranes. Instead of hooves, their feet end in tightly grouped talons that while equivalent to a hoof in combat, allow for better purchase in rocky terrain.

Pegasus (1,014 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
9	5	5	9	4	2	5	5	2	3	7

Initiative	10 + 2D6
Movement (ES)	×3/×10/+6m, ×5/×10/+5m flight (ES 2)
Condition Monitor	13/10
Limits	Physical 11, Mental 5, Social 7
Armor	5
Skills	Flight 6, Running 6, Unarmed Combat 4
Powers & Qualities	Fast Reflexes I, Flight, Increased Running IV, Increased Running II (flight), Increased Sprint I (flight), Increased Walking (flight) I, Increased Sprint III, Natural Armor (Body ÷ 2), Natural Weapon [Kick: DV (STR+2)P, AP -, Reach 1)
Notes	Base Carry Weight 125 kg (298 lbs) Lightly Encumbered 125 kg – 225 kg (298 lbs – 496 lbs) Heavy Encumbered 225 kg – 285 kg (496 lbs – 628 lbs)

Puma, Storm

Storm pumas are large panthers whose coats are typically grey, white, and dark blue like the storm clouds after which they are named. On average they stand a meter and a half at the shoulder and are 4.45 meters long from nose to tail, the tail being 1.58 meters long. Otherwise, they appear much like giant cats and are ambush hunters that typically hunt solo or in pairs.

Puma, Storm (940 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
7	5	6	8	5	2	4	4	2	3	7

Initiative	10 + 2D6
Movement (ES)	×3/×9/+5m (ES 2)
Condition Monitor	13/11
Limits	Physical 10, Mental 5, Social 7
Armor	4 (natural)
Skills	Intimidation 5, Perception (Hearing, Smell) 5 (+2), Running 6, Tracking 4, Unarmed Combat 6
Powers & Qualities	Armor (Body – 3), Enhanced Senses (Hearing, Low-Light Vision, Smell), Increased Running III, Increased Sprint II, Natural Weapon [Claw/Bite: DV (STR+4)P, AP -3)

Rabbit, Klorugi

Klorugi rabbits grow to just over a meter in length and with their long ears are often 1.5 meters tall. The central rocky deserts of Khormadal are their primary habitat, but they can be found throughout the north of the continent. They are known to be able to jump vertically up to four meters and are hunted for both food and sport by many cultures. They flee at the first sign of most predators, but can put up a solid fight if cornered.

Rabbit, Klorugi (600 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	5	6	4	4	2	4	3	2	2	6

Initiative	10 + 2D6
Movement (ES)	×3/×8/+6m (ES -1)
Condition Monitor	10/10
Limits	Physical 6, Mental 4, Social 6
Armor	2 (Natural)
Skills	Gymnastics 6, Perception 6, Sneaking 6, Unarmed Combat 4
Powers & Qualities	Enhanced Senses (Hearing, Smell), Increased Walking I, Increased Running IV, Increased Sprint IV, Natural Weapon [Bite: DV (STR+1)P, AP -2]
Notes	When jumping, Klorugi jump 1 meter per hit for standing long or vertical jumps. Their maximum long jump distance is equal to Agility × 3 meters, and Agility meters for vertical jumps.

Squid, Odimedgul

The odimedgul, or "land-walker" squid, are a type of cephalopod that includes several species of squid that are able to survive on land for periods of up to several days as well as equally adapted to salt and fresh water. Like other squid, odimedgul have two-finned triangular heads, 8 arms with sucker rings, two tentacles with sucker rings and three hooks each, large brains, and sharp beaks.

The most common of these squid are the sky odimedgul, which are light blue in color save the underside of their arms and tentacles which are rust colored. Their bodies are typically half a meter long, with their arms adding another meter and their tentacles adding nearly two meters.

Squid, Sky Odimedgul (914 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
4	6	7	4	3	4	5	4	3	3	5

Initiative	12 + 1D6
Movement (ES)	×1/×2/+1m, ×3/×8/+4m swim (ES -2)
Condition Monitor	9/10
Limits	Physical 7, Mental 6, Social 6
Armor	0
Skills	Gymnastics 5, Escape Artist 4, Exotic Ranged Weapon (Ink) 6, Perception 5, Sneaking 4, Swimming (Sprint) 6 (+2), Unarmed Combat 5. Clinch Technique I.
Powers & Qualities	Concealment (self only), Increased Walking II (swimming), Increased Running VI (swimming), Increased Sprint III (swimming), Ink Sack (2), Natural Weapon [Tentacles: DV (STR+1)P, Reach 1, AP -1], Natural Weapon [Bite: DV (STR+3)P, Reach -1, AP -3], Swim
Notes	Due to their highly complex brains, odimedgul are capable of making two separate tentacle attacks against one or two targets as a single Complex Action without having to split their dice pools. Each of these attacks can split their dice pools to attack even more targets.

Squirrel, Gaelish

Only a third of a meter long (twice as much including their tail), gaelish squirrels are the bane of many a traveler. Commonly called bandit squirrels, tree thieves, and little shits, these rodents compulsively steal food, gold, tools, and other items from the unwary which they horde in their nests in the canopy of nearby trees.

Squirrel, Gaelish (487 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
1	6	7	2	2	3	3	3	2	3	4

Initiative	10 + 2D6
Movement (ES)	×1/×5/+2m (ES -3)
Condition Monitor	7/10
Limits	Physical 4, Mental 4, Social 4
Armor	0
Skills	Gymnastics 6, Perception 4, Running 4, Sneaking 5, Unarmed Combat 1
Powers & Qualities	Increased Running III, Increased Sprint I

Thide'grresh

Thide'grresh (dwarven "grey-dragon") are similar to crocodiles but their osteoderms are more pronounced and thorn-like with two primary horns behind the eyes that grow approximately an inch per year as well as having six limbs instead of four. Their coloration is adaptive to their surroundings, ranging from white to dark grey-brown, but the change is slow taking hours to days.

Thide'grresh form loose social groups around the largest female in the region which consists of several other adults and their young. They typically are solitary hunters, but will occasionally work together to bring down larger game.

The lead females lays her eggs in shallow, muddy river banks, ponds, pools, and so on, in the early spring, in clutches of 7 to 40 eggs, which hatch six months later. The eggs are highly prized as they are considered a delicacy by most of the mortal species as well being sought out as, often short lived, pets. The mother stays within the area to keep watch over her clutch which once hatched stay near their mother for approximately a year where the females will go off to found their own packs and the males fighting aggressively (but rarely lethally) to enter other established packs.

Thide'grresh grow for their entire lives. The following are the approximate age categories for them:

Table: Thide'grresh Age Categories

Label	Age	ES	Length	Weight
Hatchling	0 – 1	-2	0.6 m	14 kg
Young	1 – 6	-1	1.2 m	42 kg
Mature	6 – 25	1	2.1 m	150 kg
Old	25 – 99	2	2.75 m	320 kg
Legendary	100+	2+	3+ m	450 kg

The Attribute values in the stat-block align to the age categoires from youngest to oldest. The rest of the stats and the Karma cost represent an average mature thide'grresh.

Thide'grresh (814 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	3	4	4	2	2	2	2	1	1	5
5	4	5	5	3	2	3	3	2	2	6
7	4	5	9	4	2	4	3	2	3	6
9	4	4	11	5	2	5	4	3	3	7
11	3	4	13	6	2	6	5	4	4	7

Initiative	9 + 1D6
Movement (ES)	×2/×3/+1m, ×2/×4/+2m swim (ES 1)
Condition Monitor	12/10
Limits	Physical 10, Mental 4, Social 6
Armor	8 (Natural)
Skills	Perception 4, Sneaking (Water) 4 (+2), Unarmed Combat (Grapple Combat) 6 (+2). Improved Grapple Damage Technique I, Improved Grapple Limit Technique I.
Powers & Qualities	Enhanced Sense (Thermographic Vision), Natural Armor (Body +1), Natural Weapon [Bite: DV (STR+5)P, AP -1], Swim Decreased Running I, Decreased Sprint I

Toad, Snow

Snow toads are massive, nearly two-meter long and 200 kg, poisonous threats found in colder climates. They are found in groups of two to eight and lie in wait for days at a time for their prey, often small- and medium-sized mammals, to happen by. They use their tongues to deliver a weak poison that reduces mobility which then allows them to pounce and use their strong but limited mouths (like many other toads, snow toads only have small blunt teeth on their lower jaw).

The glands from one snow toad can be harvested for 2D6 drams of the poison using the normal rules for harvesting reagents (SR5, 317).

Toad, Snow (730 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
8	4	4	7	4	2	3	4	2	2	6

Initiative	7 + 1D6
Movement (ES)	×1/×4/+1m (ES 1)
Condition Monitor	12/10
Limits	Physical 9, Mental 4, Social 6
Armor	4 (Natural)
Skills	Gymnastics 6, Perception 5, Sneaking 6, Unarmed Combat 5
Powers & Qualities	Natural Armor (Body ÷ 2), Natural Weapon [Bite: DV (STR+1)P, AP -], Natural Weapon [Tongue: DV (STR-2)S plus Poison, Reach +3, AP +4], Poison (Vector: Contact, Speed: 1 Combat Turn, Penetration: -2, Power: 5, Effect: -2 Reaction and Agility is reduced by remaining Power after Toxin Resistance Test for determining movement speeds for 10 minutes per remaining Power). Decreased Walking I, Decreased Sprint I

Wasp, White Tiger

These terrors are horse-sized wasps whose habitat is throughout Khormadal, primarily near waterways and fresh bodies of water. They hunt and feed on anything smaller than them, collectively, and small groups have been known to attack mammoths. Typically, and thankfully, they hunt alone, bringing food back to the nest. A nest averages 10 adults, with twice as many larva in the spring.

The white tiger wasps poison can be harvests (SR5, 317) for 3D6+2 drams.

Wasp, White Tiger (960 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
6	5	6	9	5	2	4	4	2	4	7

Initiative	10 + 2D6
Movement (ES)	×1/×3/+2m, ×3/×6/+4m flight (ES 2)
Condition Monitor	12/11
Limits	Physical , Mental , Social
Armor	4 (Natural)
Skills	Flight 5, Gymnastics 6, Perception 6, Unarmed Combat 6. Clinch Technique I.
Powers & Qualities	Flight, Increased Sprint I (flight), Natural Armor (Body – 2), Natural Weapon [Bite: DV (STR+4)P, AP -4], Natural Weapon [Sting: DV (STR+1)P and poison, Reach +1, AP -3], Poison (Vector: Injection, Speed: 1 Combat Turn, Penetration 0, Power: Body +2, Effect: Physical damage). Decreased Walking II, Decreased Running III
Notes	When making a Clinch attack, the wasp may move (including fly) up to its Agility in meters with ES 2 to ES 0 creatures, Agility × 2 with ES -1 or smaller creatures, instead of the standard 2 meters.

Whiteowl

These owls are some of the largest sized owls in Khormadal, with wingspans of up to 3.7m, measuring nearly 1.4m from beak to tail, and weighing around 20 kg. During the winter months their coloration is pure white but during the rest of the year they are typically mottled brown, white, and black.

Whiteowl (720 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	6	6	5	4	3	6	4	2	3	6

Initiative	12 + 2D6
Movement (ES)	×1/×3/+1m, ×3/×6/+1m flight (ES 0)
Condition Monitor	10/10
Limits	Physical 7, Mental 6, Social 6
Armor	2 (Natural)
Skills	Flight 5, Perception 7, Sneaking 5, Unarmed Combat 5
Powers & Qualities	Flight, Natural Armor (Body -1), Natural Weapon [Claws: DV (STR+2)P, AP -3] Decreased Walking I, Decreased Running I, Decreased Sprint I, Decreased Sprint I (flight)

Wolf, Dorwol

These large wolves are the size of small ponies. In the wild they hunt in packs of six to twelve adults, but they have largely been domesticated by goblins as steeds.

Wolf, Dorwol (713 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
6	4	5	6	3	2	4	3	3	3	6

Initiative	9 + 1D6
Movement (ES)	×2/×8/+4m (ES 0)
Condition Monitor	11/10
Limits	Physical 8, Mental 4, Social 5
Armor	0
Skills	Intimidation 5, Perception (Hearing, Smell) 5 (+2), Running 6, Tracking 6, Unarmed Combat 6
Powers & Qualities	Domesticated, Enhanced Senses (Hearing, Smell), Increased Running IV, Increased Sprint II, Natural Weapon [Claw/Bite: DV (STR+1)P, AP -)
Notes	Base Carry Weight 90 kg (198 lbs) Lightly Encumbered 91 kg – 150 kg (199 lbs – 331 lbs) Heavy Encumbered 151 kg – 195 kg (332 lbs – 430 lbs)

Yak, Hu'al

These yaks are found in the northwestern regions of Khormadal and are primarily herded by the minotaurs living there who use them as a source of milk as well as for their fur, from which Glunaumodirool armor is made.

Yak, Hu'al (565 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
7	6	4	6	3	2	4	2	2	2	6

Initiative	8 + 1D6
Movement (ES)	×2/×5/+2m (ES 1)
Condition Monitor	12/10
Limits	Physical 8, Mental 4, Social 5
Armor	6 (Natural)
Skills	Gymnastics 4, Perception 4, Unarmed Combat 3
Powers & Qualities	Increased Run I, Natural Armor (Body -1), Natural Weapon [Hooves: DV (STR+2)P, AP +1]

D. Mortal Races

The following are bare-bones basic statistics for various stereotypical members of the mortal races that adventurers often have to deal with. Karma costs for each are included so that they can be used as PACK options during character creation, however these are not optimized builds but follow a more organic growth.

Equipment, other than armor, is left for the GM to decide on though the GM is also free to change the armor of course.

Commoners

These are simply standard commoners, "everypersons," of the given species and the other stat blocks are all based of the commoner. Each commoner's costs include the following: Species base cost (including negative Attribute adjustments, and using Humans as base 100 Karma cost), 250 Karma for base 3 Attribute ratings in all ten Attributes, and 54 Karma for the Commoner's Skill PACK, or a total of 304 "commoner" Karma + Species Karma cost.

Commoner Skill PACK
54 Total Karma
Artisan 3 (12 Karma)
First Aid 2 (6 Karma)
Perception 2 (6 Karma)
Survival 2 (6 Karma)
Unarmed Combat 2 (6 Karma)
+1 Charisma based Skill 3 (12 Karma, Negotiation chosen)
+1 Combat Skill 2 (6 Karma, Clubs chosen)

Thugs

"Thugs," "Mooks," "Local Militia," "Green Soldiers," "Brigands," "Young Guards," regardless of why they do what they can do, these individuals represent members of a species that have spent some time on acquiring martial skills while still not being very focused overall. In addition to the Commoners PACK stats, Thugs have an additional 80 Karma applied to their Attributes and 80 Karma for an overall total of 464 Karma + Species Karma cost.

Thug Skill PACK
134Total Karma
Artisan 3 (12 Karma)
Clubs 4 (20 Karma)
First Aid 2 (6 Karma)
Intimidation 2 (6 Karma)
Negotiation 3 (12 Karma)
Perception 3 (12 Karma)
Sneaking 2 (6 Karma)
Survival 2 (6 Karma)
Unarmed Combat 4 (20 Karma)
+1 Combat Skill 3 (12 Karma)
+1 Specialization in any one of the Combat Skills (7 Karma)
Leather Armor Lone Technique I (15 Karma)

Soldiers

Soldiers represent commoners that have undergone some type of focused martial training with novice level experience. They may be experienced members of a well-trained city guard or local militia, battle-experienced but still slightly green military soldiers, young tribal warriors, or common bandits that have survived for a few years. Instead of a static Karma increase over the base 304 commoner Karma + Species Karma cost, soldiers have trained hard to gain a +1 to all Physical Attributes, as well as a +1 to Willpower and Intuition (making the Karma costs different for each species) in addition to the Soldier Skill PACK's static Karma cost of 176 Karma (which builds off of the Commoner's Skill PACK and cannot be taken at character creation as starting characters cannot have more than level I in a Technique. For starting characters, replace the second level of the Leather Armor Technique with one of the other One-Handed Style's Techniques and reduce the Soldier Skill PACK Karma cost from 176 to 175).

Soldier Skill PACK
176Total Karma
Artisan 3 (12 Karma)
First Aid 2 (6 Karma)
Intimidation 3 (12 Karma)
Negotiation 3 (12 Karma)
Perception 4 (20 Karma)
Sneaking 3 (12 Karma)
Survival 2 (6 Karma)
Close Combat Skill Group 4* [Clubs, Unarmed Combat, +1 other] (53 Karma)
+1 Combat Skill 4 (20 Karma, usually Bows, Crossbows, or Thrown Weapons)
One-Handed Style (7 Karma)
Leather Armor Technique II (6 Karma, first level free)
Shield Armor Technique I (5 Karma)
Adroit Parry Technique I (5 Karma)
* Close Combat Skill group was raise from 2 to 4, as it is based on the commoner having learned Unarmed Combat and Clubs separately up to 2 (6 Karma each), then having trained in the third skill up to 2 (6 Karma) in order to train further as a Skill Group (35 Karma from 2 to 4), total of 53 Karma.

Aspected Apprentices

Whether a freshman at a sorcery college, a young druid pupil, an acolyte of the clergy, a trial-by-error hedge wizard, or a part of some other group, the Aspected apprentice represents those who have undergone the magical Ordeal and have developed a solid base in the magical arts as an Aspected Magician of sorcery. The vast majority of those who enter this path do so before learning the basic skills of the commoner PACK and as such they have underdeveloped skills in those areas.

There are three versions of the Apprentice, one for each of the secondary Drain Attribute (Logic, Intuition, or Charisma). The base commoner has their Willpower and secondary Drain Attribute each increased by +1 (which mean it's a variable Karma increase by species on top of the 150 Karma for the Apprentice PACK which includes Qualities, Skills, and Spells).

Aspected Apprentice PACK

160 Total Karma
Ordeal Born Quality (15 Karma)
Patron Deity (5 Karma)
Aspected Magician (10 Karma)
Arcana 3 (12 Karma)
Artisan 2 (6 Karma)
Assensing 3 (12 Karma)
Etiquette (Magical Group) 3 (+2) (19 Karma)
First Aid 2 (6 Karma)
Negotiation 3 (12 Karma)
Perception 2 (6 Karma)
Survival 2 (6 Karma)
Unarmed Combat 2 (6 Karma)
Sorcery Skill Group 3 (30 Karma)
Three Spells (15 Karma)

Skilled Magicians

Skilled magicians are more experienced versions of the aspected apprentice and are full magicians instead of aspected. They are built off the Aspected Apprentice PACK instead of the Commoner Skill PACK. Their Attributes are still based off the commoner and have the following increases: +2 Willpower, +2 secondary Drain Attribute, and +2 Magic. As such, there are three different versions, one for each of the secondary Drain Attributes (Logic, Intuition, and Charisma), which again makes the total Karma values for each variable by species and by skilled magician type.

The total Karma costs for skilled magicians are more than the starting character 800 Karma allotment but characters can use them as template to build up towards as if they were on that path before becoming an adventurer (along with customizing as desired).

Karma Costs by Social Class Overview

While only commoners are used below, changing the specie's Social Class is relatively easy. Overall, whether slave, commoner, expert, noble, or royal on average a member of the species will have average Attributes. Obviously exceptions exist, but taken as a whole average is, well, average.

So with Attribute and Species' Karma costs being static, all that really changes are Skills and the cost for the Social Class itself. The table below lists the total Karma costs for each species by Social Class.

Table: Species Social Class PACK Karma Costs

Race	Slave	Comm.	Expert	Noble	Royal
Halfling	371	395	434	484	571
Human	380	404	443	493	580
Goblin	391	415	454	504	591
Kobold	413	437	476	526	613
Hobg,	420	444	483	533	620
Dwarf	451	475	514	564	651
Elf	452	476	515	565	652
Orc	453	477	516	566	653
Lizard	465	489	528	578	665
Gnoll	468	492	531	581	668
Minot.	478	502	541	591	678
Ogre	479	503	542	592	679
Giant	740	764	803	853	940

Averaging over all the species' populations of the Social Classes the average Karma cost per species is less than 1 Karma lower than the Commoner's cost.

Dwarves

Average dwarves cost 421 Karma before any Skill or other PACKs are applied.

Dwarf, Commoner (475 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	3	3	4	4	3	3	4	3	3	6

Initiative	6 + 1D6
Movement (ES)	×2/×4/+1m (ES 0)
Condition Monitor	11/10
Limits	Physical 6, Mental 5, Social 6
Armor	1 (clothing)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	Enhanced Sense (Thermographic Vision), Resistance to Pathogens & Toxins +2, Sapience. Decreased Sprint.

Dwarf, Thug (635 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
6	3	3	5	5	3	3	4	3	3	6

Initiative	6 + 1D6
Movement (ES)	×2/×4/+1m (ES 0)
Condition Monitor	11/10
Limits	Physical 7, Mental 5, Social 7
Armor	4 (leather armor)
Skills	Artisan 3, Clubs 4, First Aid 2, Intimidation 2, Negotiation 3, Perception 3, Sneaking 2, Survival 2, Unarmed Combat 4, + One other Combat Skill 3, and Specialization in any one of their Combat Skills. Leather Armor Lone Technique I
Powers & Qualities	Enhanced Sense (Thermographic Vision), Resistance to Pathogens & Toxins +2, Sapience. Decreased Sprint.

Dwarf, Soldier (737 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
6	4	4	5	5	3	4	4	3	3	6

Initiative	8 + 1D6
Movement (ES)	×2/×4/+1m (ES 0)
Condition Monitor	11/11
Limits	Physical 7, Mental 5, Social 7
Armor	8 (leather armor, closed leather helm, light wood shield)
Skills	Artisan 3, First Aid 2, Intimidation 3, Negotiation 3, Perception 4, Sneaking 3, Survival 2, +1 Combat Skill 4, Close Combat Group 4 (Clubs, Unarmed Combat, +1 other). One-Handed Style, Leather Armor Technique II, Shied Armor Technique I, Adroit Parry Technique I
Powers & Qualities	Enhanced Sense (Thermographic Vision), Resistance to Pathogens & Toxins +2, Sapience. Decreased Sprint.

Dwarf, Logic Aspected Apprentice (626 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	3	3	4	5	4	3	4	3	3	6

Initiative	6 + 1D6
Movement (ES)	×2/×4/+1m (ES 0)
Condition Monitor	11/11
Limits	Physical 6, Mental 6, Social 7
Armor	1 (clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Enhanced Sense (Thermographic Vision), Ordeal Born, Patron Deity, Resistance to Pathogens & Toxins +2, Sapience. Decreased Sprint.
Spells	3 Spells

Dwarf, Intuition Aspected Apprentice (626 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	3	3	4	5	3	4	4	3	3	6

Initiative	7 + 1D6
Movement (ES)	×2/×4/+1m (ES 0)
Condition Monitor	11/11
Limits	Physical 6, Mental 5, Social 7
Armor	1 (clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Enhanced Sense (Thermographic Vision), Ordeal Born, Patron Deity, Resistance to Pathogens & Toxins +2, Sapience. Decreased Sprint.
Spells	3 Spells

Dwarf, Charisma Aspected Apprentice (631 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	3	3	4	5	3	3	5	3	3	6

Initiative	6 + 1D6
Movement (ES)	×2/×4/+1m (ES 0)
Condition Monitor	11/11
Limits	Physical 6, Mental 5, Social 7
Armor	1 (clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Enhanced Sense (Thermographic Vision), Ordeal Born, Patron Deity, Resistance to Pathogens & Toxins +2, Sapience. Decreased Sprint.
Spells	3 Spells

Dwarf, Logic Skilled Magician (887 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	3	3	4	6	5	3	4	3	5	6

Initiative	6 + 1D6
Movement (ES)	×2/×4/+1m (ES 0)
Condition Monitor	11/11
Limits	Physical 6, Mental 7, Social 7
Armor	1 (clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Enhanced Sense (Thermographic Vision), Magician, Ordeal Born, Patron Deity, Resistance to Pathogens & Toxins +2, Sapience. Decreased Sprint.
Spells	6 Spells

Dwarf, Intuition Skilled Magician (887 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	3	3	4	6	3	5	4	3	5	6

Initiative	8 + 1D6
Movement (ES)	×2/×4/+1m (ES 0)
Condition Monitor	11/11
Limits	Physical 6, Mental 6, Social 7
Armor	1 (clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Enhanced Sense (Thermographic Vision), Magician, Ordeal Born, Patron Deity, Resistance to Pathogens & Toxins +2, Sapience. Decreased Sprint.
Spells	6 Spells

Dwarf, Charisma Skilled Magician (897 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	3	3	4	6	3	3	6	3	5	6

Initiative	6 + 1D6
Movement (ES)	×2/×4/+1m (ES 0)
Condition Monitor	11/11
Limits	Physical 6, Mental 5, Social 8
Armor	1 (clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Enhanced Sense (Thermographic Vision), Magician, Ordeal Born, Patron Deity, Resistance to Pathogens & Toxins +2, Sapience. Decreased Sprint.
Spells	6 Spells

Elves

Average elves cost 422 Karma before any Skill or other PACKs are applied.

Elf, Commoner (476 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	4	4	3	3	4	3	5	3	3	6

Initiative	7 + 1D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	10/10
Limits	Physical 5, Mental 5, Social 7
Armor	1 (clothing)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	Enhanced Sense (Low-Light Vision), Improved Magic Resistance +2, Knowledgeable, Sapience

Elf, Thug (636 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
4	4	4	4	4	4	4	5	3	3	6

Initiative	8 + 1D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	10/10
Limits	Physical 6, Mental 6, Social 7
Armor	4 (leather armor)
Skills	Artisan 3, Clubs 4, First Aid 2, Intimidation 2, Negotiation 3, Perception 3, Sneaking 2, Survival 2, Unarmed Combat 4, + One other Combat Skill 3, and Specialization in any one of their Combat Skills. Leather Armor Lone Technique I
Powers & Qualities	Enhanced Sense (Low-Light Vision), Improved Magic Resistance +2, Knowledgeable, Sapience

Elf, Soldier (728 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
4	5	5	4	4	4	4	5	3	3	6

Initiative	9 + 1D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	10/10
Limits	Physical 6, Mental 6, Social 7
Armor	8 (leather armor, closed leather helm, light wood shield)
Skills	Artisan 3, First Aid 2, Intimidation 3, Negotiation 3, Perception 4, Sneaking 3, Survival 2, +1 Combat Skill 4, Close Combat Group 4 (Clubs, Unarmed Combat, +1 other). One-Handed Style, Leather Armor Technique II, Shied Armor Technique I, Adroit Parry Technique I
Powers & Qualities	Enhanced Sense (Low-Light Vision), Improved Magic Resistance +2, Knowledgeable, Sapience

Elf, Logic Aspected Apprentice (627 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	4	4	3	4	5	3	5	3	3	6

Initiative	7 + 1D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	10/10
Limits	Physical 5, Mental 6, Social 7
Armor	1 (clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Enhanced Sense (Low-Light Vision), Improved Magic Resistance +2, Knowledgeable, Ordeal Born, Patron Deity, Sapience
Spells	3 Spells

Elf, Intuition Aspected Apprentice (622 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	4	4	3	4	4	4	5	3	3	6

Initiative	8 + 1D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	10/10
Limits	Physical 5, Mental 6, Social 7
Armor	1 (clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Enhanced Sense (Low-Light Vision), Improved Magic Resistance +2, Knowledgeable, Ordeal Born, Patron Deity, Sapience
Spells	3 Spells

Elf, Charisma Aspected Apprentice (632 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	4	4	3	4	4	3	6	3	3	6

Initiative	7 + 1D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	10/10
Limits	Physical 5, Mental 5, Social 8
Armor	1 (clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Enhanced Sense (Low-Light Vision), Improved Magic Resistance +2, Knowledgeable, Ordeal Born, Patron Deity, Sapience
Spells	3 Spells

Elf, Logic Skill Magician (888 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	4	4	3	5	6	3	5	3	5	6

Initiative	7 + 1D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	10/11
Limits	Physical 5, Mental 7, Social 7
Armor	1 (clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Enhanced Sense (Low-Light Vision), Improved Magic Resistance +2, Knowledgeable, Magician, Ordeal Born, Patron Deity, Sapience
Spells	6 Spells

Elf, Intuition Skill Magician (878 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	4	4	3	5	4	5	5	3	5	6

Initiative	9 + 1D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	10/11
Limits	Physical 5, Mental 6, Social 7
Armor	1 (clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Enhanced Sense (Low-Light Vision), Improved Magic Resistance +2, Knowledgeable, Magician, Ordeal Born, Patron Deity, Sapience
Spells	6 Spells

Elf, Charisma Skill Magician (898 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	4	4	3	5	4	3	7	3	5	6

Initiative	7 + 1D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	10/11
Limits	Physical 5, Mental 6, Social 9
Armor	1 (clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Enhanced Sense (Low-Light Vision), Improved Magic Resistance +2, Knowledgeable, Magician, Ordeal Born, Patron Deity, Sapience
Spells	6 Spells

Giants

Giants are generally not allowed as playable characters largely due to the high Karma cost ensuring that starting characters will play little more than a commoner giant with an 800 Karma creation base.

Giants are typically 4.48m (14' 8") and weigh 500 kg (1,100 lbs) and because of their size (ES 3) they start with a base 9 Physical Condition Monitor boxes. While millennia ago the giants colonized Khormadal, bringing with them ogre slaves and enslaving the native orc and goblin populations, today they are largely isolationists with civilizations akin to the humans and dwarves.

Compared to humans, their faces are wider and square as are their bodies which have caused many a sage to purpose they are related to dwarves. There are five primary races of giants in Khormadal:

The Morthuln have olive skin. Their hair color is most commonly gray, white, or light brown and their eyes tend toward black and brown.

The Mulhrun giants also have olive skin but their hair and eye coloration differs from the Morthuln to whom they are closely related. Their hair is pigmented blond, red, and brown, with gray being somewhat common. Their eyes are brown, blue, and green.

The Norhran have pale skin, often with reddish freckles. Their hair is most commonly black, brown, or red and their eyes are typically blue, green, or grey.

Moruharun have skin that is gray-blue in hue and typically have white freckles on their face and upper torso. Their hair color ranges from white, black, and red. They have black, brown, or green eyes.

The Lavurdir are the most distantly related to the giants, being the southern-most members of the species. Their skin color is dark black to ebony in color, with red, black, or white hair. Their eyes are usually blue or black, though green and grey are also common.

Giant Species Traits (460 Karma)

Age					
Puberty	Mature	Middle Age	Old Age	Ven.	Life Exp.
13	24	185	332	378	402

Average Birthing		
Gestation	No. of Birth	Birth Spacing
446	1	20 years

Diet	Omnivorous		
Primary Races	Lavurdir, Morthuln, Moruharun, Mulhrun, Norhran		
Vision	Low-Light		
Movement	Walk AGI×3	Run AGI×6	Sprint +3m/hit
Equipment Size	3 (9 base PCM boxes, 8 Essence)		
Attribute Modifiers	+6 Body, -1 Agility, -1 Reaction, +6 Strength, +1 Willpower, +1 Charisma		
Positive Qualities	Elongated Limbs (RF 114) Knowledgeable (New) Low-Light Vision (RF 114) Natural Armor +4 (New) Sapience (New)		
Negative Qualities	+100% Lifestyle cost (New)		

Average giants cost 710 Karma before any Skill or other PACKs are applied.

Giant, Commoner (764 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
9	2	2	9	4	3	3	4	3	3	8

Initiative	5 + 1D6
Movement (ES)	×3/×6/+3m (ES 3)
Condition Monitor	14/10
Limits	Physical 10, Mental 5, Social 7
Armor	5 (Natural, clothing)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	Elongated Limbs (Reach +2), Enhanced Sense (Low-Light Vision), Knowledgeable, Natural Armor (+4), Sapience. +100% Lifestyle cost.

Giant, Thug (924 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
9	3	3	9	5	3	3	5	3	3	8

Initiative	6 + 1D6
Movement (ES)	×3/×6/+3m (ES 3)
Condition Monitor	14/10
Limits	Physical 10, Mental 5, Social 8
Armor	8 (Natural, leather armor)
Skills	Artisan 3, Clubs 4, First Aid 2, Intimidation 2, Negotiation 3, Perception 3, Sneaking 2, Survival 2, Unarmed Combat 4, + One other Combat Skill 3, and Specialization in any one of their Combat Skills. Leather Armor Lone Technique I
Powers & Qualities	Elongated Limbs (Reach +2), Enhanced Sense (Low-Light Vision), Knowledgeable, Natural Armor (+4), Sapience. +100% Lifestyle cost.

Giant, Soldier (1,161 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
10	3	3	10	5	3	4	4	3	3	8

Initiative	7 + 1D6
Movement (ES)	×3/×6/+3m (ES 3)
Condition Monitor	14/11
Limits	Physical 11, Mental 5, Social 7
Armor	15 (Natural, leather armor, closed leather helm, light wood shield)
Skills	Artisan 3, First Aid 2, Intimidation 3, Negotiation 3, Perception 4, Sneaking 3, Survival 2, +1 Combat Skill 4, Close Combat Group 4 (Clubs, Unarmed Combat, +1 other). One-Handed Style, Leather Armor Technique II, Shied Armor Technique I, Adroit Parry Technique I
Powers & Qualities	Elongated Limbs (Reach +2), Enhanced Sense (Low-Light Vision), Knowledgeable, Natural Armor (+4), Sapience. +100% Lifestyle cost.

Giant, Logic Aspected Apprentice (720 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
9	2	2	9	5	4	3	4	3	3	8

Initiative	5 + 1D6
Movement (ES)	×3/×6/+3m (ES 3)
Condition Monitor	14/11
Limits	Physical 10, Mental 6, Social 7
Armor	5 (Natural, clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Elongated Limbs (Reach +2), Enhanced Sense (Low-Light Vision), Knowledgeable, Natural Armor (+4), Ordeal Born, Patron Deity, Sapience. +100% Lifestyle cost.
Spells	3 Spells

Giant, Intuition Aspected Apprentice (720 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
9	2	2	9	5	3	4	4	3	3	8

Initiative	6 + 1D6
Movement (ES)	×3/×6/+3m (ES 3)
Condition Monitor	14/11
Limits	Physical 10, Mental 5, Social 7
Armor	5 (Natural, clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Elongated Limbs (Reach +2), Enhanced Sense (Low-Light Vision), Knowledgeable, Natural Armor (+4), Ordeal Born, Patron Deity, Sapience. +100% Lifestyle cost.
Spells	3 Spells

Giant, Charisma Aspected Apprentice (720 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
9	2	2	9	5	3	3	5	3	3	8

Initiative	5 + 1D6
Movement (ES)	×3/×6/+3m (ES 3)
Condition Monitor	14/11
Limits	Physical 10, Mental 5, Social 8
Armor	5 (Natural, clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Elongated Limbs (Reach +2), Enhanced Sense (Low-Light Vision), Knowledgeable, Natural Armor (+4), Ordeal Born, Patron Deity, Sapience. +100% Lifestyle cost.
Spells	3 Spells

Giant, Logic Skilled Magician (1,176 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
9	2	2	9	6	5	3	4	3	5	8

Initiative	5 + 1D6
Movement (ES)	×3/×6/+3m (ES 3)
Condition Monitor	14/11
Limits	Physical 10, Mental 7, Social 8
Armor	5 (Natural, clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Elongated Limbs (Reach +2), Enhanced Sense (Low-Light Vision), Knowledgeable, Magician, Natural Armor (+4), Ordeal Born, Patron Deity, Sapience. +100% Lifestyle cost.
Spells	6 Spells

Giant, Intuition Skilled Magician (1,176 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
9	2	2	9	6	3	5	4	3	5	8

Initiative	7 + 1D6
Movement (ES)	×3/×6/+3m (ES 3)
Condition Monitor	14/11
Limits	Physical 10, Mental 5, Social 8
Armor	5 (Natural, clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Elongated Limbs (Reach +2), Enhanced Sense (Low-Light Vision), Knowledgeable, Magician, Natural Armor (+4), Ordeal Born, Patron Deity, Sapience. +100% Lifestyle cost.
Spells	6 Spells

Giant, Charisma Skilled Magician (1,186 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
9	2	2	9	6	3	3	6	3	5	8

Initiative	5 + 1D6
Movement (ES)	×3/×6/+3m (ES 3)
Condition Monitor	14/11
Limits	Physical 10, Mental 5, Social 9
Armor	5 (Natural, clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Elongated Limbs (Reach +2), Enhanced Sense (Low-Light Vision), Knowledgeable, Magician, Natural Armor (+4), Ordeal Born, Patron Deity, Sapience. +100% Lifestyle cost.
Spells	6 Spells

Gnolls

Average gnolls cost 438 Karma before any Skill or other PACKs are applied.

Gnoll, Commoner (492 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
4	4	3	5	3	3	4	4	3	3	6

Initiative	7 + 1D6
Movement (ES)	×2/×5/+2m (ES 1)
Condition Monitor	10/10
Limits	Physical 6, Mental 5, Social 6
Armor	1 (clothing)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	Enhanced Sense (Low-Light Vision), Increase Run, Naturally Insulated 1, Natural Weapon [Bite: DV (STR+2)P, AP -2], Resistance to Pathogens & Toxins +2, Sapience

Gnoll, Thug (652 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	4	3	6	3	3	5	4	3	3	6

Initiative	8 + 1D6
Movement (ES)	×2/×5/+2m (ES 1)
Condition Monitor	11/10
Limits	Physical 7, Mental 5, Social 6
Armor	4 (leather armor)
Skills	Artisan 3, Clubs 4, First Aid 2, Intimidation 2, Negotiation 3, Perception 3, Sneaking 2, Survival 2, Unarmed Combat 4, + One other Combat Skill 3, and Specialization in any one of their Combat Skills. Leather Armor Lone Technique I
Powers & Qualities	Enhanced Sense (Low-Light Vision), Increase Run, Naturally Insulated 1, Natural Weapon [Bite: DV (STR+2)P, AP -2], Resistance to Pathogens & Toxins +2, Sapience

Gnoll, Soldier (759 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	5	4	6	4	3	5	4	3	3	6

Initiative	9 + 1D6
Movement (ES)	×2/×5/+2m (ES 1)
Condition Monitor	11/10
Limits	Physical 7, Mental 5, Social 6
Armor	8 (leather armor, closed leather helm, light wood shield)
Skills	Artisan 3, First Aid 2, Intimidation 3, Negotiation 3, Perception 4, Sneaking 3, Survival 2, +1 Combat Skill 4, Close Combat Group 4 (Clubs, Unarmed Combat, +1 other). One-Handed Style, Leather Armor Technique II, Shied Armor Technique I, Adroit Parry Technique I
Powers & Qualities	Enhanced Sense (Low-Light Vision), Increase Run, Naturally Insulated 1, Natural Weapon [Bite: DV (STR+2)P, AP -2], Resistance to Pathogens & Toxins +2, Sapience

Gnoll, Logic Aspected Apprentice (638 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
4	4	3	5	4	4	4	4	3	3	6

Initiative	7 + 1D6
Movement (ES)	×2/×5/+2m (ES 1)
Condition Monitor	10/10
Limits	Physical 6, Mental 6, Social 6
Armor	1 (clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Enhanced Sense (Low-Light Vision), Increase Run, Naturally Insulated 1, Natural Weapon [Bite: DV (STR+2)P, AP -2], Ordeal Born, Patron Deity, Resistance to Pathogens & Toxins +2, Sapience
Spells	3 Spells

Gnoll, Intuition Aspected Apprentice (643 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
4	4	3	5	4	3	5	4	3	3	6

Initiative	8 + 1D6
Movement (ES)	×2/×5/+2m (ES 1)
Condition Monitor	10/10
Limits	Physical 6, Mental 5, Social 6
Armor	1 (clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Enhanced Sense (Low-Light Vision), Increase Run, Naturally Insulated 1, Natural Weapon [Bite: DV (STR+2)P, AP -2], Ordeal Born, Patron Deity, Resistance to Pathogens & Toxins +2, Sapience
Spells	3 Spells

Gnoll, Charisma Aspected Apprentice (643 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
4	4	3	5	4	3	4	5	3	3	6

Initiative	7 + 1D6
Movement (ES)	×2/×5/+2m (ES 1)
Condition Monitor	10/10
Limits	Physical 6, Mental 5, Social 7
Armor	1 (clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Enhanced Sense (Low-Light Vision), Increase Run, Naturally Insulated 1, Natural Weapon [Bite: DV (STR+2)P, AP -2], Ordeal Born, Patron Deity, Resistance to Pathogens & Toxins +2, Sapience
Spells	3 Spells

Gnoll, Logic Skilled Magician (894 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
4	4	3	5	5	5	4	4	3	5	6

Initiative	7 + 1D6
Movement (ES)	×2/×5/+2m (ES 1)
Condition Monitor	10/11
Limits	Physical 6, Mental 7, Social 7
Armor	1 (clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Enhanced Sense (Low-Light Vision), Increase Run, Magician, Naturally Insulated 1, Natural Weapon [Bite: DV (STR+2)P, AP -2], Ordeal Born, Patron Deity, Resistance to Pathogens & Toxins +2, Sapience
Spells	6 Spells

Gnoll, Intuition Skilled Magician (904 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
4	4	3	5	5	3	6	4	3	5	6

Initiative	9 + 1D6
Movement (ES)	×2/×5/+2m (ES 1)
Condition Monitor	10/11
Limits	Physical 6, Mental 6, Social 7
Armor	1 (clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Enhanced Sense (Low-Light Vision), Increase Run, Magician, Naturally Insulated 1, Natural Weapon [Bite: DV (STR+2)P, AP -2], Ordeal Born, Patron Deity, Resistance to Pathogens & Toxins +2, Sapience
Spells	6 Spells

Gnoll, Charisma Skilled Magician (904 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
4	4	3	5	5	3	4	6	3	5	6

Initiative	7 + 1D6
Movement (ES)	×2/×5/+2m (ES 1)
Condition Monitor	10/11
Limits	Physical 6, Mental 5, Social 8
Armor	1 (clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Enhanced Sense (Low-Light Vision), Increase Run, Magician, Naturally Insulated 1, Natural Weapon [Bite: DV (STR+2)P, AP -2], Ordeal Born, Patron Deity, Resistance to Pathogens & Toxins +2, Sapience
Spells	6 Spells

Goblins

Average goblins cost 361 Karma before any Skill or other PACKs are applied.

Goblin, Commoner (415 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	4	4	2	3	3	4	4	3	3	6

Initiative	8 + 1D6
Movement (ES)	×2/×5/+2m (ES -1)
Condition Monitor	7/10
Limits	Physical 4, Mental 5, Social 6
Armor	1 (clothing)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	Enhanced Sense (Thermographic Vision), Increased Run, Linguist, Perceptive +2, Resistance to Pathogens & Toxins +2, Sapience. Neoteny

Goblin, Thug (575 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	4	5	3	3	3	5	4	3	3	6

Initiative	10 + 1D6
Movement (ES)	×2/×5/+2m (ES -1)
Condition Monitor	8/10
Limits	Physical 5, Mental 5, Social 6
Armor	4 (leather armor)
Skills	Artisan 3, Clubs 4, First Aid 2, Intimidation 2, Negotiation 3, Perception 3, Sneaking 2, Survival 2, Unarmed Combat 4, + One other Combat Skill 3, and Specialization in any one of their Combat Skills. Leather Armor Lone Technique I
Powers & Qualities	Enhanced Sense (Thermographic Vision), Increased Run, Linguist, Perceptive +2, Resistance to Pathogens & Toxins +2, Sapience. Neoteny

Goblin, Soldier (662 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	5	5	3	4	3	5	4	3	3	6

Initiative	10 + 1D6
Movement (ES)	×2/×5/+2m (ES -1)
Condition Monitor	7/10
Limits	Physical 5, Mental 5, Social 6
Armor	8 (leather armor, closed leather helm, light wood shield)
Skills	Artisan 3, First Aid 2, Intimidation 3, Negotiation 3, Perception 4, Sneaking 3, Survival 2, +1 Combat Skill 4, Close Combat Group 4 (Clubs, Unarmed Combat, +1 other). One-Handed Style, Leather Armor Technique II, Shied Armor Technique I, Adroit Parry Technique I
Powers & Qualities	Enhanced Sense (Thermographic Vision), Increased Run, Linguist, Perceptive +2, Resistance to Pathogens & Toxins +2, Sapience. Neoteny

Goblin, Logic Aspected Apprentice (561 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	4	4	2	4	4	4	4	3	3	6

Initiative	8 + 1D6
Movement (ES)	×2/×5/+2m (ES -1)
Condition Monitor	7/10
Limits	Physical 4, Mental 6, Social 6
Armor	1 (clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Enhanced Sense (Thermographic Vision), Increased Run, Linguist, Ordeal Born, Patron Deity, Perceptive +2, Resistance to Pathogens & Toxins +2, Sapience. Neoteny
Spells	3 Spells

Goblin, Intuition Aspected Apprentice (566 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	4	4	2	4	3	5	4	3	3	6

Initiative	9 + 1D6
Movement (ES)	×2/×5/+2m (ES -1)
Condition Monitor	7/10
Limits	Physical 4, Mental 5, Social 6
Armor	1 (clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Enhanced Sense (Thermographic Vision), Increased Run, Linguist, Ordeal Born, Patron Deity, Perceptive +2, Resistance to Pathogens & Toxins +2, Sapience. Neoteny
Spells	3 Spells

Goblin, Charisma Aspected Apprentice (566 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	4	4	2	4	3	4	5	3	3	6

Initiative	8 + 1D6
Movement (ES)	×2/×5/+2m (ES -1)
Condition Monitor	7/10
Limits	Physical 4, Mental 5, Social 7
Armor	1 (clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Enhanced Sense (Thermographic Vision), Increased Run, Linguist, Ordeal Born, Patron Deity, Perceptive +2, Resistance to Pathogens & Toxins +2, Sapience. Neoteny
Spells	3 Spells

Goblin, Logic Skill Magician (817 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	4	4	2	5	5	4	4	3	5	6

Initiative	8 + 1D6
Movement (ES)	×2/×5/+2m (ES -1)
Condition Monitor	7/11
Limits	Physical 4, Mental 7, Social 7
Armor	1 (clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Enhanced Sense (Thermographic Vision), Increased Run, Linguist, Magician, Ordeal Born, Patron Deity, Perceptive +2, Resistance to Pathogens & Toxins +2, Sapience. Neoteny
Spells	6 Spells

Goblin, Intuition Skill Magician (827 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	4	4	2	5	3	6	4	3	5	6

Initiative	10 + 1D6
Movement (ES)	×2/×5/+2m (ES -1)
Condition Monitor	7/11
Limits	Physical 4, Mental 5, Social 7
Armor	1 (clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Enhanced Sense (Thermographic Vision), Increased Run, Linguist, Magician, Ordeal Born, Patron Deity, Perceptive +2, Resistance to Pathogens & Toxins +2, Sapience. Neoteny
Spells	6 Spells

Goblin, Charisma Skill Magician (827 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	4	4	2	5	3	4	6	3	5	6

Initiative	8 + 1D6
Movement (ES)	×2/×5/+2m (ES -1)
Condition Monitor	7/11
Limits	Physical 4, Mental 5, Social 8
Armor	1 (clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Enhanced Sense (Thermographic Vision), Increased Run, Linguist, Magician, Ordeal Born, Patron Deity, Perceptive +2, Resistance to Pathogens & Toxins +2, Sapience. Neoteny
Spells	6 Spells

Halflings

Average halflings cost 341 Karma before any Skill or other PACKs are applied.

Halfling, Commoner (395 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	4	3	2	4	3	4	4	3	3	6

Initiative	7 + 1D6
Movement (ES)	×2/×4/+1m (ES -1)
Condition Monitor	7/10
Limits	Physical 3, Mental 5, Social 6
Armor	1 (clothing)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	Improved Magic Resistance +1, Increased Run, Magic Sense, Perceptive +2, Sapience. Decreased Sprint, Neoteny

Halfling, Thug (555 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	5	3	3	4	3	5	4	3	3	6

Initiative	8 + 1D6
Movement (ES)	×2/×4/+1m (ES -1)
Condition Monitor	8/10
Limits	Physical 4, Mental 5, Social 6
Armor	4 (leather armor)
Skills	Artisan 3, Clubs 4, First Aid 2, Intimidation 2, Negotiation 3, Perception 3, Sneaking 2, Survival 2, Unarmed Combat 4, + One other Combat Skill 3, and Specialization in any one of their Combat Skills. Leather Armor Lone Technique I
Powers & Qualities	Improved Magic Resistance +1, Increased Run, Magic Sense, Perceptive +2, Sapience. Decreased Sprint, Neoteny

Halfling, Soldier (642 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	5	4	3	5	3	5	4	3	3	6

Initiative	9 + 1D6
Movement (ES)	×2/×4/+1m (ES -1)
Condition Monitor	8/10
Limits	Physical 5, Mental 6, Social 7
Armor	8 (leather armor, closed leather helm, light wood shield)
Skills	Artisan 3, First Aid 2, Intimidation 3, Negotiation 3, Perception 4, Sneaking 3, Survival 2, +1 Combat Skill 4, Close Combat Group 4 (Clubs, Unarmed Combat, +1 other). One-Handed Style, Leather Armor Technique II, Shied Armor Technique I, Adroit Parry Technique I
Powers & Qualities	Improved Magic Resistance +1, Increased Run, Magic Sense, Perceptive +2, Sapience. Decreased Sprint, Neoteny

Halfling, Logic Aspected Apprentice (546 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	4	3	2	5	4	4	4	3	3	6

Initiative	7 + 1D6
Movement (ES)	×2/×4/+1m (ES -1)
Condition Monitor	7/11
Limits	Physical 3, Mental 6, Social 7
Armor	1 (clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Improved Magic Resistance +1, Increased Run, Magic Sense, Ordeal Born, Patron Deity, Perceptive +2, Sapience. Decreased Sprint, Neoteny
Spells	3 Spells

Halfling, Intuition Aspected Apprentice (551 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	4	3	2	5	3	5	4	3	3	6

Initiative	8 + 1D6
Movement (ES)	×2/×4/+1m (ES -1)
Condition Monitor	7/11
Limits	Physical 3, Mental 6, Social 7
Armor	1 (clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Improved Magic Resistance +1, Increased Run, Magic Sense, Ordeal Born, Patron Deity, Perceptive +2, Sapience. Decreased Sprint, Neoteny
Spells	3 Spells

Halfling, Charisma Aspected Apprentice (551 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	4	3	2	5	3	4	5	3	3	6

Initiative	7 + 1D6
Movement (ES)	×2/×4/+1m (ES -1)
Condition Monitor	7/11
Limits	Physical 3, Mental 5, Social 7
Armor	1 (clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Improved Magic Resistance +1, Increased Run, Magic Sense, Ordeal Born, Patron Deity, Perceptive +2, Sapience. Decreased Sprint, Neoteny
Spells	3 Spells

Halfling, Logic Skilled Magician (807 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	4	3	2	6	5	4	4	3	5	6

Initiative	7 + 1D6
Movement (ES)	×2/×4/+1m (ES -1)
Condition Monitor	7/11
Limits	Physical 3, Mental 7, Social 7
Armor	1 (clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Improved Magic Resistance +1, Increased Run, Magic Sense, Magician, Ordeal Born, Patron Deity, Perceptive +2, Sapience. Decreased Sprint, Neoteny
Spells	6 Spells

Halfling, Intuition Skilled Magician (817 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	4	3	2	6	3	6	4	3	5	6

Initiative	9 + 1D6
Movement (ES)	×2/×4/+1m (ES -1)
Condition Monitor	7/11
Limits	Physical 3, Mental 6, Social 7
Armor	1 (clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Improved Magic Resistance +1, Increased Run, Magic Sense, Magician, Ordeal Born, Patron Deity, Perceptive +2, Sapience. Decreased Sprint, Neoteny
Spells	6 Spells

Halfling, Charisma Skilled Magician (817 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	4	3	2	6	3	4	6	3	5	6

Initiative	7 + 1D6
Movement (ES)	×2/×4/+1m (ES -1)
Condition Monitor	7/11
Limits	Physical 3, Mental 6, Social 8
Armor	1 (clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Improved Magic Resistance +1, Increased Run, Magic Sense, Magician, Ordeal Born, Patron Deity, Perceptive +2, Sapience. Decreased Sprint, Neoteny
Spells	6 Spells

Hobgoblins

Average hobgoblins cost 390 Karma before any Skill or other PACKs are applied.

Hobgoblin, Commoner (444 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	4	3	4	3	3	4	3	3	3	6

Initiative	7 + 1D6
Movement (ES)	×2/×4/+2m (ES 1)
Condition Monitor	11/10
Limits	Physical 6, Mental 5, Social 5
Armor	1 (clothing)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	Enhanced Sense (Thermographic Vision), Sapience

Hobgoblin, Thug (604 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
6	4	3	5	3	3	5	3	3	3	6

Initiative	8 + 1D6
Movement (ES)	×2/×4/+2m (ES 1)
Condition Monitor	11/10
Limits	Physical 7, Mental 5, Social 5
Armor	4 (leather armor)
Skills	Artisan 3, Clubs 4, First Aid 2, Intimidation 2, Negotiation 3, Perception 3, Sneaking 2, Survival 2, Unarmed Combat 4, + One other Combat Skill 3, and Specialization in any one of their Combat Skills. Leather Armor Lone Technique I
Powers & Qualities	Enhanced Sense (Thermographic Vision), Sapience

Hobgoblin, Soldier (711 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
6	5	4	5	4	3	5	3	3	3	6

Initiative	9 + 1D6
Movement (ES)	×2/×4/+2m (ES 1)
Condition Monitor	11/10
Limits	Physical 7, Mental 5, Social 6
Armor	8 (leather armor, closed leather helm, light wood shield)
Skills	Artisan 3, First Aid 2, Intimidation 3, Negotiation 3, Perception 4, Sneaking 3, Survival 2, +1 Combat Skill 4, Close Combat Group 4 (Clubs, Unarmed Combat, +1 other). One-Handed Style, Leather Armor Technique II, Shied Armor Technique I, Adroit Parry Technique I
Powers & Qualities	Enhanced Sense (Thermographic Vision), Sapience

Hobgoblin, Logic Aspected Apprentice (590 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	4	3	4	4	4	4	3	3	3	6

Initiative	7 + 1D6
Movement (ES)	×2/×4/+2m (ES 1)
Condition Monitor	11/10
Limits	Physical 6, Mental 6, Social 6
Armor	1 (clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Enhanced Sense (Thermographic Vision), Ordeal Born, Patron Deity, Sapience
Spells	3 Spells

Hobgoblin, Intuition Aspected Apprentice (595 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	4	3	4	4	3	5	3	3	3	6

Initiative	8 + 1D6
Movement (ES)	×2/×4/+2m (ES 1)
Condition Monitor	11/10
Limits	Physical 6, Mental 5, Social 6
Armor	1 (clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Enhanced Sense (Thermographic Vision), Ordeal Born, Patron Deity, Sapience
Spells	3 Spells

Hobgoblin, Charisma Aspected Apprentice (590 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	4	3	4	4	3	4	4	3	3	6

Initiative	7 + 1D6
Movement (ES)	×2/×4/+2m (ES 1)
Condition Monitor	11/10
Limits	Physical 6, Mental 5, Social 6
Armor	1 (clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Enhanced Sense (Thermographic Vision), Ordeal Born, Patron Deity, Sapience
Spells	3 Spells

Hobgoblin, Logic Skilled Magician (846 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	4	3	4	5	5	4	3	3	5	6

Initiative	7 + 1D6
Movement (ES)	×2/×4/+2m (ES 1)
Condition Monitor	11/11
Limits	Physical 6, Mental 7, Social 6
Armor	1 (clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Enhanced Sense (Thermographic Vision), Magician, Ordeal Born, Patron Deity, Sapience
Spells	6 Spells

Hobgoblin, Intuition Skilled Magician (856 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	4	3	4	5	3	6	3	3	5	6

Initiative	9 + 1D6
Movement (ES)	×2/×4/+2m (ES 1)
Condition Monitor	11/11
Limits	Physical 6, Mental 6, Social 6
Armor	1 (clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Enhanced Sense (Thermographic Vision), Magician, Ordeal Born, Patron Deity, Sapience
Spells	6 Spells

Hobgoblin, Charisma Skilled Magician (846 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	4	3	4	5	3	4	5	3	5	6

Initiative	7 + 1D6
Movement (ES)	×2/×4/+2m (ES 1)
Condition Monitor	11/11
Limits	Physical 6, Mental 5, Social 7
Armor	1 (clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Enhanced Sense (Thermographic Vision), Magician, Ordeal Born, Patron Deity, Sapience
Spells	6 Spells

Humans

Average humans cost 350 Karma before any Skill or other PACKs are applied.

Human, Commoner (404 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	3	4	3	4	3	4	3	4	3	6

Initiative	8 + 1D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	10/10
Limits	Physical 5, Mental 5, Social 6
Armor	1 (clothing)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	Sapience

Human, Thug (564 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
4	4	4	4	4	3	4	4	4	3	6

Initiative	8 + 1D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	10/10
Limits	Physical 6, Mental 5, Social 6
Armor	4 (leather armor)
Skills	Artisan 3, Clubs 4, First Aid 2, Intimidation 2, Negotiation 3, Perception 3, Sneaking 2, Survival 2, Unarmed Combat 4, + One other Combat Skill 3, and Specialization in any one of their Combat Skills. Leather Armor Lone Technique I
Powers & Qualities	Sapience

Human, Soldier (661 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
4	4	5	4	5	3	5	3	4	3	6

Initiative	10 + 1D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	10/11
Limits	Physical 6, Mental 6, Social 6
Armor	3 (leather armor, closed leather helm, light wood shield)
Skills	Artisan 3, First Aid 2, Intimidation 3, Negotiation 3, Perception 4, Sneaking 3, Survival 2, +1 Combat Skill 4, Close Combat Group 4 (Clubs, Unarmed Combat, +1 other). One-Handed Style, Leather Armor Technique II, Shied Armor Technique I, Adroit Parry Technique I
Powers & Qualities	Sapience

Human, Logic Aspected Apprentice (555 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	3	4	3	5	4	4	3	4	3	6

Initiative	8 + 1D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	10/11
Limits	Physical 5, Mental 6, Social 6
Armor	1 (clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Ordeal Born, Patron Deity, Sapience
Spells	3 Spells

Human, Intuition Aspected Apprentice (560 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	3	4	3	5	3	5	3	4	3	6

Initiative	9 + 1D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	10/11
Limits	Physical 5, Mental 6, Social 6
Armor	1 (clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Ordeal Born, Patron Deity, Sapience
Spells	3 Spells

Human, Charisma Aspected Apprentice (555 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	3	4	3	5	3	4	4	4	3	6

Initiative	8 + 1D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	10/11
Limits	Physical 5, Mental 5, Social 7
Armor	1 (clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Ordeal Born, Patron Deity, Sapience
Spells	3 Spells

Human, Logic Skilled Magician (816 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	3	4	3	6	5	4	3	4	5	6

Initiative	8 + 1D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	10/11
Limits	Physical 5, Mental 7, Social 6
Armor	1 (clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Magician, Ordeal Born, Patron Deity, Sapience
Spells	6 Spells

Human, Intuition Skilled Magician (826 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	3	4	3	6	3	6	3	4	5	6

Initiative	10 + 1D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	10/11
Limits	Physical 5, Mental 6, Social 6
Armor	1 (clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Magician, Ordeal Born, Patron Deity, Sapience
Spells	6 Spells

Human, Charisma Skilled Magician (816 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	3	4	3	6	3	4	5	4	5	6

Initiative	8 + 1D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	10/11
Limits	Physical 5, Mental 6, Social 8
Armor	1 (clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Magician, Ordeal Born, Patron Deity, Sapience
Spells	6 Spells

Kobolds

Average kobolds cost 383 Karma before any Skill or other PACKs are applied.

Kobold, Commoner (437 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	4	5	4	3	3	4	3	3	3	6

Initiative	9 + 1D6
Movement (ES)	×2/×4/+1m (ES 0)
Condition Monitor	9/10
Limits	Physical 5, Mental 5, Social 5
Armor	3 (Natural, clothing)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	Functional Prehensile Tail, Improved Magic Resistance +1, Natural Armor (+2), Natural Weapon [Bite: DV (STR+1)P, Reach -1, AP -1], Natural Weapon [Claws: DV (STR+1)P, AP -1], Sapience

Kobold, Thug (597 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
4	4	5	5	4	3	4	3	3	3	6

Initiative	9 + 1D6
Movement (ES)	×2/×4/+1m (ES 0)
Condition Monitor	10/10
Limits	Physical 7, Mental 5, Social 6
Armor	6 (Natural, leather armor)
Skills	Artisan 3, Clubs 4, First Aid 2, Intimidation 2, Negotiation 3, Perception 3, Sneaking 2, Survival 2, Unarmed Combat 4, + One other Combat Skill 3, and Specialization in any one of their Combat Skills. Leather Armor Lone Technique I
Powers & Qualities	Functional Prehensile Tail, Improved Magic Resistance +1, Natural Armor (+2), Natural Weapon [Bite: DV (STR+1)P, Reach -1, AP -1], Natural Weapon [Claws: DV (STR+1)P, AP -1], Sapience

Kobold, Soldier (699 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	5	6	5	4	3	5	3	3	3	6

Initiative	11 + 1D6
Movement (ES)	×2/×4/+1m (ES 0)
Condition Monitor	10/10
Limits	Physical 7, Mental 5, Social 6
Armor	10 (Natural, leather armor, closed leather helm, light wood shield)
Skills	Artisan 3, First Aid 2, Intimidation 3, Negotiation 3, Perception 4, Sneaking 3, Survival 2, +1 Combat Skill 4, Close Combat Group 4 (Clubs, Unarmed Combat, +1 other). One-Handed Style, Leather Armor Technique II, Shied Armor Technique I, Adroit Parry Technique I
Powers & Qualities	Functional Prehensile Tail, Improved Magic Resistance +1, Natural Armor (+2), Natural Weapon [Bite: DV (STR+1)P, Reach -1, AP -1], Natural Weapon [Claws: DV (STR+1)P, AP -1], Sapience

Kobold, Logic Aspected Apprentice (588 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	4	5	4	4	4	4	3	3	3	6

Initiative	9 + 1D6
Movement (ES)	×2/×4/+1m (ES 0)
Condition Monitor	9/10
Limits	Physical 5, Mental 6, Social 6
Armor	3 (Natural, clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Functional Prehensile Tail, Improved Magic Resistance +1, Natural Armor (+2), Natural Weapon [Bite: DV (STR+1)P, Reach -1, AP -1], Natural Weapon [Claws: DV (STR+1)P, AP -1], Ordeal Born, Patron Deity, Sapience
Spells	3 Spells

Kobold, Intuition Aspected Apprentice (593 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	4	5	4	4	3	5	3	3	3	6

Initiative	10 + 1D6
Movement (ES)	×2/×4/+1m (ES 0)
Condition Monitor	9/10
Limits	Physical 5, Mental 5, Social 5
Armor	3 (Natural, clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Functional Prehensile Tail, Improved Magic Resistance +1, Natural Armor (+2), Natural Weapon [Bite: DV (STR+1)P, Reach -1, AP -1], Natural Weapon [Claws: DV (STR+1)P, AP -1], Ordeal Born, Patron Deity, Sapience
Spells	3 Spells

Kobold, Charisma Aspected Apprentice (588 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	4	5	4	4	3	4	4	3	3	6

Initiative	9 + 1D6
Movement (ES)	×2/×4/+1m (ES 0)
Condition Monitor	9/10
Limits	Physical 5, Mental 5, Social 6
Armor	3 (Natural, clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Functional Prehensile Tail, Improved Magic Resistance +1, Natural Armor (+2), Natural Weapon [Bite: DV (STR+1)P, Reach -1, AP -1], Natural Weapon [Claws: DV (STR+1)P, AP -1], Ordeal Born, Patron Deity, Sapience
Spells	3 Spells

Kobold, Logic Skilled Magician (839 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	4	5	4	5	5	4	3	3	5	6

Initiative	9 + 1D6
Movement (ES)	×2/×4/+1m (ES 0)
Condition Monitor	9/11
Limits	Physical 5, Mental 7, Social 6
Armor	3 (Natural, clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Functional Prehensile Tail, Improved Magic Resistance +1, Magician, Natural Armor (+2), Natural Weapon [Bite: DV (STR+1)P, Reach -1, AP -1], Natural Weapon [Claws: DV (STR+1)P, AP -1], Ordeal Born, Patron Deity, Sapience
Spells	6 Spells

Kobold, Intuition Skilled Magician (849 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	4	5	4	5	3	6	3	3	5	6

Initiative	11 + 1D6
Movement (ES)	×2/×4/+1m (ES 0)
Condition Monitor	9/11
Limits	Physical 5, Mental 6, Social 6
Armor	3 (Natural, clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Functional Prehensile Tail, Improved Magic Resistance +1, Magician, Natural Armor (+2), Natural Weapon [Bite: DV (STR+1)P, Reach -1, AP -1], Natural Weapon [Claws: DV (STR+1)P, AP -1], Ordeal Born, Patron Deity, Sapience
Spells	6 Spells

Kobold, Charisma Skilled Magician (839 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	4	5	4	5	3	4	5	3	5	6

Initiative	9 + 1D6
Movement (ES)	×2/×4/+1m (ES 0)
Condition Monitor	9/11
Limits	Physical 5, Mental 5, Social 7
Armor	3 (Natural, clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Functional Prehensile Tail, Improved Magic Resistance +1, Magician, Natural Armor (+2), Natural Weapon [Bite: DV (STR+1)P, Reach -1, AP -1], Natural Weapon [Claws: DV (STR+1)P, AP -1], Ordeal Born, Patron Deity, Sapience
Spells	6 Spells

Lizardfolk

Average lizardfolk cost 435 Karma before any Skill or other PACKs are applied.

Lizardfolk, Commoner (489 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	4	3	5	4	3	3	3	3	3	6

Initiative	6 + 1D6
Movement (ES)	×2/×4/+2m (ES 1)
Condition Monitor	11/10
Limits	Physical 6, Mental 5, Social 6
Armor	4 (Natural, clothing)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	Functional Prehensile Tale, Improved Magic Resistance +1, Natural Armor (+3), Natural Weapon [Bite: DV (STR+2)P, AP -2], Natural Weapon [Claws: DV (STR+1)P, AP -1], Sapience. +20% Lifestyle cost

Lizardfolk, Thug (649 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
6	4	3	6	4	3	4	3	3	3	6

Initiative	7 + 1D6
Movement (ES)	×2/×4/+2m (ES 1)
Condition Monitor	11/10
Limits	Physical 7, Mental 5, Social 6
Armor	7 (Natural, leather armor)
Skills	Artisan 3, Clubs 4, First Aid 2, Intimidation 2, Negotiation 3, Perception 3, Sneaking 2, Survival 2, Unarmed Combat 4, + One other Combat Skill 3, and Specialization in any one of their Combat Skills. Leather Armor Lone Technique I
Powers & Qualities	Functional Prehensile Tale, Improved Magic Resistance +1, Natural Armor (+3), Natural Weapon [Bite: DV (STR+2)P, AP -2], Natural Weapon [Claws: DV (STR+1)P, AP -1], Sapience. +20% Lifestyle cost

Lizardfolk, Soldier (761 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
6	5	4	6	5	3	4	3	3	3	6

Initiative	8 + 1D6
Movement (ES)	×2/×4/+2m (ES 1)
Condition Monitor	11/11
Limits	Physical 8, Mental 5, Social 6
Armor	11 (Natural, leather armor, closed leather helm, light wood shield)
Skills	Artisan 3, First Aid 2, Intimidation 3, Negotiation 3, Perception 4, Sneaking 3, Survival 2, +1 Combat Skill 4, Close Combat Group 4 (Clubs, Unarmed Combat, +1 other). One-Handed Style, Leather Armor Technique II, Shied Armor Technique I, Adroit Parry Technique I
Powers & Qualities	Functional Prehensile Tale, Improved Magic Resistance +1, Natural Armor (+3), Natural Weapon [Bite: DV (STR+2)P, AP -2], Natural Weapon [Claws: DV (STR+1)P, AP -1], Sapience. +20% Lifestyle cost

Lizardfolk, Logic Aspected Apprentice (640 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	4	3	5	5	4	3	3	3	3	6

Initiative	6 + 1D6
Movement (ES)	×2/×4/+2m (ES 1)
Condition Monitor	11/11
Limits	Physical 6, Mental 6, Social 6
Armor	4 (Natural, clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Functional Prehensile Tale, Improved Magic Resistance +1, Natural Armor (+3), Natural Weapon [Bite: DV (STR+2)P, AP -2], Natural Weapon [Claws: DV (STR+1)P, AP -1], Ordeal Born, Patron Deity, Sapience. +20% Lifestyle cost
Spells	3 Spells

Lizardfolk, Intuition Aspected Apprentice (640 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	4	3	5	5	3	4	3	3	3	6

Initiative	7 + 1D6
Movement (ES)	×2/×4/+2m (ES 1)
Condition Monitor	11/11
Limits	Physical 6, Mental 5, Social 6
Armor	4 (Natural, clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Functional Prehensile Tale, Improved Magic Resistance +1, Natural Armor (+3), Natural Weapon [Bite: DV (STR+2)P, AP -2], Natural Weapon [Claws: DV (STR+1)P, AP -1], Ordeal Born, Patron Deity, Sapience. +20% Lifestyle cost
Spells	3 Spells

Lizardfolk, Charisma Aspected Apprentice (640 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	4	3	5	5	3	3	4	3	3	6

Initiative	6 + 1D6
Movement (ES)	×2/×4/+2m (ES 1)
Condition Monitor	11/11
Limits	Physical 6, Mental 5, Social 7
Armor	4 (Natural, clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Functional Prehensile Tale, Improved Magic Resistance +1, Natural Armor (+3), Natural Weapon [Bite: DV (STR+2)P, AP -2], Natural Weapon [Claws: DV (STR+1)P, AP -1], Ordeal Born, Patron Deity, Sapience. +20% Lifestyle cost
Spells	3 Spells

Lizardfolk, Logic Skilled Magician (901 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	4	3	5	6	5	3	3	3	5	6

Initiative	6 + 1D6
Movement (ES)	×2/×4/+2m (ES 1)
Condition Monitor	11/11
Limits	Physical 6, Mental 7, Social 6
Armor	4 (Natural, clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Functional Prehensile Tale, Improved Magic Resistance +1, Magician, Natural Armor (+3), Natural Weapon [Bite: DV (STR+2)P, AP -2], Natural Weapon [Claws: DV (STR+1)P, AP -1], Ordeal Born, Patron Deity, Sapience. +20% Lifestyle cost
Spells	6 Spells

Lizardfolk, Intuition Skilled Magician (901 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	4	3	5	6	3	5	3	3	5	6

Initiative	6 + 1D6
Movement (ES)	×2/×4/+2m (ES 1)
Condition Monitor	11/11
Limits	Physical 6, Mental 6, Social 6
Armor	4 (Natural, clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Functional Prehensile Tale, Improved Magic Resistance +1, Magician, Natural Armor (+3), Natural Weapon [Bite: DV (STR+2)P, AP -2], Natural Weapon [Claws: DV (STR+1)P, AP -1], Ordeal Born, Patron Deity, Sapience. +20% Lifestyle cost
Spells	6 Spells

Lizardfolk, Charisma Skilled Magician (901 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	4	3	5	6	3	3	5	3	5	6

Initiative	6 + 1D6
Movement (ES)	×2/×4/+2m (ES 1)
Condition Monitor	11/11
Limits	Physical 6, Mental 5, Social 8
Armor	4 (Natural, clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Functional Prehensile Tale, Improved Magic Resistance +1, Magician, Natural Armor (+3), Natural Weapon [Bite: DV (STR+2)P, AP -2], Natural Weapon [Claws: DV (STR+1)P, AP -1], Ordeal Born, Patron Deity, Sapience. +20% Lifestyle cost
Spells	6 Spells

Minotaurs

Average minotaurs cost 448 Karma before any Skill or other PACKs are applied.

Minotaur, Commoner (502 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
6	3	3	5	3	3	4	3	3	3	6

Initiative	7 + 1D6
Movement (ES)	×3/×4/+2m (ES 1)
Condition Monitor	11/10
Limits	Physical 7, Mental 5, Social 5
Armor	2 (Natural, clothing)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	Enhanced Sense (Low-Light Vision), Increased Walk, Natural Armor (+1), Natural Weapon [Horns: DV (STR+3)P, AP -2), Naturally Insulated 2, Sapience. +30% Lifestyle cost

Minotaur, Thug (662 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
7	4	3	5	3	3	5	3	3	3	6

Initiative	8 + 1D6
Movement (ES)	×3/×4/+2m (ES 1)
Condition Monitor	12/10
Limits	Physical 7, Mental 5, Social 5
Armor	5 (Natural, leather armor)
Skills	Artisan 3, Clubs 4, First Aid 2, Intimidation 2, Negotiation 3, Perception 3, Sneaking 2, Survival 2, Unarmed Combat 4, + One other Combat Skill 3, and Specialization in any one of their Combat Skills. Leather Armor Lone Technique I
Powers & Qualities	Enhanced Sense (Low-Light Vision), Increased Walk, Natural Armor (+1), Natural Weapon [Horns: DV (STR+3)P, AP -2), Naturally Insulated 2, Sapience. +30% Lifestyle cost

Minotaur, Soldier (774 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
7	4	4	6	4	3	5	3	3	3	6

Initiative	9 + 1D6
Movement (ES)	×3/×4/+2m (ES 1)
Condition Monitor	12/10
Limits	Physical 8, Mental 5, Social 6
Armor	9 (Natural, leather armor, closed leather helm, light wood shield)
Skills	Artisan 3, First Aid 2, Intimidation 3, Negotiation 3, Perception 4, Sneaking 3, Survival 2, +1 Combat Skill 4, Close Combat Group 4 (Clubs, Unarmed Combat, +1 other). One-Handed Style, Leather Armor Technique II, Shied Armor Technique I, Adroit Parry Technique I
Powers & Qualities	Enhanced Sense (Low-Light Vision), Increased Walk, Natural Armor (+1), Natural Weapon [Horns: DV (STR+3)P, AP -2), Naturally Insulated 2, Sapience. +30% Lifestyle cost

Minotaur, Logic Aspected Apprentice (648 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
6	3	3	5	4	4	4	3	3	3	6

Initiative	7 + 1D6
Movement (ES)	×3/×4/+2m (ES 1)
Condition Monitor	11/10
Limits	Physical 7, Mental 6, Social 6
Armor	2 (Natural, clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Enhanced Sense (Low-Light Vision), Increased Walk, Natural Armor (+1), Natural Weapon [Horns: DV (STR+3)P, AP -2), Naturally Insulated 2, Ordeal Born, Patron Deity, Sapience. +30% Lifestyle cost
Spells	3 Spells

Minotaur, Intuition Aspected Apprentice (653 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
6	3	3	5	4	3	5	3	3	3	6

Initiative	8 + 1D6
Movement (ES)	×3/×4/+2m (ES 1)
Condition Monitor	11/10
Limits	Physical 7, Mental 5, Social 6
Armor	2 (Natural, clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Enhanced Sense (Low-Light Vision), Increased Walk, Natural Armor (+1), Natural Weapon [Horns: DV (STR+3)P, AP -2), Naturally Insulated 2, Ordeal Born, Patron Deity, Sapience. +30% Lifestyle cost
Spells	3 Spells

Minotaur, Charisma Aspected Apprentice (648 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
6	3	3	5	4	3	4	4	3	3	6

Initiative	7 + 1D6
Movement (ES)	×3/×4/+2m (ES 1)
Condition Monitor	11/10
Limits	Physical 7, Mental 5, Social 6
Armor	2 (Natural, clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Enhanced Sense (Low-Light Vision), Increased Walk, Natural Armor (+1), Natural Weapon [Horns: DV (STR+3)P, AP -2), Naturally Insulated 2, Ordeal Born, Patron Deity, Sapience. +30% Lifestyle cost
Spells	3 Spells

Minotaur, Logic Skilled Magician (904 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
6	3	3	5	5	5	4	3	3	5	6

Initiative	7 + 1D6
Movement (ES)	×3/×4/+2m (ES 1)
Condition Monitor	11/11
Limits	Physical 7, Mental 7, Social 6
Armor	2 (Natural, clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Enhanced Sense (Low-Light Vision), Increased Walk, Magician, Natural Armor (+1), Natural Weapon [Horns: DV (STR+3)P, AP -2), Naturally Insulated 2, Ordeal Born, Patron Deity, Sapience. +30% Lifestyle cost
Spells	6 Spells

Minotaur, Intuition Skilled Magician (914 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
6	3	3	5	5	3	6	3	3	5	6

Initiative	9 + 1D6
Movement (ES)	×3/×4/+2m (ES 1)
Condition Monitor	11/11
Limits	Physical 7, Mental 6, Social 6
Armor	2 (Natural, clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Enhanced Sense (Low-Light Vision), Increased Walk, Magician, Natural Armor (+1), Natural Weapon [Horns: DV (STR+3)P, AP -2), Naturally Insulated 2, Ordeal Born, Patron Deity, Sapience. +30% Lifestyle cost
Spells	6 Spells

Minotaur, Charisma Skilled Magician (904 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
6	3	3	5	5	3	4	5	3	5	6

Initiative	7 + 1D6
Movement (ES)	×3/×4/+2m (ES 1)
Condition Monitor	11/11
Limits	Physical 7, Mental 5, Social 7
Armor	2 (Natural, clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Enhanced Sense (Low-Light Vision), Increased Walk, Magician, Natural Armor (+1), Natural Weapon [Horns: DV (STR+3)P, AP -2), Naturally Insulated 2, Ordeal Born, Patron Deity, Sapience. +30% Lifestyle cost
Spells	6 Spells

Ogres

Average ogres cost 449 Karma before any Skill or other PACKs are applied.

Ogre, Commoner (503 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
7	2	2	7	3	3	2	3	3	3	6

Initiative	4 + 1D6
Movement (ES)	×3/×4/+1m (ES 1)
Condition Monitor	12/10
Limits	Physical 8, Mental 4, Social 5
Armor	3 (Natural, clothing)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	Elongated Limbs (+1 Reach), Increased Walk, Natural Armor (+2), Sapience. +50% Lifestyle cost, Decreased Sprint

Ogre, Thug (663 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
8	2	2	8	3	3	2	3	3	3	6

Initiative	4 + 1D6
Movement (ES)	×3/×4/+1m (ES 1)
Condition Monitor	12/10
Limits	Physical 9, Mental 4, Social 5
Armor	6 (Natural, leather armor)
Skills	Artisan 3, Clubs 4, First Aid 2, Intimidation 2, Negotiation 3, Perception 3, Sneaking 2, Survival 2, Unarmed Combat 4, + One other Combat Skill 3, and Specialization in any one of their Combat Skills. Leather Armor Lone Technique I
Powers & Qualities	Elongated Limbs (+1 Reach), Increased Walk, Natural Armor (+2), Sapience. +50% Lifestyle cost, Decreased Sprint

Ogre, Soldier (770 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
8	3	3	8	4	3	3	3	3	3	6

Initiative	6 + 1D6
Movement (ES)	×3/×4/+1m (ES 1)
Condition Monitor	12/10
Limits	Physical 9, Mental 5, Social 6
Armor	10 (Natural, leather armor, closed leather helm, light wood shield)
Skills	Artisan 3, First Aid 2, Intimidation 3, Negotiation 3, Perception 4, Sneaking 3, Survival 2, +1 Combat Skill 4, Close Combat Group 4 (Clubs, Unarmed Combat, +1 other). One-Handed Style, Leather Armor Technique II, Shied Armor Technique I, Adroit Parry Technique I
Powers & Qualities	Elongated Limbs (+1 Reach), Increased Walk, Natural Armor (+2), Sapience. +50% Lifestyle cost, Decreased Sprint

Ogre, Logic Aspected Apprentice (649 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
7	2	2	7	4	4	2	3	3	3	6

Initiative	4 + 1D6
Movement (ES)	×3/×4/+1m (ES 1)
Condition Monitor	12/10
Limits	Physical 8, Mental 5, Social 6
Armor	3 (Natural, clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Elongated Limbs (+1 Reach), Increased Walk, Natural Armor (+2), Ordeal Born, Patron Deity, Sapience. +50% Lifestyle cost, Decreased Sprint
Spells	3 Spells

Ogre, Intuition Aspected Apprentice (644 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
7	2	2	7	4	3	3	3	3	3	6

Initiative	5 + 1D6
Movement (ES)	×3/×4/+1m (ES 1)
Condition Monitor	12/10
Limits	Physical 8, Mental 5, Social 6
Armor	3 (Natural, clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Elongated Limbs (+1 Reach), Increased Walk, Natural Armor (+2), Ordeal Born, Patron Deity, Sapience. +50% Lifestyle cost, Decreased Sprint
Spells	3 Spells

Ogre, Charisma Aspected Apprentice (649 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
7	2	2	7	4	3	2	4	3	3	6

Initiative	4 + 1D6
Movement (ES)	×3/×4/+1m (ES 1)
Condition Monitor	12/10
Limits	Physical 8, Mental 4, Social 6
Armor	3 (Natural, clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Elongated Limbs (+1 Reach), Increased Walk, Natural Armor (+2), Ordeal Born, Patron Deity, Sapience. +50% Lifestyle cost, Decreased Sprint
Spells	3 Spells

Ogre, Logic Skilled Magician (905 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
7	2	2	7	5	5	2	3	3	5	6

Initiative	4 + 1D6
Movement (ES)	×3/×4/+1m (ES 1)
Condition Monitor	12/11
Limits	Physical 8, Mental 6, Social 6
Armor	3 (Natural, clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Elongated Limbs (+1 Reach), Increased Walk, Magician, Natural Armor (+2), Ordeal Born, Patron Deity, Sapience. +50% Lifestyle cost, Decreased Sprint
Spells	6 Spells

Ogre, Intuition Skilled Magician (895 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
7	2	2	7	5	3	4	3	3	5	6

Initiative	6 + 1D6
Movement (ES)	×3/×4/+1m (ES 1)
Condition Monitor	12/11
Limits	Physical 8, Mental 5, Social 5
Armor	3 (Natural, clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Elongated Limbs (+1 Reach), Increased Walk, Magician, Natural Armor (+2), Ordeal Born, Patron Deity, Sapience. +50% Lifestyle cost, Decreased Sprint
Spells	6 Spells

Ogre, Charisma Skilled Magician (905 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
7	2	2	7	5	3	2	5	3	5	6

Initiative	4 + 1D6
Movement (ES)	×3/×4/+1m (ES 1)
Condition Monitor	12/11
Limits	Physical 8, Mental 5, Social 7
Armor	3 (Natural, clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Elongated Limbs (+1 Reach), Increased Walk, Magician, Natural Armor (+2), Ordeal Born, Patron Deity, Sapience. +50% Lifestyle cost, Decreased Sprint
Spells	6 Spells

Orcs

Average orcs cost 423 Karma before any Skill or other PACKs are applied.

Orc, Commoner (477 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	4	3	5	3	3	3	3	3	3	6

Initiative	6 + 1D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	11/10
Limits	Physical 6, Mental 4, Social 5
Armor	1 (clothing)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	Enhanced Sense (Thermographic Vision), Improved Magic Resistance +1, Resistance to Pathogens & Toxins +1, Sapience

Orc, Thug (637 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
6	4	4	6	3	3	3	3	3	3	6

Initiative	7 + 1D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	11/10
Limits	Physical 8, Mental 4, Social 5
Armor	4 (leather armor)
Skills	Artisan 3, Clubs 4, First Aid 2, Intimidation 2, Negotiation 3, Perception 3, Sneaking 2, Survival 2, Unarmed Combat 4, + One other Combat Skill 3, and Specialization in any one of their Combat Skills. Leather Armor Lone Technique I
Powers & Qualities	Enhanced Sense (Thermographic Vision), Improved Magic Resistance +1, Resistance to Pathogens & Toxins +1, Sapience

Orc, Soldier (744 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
6	5	4	6	4	3	4	3	3	3	6

Initiative	8 + 1D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	11/10
Limits	Physical 8, Mental 5, Social 6
Armor	8 (leather armor, closed leather helm, light wood shield)
Skills	Artisan 3, First Aid 2, Intimidation 3, Negotiation 3, Perception 4, Sneaking 3, Survival 2, +1 Combat Skill 4, Close Combat Group 4 (Clubs, Unarmed Combat, +1 other). One-Handed Style, Leather Armor Technique II, Shied Armor Technique I, Adroit Parry Technique I
Powers & Qualities	Enhanced Sense (Thermographic Vision), Improved Magic Resistance +1, Resistance to Pathogens & Toxins +1, Sapience

Orc, Logic Aspected Apprentice (623 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	4	3	5	4	4	3	3	3	3	6

Initiative	6 + 1D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	11/10
Limits	Physical 6, Mental 5, Social 6
Armor	1 (clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Enhanced Sense (Thermographic Vision), Improved Magic Resistance +1, Ordeal Born, Patron Deity, Resistance to Pathogens & Toxins +1, Sapience
Spells	3 Spells

Orc, Intuition Aspected Apprentice (623 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	4	3	5	4	3	4	3	3	3	6

Initiative	7 + 1D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	11/10
Limits	Physical 6, Mental 5, Social 6
Armor	1 (clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Enhanced Sense (Thermographic Vision), Improved Magic Resistance +1, Ordeal Born, Patron Deity, Resistance to Pathogens & Toxins +1, Sapience
Spells	3 Spells

Orc, Charisma Aspected Apprentice (623 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	4	3	5	4	3	3	4	3	3	6

Initiative	6 + 1D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	11/10
Limits	Physical 6, Mental 5, Social 6
Armor	1 (clothing)
Skills	Arcana 3, Artisan 2, Assensing 3, Etiquette (Magical Group) 3 (+2), First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, Sorcery Skill Group 3
Powers & Qualities	Aspected Magician, Enhanced Sense (Thermographic Vision), Improved Magic Resistance +1, Ordeal Born, Patron Deity, Resistance to Pathogens & Toxins +1, Sapience
Spells	3 Spells

Orc, Logic Skilled Magician (879 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	4	3	5	5	5	3	3	3	5	6

Initiative	6 + 1D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	11/11
Limits	Physical 6, Mental 6, Social 6
Armor	1 (clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Enhanced Sense (Thermographic Vision), Improved Magic Resistance +1, Magician, Ordeal Born, Patron Deity, Resistance to Pathogens & Toxins +1, Sapience
Spells	6 Spells

Orc, Intuition Skilled Magician (879 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	4	3	5	5	3	5	3	3	5	6

Initiative	8 + 1D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	11/11
Limits	Physical 6, Mental 6, Social 6
Armor	1 (clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Enhanced Sense (Thermographic Vision), Improved Magic Resistance +1, Magician, Ordeal Born, Patron Deity, Resistance to Pathogens & Toxins +1, Sapience
Spells	6 Spells

Orc, Charisma Skilled Magician (879 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	4	3	5	5	3	3	5	3	5	6

Initiative	6 + 1D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	11/11
Limits	Physical 6, Mental 5, Social 7
Armor	1 (clothing)
Skills	Arcana 5, Artisan 3, Assensing 5, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2, 1st Magical Skill Group 5, 2nd Magical Skill Group 3, 3rd Magical Skill Group 2
Powers & Qualities	Enhanced Sense (Thermographic Vision), Improved Magic Resistance +1, Magician, Ordeal Born, Patron Deity, Resistance to Pathogens & Toxins +1, Sapience
Spells	6 Spells

E. Monstrous Nature

Unlike the creatures in the Fauna section, those of monstrous nature are little understood by the majority of the mortal species and are often the creations of magical experiments or the offspring of the strange mating between creatures of this world and another, all that have been able to survive and propagate.

Most, however, are unable to reproduce; either because they are one of a kind non-hermaphrodites, born sterile, or some similar reason. The more unique creatures of monstrous nature are not presented here as they are intended to be created by the GM as seen fit.

Elemental Beasts

Elemental beast is an umbrella term that covers a multitude of 'natural' fauna that possess magical powers and qualities around an elemental theme. The majority of these creatures were thought to have been created tens of millennia ago when the Elder Gods were at war with each other. Most of those surviving today are much smaller than the giant deific beasts of war that ravaged the world in those forgotten aeons.

Attributes & Base Scores

Elemental beasts have the following minimum Attribute increases from the base creature: +1 Body, +1 Agility, +1 Strength, +1 Willpower, +1 Intuition, +1 Charisma, and +1 Magic. They gain +1D6 to their Initiative (maximum +5D6). Equipment Size typically increases as well, at least by +1, and for each ES increase the creature's Body and Strength increases by the same amount and for the first and every odd numbered increase to its ES the creature increases its walk and run multipliers by 1.

Skills

The Skill Ratings of elemental beasts are at least equal to, if not higher, than comparable 'natural' fauna.

Positive Qualities

Quick Healer, Resistance to Pathogens & Toxins, Toughness

Optional Positive Qualities

Astral Chameleon, Double-Jointed, High Pain Tolerance, Home Ground (Astral Acclimation), Indomitable, Will to Live, and nearly any Metagenic Quality.

Powers

Armor (Body), Dual Natured, Immunity (Pathogens, Related Element), Elemental Melee Attack, Mana Resistor, Mystic Armor (Willpower), and Natural Weapon (DV [STR+ES]P, Reach varies, AP varies).

Optional Powers

Animal Control, Corrosive Spit, Elemental Attack, Energy Aura, Enhanced Senses (varies), Hardened Armor, Hardened Mystic Armor, Noxious Breath, Paralyzing Howl, Paralyzing Touch, Petrification, Sapience, and/or Venom.

Negative Qualities & Weaknesses

Distinctive Style, Sensitive System

Optional Negative Qualities & Weaknesses

Allergy, Astral Beacon, and nearly any Metagenic Quality.

There is no clear rhyme or reason to the additional Powers and Qualities possessed by elemental beasts. Some have none, some have a few, some have more. Those elemental beasts that run in the same pack or are otherwise closely related often have the same optional Powers and Qualities.

Karma Costs

Because the template increases a base creature, Karma costs have to be calculated on an individual basis.

Elemental Beast Base

B	A	R	S	W	L	I	C	EDG	M	ESS
+2	+1		+2	+1		+1	+1		+1	

Initiative	+ 2D6
Movement (ES)	×(+1)/×(+2)/+ (ES [+1])
Skills	Varies
Powers & Qualities	Armor (Body), Dual Natured, Fast Reflexes, Immunity (Pathogens), Increased Walking I, Increased Running I, Elemental Melee Attack, Mystic Armor (Willpower), Natural Weapon [DV (STR+ES)P, Reach varies, AP varies], Quick Healer, Resistance to Pathogens & Toxins. Distinctive Style, Sensitive System.

Sample Elemental Beasts

Below is a sampling of various elemental beasts.

Hell Hounds

Infernal beasts, hell hounds, ember dogs, regardless of their name, these are some of the most successful elemental beasts to have survived through the ages. They most commonly resemble wolves, with dark coats, glowing eyes, and flaming breath.

Hell Hound (1,122 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
8	5	5	8	4	2	5	4	3	4	6

Initiative	10 + 2D6
Movement (ES)	×3/×9/+4 (ES 1)
Condition Monitor	12/10
Limits	Physical 10, Mental 5, Social 6
Armor	8 (natural), 4 (mystic armor)
Skills	Assensing 3, Exotic Ranged Weapon 5, Intimidation 5, Perception (Hearing, Smell) 5 (+2), Running 6, Tracking 6, Unarmed Combat 6
Powers & Qualities	Armor (Body), Dual Natured, Enhanced Senses (Hearing, Smell), Elemental Attack (Fire, DV 8P, AP -4), Elemental Melee Attack (Fire), Fast Reflexes I, Immunity (Fire, Pathogens), Increased Running III, Increased Sprint I, Mystic Armor (Willpower), Natural Weapon [Claw/Bite: DV (STR+1)P, AP -), Quick Healer, Resistance to Pathogens & Toxins. Distinctive Style, Sensitive System
Notes	Base Carry Weight 120 kg (265 lbs) Lightly Encumbered 120 kg – 195 kg (265 lbs – 430 lbs) Heavy Encumbered 195 kg – 255 kg (430 lbs – 562 lbs)

Ice Vultures

These white-blue feathered vultures have a body length of 1.1 meters and a wingspan of 2.5 meters. They are capable of not only diving into water to grab prey but also swimming for prolonged periods of time down to 12 meters and are able to hold their breath for 10 minutes before needing to make tests, the hits of which extend the time by 1 minute instead of the standard 15 seconds. A group of ice vultures is called a wake. Wakes are known to attack larger mammals though they are usually found on icy lakes, breaking the frozen surface with their beaks in order to swim below to catch fish.

Ice Vulture (1,064 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	8	7	5	5	3	5	4	3	4	6

Initiative	12 + 3D6
Movement (ES)	×2/×3/+1m, ×3/×6/+4m flight, ×2/×4/+2m swim ((ES -1)
Condition Monitor	11/11
Limits	Physical 8, Mental 6, Social 7
Armor	5 (natural), 5 (Mystic Armor)
Skills	Assensing 3, Flight 6, Perception 5, Sneaking 3, Swimming 6, Unarmed Combat 5
Powers & Qualities	Armor (Body), Dual Natured, Enhanced Senses (low-light vision), Flight, Immunity (Cold, Pathogens), Elemental Attack (Cold, DV 6P, AP -4), Elemental Melee Attack, Fast Reflexes II, Increased Sprint I (flight), Mystic Armor (Willpower), Natural Weapon (Bite: DV [STR+2]P, AP -3, Reach -1), Quick Healer, Resistance to Pathogens & Toxins. Decreased Running I, Decreased Sprint I, Distinctive Style, Sensitive System

Mountainheart Tigers

These massive felines are also known as stonebeasts, sulfur lions, granite sabers, and other colorful names that describe these bulky and wide shouldered great cat elemental beasts. They stand 2.75 meters (9 feet) at the shoulder, with bodies 5.26 meters (17.26 feet) long and their tails add another 2.9 meters (9.5 feet) to their length. Adding to their already terrifying nature, their saliva is highly acidic.

Mountainheart Tiger (1,906 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
13	5	5	14	6	2	5	5	3	5	9

Initiative	11 + 3D6
Movement (ES)	×4/×10/+5m (ES 4)
Condition Monitor	17/11
Limits	Physical 16, Mental 5, Social 9
Armor	13 (natural), 6 (mystic armor)
Skills	Assensing 3, Intimidation 5, Perception (Hearing, Smell) 6 (+2), Running 6, Tracking 5, Unarmed Combat 7
Powers & Qualities	Armor (Body), Dual Natured, Enhanced Senses (Hearing, Low-Light Vision, Smell), Fast Reflexes II, Immunity (Acid, Pathogens), Elemental Melee Attack (Acid), Increased Running II, Increased Sprint I, Mystic Armor (Willpower), Natural Weapon [Claw/Bite: DV (STR+6)P, Reach +1, AP -5), Quick Healer, Resistance to Pathogens & Toxins. Distinctive Style, Sensitive System

Stone Apes

These large gorilla-like apes have dark grey and black coats with a lighter colored mane that is exceptionally pronounced. Their eyes typically glow an emerald-yellowish color. They are solitary creatures and only found in larger groups when mating or caring for their young, which takes about a year and half before they are ready to strike out on their own. Stone apes are not affected by their own petrify gaze.

Stone Ape (971 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
8	5	3	9	5	3	4	5	3	4	6

Initiative	7 + 2D6
Movement (ES)	×3/×5/+2m (ES 1)
Condition Monitor	12/11
Limits	Physical 10, Mental 5, Social 7
Armor	8 (Natural), 5 (mystic armor)
Skills	Climbing 5, Perception 4, Sneaking 5 Unarmed Combat 5
Powers & Qualities	Armor (Body), Dual Natured, Fast Reflexes I, Immunity (Pathogens, Petrification), Natural Weapon (Bite: DV [STR+2]P, AP -1, Reach 0), Petrification, Quick Healer, Resistance to Pathogens & Toxins. Decreased Running I, Decreased Sprint I, Distinctive Style, Sensitive System

Zephyr Horses

These magnificent beasts stand two meters at the shoulder, with long flowing manes and tails. Their coats are white, sky blue, and occasionally spotted with the colors of clouds at sunset. They are capable of magical flight as if walking or running through the air.

Zephyr Horse (1,233 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
10	6	5	10	4	2	4	5	3	4	8

Initiative	9 + 2D6
Movement (ES)	×4/×11/+6, ×4/×11/+6 flight (ES 3)
Condition Monitor	14/10
Limits	Physical 12, Mental 4, Social 8
Armor	10 (natural), 4 (mystic armor)
Skills	Assensing 3, Flight 6, Perception 5, Running 6, Unarmed Combat 4
Powers & Qualities	Armor (Body), Dual Natured, Elemental Melee Attack (Electricity), Fast Reflexes I, Flight, Immunity (Electricity, Pathogens), Increased Running III, Increased Sprint II, Increased Sprint I (flight), Mystic Armor (Willpower), Natural Weapon [Bite: DV (STR+3)P, Reach 1, AP -1], Natural Weapon [Kick: DV (STR+1)P, AP -, Reach 1), Quick Healer, Resistance to Pathogens & Toxins. Decreased Walking I (flight), Decreased Running II (flight), Distinctive Style, Sensitive System
Notes	Base Carry Weight 150 kg (331 lbs) Lightly Encumbered 151 kg – 240 kg (331 lbs – 529 lbs) Heavy Encumbered 240 kg – 315 kg (529 lbs – 694 lbs)

Gargantua

Gargantua are truly beasts of legend and each is unique. Some think they are the progenitors of the elemental beasts, though most lack any overt magical abilities. They often appear similar to normal animals only immense in size and with the very terrain in which they sleep their centuries-long slumber embedded in their hides. Their emergence back into the world often heralds great changes, if only due to the massive destruction they are capable of causing (often without being aware of it).

The minimum ES of Gargantua is 19, making them at least 98 meters (322 feet) long, with the majority being at least ES 25 (197 meters, 646 feet, long). Below is the base gargantua template.

Gargantua Template (52,311 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
98	2	1	100	14	3	12	14	6	15	30

Initiative	13 + 2D6
Movement (ES)	×7/×14/+7m (ES 25)
Condition Monitor	79/16
Limits	Physical 100, Mental 11, Social 24
Armor	49 (natural)
Skills	Perception 3, Unarmed Combat 16
Powers & Qualities	Armor (Body ÷ 2), Immunity (Age, Pathogens, Stun, Toxins), Natural Weapon [DV (STR+10)P, Reach +5, AP -10]. Distinctive Style

Gargoyles

Gargoyles are thought to be the result of magical experimentations on the mortal races by the dragons. There have been encounters with gargoyles that resemble each of the mortal races. Regardless of which race they resemble, all gargoyles have draconian visages, wings as a third pair of limbs, as well as being hairless, scaled, and stone-grey in color.

Gargoyle Template

B	A	R	S	W	L	I	C	EDG	M	ESS
+1	+1	+1	+2	+1	+1	+2	+1	+1	+3	

Initiative	+ 2D6
Movement (ES)	×/×/+, ×(+1)/×(+2)/+(+1)m flight* (ES [+1])
Armor	Body+2+base species (natural)
Skills	Varies plus Flight
Powers & Qualities	Varies plus Concealment (Self), Dual Natured, Enhanced Senses (Hearing, Thermographic Vision), Fast Reflexes I, Flight, Immunity (Age), Natural Armor (Body + 2, plus base species), Natural Weapon [Bite: DV (STR+2)P, Reach +1, AP -3], Natural Weapon [Claws: DV (STR+1)P, Reach +2, AP -2], Toughness (2). Distinctive Style
Notes	* The movement increases listed above for flight are the normal increases for the Flight Power.

Table: Gargoyle Karma Costs by Species

Species	Base	Gargoyle	Attributes	Total
Dwarf	171	509	250	930
Elf	172	518	250	950
Giant	460	601	250	1,311
Gnoll	188	534	250	972
Goblin	111	485	250	846
Halfling	91	505	250	846
Hobgoblin	140	519	250	909
Human	100	518	250	868
Kobold	135	514	250	899
Lizardfolk	185	528	250	963
Minotaur	198	547	250	995
Ogre	199	545	250	994
Orc	173	519	250	942

Gargoyle Commoner Skill PACK

134 Total Karma

Artisan 3 (12 Karma)
Clubs 2 (6 Karma)
First Aid 2 (6 Karma)
Flight 5 (30 Karma)
Intimidation 4 (20 Karma)
Perception 4 (20 Karma)
Survival 4 (20 Karma)
Unarmed Combat 4 (20 Karma)

The gargoyles presented below are examples of newly created gargoyles (whether through mating or via draconic creation is debated by the sages). Being immune to age, the older the gargoyle, the more powerful it is and at some point in their lives they usually go through the Ordeal and become powerful magicians, adepts, etc.

Dwarf Gargoyle, Commoner (1,064 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
6	4	4	6	5	4	5	5	4	6	6

Initiative 9 + 2D6
Movement (ES) ×2/×4/+1m, ×3/×6/+2m flight (ES 1)
Condition Monitor 11/11
Limits Physical 8, Mental 6, Social 7
Armor 8 (natural)
Skills Artisan 3, Clubs 2, First Aid 2, Flight 5, Intimidation 4, Perception 4, Survival 4, Unarmed Combat 4
Powers & Qualities Concealment (Self), Dual Natured, Enhanced Sense (Hearing, Thermographic Vision), Fast Reflexes I, Flight, Immunity (Age), Natural Armor (Body + 2), Natural Weapon [Bite: DV (STR+2)P, Reach +1, AP -3], Natural Weapon [Claws: DV (STR+1)P, Reach +2, AP -2], Resistance to Pathogens & Toxins +2, Sapience, Toughness (2). Decreased Sprint, Distinctive Style.

Elf Gargoyle, Commoner (1,074 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
4	5	5	5	4	5	5	6	4	6	6

Initiative 10 + 2D6
Movement (ES) ×2/×4/+2m, ×3/×6/+2m flight (ES 1)
Condition Monitor 10/10
Limits Physical 7, Mental 7, Social 8
Armor 6 (natural)
Skills Artisan 3, Clubs 2, First Aid 2, Flight 5, Intimidation 4, Perception 4, Survival 4, Unarmed Combat 4
Powers & Qualities Concealment (Self), Dual Natured, Enhanced Sense (Hearing, Low-Light Vision, Thermographic Vision), Fast Reflexes I, Flight, Immunity (Age), Improved Magic Resistance +2, Knowledgeable, Natural Armor (Body + 2), Natural Weapon [Bite: DV (STR+2)P, Reach +1, AP -3], Natural Weapon [Claws: DV (STR+1)P, Reach +2, AP -2], Sapience, Toughness (2). Distinctive Style

Giant Gargoyle, Commoner (1,445 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
10	3	3	11	5	4	5	5	4	6	9

Initiative 8 + 2D6
Movement (ES) ×3/×6/+3m, ×4/×8/+4m flight (ES 4)
Condition Monitor 15/11
Limits Physical 12, Mental 6, Social 8
Armor 16 (natural)
Skills Artisan 3, Clubs 2, First Aid 2, Flight 5, Intimidation 4, Perception 4, Survival 4, Unarmed Combat 4
Powers & Qualities Concealment (Self), Dual Natured, Elongated Limbs (Reach +2), Enhanced Sense (Hearing, Low-Light Vision, Thermographic Vision), Fast Reflexes I, Flight, Immunity (Age), Knowledgeable, Natural Armor (Body + 6), Natural Weapon [Bite: DV (STR+2)P, Reach +1, AP -3], Natural Weapon [Claws: DV (STR+1)P, Reach +2, AP -2], Sapience, Toughness (2). +100% Lifestyle cost, Distinctive Style.

Gnoll Gargoyle, Commoner (1,106 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	5	4	7	4	4	6	5	4	6	7

Initiative 10 + 2D6
Movement (ES) ×2/×5/+2m, ×3/×7/+3m flight (ES 2)
Condition Monitor 12/10
Limits Physical 8, Mental 6, Social 7
Armor 7 (natural)
Skills Artisan 3, Clubs 2, First Aid 2, Flight 5, Intimidation 4, Perception 4, Survival 4, Unarmed Combat 4
Powers & Qualities Concealment (Self), Dual Natured, Enhanced Sense (Hearing, Low-Light Vision, Thermographic Vision), Fast Reflexes I, Flight, Immunity (Age), Increase Run, Natural Armor (Body + 2), Naturally Insulated 1, Natural Weapon [Bite: DV (STR+2)P, Reach +1, AP -3], Natural Weapon [Claws: DV (STR+1)P, Reach +2, AP -2], Resistance to Pathogens & Toxins +2, Sapience, Toughness (2). Distinctive Style

Goblin Gargoyle, Commoner (980 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	5	5	4	4	4	6	5	4	6	6

Initiative	11 + 2D6
Movement (ES)	×2/×5/+2m, ×3/×7/+3m flight (ES 0)
Condition Monitor	8/10
Limits	Physical 6, Mental 6, Social 7
Armor	5 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Flight 5, Intimidation 4, Perception 4, Survival 4, Unarmed Combat 4
Powers & Qualities	Concealment (Self), Dual Natured, Enhanced Sense (Hearing, Thermographic Vision), Fast Reflexes I, Flight, Immunity (Age), Increased Run, Linguist, Natural Armor (Body + 2), Natural Weapon [Bite: DV (STR+2)P, Reach +1, AP -3], Natural Weapon [Claws: DV (STR+1)P, Reach +2, AP -2], Perceptive +2, Resistance to Pathogens & Toxins +2, Sapience, Toughness (2). Distinctive Style, Neoteny

Halfling Gargoyle, Commoner (980 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	5	4	4	5	4	6	5	4	6	6

Initiative	10 + 2D6
Movement (ES)	×2/×4/+1m, ×3/×6/+2m flight (ES 0)
Condition Monitor	8/11
Limits	Physical 5, Mental 7, Social 7
Armor	5 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Flight 5, Intimidation 4, Perception 4, Survival 4, Unarmed Combat 4
Powers & Qualities	Concealment (Self), Dual Natured, Enhanced Senses (Hearing, Thermographic Vision), Fast Reflexes I, Flight, Immunity (Age), Improved Magic Resistance +1, Increased Run, Magic Sense, Natural Armor (Body + 2), Natural Weapon [Bite: DV (STR+2)P, Reach +1, AP -3], Natural Weapon [Claws: DV (STR+1)P, Reach +2, AP -2], Perceptive +2, Sapience, Toughness (2). Decreased Sprint, Distinctive Style, Neoteny

Hobgoblin Gargoyle, Commoner (1,043 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
6	5	4	6	4	4	6	4	4	6	7

Initiative	10 + 2D6
Movement (ES)	×2/×4/+2m, ×3/×6/+3m flight (ES 2)
Condition Monitor	12/10
Limits	Physical 8, Mental 6, Social 7
Armor	8 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Flight 5, Intimidation 4, Perception 4, Survival 4, Unarmed Combat 4
Powers & Qualities	Concealment (Self), Dual Natured, Enhanced Sense (Hearing, Thermographic Vision), Fast Reflexes I, Flight, Immunity (Age), Natural Armor (Body + 2), Natural Weapon [Bite: DV (STR+2)P, Reach +1, AP -3], Natural Weapon [Claws: DV (STR+1)P, Reach +2, AP -2], Sapience, Toughness (2). Distinctive Style

Human Gargoyle, Commoner (1,002 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
4	4	5	5	5	4	6	4	5	6	6

Initiative	11 + 2D6
Movement (ES)	×2/×4/+2m, ×3/×6/+3m flight (ES 1)
Condition Monitor	10/11
Limits	Physical 7, Mental 7, Social 7
Armor	6 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Flight 5, Intimidation 4, Perception 4, Survival 4, Unarmed Combat 4
Powers & Qualities	Concealment (Self), Dual Natured, Enhanced Senses (Hearing, Thermographic Vision), Fast Reflexes I, Flight, Immunity (Age), Natural Armor (Body + 2), Natural Weapon [Bite: DV (STR+2)P, Reach +1, AP -3], Natural Weapon [Claws: DV (STR+1)P, Reach +2, AP -2], Sapience, Toughness (2). Distinctive Style

Kobold Gargoyle, Commoner (1,033 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	5	6	6	4	4	6	4	4	6	6

Initiative	12 + 2D6
Movement (ES)	×2/×4/+1m, ×3/×6/+2m flight (ES 1)
Condition Monitor	10/10
Limits	Physical 7, Mental 6, Social 6
Armor	7 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Flight 5, Intimidation 4, Perception 4, Survival 4, Unarmed Combat 4
Powers & Qualities	Concealment (Self), Dual Natured, Enhanced Senses (Hearing, Thermographic Vision), Fast Reflexes I, Flight, Functional Prehensile Tail, Immunity (Age), Improved Magic Resistance +1, Natural Armor (Body + 4), Natural Weapon [Bite: DV (STR+2)P, Reach +1, AP -3], Natural Weapon [Claws: DV (STR+1)P, Reach +2, AP -2], Sapience, Toughness (2). Distinctive Style

Lizardfolk Gargoyle, Commoner (1,097 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
6	5	4	7	5	4	6	4	4	6	7

Initiative	10 + 2D6
Movement (ES)	×2/×4/+2m, ×3/×6/+3m flight (ES 2)
Condition Monitor	12/11
Limits	Physical 8, Mental 7, Social 7
Armor	11 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Flight 5, Intimidation 4, Perception 4, Survival 4, Unarmed Combat 4
Powers & Qualities	Concealment (Self), Dual Natured, Enhanced Senses (Hearing, Thermographic Vision), Fast Reflexes I, Flight, Functional Prehensile Tale, Immunity (Age), Improved Magic Resistance +1, Natural Armor (Body + 5), Natural Weapon [Bite: DV (STR+2)P, Reach +1, AP -3], Natural Weapon [Claws: DV (STR+1)P, Reach +2, AP -2], Sapience, Toughness (2). +20% Lifestyle cost, Distinctive Style

Minotaur Gargoyle, Commoner (1,129 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
7	4	4	7	4	4	6	4	4	6	7

Initiative	10 + 2D6
Movement (ES)	×3/×4/+2m, ×4/×6/+3m flight (ES 2)
Condition Monitor	13/10
Limits	Physical 9, Mental 6, Social 7
Armor	10 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Flight 5, Intimidation 4, Perception 4, Survival 4, Unarmed Combat 4
Powers & Qualities	Concealment (Self), Dual Natured, Enhanced Sense (Hearing, Low-Light Vision, Thermographic Vision), Fast Reflexes I, Flight, Immunity (Age), Increased Walk, Natural Armor (Body + 3), Natural Weapon [Bite: DV (STR+2)P, Reach +1, AP -3], Natural Weapon [Claws: DV (STR+1)P, Reach +2, AP -2], Natural Weapon [Horns: DV (STR+3)P, AP -2), Naturally Insulated 2, Sapience, Toughness (2). +30% Lifestyle cost, Distinctive Style

Ogre Gargoyle, Commoner (1,128 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
8	3	3	9	4	4	4	4	4	6	7

Initiative	7 + 2D6
Movement (ES)	×3/×4/+1m, ×4/×6/+2m flight (ES 2)
Condition Monitor	13/10
Limits	Physical 10, Mental 6, Social 7
Armor	12 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Flight 5, Intimidation 4, Perception 4, Survival 4, Unarmed Combat 4
Powers & Qualities	Concealment (Self), Dual Natured, Elongated Limbs (+1 Reach), Enhanced Senses (Hearing, Thermographic Vision), Fast Reflexes I, Flight, Immunity (Age), Increased Walk, Natural Armor (Body + 4), Natural Weapon [Bite: DV (STR+2)P, Reach +1, AP -3], Natural Weapon [Claws: DV (STR+1)P, Reach +2, AP -2], Sapience, Toughness (2). +50% Lifestyle cost, Decreased Sprint, Distinctive Style

Orc Gargoyle, Commoner (1,076 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
6	5	4	7	4	4	5	4	4	6	6

Initiative	9 + 2D6
Movement (ES)	×2/×4/+2m, ×3/×6/+3m flight (ES1)
Condition Monitor	11/10
Limits	Physical 8, Mental 6, Social 6
Armor	8 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Flight 5, Intimidation 4, Perception 4, Survival 4, Unarmed Combat 4
Powers & Qualities	Concealment (Self), Dual Natured, Enhanced Sense (Hearing, Thermographic Vision), Fast Reflexes 1, Flight, Immunity (Age), Improved Magic Resistance +1, Natural Weapon [Bite: DV (STR+2)P, Reach +1, AP -3], Natural Weapon [Claws: DV (STR+1)P, Reach +2, AP -2], Resistance to Pathogens & Toxins +1, Sapience, Toughness (2). Distinctive Style

Shapechangers

Shapechangers include a wide variety of Mortal Realm natives that have the Shapeshifter Power (see Powers & Weaknesses, below).

Doppelganger

These creatures are thought to be chaos-cursed mortals, afflicted with no true body of their own. Their natural form is that of a hairless indistinct gaunt humanoid just under two meters tall with semi-translucent light grey flesh that makes the creature's circulatory system visible. They eyes are sunken and either all black or all white.

Doppelgangers can take the form of the last humanoid that they touched with the intent of taking its form so long as it is within 1 ES of its natural form (which is typically ES 0). They don't gain any of the memories, skills, abilities, or even Attributes of the creature whose form they assumed but they do look, feel, smell, and sound just like the original. Many dopplegangers have gone through the Ordeal and learned magic to help them assume the place of the creature they are impersonating.

Doppelganger Species Traits (590 Karma)

Age					
Puberty	Mature	Middle Age	Old Age	Ven.	Life Exp.[1]
8	15	34	58	70	74

Average Birthing		
Gestation	No. of Birth	Birth Spacing
250	1	4 years

Diet	Omnivorous		
Primary Races	None		
Vision	Low-Light		
Movement	Walk AGI×3	Run AGI×6	Sprint +3m/hit
Equipment Size	0		
Attribute Modifiers	+2 Body, +1 Agility, +2 Reaction, +1 Strength, +2 Willpower, +1 Intuition, +3 Charisma, +2 Magic		
Positive Qualities	Ambidexterity (SR5 72) Celerity (RF 113) Hardened Natural Armor [Body + 1] (New) Immunity to Diseases (SR5 397) Low-Light Vision (RF 114) Regeneration (SR5 400) Resistance to Toxins +4 (SR5 77) Sapience (New) Shapeshift [Animal Reflexes (+1D6 all forms), Shifting Time: Simple Action, Shifting Damage: None, Bestial: (Agitator, Megalomaniac, Mischievous, or Secretive), Physical Mimicry. Sensitive System. Shift as last creature touched with intent to take their form up to ±1 ES] (New)		
Negative Qualities	(Sensitive System from Shapeshift Power)		

[1] Assuming optimal conditions free of violence and other external health-affecting issues.

Average Doppelganger (1,125 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	4	5	4	5	3	4	6	3	5	6

Initiative	9 + 2D6
Movement (ES)	×3/×6/+3m (ES 0, ±1 other form)
Condition Monitor	11/11
Limits	Physical 6, Mental 5, Social 8
Armor	6 [hardened natural]
Skills	Arcana 3, Assensing 3, Con 4, Disguise 4, Running 3, Sneaking 4, Spellcasting 4, Survival 3, Unarmed Combat 3. Influence Skill Group 4, Performance Skill Group 4
Powers & Qualities	Ambidexterity, Aspected Magician, Celerity, Enhanced Sense (Low-Light Vision), Hardened Natural Armor (Body + 1), Immunity to Disease, Ordeal Born, Regeneration, Resistance to Toxins +4, Sapience Shapeshift [Animal Reflexes (+1D6 all forms), Shifting Time: Simple Action, Shifting Damage: None, Bestial: (Agitator, Megalomaniac, Mischievous, or Secretive), Physical Mimicry, Shift as last creature touched with intent to take their form up to ±1 ES] Sensitive System
Spells	Analyze Truth, Clairaudience, Invisibility, Mind Probe
Notes	Bestial aspect of the Shapeshift power imparts a -2 dice pool modifier to Con, Etiquette, and Negotiation tests when dealing with non-doppelgangers

Were-creatures

The most common of the shapechangers are lycanthropes, arouraiosthropes, and leonthropes, commonly called werewolves, wererats, and werelions respectively. There are two types of were- shapechangers; true and turned. True are those were-creatures whose parents were both were-creatures. Turned were-creatures are those that contracted verugilsh (dwarven for "beast-disease") after being bitten by a were-creature (true or turned). Whether true or turned, were-creatures are not able to breed with either of the species that they are part of, only with other were-creatures of the same type. Other than being "natural born," the other major difference of a true were-creature from a turned is that the true do not suffer Stun damage when changing forms.

Were-creatures can take three forms; that of the base mortal species, an animal form, and a hybrid form which is bipedal but with a head far more resembling the animal's than the mortal's, along with coats, clawed hands with opposable thumbs, and legs like that of the animal form.

Despite the legends, most were-creatures are not outright hostile towards the mortal species. They still have sapience, with the turned retaining much of their pre-infection personality and the true having exaggerated mental traits akin to the animal they share forms with. By far, the most dangerous were-creatures are those that have been newly turned and have no support system to ease their transition. But otherwise, they are generally very selective about who they bite as they feel they are superior to the mortal races and don't easily share the "gift."

The sample were-creatures below are all based off the commoner template (plus the 54 Karma Commoner Skill PACK) for each of the species and as such represent a newly-infected were-creature.

Werelions

Werelions are rare, even for were-creatures in general, often preferring to live among normal lions all their lives save when they seek out a mate. On rare occasions a werelion will become curious of mortal society and integrate themselves within it. When they do, more often than not, they find themselves in positions of power regardless of whether they have kept their nature secret or not.

Werelion Base (450 Karma)

Universal	
Powers & Qualities	Regeneration, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Sadistic], Verugilsh. Allergy (silver, common, mild), Vulnerability (Silver).
Hybrid Form	
Attribute Modifiers	Body +3, Agility +2, Reaction +1, Strength +4
Movement (ES)	×(+1)/× (+3)/+ (+2m) (ES [+2])
Powers & Qualities	Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 5), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR+1)P, Reach +1, AP -2], Naturally Insulated I
Animal Form	
Attribute Modifiers	Body +2, Agility +2, Strength +3
Movement (ES)	×(+1)/× (+3)/+ (+2m) (ES [+1])
Powers & Qualities	Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 5), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR)P, Reach +1, AP -1], Naturally Insulated I
Notes	True werelions, those born as werelions, cost an additional 50 Karma as they do not suffer Shifting damage.

Table: Werelion Karma Costs by Species

Species	Base	Werelion	Attributes	Total
Dwarf	171	450	250	871
Elf	172	450	250	872
Giant	460	450	250	1,160
Gnoll	188	450	250	888
Goblin	111	450	250	811
Halfling	91	450	250	791
Hobgoblin	140	450	250	840
Human	100	450	250	800
Kobold	135	450	250	835
Lizardfolk	185	450	250	885
Minotaur	198	450	250	898
Ogre	199	450	250	899
Orc	173	450	250	873

Dwarf Werelion, Commoner (925 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Dwarf Form										
5	3	3	4	4	3	3	4	3	3	6
Hybrid Form										
8	5	4	8	4	3	3	4	3	3	6
Animal Form										
7	5	3	7	4	3	3	4	3	3	6

Initiative	Dwarf 6 + 1D6, Hybrid 7 + 2D6, Animal 6 + 2D6
Movement (ES)	Dwarf ×2/×4/+1m (ES 0) Hybrid ×3/×7/+3m (ES 2) Animal ×3/×7/+3m (ES 1)
Condition Monitor	Dwarf 11/10, Hybrid 13/10, Animal 12/10
Limits	Dwarf Physical 6, Hybrid Physical 10, Animal Physical 8, Mental 5, Social 6
Armor	Dwarf 1 (clothing) Hybrid 13 (natural) Animal 12 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Enhanced Sense (Thermographic Vision), Resistance to Pathogens & Toxins +2, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Sadistic], Verugilsh. **Hybrid Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 5), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR+1)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 5), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR)P, Reach +1, AP -1], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Decreased Sprint, Vulnerability (Silver).

Elf Werelion, Commoner (926 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Elf Form										
3	4	4	3	3	4	3	5	3	3	6
Hybrid Form										
6	6	5	7	3	4	3	5	3	3	6
Animal Form										
5	6	4	6	3	4	3	5	3	3	6

Initiative	Elf 7 + 1D6, Hybrid 8 + 2D6, Animal 7 + 2D6
Movement (ES)	Elf ×2/×4/+2m (ES 0) Hybrid ×3/×7/+4m (ES 2) Animal ×3/×7/+4m (ES 1)
Condition Monitor	Elf 10/10, Hybrid 12/10, Animal 11/10
Limits	Elf Physical 5, Hybrid Physical 9, Animal Physical 7, Mental 5, Social 7
Armor	Elf 1 (clothing) Hybrid 11 (natural) Animal 10 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Enhanced Sense (Low-Light Vision), Improved Magic Resistance +2, Knowledgeable, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Sadistic], Verugilsh. **Hybrid Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 5), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR+1)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 5), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR)P, Reach +1, AP -1], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Vulnerability (Silver).

Giant Werelion, Commoner (1,214 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Giant Form										
9	2	2	9	4	3	3	4	3	3	8
Hybrid Form										
12	4	3	13	4	3	3	4	3	3	8
Animal Form										
11	4	2	12	4	3	3	4	3	3	8

Initiative	Giant 5 + 1D6, Hybrid 6 + 2D6, Animal 5 + 2D6
Movement (ES)	Giant ×3/×6/+3m (ES 3) Hybrid ×4/×9/+5m (ES 5) Animal ×4/×9/+5m (ES 4)
Condition Monitor	Giant 14/10, Hybrid 16/10, Animal 16/10
Limits	Giant Physical 10, Hybrid Physical 14, Animal Physical 13, Mental 5, Social 7
Armor	Giant 5 (Natural, clothing) Hybrid 17 (natural) Animal 16 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Elongated Limbs (Reach +2), Enhanced Sense (Low-Light Vision), Knowledgeable, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Sadistic], Verugilsh. **Giant Form:** Natural Armor (+4) **Hybrid Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 5), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR+1)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 5), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR)P, Reach +1, AP -1], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Vulnerability (Silver), +100% Lifestyle cost.

Gnoll Werelion, Commoner (942 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Gnoll Form										
4	4	3	5	3	3	4	4	3	3	6
Hybrid Form										
7	6	4	9	3	3	4	4	3	3	6
Animal Form										
6	6	3	8	3	3	4	4	3	3	6

Initiative	Gnoll 7 + 1D6, Hybrid 8 + 2D6, Animal 7 + 2D6
Movement (ES)	Gnoll ×2/×5/+2m (ES 1) Hybrid ×3/×8/+4m (ES 3) Animal ×3/×8/+4m (ES 2)
Condition Monitor	Gnoll 10/10, Hybrid 13/10, Animal 12/10
Limits	Gnoll Physical 6, Hybrid Physical 10, Animal Physical 9, Mental 5, Social 6
Armor	Gnoll 1 (clothing) Hybrid 12 (natural) Animal 11 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Enhanced Sense (Low-Light Vision), Increase Run, Resistance to Pathogens & Toxins +2, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Sadistic], Verugilsh. **Gnoll Form:** Naturally Insulated 1, Natural Weapon [Bite: DV (STR+2)P, AP -2] **Hybrid Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 5), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR+1)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 5), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR)P, Reach +1, AP -1], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Vulnerability (Silver).

Goblin Werelion, Commoner (865 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Goblin Form										
2	4	4	2	3	3	4	4	3	3	6
Hybrid Form										
5	6	5	6	3	3	4	4	3	3	6
Animal From										
4	6	4	5	3	3	4	4	3	3	6

Initiative	Goblin 8 + 1D6, Hybrid 9 + 2D6, Animal 8 + 2D6
Movement (ES)	Goblin ×2/×5/+2m (ES -1) Hybrid ×3/×8/+4m (ES 1) Animal ×3/×8/+4m (ES 0)
Condition Monitor	Goblin 7/10, Hybrid 9/10, Animal 8/10
Limits	Goblin Physical 4, Hybrid Physical 8, Animal Physical 6, Mental 5, Social 6
Armor	Goblin 1 (clothing) Hybrid 10 (natural) Animal 9 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Enhanced Sense (Thermographic Vision), Increased Run, Linguist, Perceptive +2, Resistance to Pathogens & Toxins +2, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Sadistic], Verugilsh. **Hybrid Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 5), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR+1)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 5), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR)P, Reach +1, AP -1], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Neoteny, Vulnerability (Silver).

Halfling Werelion, Commoner (845 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Halfling Form										
2	4	3	2	4	3	4	4	3	3	6
Hybrid Form										
5	6	4	6	4	3	4	4	3	3	6
Animal Form										
4	6	3	5	4	3	4	4	3	3	6

Initiative	Halfling 7 + 1D6, Hybrid 8 + 2D6, Animal 7 + 2D6
Movement (ES)	Halfling ×2/×4/+1m (ES -1) Hybrid ×3/×7/+3m (ES 1) Animal ×3/×7/+3m (ES 0)
Condition Monitor	Halfling 7/10, Hybrid 9/10, Animal 8/10
Limits	Halfling Physical 3, Hybrid Physical 7, Animal Physical 6, Mental 5, Social 6
Armor	Halfling 1 (clothing) Hybrid 10 (natural) Animal 9 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Improved Magic Resistance +1, Increased Run, Magic Sense, Perceptive +2, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Sadistic], Verugilsh. **Hybrid Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 5), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR+1)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 5), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR)P, Reach +1, AP -1], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Decreased Sprint, Neoteny, Vulnerability (Silver).

Hobgoblin Werelion, Commoner (894 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Hobgoblin Form										
5	4	3	4	3	3	4	3	3	3	6
Hybrid Form										
8	6	4	8	3	3	4	3	3	3	6
Animal Form										
7	6	3	7	3	3	4	3	3	3	6

Initiative	Hobgoblin 7 + 1D6, Hybrid 8 + 2D6, Animal 7 + 2D6
Movement (ES)	Hobgoblin ×2/×4/+2m (ES 1) Hybrid ×3/×7/+4m (ES 3) Animal ×3/×7/+4m (ES 2)
Condition Monitor	Hobgoblin 11/10, Hybrid 13/10, Animal 13/10
Limits	Hobgoblin Physical 6, Hybrid Physical 10, Animal Physical 8, Mental 5, Social 5
Armor	Hobgoblin 1 (clothing) Hybrid 13 (natural) Animal 12 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Enhanced Sense (Thermographic Vision), Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Sadistic], Verugilsh. **Hybrid Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 5), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR+1)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 5), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR)P, Reach +1, AP -1], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Vulnerability (Silver).

Human Werelion, Commoner (854 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Human Form										
3	3	4	3	4	3	4	3	4	3	6
Hybrid Form										
6	5	5	7	4	3	4	3	4	3	6
Animal Form										
5	5	4	6	4	3	4	3	4	3	6

Initiative	Human 8 + 1D6, Hybrid 9 + 2D6, Animal 8 + 2D6
Movement (ES)	Human ×2/×4/+2m (ES 0) Hybrid ×3/×7/+4m (ES 2) Animal ×3/×7/+4m (ES 1)
Condition Monitor	Human 10/10, Hybrid 12/10, Animal 11/10
Limits	Human Physical 5, Hybrid Physical 9, Animal Physical 7, Mental 5, Social 6
Armor	Human 1 (clothing) Hybrid 11 (natural) Animal 10 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Sadistic], Verugilsh. **Hybrid Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 5), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR+1)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 5), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR)P, Reach +1, AP -1], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Vulnerability (Silver).

Kobold Werelion, Commoner (887 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Kobold Form										
2	4	5	4	3	3	4	3	3	3	6
Hybrid Form										
5	6	6	8	3	3	4	3	3	3	6
Animal Form										
4	6	5	7	3	3	4	3	3	3	6

Initiative	Kobold 9 + 1D6, Hybrid 10 + 2D6, Animal 9 + 2D6
Movement (ES)	Kobold ×2/×4/+1m (ES 0) Hybrid ×3/×7/+3m (ES 2) Animal ×3/×7/+3m (ES 1)
Condition Monitor	Kobold 9/10, Hybrid 12/10, Animal 10/10
Limits	Kobold Physical 5, Hybrid Physical 9, Animal Physical 8, Mental 5, Social 5
Armor	Kobold 3 (Natural, clothing) Hybrid 10 (natural) Animal 9 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Improved Magic Resistance +1, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Sadistic], Verugilsh. **Kobold Form:** Functional Prehensile Tail, Natural Armor (+2), Natural Weapon [Bite: DV (STR+1)P, Reach -1, AP -1], Natural Weapon [Claws: DV (STR+1)P, AP -1] **Hybrid Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 5), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR+1)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 5), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR)P, Reach +1, AP -1], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Vulnerability (Silver).

Lizardfolk Werelion, Commoner (939 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Lizardfolk Form										
5	4	3	5	4	3	3	3	3	3	6
Hybrid Form										
8	6	4	9	4	3	3	3	3	3	6
Animal Form										
7	6	3	8	4	3	3	3	3	3	6

Initiative	Lizardfolk 6 + 1D6, Hybrid 7 + 2D6, Animal 6 + 2D6
Movement (ES)	Lizardfolk ×2/×4/+2m (ES 1) Hybrid ×3/×7/+4m (ES 3) Animal ×3/×7/+4m (ES 2)
Condition Monitor	Lizardfolk 11/10, Hybrid 13/10, Animal 13/10
Limits	Lizardfolk Physical 6, Hybrid Physical 10, Animal Physical 9, Mental 5, Social 6
Armor	Lizardfolk 4 (Natural, clothing) Hybrid 13 (natural) Animal 12 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Improved Magic Resistance +1, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Sadistic], Verugilsh. **Lizardfolk Form:** Functional Prehensile Tale, Natural Armor (+3), Natural Weapon [Bite: DV (STR+2)P, AP -2], Natural Weapon [Claws: DV (STR+1)P, AP -1], **Hybrid Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 5), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR+1)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 5), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR)P, Reach +1, AP -1], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Vulnerability (Silver), +20% Lifestyle cost

Minotaur Werelion, Commoner (952 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Minotaur Form										
6	3	3	5	3	3	4	3	3	3	6
Hybrid Form										
9	5	4	9	3	3	4	3	3	3	6
Animal Form										
8	5	3	8	3	3	4	3	3	3	6

Initiative	Minotaur 7 + 1D6, Hybrid 8 + 2D6, Animal 7 + 2D6
Movement (ES)	Minotaur ×3/×4/+2m (ES 1) Hybrid ×4/×7/+4m (ES 3) Animal ×4/×7/+4m (ES 2)
Condition Monitor	Minotaur 11/10, Hybrid 14/10, Animal 13/10
Limits	Minotaur Physical 7, Hybrid Physical 11, Animal Physical 9, Mental 5, Social 5
Armor	Minotaur 2 (Natural, clothing) Hybrid 14 (natural) Animal 13 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Enhanced Sense (Low-Light Vision), Increased Walk, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Sadistic], Verugilsh. **Minotaur Form:** Natural Armor (+1), Natural Weapon [Horns: DV (STR+3)P, AP -2), Naturally Insulated 2 **Hybrid Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 5), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR+1)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 5), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR)P, Reach +1, AP -1], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Vulnerability (Silver), +30% Lifestyle cost

Ogre Werelion, Commoner (953 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Ogre Form										
7	2	2	7	3	3	2	3	3	3	6
Hybrid Form										
10	4	3	11	3	3	2	3	3	3	6
Animal Form										
9	4	2	10	3	3	2	3	3	3	6

Initiative Ogre 4 + 1D6, Hybrid 5 + 2D6, Animal 4 + 2D6

Movement (ES) Ogre ×3/×4/+1m (ES 1)
Hybrid ×4/×7/+3m (ES 3)
Animal ×4/×7/+3m (ES 2)

Condition Monitor Ogre 12/10, Hybrid 14/10, Animal 14/10

Limits Ogre Physical 8, Hybrid Physical 12, Animal Physical 11, Mental 4, Social 5

Armor Ogre 3 (Natural, clothing)
Hybrid 15 (natural)
Animal 14 (natural)

Skills Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2

Powers & Qualities **Universal:** Elongated Limbs (+1 Reach), Increased Walk, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Sadistic], Verugilsh.
Ogre Form: Natural Armor (+2)
Hybrid Form: Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 5), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR+1)P, Reach +1, AP -2], Naturally Insulated I
Animal Form: Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 5), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR)P, Reach +1, AP -1], Naturally Insulated I
Universal: Allergy (silver, common, mild), Decreased Sprint, Vulnerability (Silver), +50% Lifestyle cost.

Orc Werelion, Commoner (927 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Orc Form										
5	4	3	5	3	3	3	3	3	3	6
Hybrid Form										
8	6	4	9	3	3	3	3	3	3	6
Animal Form										
7	6	3	8	3	3	3	3	3	3	6

Initiative Orc 6 + 1D6, Hybrid 7 + 2D6, Animal 6 + 2D6

Movement (ES) Orc ×2/×4/+2m (ES 0)
Hybrid ×3/×7/+4m (ES 2)
Animal ×3/×7/+4m (ES 1)

Condition Monitor Orc 11/10, Hybrid 13/10, Animal 12/10

Limits Orc Physical 6, Hybrid Physical 10, Animal Physical 9, Mental 4, Social 5

Armor Orc 1 (clothing)
Hybrid 13 (natural)
Animal 12 (natural)

Skills Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2

Powers & Qualities **Universal:** Enhanced Sense (Thermographic Vision), Improved Magic Resistance +1, Resistance to Pathogens & Toxins +1, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Sadistic], Verugilsh.
Hybrid Form: Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 5), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR+1)P, Reach +1, AP -2], Naturally Insulated I
Animal Form: Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 5), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR)P, Reach +1, AP -1], Naturally Insulated I
Universal: Allergy (silver, common, mild), Vulnerability (Silver).

Wererats

One of the more common of the were-creatures, wererats, like their namesakes, are rarely seen and once they are it typically indicates an infestation of their kind. They tend to be attracted to civilization, especially trading hubs and ports of call where they commonly either feed off of or work within merchant companies, thieves guilds, and the like.

Wererat Base (255 Karma)

Universal	
Powers & Qualities	Regeneration, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Yellow], Verugilsh. Allergy (silver, common, mild), Vulnerability (Silver).
Hybrid Form	
Attribute Modifiers	Body +1, Agility +1, Reaction +1, Strength +1
Movement (ES)	×(+1)/× (+2)/+ (+1m) (ES [+0])
Powers & Qualities	Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 2), Natural Attack [Bite: DV (STR+1)P, AP -2], Natural Attack [Claws: DV (STR)P, Reach +1, AP -2], Naturally Insulated I
Animal Form	
Attribute Modifiers	Agility +1, Reaction +1
Movement (ES)	×(+1)/× (+2)/+ (+1m) (ES [-2])
Powers & Qualities	Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 2), Natural Attack [Bite: DV (STR)P, AP -1], Natural Attack [Claws: DV (STR-2)P], Naturally Insulated I
Notes	True wererats, those born as wererats, cost an additional 50 Karma as they do not suffer Shifting damage.

Table: Wererat Karma Costs by Species

Species	Base	Wererat	Attributes	Total
Dwarf	171	255	250	676
Elf	172	255	250	677
Giant	460	255	250	965
Gnoll	188	255	250	693
Goblin	111	255	250	616
Halfling	91	255	250	596
Hobgoblin	140	255	250	645
Human	100	255	250	605
Kobold	135	255	250	640
Lizardfolk	185	255	250	690
Minotaur	198	255	250	703
Ogre	199	255	250	704
Orc	173	255	250	678

Dwarf Wererat, Commoner (730 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Dwarf Form										
5	3	3	4	4	3	3	4	3	3	6
Hybrid Form										
6	4	4	5	4	3	3	4	3	3	6
Animal Form										
5	4	4	4	4	3	3	4	3	3	6

Initiative	Dwarf 6 + 1D6, Hybrid 7 + 2D6, Animal 7 + 2D6
Movement (ES)	Dwarf ×2/×4/+1m (ES 0) Hybrid ×3/×6/+1m (ES 0) Animal ×3/×6/+1m (ES -2)
Condition Monitor	Dwarf 11/10, Hybrid 11/10, Animal 10/10
Limits	Dwarf Physical 6, Hybrid Physical 7, Animal Physical 6, Mental 5, Social 6
Armor	Dwarf 1 (clothing) Hybrid 8 (natural) Animal 7 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Enhanced Sense (Thermographic Vision), Resistance to Pathogens & Toxins +2, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Yellow], Verugilsh. **Hybrid From:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 2), Natural Attack [Bite: DV (STR+1)P, AP -2], Natural Attack [Claws: DV (STR)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 2), Natural Attack [Bite: DV (STR)P, AP -1], Natural Attack [Claws: DV (STR-2)P], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Decreased Sprint, Vulnerability (Silver).

Elf Wererat, Commoner (731 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Elf Form										
3	4	4	3	3	4	3	5	3	3	6
Hybrid Form										
4	5	5	4	3	4	3	5	3	3	6
Animal Form										
3	5	5	3	3	4	3	5	3	3	6

Initiative	Elf 7 + 1D6, Hybrid 8 + 2D6, Animal 8 + 2D6
Movement (ES)	Elf ×2/×4/+2m (ES 0) Hybrid ×3/×6/+3m (ES 0) Animal ×3/×6/+3m (ES -2)
Condition Monitor	Elf 10/10, Hybrid 10/10, Animal 9/10
Limits	Elf Physical 5, Hybrid Physical 6, Animal Physical 5, Mental 5, Social 7
Armor	Elf 1 (clothing) Hybrid 6 (natural) Animal 5 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Enhanced Sense (Low-Light Vision), Improved Magic Resistance +2, Knowledgeable, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Yellow], Verugilsh. **Hybrid From:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 2), Natural Attack [Bite: DV (STR+1)P, AP -2], Natural Attack [Claws: DV (STR)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 2), Natural Attack [Bite: DV (STR)P, AP -1], Natural Attack [Claws: DV (STR-2)P], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Vulnerability (Silver).

Giant Wererat, Commoner (1,019 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Giant Form										
9	2	2	9	4	3	3	4	3	3	8
Hybrid Form										
10	3	3	10	4	3	3	4	3	3	8
Animal Form										
9	3	3	9	4	3	3	4	3	3	8

Initiative	Giant 5 + 1D6, Hybrid 6 + 2D6, Animal 6 + 2D6
Movement (ES)	Giant ×3/×5/+3m (ES 3) Hybrid ×4/×7/+4m (ES 3) Animal ×4/×7/+4m (ES 1)
Condition Monitor	Giant 14/10, Hybrid 14/10, Animal 13/10
Limits	Giant Physical 10, Hybrid Physical 11, Animal Physical 10, Mental 5, Social 7
Armor	Giant 5 (Natural, clothing) Hybrid 12 (natural) Animal 11 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Elongated Limbs (Reach +2), Enhanced Sense (Low-Light Vision), Knowledgeable, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Yellow], Verugilsh. **Giant Form:** Natural Armor (+4) **Hybrid From:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 2), Natural Attack [Bite: DV (STR+1)P, AP -2], Natural Attack [Claws: DV (STR)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 2), Natural Attack [Bite: DV (STR)P, AP -1], Natural Attack [Claws: DV (STR-2)P], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Vulnerability (Silver), +100% Lifestyle cost.

Gnoll Wererat, Commoner (747 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Gnoll Form										
4	4	3	5	3	3	4	4	3	3	6
Hybrid Form										
5	5	4	6	3	3	4	4	3	3	6
Animal Form										
4	5	4	5	3	3	4	4	3	3	6

Initiative	Gnoll 7 + 1D6, Hybrid 8 + 2D6, Animal 8 + 2D6
Movement (ES)	Gnoll ×2/×5/+2m (ES 1) Hybrid ×3/×7/+3m (ES 1) Animal ×3/×7/+3m (ES -1)
Condition Monitor	Gnoll 10/10, Hybrid 11/10, Animal 10/10
Limits	Gnoll Physical 6, Hybrid Physical 7, Animal Physical 6, Mental 5, Social 6
Armor	Gnoll 1 (clothing) Hybrid 7 (natural) Animal 6 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Enhanced Sense (Low-Light Vision), Increase Run, Resistance to Pathogens & Toxins +2, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Yellow], Verugilsh. **Gnoll Form:** Naturally Insulated 1, Natural Weapon [Bite: DV (STR+2)P, AP -2] **Hybrid From:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 2), Natural Attack [Bite: DV (STR+1)P, AP -2], Natural Attack [Claws: DV (STR)P, Reach +1, AP -2], Naturally Insulated 1 **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 2), Natural Attack [Bite: DV (STR)P, AP -1], Natural Attack [Claws: DV (STR-2)P], Naturally Insulated 1 **Universal:** Allergy (silver, common, mild), Vulnerability (Silver).

Goblin Wererat, Commoner (670 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Goblin Form										
2	4	4	2	3	3	4	4	3	3	6
Hybrid Form										
3	5	5	3	3	3	4	4	3	3	6
Animal From										
2	5	5	2	3	3	4	4	3	3	6

Initiative	Goblin 8 + 1D6, Hybrid 9 + 2D6, Animal 9 + 2D6
Movement (ES)	Goblin ×2/×5/+2m (ES -1) Hybrid ×3/×7/+3m (ES -1) Animal ×3/×7/+3m (ES -3)
Condition Monitor	Goblin 7/10, Hybrid 8/10, Animal 6/10
Limits	Goblin Physical 4, Hybrid Physical 5, Animal Physical 4, Mental 5, Social 6
Armor	Goblin 1 (clothing) Hybrid 5 (natural) Animal 4 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Enhanced Sense (Thermographic Vision), Increased Run, Linguist, Perceptive +2, Resistance to Pathogens & Toxins +2, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Yellow], Verugilsh. **Hybrid From:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 2), Natural Attack [Bite: DV (STR+1)P, AP -2], Natural Attack [Claws: DV (STR)P, Reach +1, AP -2], Naturally Insulated 1 **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 2), Natural Attack [Bite: DV (STR)P, AP -1], Natural Attack [Claws: DV (STR-2)P], Naturally Insulated 1 **Universal:** Allergy (silver, common, mild), Neoteny, Vulnerability (Silver).

Halfling Wererat, Commoner (650 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Halfling Form										
2	4	3	2	4	3	4	4	3	3	6
Hybrid Form										
3	5	4	3	4	3	4	4	3	3	6
Animal Form										
2	5	4	2	4	3	4	4	3	3	6

Initiative	Halfling 7 + 1D6, Hybrid 8 + 2D6, Animal 8 + 2D6
Movement (ES)	Halfling ×2/×4/+1m (ES -1) Hybrid ×3/×6/+2m (ES -1) Animal ×3/×6/+2m (ES -3)
Condition Monitor	Halfling 7/10, Hybrid 8/10, Animal 6/10
Limits	Halfling Physical 3, Hybrid Physical 5, Animal Physical 4, Mental 5, Social 6
Armor	Halfling 1 (clothing) Hybrid 5 (natural) Animal 4 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Improved Magic Resistance +1, Increased Run, Magic Sense, Perceptive +2, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Yellow], Verugilsh. **Hybrid From:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 2), Natural Attack [Bite: DV (STR+1)P, AP -2], Natural Attack [Claws: DV (STR)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 2), Natural Attack [Bite: DV (STR)P, AP -1], Natural Attack [Claws: DV (STR-2)P], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Decreased Sprint, Neoteny, Vulnerability (Silver).

Hobgoblin Wererat, Commoner (699 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Hobgoblin Form										
5	4	3	4	3	3	4	3	3	3	6
Hybrid Form										
6	5	4	5	3	3	4	3	3	3	6
Animal Form										
5	5	4	4	3	3	4	3	3	3	6

Initiative	Hobgoblin 7 + 1D6, Hybrid 8 + 2D6, Animal 8 + 2D6
Movement (ES)	Hobgoblin ×2/×4/+2m (ES 1) Hybrid ×3/×6/+3m (ES 1) Animal ×3/×6/+3m (ES -1)
Condition Monitor	Hobgoblin 11/10, Hybrid 11/10, Animal 11/10
Limits	Hobgoblin Physical 6, Hybrid Physical 7, Animal Physical 6, Mental 5, Social 5
Armor	Hobgoblin 1 (clothing) Hybrid 8 (natural) Animal 7 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Enhanced Sense (Thermographic Vision), Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Yellow], Verugilsh. **Hybrid From:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 2), Natural Attack [Bite: DV (STR+1)P, AP -2], Natural Attack [Claws: DV (STR)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 2), Natural Attack [Bite: DV (STR)P, AP -1], Natural Attack [Claws: DV (STR-2)P], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Vulnerability (Silver).

Human Wererat, Commoner (659 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Human Form										
3	3	4	3	4	3	4	3	4	3	6
Hybrid Form										
4	4	5	4	4	3	4	3	4	3	6
Animal Form										
3	4	5	3	4	3	4	3	4	3	6

Initiative	Human 8 + 1D6, Hybrid 9 + 2D6, Animal 9 + 2D6
Movement (ES)	Human ×2/×4/+2m (ES 0) Hybrid ×3/×6/+3m (ES 0) Animal ×3/×6/+3m (ES -2)
Condition Monitor	Human 10/10, Hybrid 10/10, Animal 9/10
Limits	Human Physical 5, Hybrid Physical 6, Animal Physical 5, Mental 5, Social 6
Armor	Human 1 (clothing) Hybrid 6 (natural) Animal 5 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Yellow], Verugilsh. **Hybrid From:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 2), Natural Attack [Bite: DV (STR+1)P, AP -2], Natural Attack [Claws: DV (STR)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 2), Natural Attack [Bite: DV (STR)P, AP -1], Natural Attack [Claws: DV (STR-2)P], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Vulnerability (Silver).

Kobold Wererat, Commoner (692 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Kobold Form										
2	4	5	4	3	3	4	3	3	3	6
Hybrid Form										
3	5	6	5	3	3	4	3	3	3	6
Animal Form										
2	5	6	4	3	3	4	3	3	3	6

Initiative	Kobold 9 + 1D6, Hybrid 10 + 2D6, Animal 10 + 2D6
Movement (ES)	Kobold ×2/×4/+1m (ES 0) Hybrid ×3/×6/+2m (ES 0) Animal ×3/×6/+2m (ES -2)
Condition Monitor	Kobold 9/10, Hybrid 10/10, Animal 8/10
Limits	Kobold Physical 5, Hybrid Physical 7, Animal Physical 6, Mental 5, Social 5
Armor	Kobold 3 (Natural, clothing) Hybrid 5 (natural) Animal 4 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Improved Magic Resistance +1, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Yellow], Verugilsh. **Kobold Form:** Functional Prehensile Tail, Natural Armor (+2), Natural Weapon [Bite: DV (STR+1)P, Reach -1, AP -1], Natural Weapon [Claws: DV (STR+1)P, AP -1] **Hybrid From:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 2), Natural Attack [Bite: DV (STR+1)P, AP -2], Natural Attack [Claws: DV (STR)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 2), Natural Attack [Bite: DV (STR)P, AP -1], Natural Attack [Claws: DV (STR-2)P], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Vulnerability (Silver).

Lizardfolk Wererat, Commoner (744 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Lizardfolk Form										
5	4	3	5	4	3	3	3	3	3	6
Hybrid Form										
6	5	4	6	4	3	3	3	3	3	6
Animal Form										
5	5	4	5	4	3	3	3	3	3	6

Initiative	Lizardfolk 6 + 1D6, Hybrid 7 + 2D6, Animal 7 + 2D6
Movement (ES)	Lizardfolk ×2/×4/+2m (ES 1) Hybrid ×3/×6/+3m (ES 1) Animal ×3/×6/+3m (ES -1)
Condition Monitor	Lizardfolk 11/10, Hybrid 11/10, Animal 11/10
Limits	Lizardfolk Physical 6, Hybrid Physical 8, Animal Physical 7, Mental 5, Social 6
Armor	Lizardfolk 4 (Natural, clothing) Hybrid 8 (natural) Animal 7 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Improved Magic Resistance +1, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Yellow], Verugilsh. **Lizardfolk Form:** Functional Prehensile Tale, Natural Armor (+3), Natural Weapon [Bite: DV (STR+2)P, AP -2], Natural Weapon [Claws: DV (STR+1)P, AP -1], **Hybrid From:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 2), Natural Attack [Bite: DV (STR+1)P, AP -2], Natural Attack [Claws: DV (STR)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 2), Natural Attack [Bite: DV (STR)P, AP -1], Natural Attack [Claws: DV (STR-2)P], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Vulnerability (Silver), +20% Lifestyle cost

Minotaur Wererat, Commoner (757 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Minotaur Form										
6	3	3	5	3	3	4	3	3	3	6
Hybrid Form										
7	4	4	6	3	3	4	3	3	3	6
Animal Form										
6	4	4	5	3	3	4	3	3	3	6

Initiative	Minotaur 7 + 1D6, Hybrid 8 + 2D6, Animal 8 + 2D6
Movement (ES)	Minotaur ×3/×4/+2m (ES 1) Hybrid ×4/×6/+3m (ES 1) Animal ×4/×6/+3m (ES -1)
Condition Monitor	Minotaur 11/10, Hybrid 12/10, Animal 11/10
Limits	Minotaur Physical 7, Hybrid Physical 8, Animal Physical 7, Mental 5, Social 5
Armor	Minotaur 2 (Natural, clothing) Hybrid 9 (natural) Animal 8 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Enhanced Sense (Low-Light Vision), Increased Walk, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Yellow], Verugilsh. **Minotaur Form:** Natural Armor (+1), Natural Weapon [Horns: DV (STR+3)P, AP -2), Naturally Insulated 2 **Hybrid From:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 2), Natural Attack [Bite: DV (STR+1)P, AP -2], Natural Attack [Claws: DV (STR)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 2), Natural Attack [Bite: DV (STR)P, AP -1], Natural Attack [Claws: DV (STR-2)P], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Vulnerability (Silver), +30% Lifestyle cost

Ogre Wererat, Commoner (758 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Ogre Form										
7	2	2	7	3	3	2	3	3	3	6
Hybrid Form										
8	3	3	8	3	3	2	3	3	3	6
Animal Form										
7	3	3	7	3	3	2	3	3	3	6

Initiative	Ogre 4 + 1D6, Hybrid 5 + 2D6, Animal 5 + 2D6
Movement (ES)	Ogre ×3/×4/+1m (ES 1) Hybrid ×4/×6/+2m (ES 1) Animal ×4/×6/+2m (ES -1)
Condition Monitor	Ogre 12/10, Hybrid 12/10, Animal 12/10
Limits	Ogre Physical 8, Hybrid Physical 9, Animal Physical 8, Mental 4, Social 5
Armor	Ogre 3 (Natural, clothing) Hybrid 10 (natural) Animal 9 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Elongated Limbs (+1 Reach), Increased Walk, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Yellow], Verugilsh. **Ogre Form:** Natural Armor (+2) **Hybrid From:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 2), Natural Attack [Bite: DV (STR+1)P, AP -2], Natural Attack [Claws: DV (STR)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 2), Natural Attack [Bite: DV (STR)P, AP -1], Natural Attack [Claws: DV (STR-2)P], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Decreased Sprint, Vulnerability (Silver), +50% Lifestyle cost.

Orc Wererat, Commoner (732 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Orc Form										
5	4	3	5	3	3	3	3	3	3	6
Hybrid Form										
6	5	4	6	3	3	3	3	3	3	6
Animal Form										
5	5	4	5	3	3	3	3	3	3	6

Initiative	Orc 6 + 1D6, Hybrid 7 + 2D6, Animal 7 + 2D6
Movement (ES)	Orc ×2/×4/+2m (ES 0) Hybrid ×3/×6/+3m (ES 0) Animal ×3/×6/+3m (ES -2)
Condition Monitor	Orc 11/10, Hybrid 11/10, Animal 10/10
Limits	Orc Physical 6, Hybrid Physical 8, Animal Physical 7, Mental 4, Social 5
Armor	Orc 1 (clothing) Hybrid 8 (natural) Animal 7 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Enhanced Sense (Thermographic Vision), Improved Magic Resistance +1, Resistance to Pathogens & Toxins +1, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Yellow], Verugilsh. **Hybrid From:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 2), Natural Attack [Bite: DV (STR+1)P, AP -2], Natural Attack [Claws: DV (STR)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 2), Natural Attack [Bite: DV (STR)P, AP -1], Natural Attack [Claws: DV (STR-2)P], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Vulnerability (Silver).

Werewolves

Though not as common as wererats, when one mentions shapeshifters it is the werewolf that most often comes to mind. Occasionally they make their way through the world as "lone wolves," but in most cases they form small family sized packs of a few adults and several children. They rarely settle down in one location preferring to migrate over a given area, typically 400 square kilometers, visiting small settlements as needed.

Werewolf Base (285 Karma)

Universal	
Powers & Qualities	Regeneration, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Berserk (failing also forces change to hybrid form)], Verugilsh. Allergy (silver, common, mild), Vulnerability (Silver).
Hybrid Form	
Attribute Modifiers	Body +2, Agility +1, Strength +2
Movement (ES)	×(+1)/× (+2)/+ (+1m) (ES [+1])
Powers & Qualities	Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 4), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR)P, Reach +1, AP -2], Naturally Insulated I
Animal Form	
Attribute Modifiers	Body +1, Agility +1, Strength +1
Movement (ES)	×(+1)/× (+2)/+ (+1m) (ES [+0])
Powers & Qualities	Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 4), Natural Attack [Bite: DV (STR+1)P, AP -2], Natural Attack [Claws: DV (STR)P, AP -1], Naturally Insulated I
Notes	True werewolves, those born as werewolves, cost an additional 50 Karma as they do not suffer Shifting damage.

Table: Werewolf Karma Costs by Species

Species	Base	Werewolf	Attributes	Total
Dwarf	171	285	250	706
Elf	172	285	250	707
Giant	460	285	250	995
Gnoll	188	285	250	723
Goblin	111	285	250	646
Halfling	91	285	250	626
Hobgoblin	140	285	250	675
Human	100	285	250	635
Kobold	135	285	250	670
Lizardfolk	185	285	250	720
Minotaur	198	285	250	733
Ogre	199	285	250	734
Orc	173	285	250	708

Dwarf Werewolf, Commoner (760 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Dwarf Form										
5	3	3	4	4	3	3	4	3	3	6
Hybrid Form										
7	4	3	6	4	3	3	4	3	3	6
Animal Form										
6	4	3	5	4	3	3	4	3	3	6

Initiative	Dwarf 6 + 1D6, Hybrid 6 + 2D6, Animal 6 + 2D6
Movement (ES)	Dwarf ×2/×4/+1m (ES 0) Hybrid ×3/×6/+2m (ES 1) Animal ×3/×6/+2m (ES 0)
Condition Monitor	Dwarf 11/10, Hybrid 12/10, Animal 11/10
Limits	Dwarf Physical 6, Hybrid Physical 8, Animal Physical 7, Mental 5, Social 6
Armor	Dwarf 1 (clothing) Hybrid 11 (natural) Animal 10 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Enhanced Sense (Thermographic Vision), Resistance to Pathogens & Toxins +2, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Berserk (failing also forces change to hybrid form)], Verugilsh. **Hybrid Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 4), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 4), Natural Attack [Bite: DV (STR+1)P, AP -2], Natural Attack [Claws: DV (STR)P, AP -1], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Decreased Sprint, Vulnerability (Silver).

Elf Werewolf, Commoner (761 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Elf Form										
3	4	4	3	3	4	3	5	3	3	6
Hybrid Form										
5	5	4	5	3	4	3	5	3	3	6
Animal Form										
4	5	4	4	3	4	3	5	3	3	6

Initiative	Elf 7 + 1D6, Hybrid 7 + 2D6, Animal 7 + 2D6
Movement (ES)	Elf ×2/×4/+2m (ES 0) Hybrid ×3/×6/+3m (ES 1) Animal ×3/×6/+3m (ES 0)
Condition Monitor	Elf 10/10, Hybrid 11/10, Animal 10/10
Limits	Elf Physical 5, Hybrid Physical 7, Animal Physical 6, Mental 5, Social 7
Armor	Elf 1 (clothing) Hybrid 9 (natural) Animal 8 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Enhanced Sense (Low-Light Vision), Improved Magic Resistance +2, Knowledgeable, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Berserk (failing also forces change to hybrid form)], Verugilsh. **Hybrid Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 4), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 4), Natural Attack [Bite: DV (STR+1)P, AP -2], Natural Attack [Claws: DV (STR)P, AP -1], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Vulnerability (Silver).

Giant Werewolf, Commoner (1,049 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Giant Form										
9	2	2	9	4	3	3	4	3	3	8
Hybrid Form										
11	3	2	11	4	3	3	4	3	3	8
Animal Form										
10	3	2	10	4	3	3	4	3	3	8

Initiative	Giant 5 + 1D6, Hybrid 5 + 2D6, Animal 5 + 2D6
Movement (ES)	Giant ×3/×5/+3m (ES 3) Hybrid ×4/×7/+4m (ES 4) Animal ×4/×7/+4m (ES 3)
Condition Monitor	Giant 14/10, Hybrid 16/10, Animal 14/10
Limits	Giant Physical 10, Hybrid Physical 12, Animal Physical 11, Mental 5, Social 7
Armor	Giant 5 (Natural, clothing) Hybrid 15 (natural) Animal 14 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Elongated Limbs (Reach +2), Enhanced Sense (Low-Light Vision), Knowledgeable, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Berserk (failing also forces change to hybrid form)], Verugilsh. **Giant Form:** Natural Armor (+4) **Hybrid Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 4), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 4), Natural Attack [Bite: DV (STR+1)P, AP -2], Natural Attack [Claws: DV (STR)P, AP -1], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Vulnerability (Silver), +100% Lifestyle cost.

Gnoll Werewolf, Commoner (777 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Gnoll Form										
4	4	3	5	3	3	4	4	3	3	6
Hybrid Form										
6	5	3	7	3	3	4	4	3	3	6
Animal Form										
5	5	3	6	3	3	4	4	3	3	6

Initiative	Gnoll 7 + 1D6, Hybrid 7 + 2D6, Animal 7 + 2D6
Movement (ES)	Gnoll ×2/×5/+2m (ES 1) Hybrid ×3/×7/+3m (ES 2) Animal ×3/×7/+3m (ES 1)
Condition Monitor	Gnoll 10/10, Hybrid 12/10, Animal 11/10
Limits	Gnoll Physical 6, Hybrid Physical 8, Animal Physical 7, Mental 5, Social 6
Armor	Gnoll 1 (clothing) Hybrid 10 (natural) Animal 9 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Enhanced Sense (Low-Light Vision), Increase Run, Resistance to Pathogens & Toxins +2, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Berserk (failing also forces change to hybrid form)], Verugilsh. **Gnoll Form:** Naturally Insulated 1, Natural Weapon [Bite: DV (STR+2)P, AP -2] **Hybrid Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 4), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 4), Natural Attack [Bite: DV (STR+1)P, AP -2], Natural Attack [Claws: DV (STR)P, AP -1], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Vulnerability (Silver).

Goblin Werewolf, Commoner (700 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Goblin Form										
2	4	4	2	3	3	4	4	3	3	6
Hybrid Form										
4	5	4	4	3	3	4	4	3	3	6
Animal From										
3	5	4	3	3	3	4	4	3	3	6

Initiative	Goblin 8 + 1D6, Hybrid 8 + 2D6, Animal 8 + 2D6
Movement (ES)	Goblin ×2/×5/+2m (ES -1) Hybrid ×3/×7/+3m (ES 0) Animal ×3/×7/+3m (ES -1)
Condition Monitor	Goblin 7/10, Hybrid 8/10, Anima 8/10
Limits	Goblin Physical 4, Hybrid Physical 6, Animal Physical 5, Mental 5, Social 6
Armor	Goblin 1 (clothing) Hybrid 8 (natural) Animal 7 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Enhanced Sense (Thermographic Vision), Increased Run, Linguist, Perceptive +2, Resistance to Pathogens & Toxins +2, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Berserk (failing also forces change to hybrid form)], Verugilsh. **Hybrid Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 4), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 4), Natural Attack [Bite: DV (STR+1)P, AP -2], Natural Attack [Claws: DV (STR)P, AP -1], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Neoteny, Vulnerability (Silver).

Halfling Werewolf, Commoner (680 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Halfling Form										
2	4	3	2	4	3	4	4	3	3	6
Hybrid Form										
4	5	3	4	4	3	4	4	3	3	6
Animal Form										
3	5	3	3	4	3	4	4	3	3	6

Initiative	Halfling 7 + 1D6, Hybrid 7 + 2D6, Animal 7 + 2D6
Movement (ES)	Halfling ×2/×4/+1m (ES -1) Hybrid ×3/×6/+2m (ES 0) Animal ×3/×6/+2m (ES -1)
Condition Monitor	Halfling 7/10, Hybrid 8/10, Animal 8/10
Limits	Halfling Physical 3, Hybrid Physical 5, Animal Physical 5, Mental 5, Social 6
Armor	Halfling 1 (clothing) Hybrid 8 (natural) Animal 7 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Improved Magic Resistance +1, Increased Run, Magic Sense, Perceptive +2, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Berserk (failing also forces change to hybrid form)], Verugilsh. **Hybrid Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 4), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 4), Natural Attack [Bite: DV (STR+1)P, AP -2], Natural Attack [Claws: DV (STR)P, AP -1], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Decreased Sprint, Neoteny, Vulnerability (Silver).

Hobgoblin Werewolf, Commoner (729 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Hobgoblin Form										
5	4	3	4	3	3	4	3	3	3	6
Hybrid Form										
7	5	3	6	3	3	4	3	3	3	6
Animal Form										
6	5	3	5	3	3	4	3	3	3	6

Initiative	Hobgoblin 7 + 1D6, Hybrid 7 + 2D6, Animal 7 + 2D6
Movement (ES)	Hobgoblin ×2/×4/+2m (ES 1) Hybrid ×3/×6/+3m (ES 2) Animal ×3/×6/+3m (ES 1)
Condition Monitor	Hobgoblin 11/10, Hybrid 13/10, Animal 11/10
Limits	Hobgoblin Physical 6, Hybrid Physical 8, Animal Physical 7, Mental 5, Social 5
Armor	Hobgoblin 1 (clothing) Hybrid 11 (natural) Animal 10 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Enhanced Sense (Thermographic Vision), Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Berserk (failing also forces change to hybrid form)], Verugilsh. **Hybrid Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 4), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 4), Natural Attack [Bite: DV (STR+1)P, AP -2], Natural Attack [Claws: DV (STR)P, AP -1], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Vulnerability (Silver).

Human Werewolf, Commoner (689 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Human Form										
3	3	4	3	4	3	4	3	4	3	6
Hybrid Form										
5	4	4	5	4	3	4	3	4	3	6
Animal Form										
4	4	4	4	4	3	4	3	4	3	6

Initiative	Human 8 + 1D6, Hybrid 8 + 2D6, Anima 8 + 2D6
Movement (ES)	Human ×2/×4/+2m (ES 0) Hybrid ×3/×6/+3m (ES 1) Animal ×3/×6/+3m (ES 0)
Condition Monitor	Human 10/10, Hybrid 11/10, Animal 10/10
Limits	Human Physical 5, Hybrid Physical 7, Animal Physical 6, Mental 5, Social 6
Armor	Human 1 (clothing) Hybrid 9 (natural) Animal 8 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Berserk (failing also forces change to hybrid form)], Verugilsh. **Hybrid Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 4), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 4), Natural Attack [Bite: DV (STR+1)P, AP -2], Natural Attack [Claws: DV (STR)P, AP -1], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Vulnerability (Silver).

Kobold Werewolf, Commoner (722 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Kobold Form										
2	4	5	4	3	3	4	3	3	3	6
Hybrid Form										
4	5	5	6	3	3	4	3	3	3	6
Animal Form										
3	5	5	5	3	3	4	3	3	3	6

Initiative	Kobold 9 + 1D6, Hybrid 9 + 2D6, Animal 9 + 2D6
Movement (ES)	Kobold ×2/×4/+1m (ES 0) Hybrid ×3/×6/+2m (ES 1) Animal ×3/×6/+2m (ES 0)
Condition Monitor	Kobold 9/10, Hybrid 10/10, Animal 10/10
Limits	Kobold Physical 5, Hybrid Physical 7, Animal Physical 6, Mental 5, Social 5
Armor	Kobold 3 (Natural, clothing) Hybrid 8 (natural) Animal 7 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Improved Magic Resistance +1, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Berserk (failing also forces change to hybrid form)], Verugilsh. **Kobold Form:** Functional Prehensile Tail, Natural Armor (+2), Natural Weapon [Bite: DV (STR+1)P, Reach -1, AP -1], Natural Weapon [Claws: DV (STR+1)P, AP -1] **Hybrid Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 4), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 4), Natural Attack [Bite: DV (STR+1)P, AP -2], Natural Attack [Claws: DV (STR)P, AP -1], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Vulnerability (Silver).

Lizardfolk Werewolf, Commoner (774 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Lizardfolk Form										
5	4	3	5	4	3	3	3	3	3	6
Hybrid Form										
7	5	3	7	4	3	3	3	3	3	6
Animal Form										
6	5	3	6	4	3	3	3	3	3	6

Initiative	Lizardfolk 6 + 1D6, Hybrid 6 + 2D6, Animal 6 + 2D6
Movement (ES)	Lizardfolk ×2/×4/+2m (ES 1) Hybrid ×3/×6/+3m (ES 2) Animal ×3/×6/+3m (ES 1)
Condition Monitor	Lizardfolk 11/10, Hybrid 13/10, Animal 11/10
Limits	Lizardfolk Physical 6, Hybrid Physical 8, Animal Physical 7, Mental 5, Social 6
Armor	Lizardfolk 4 (Natural, clothing) Hybrid 11 (natural) Animal 10 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Improved Magic Resistance +1, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Berserk (failing also forces change to hybrid form)], Verugilsh. **Lizardfolk Form:** Functional Prehensile Tale, Natural Armor (+3), Natural Weapon [Bite: DV (STR+2)P, AP -2], Natural Weapon [Claws: DV (STR+1)P, AP -1], **Hybrid Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 4), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 4), Natural Attack [Bite: DV (STR+1)P, AP -2], Natural Attack [Claws: DV (STR)P, AP -1], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Vulnerability (Silver), +20% Lifestyle cost

Minotaur Werewolf, Commoner (787 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Minotaur Form										
6	3	3	5	3	3	4	3	3	3	6
Hybrid Form										
8	4	3	7	3	3	4	3	3	3	6
Animal Form										
7	4	3	6	3	3	4	3	3	3	6

Initiative	Minotaur 7 + 1D6, Hybrid 7 + 2D6, Animal 7 + 2D6
Movement (ES)	Minotaur ×3/×4/+2m (ES 1) Hybrid ×4/×6/+3m (ES 2) Animal ×4/×6/+3m (ES 1)
Condition Monitor	Minotaur 11/10, Hybrid 13/10, Animal 12/10
Limits	Minotaur Physical 7, Hybrid Physical 9, Animal Physical 8, Mental 5, Social 5
Armor	Minotaur 2 (Natural, clothing) Hybrid 12 (natural) Animal 11 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Enhanced Sense (Low-Light Vision), Increased Walk, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Berserk (failing also forces change to hybrid form)], Verugilsh. **Minotaur Form:** Natural Armor (+1), Natural Weapon [Horns: DV (STR+3)P, AP -2), Naturally Insulated 2 **Hybrid Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 4), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 4), Natural Attack [Bite: DV (STR+1)P, AP -2], Natural Attack [Claws: DV (STR)P, AP -1], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Vulnerability (Silver), +30% Lifestyle cost

Ogre Werewolf, Commoner (788 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Ogre Form										
7	2	2	7	3	3	2	3	3	3	6
Hybrid Form										
9	3	2	9	3	3	2	3	3	3	6
Animal Form										
8	3	2	8	3	3	2	3	3	3	6

Initiative	Ogre 4 + 1D6, Hybrid 4 + 2D6, Animal 4 + 2D6
Movement (ES)	Ogre ×3/×4/+1m (ES 1) Hybrid ×4/×6/+2m (ES 2) Animal ×4/×6/+2m (ES 1)
Condition Monitor	Ogre 12/10, Hybrid 14/10, Animal 12/10
Limits	Ogre Physical 8, Hybrid Physical 10, Animal Physical 9, Mental 4, Social 5
Armor	Ogre 3 (Natural, clothing) Hybrid 13 (natural) Animal 12 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Elongated Limbs (+1 Reach), Increased Walk, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Berserk (failing also forces change to hybrid form)], Verugilsh. **Ogre Form:** Natural Armor (+2) **Hybrid Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 4), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 4), Natural Attack [Bite: DV (STR+1)P, AP -2], Natural Attack [Claws: DV (STR)P, AP -1], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Decreased Sprint, Vulnerability (Silver), +50% Lifestyle cost.

Orc Werewolf, Commoner (762 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
Orc Form										
5	4	3	5	3	3	3	3	3	3	6
Hybrid Form										
7	5	3	7	3	3	3	3	3	3	6
Animal Form										
6	5	3	6	3	3	3	3	3	3	6

Initiative	Orc 6 + 1D6, Hybrid 6 + 2D6, Animal 6 + 2D6
Movement (ES)	Orc ×2/×4/+2m (ES 0) Hybrid ×3/×6/+3m (ES 1) Animal ×3/×6/+3m (ES 0)
Condition Monitor	Orc 11/10, Hybrid 12/10, Animal 11/10
Limits	Orc Physical 6, Hybrid Physical 8, Animal Physical 7, Mental 4, Social 5
Armor	Orc 1 (clothing) Hybrid 11 (natural) Animal 10 (natural)
Skills	Artisan 3, Clubs 2, First Aid 2, Negotiation 3, Perception 2, Survival 2, Unarmed Combat 2
Powers & Qualities	**Universal:** Enhanced Sense (Thermographic Vision), Improved Magic Resistance +1, Resistance to Pathogens & Toxins +1, Regeneration, Sapience, Shapeshift [Animal Reflexes (+1D6 Initiative), Shifting Time: Complex Action, Shifting Damage: 4S secondary form, 2S base form, Bestial: Berserk (failing also forces change to hybrid form)], Verugilsh. **Hybrid Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 4), Natural Attack [Bite: DV (STR+2)P, AP -3], Natural Attack [Claws: DV (STR)P, Reach +1, AP -2], Naturally Insulated I **Animal Form:** Aware (+1), Enhanced Senses (Hearing, Low-Light Vision, Smell), Natural Armor (Body + 4), Natural Attack [Bite: DV (STR+1)P, AP -2], Natural Attack [Claws: DV (STR)P, AP -1], Naturally Insulated I **Universal:** Allergy (silver, common, mild), Vulnerability (Silver).

Trolls

The first trolls were created by a long forgotten culture that had embraced war, the enslavement of the other mortal races, and experimentation in the dark arts. After many failed attempts, and thousands of deaths, they created optimal slave soldiers which they then began breeding the strongest of them. The culture finally disappeared, but many of their creations, including trolls, escaped into the wilds where their descendants can now be found.

It isn't improbable that dwarves, elves, halflings, hobgoblins, humans, kobolds, and lizardfolk couldn't be used to create trolls, but the culture that created them did so at a time when those species were not available.

Trolls vaguely resemble the mortal races from which they were made. They stand over a meter taller than their original species and are either hairless or have severe mange. Their flesh takes on putrid greenish or reddish hues with dermal deposits and their eyes are enlarged, bulging, and horrifically blood shot. Their heads, hands, and feet are nearly twice the size, proportionally, as their original species with massive maws rowed with sharp fangs and digits ending in terrible claws. While they often exhibit high levels intelligence such as tool, and even armor, use they are not truly sapient (and as such have no knowledge or language skills save for a proto-sapient language).

Troll Template

B	A	R	S	W	L	I	C	EDG	M	ESS
+5	+3	+3	+4	+1	-1	+1	+0	+0	+3	

Initiative	+ 3D6
Movement (ES)	×(+1)/×(+2)/+(+1)m (ES [+2])
Armor	[Body] (hardened natural), base species (natural)
Skills	Varies
Powers & Qualities	Varies plus Celerity, Dual Natured, Enhanced Senses (Smell, Thermographic Vision), Fast Reflexes II, Hardened Natural Armor (Body), High Pain Tolerance IV, Immunity (Disease, Toxins), Natural Weapon [Bite: DV (STR+2)P, AP -4], Natural Weapon [Claws: DV (STR+1)P, Reach +2, AP -3], Regeneration, Toughness (3). Commonly also; Corrosive Spit, Mana Resistor, Paralyzing Howl, Paralyzing Touch, Venom Distinctive Style, Vulnerability (fire)

Sample Trolls

Each of the trolls below are average for their kind.

Troll Giant (1,879 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
14	5	5	13	5	2	4	4	3	6	10

Initiative	9 + 3D6
Movement (ES)	×4/×7/+4m (ES 5)
Condition Monitor	17/11
Limits	Physical 15, Mental 5, Social 8
Armor	14 (hardened natural), 4 (natural)
Skills	Clubs 4, Perception 5, Running 4, Survival 5, Unarmed Combat 4
Powers & Qualities	Celerity, Dual Natured, Elongated Limbs (Reach +2), Enhanced Sense (Low-Light Vision, Smell, Thermographic Vision), Fast Reflexes II, Hardened Natural Armor (Body), High Pain Tolerance IV, Immunity (Disease, Toxins), Natural Armor (+4), Natural Weapon [Bite: DV (STR+2)P, AP -4], Natural Weapon [Claws: DV (STR+1)P, Reach +2, AP -3], Regeneration, Toughness (3). Distinctive Style, Vulnerability (fire)

Troll Gnoll (1,400 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
9	7	6	9	4	2	5	4	3	6	8

Initiative	11 + 3D6
Movement (ES)	×3/×7/+3m (ES 3)
Condition Monitor	14/10
Limits	Physical 11, Mental 5, Social 7
Armor	9 (hardened armor)
Skills	Clubs 4, Perception 5, Running 4, Survival 5, Unarmed Combat 4
Powers & Qualities	Celerity, Dual Natured, Enhanced Sense (Low-Light Vision, Smell, Thermographic Vision), Fast Reflexes II, Hardened Natural Armor (Body), High Pain Tolerance IV, Immunity (Disease, Toxins), Increase Run I, Natural Weapon [Bite: DV (STR+2)P, AP -4], Natural Weapon [Claws: DV (STR+1)P, Reach +2, AP -3], Regeneration, Resistance to Pathogens & Toxins +2, Toughness (3). Distinctive Style, Vulnerability (fire)

Troll Goblin (1,192 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
7	7	7	6	4	2	5	4	3	6	6

Initiative	12 + 3D6
Movement (ES)	×3/×7/+3m (ES 1)
Condition Monitor	10/10
Limits	Physical 9, Mental 5, Social 6
Armor	7 (hardened natural)
Skills	Clubs 4, Perception 5, Running 4, Survival 5, Unarmed Combat 4
Powers & Qualities	Celerity, Dual Natured, Enhanced Sense (Smell, Thermographic Vision), Fast Reflexes II, Hardened Natural Armor (Body), High Pain Tolerance IV, Immunity (Disease, Toxins), Increased Run, Natural Weapon [Bite: DV (STR+2)P, AP -4], Natural Weapon [Claws: DV (STR+1)P, Reach +2, AP -3], Perceptive +2, Regeneration, Resistance to Pathogens & Toxins +2, Toughness (3). Distinctive Style, Neoteny, Vulnerability (fire)

Troll Minotaur (1,459 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
11	6	6	9	4	2	5	3	3	6	8

Initiative	11 + 3D6
Movement (ES)	×4/×6/+3m (ES 3)
Condition Monitor	15/10
Limits	Physical 12, Mental 5, Social 6
Armor	11 (hardened natural), 2 (natural)
Skills	Clubs 4, Perception 5, Running 4, Survival 5, Unarmed Combat 4
Powers & Qualities	Celerity, Dual Natured, Enhanced Sense (Low-Light Vision, Smell, Thermographic Vision), Fast Reflexes II, Hardened Natural Armor (Body), High Pain Tolerance IV, Immunity (Disease, Toxins), Increased Walk, Natural Armor (+1), Natural Weapon [Bite: DV (STR+2)P, AP -4], Natural Weapon [Claws: DV (STR+1)P, Reach +2, AP -3], Natural Weapon [Horns: DV (STR+3)P, AP -2), Naturally Insulated 1, Regeneration, Toughness (3). Distinctive Style, Vulnerability (fire)

Troll Ogre (1,519 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
12	5	5	11	4	2	3	3	3	6	8

Initiative	8 + 3D6
Movement (ES)	×4/×6/+2m (ES 3)
Condition Monitor	15/10
Limits	Physical 13, Mental 4, Social 6
Armor	12 (hardened natural), 3 (natural)
Skills	Clubs 4, Perception 5, Running 4, Survival 5, Unarmed Combat 4
Powers & Qualities	Celerity, Dual Natured, Elongated Limbs (+1 Reach), Enhanced Senses (Smell, Thermographic Vision), Fast Reflexes II, Hardened Natural Armor (Body), High Pain Tolerance IV, Immunity (Disease, Toxins), Increased Walk, Natural Armor (+2), Natural Weapon [Bite: DV (STR+2)P, AP -4], Natural Weapon [Claws: DV (STR+1)P, Reach +2, AP -3], Regeneration, Toughness (3). Distinctive Style, Vulnerability (fire)

Troll Orc (1,394 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
10	7	6	9	4	2	4	3	3	6	7

Initiative	10 + 3D6
Movement (ES)	×3/×6/+3m (ES 2)
Condition Monitor	14/10
Limits	Physical 12, Mental 4, Social 6
Armor	10 (hardened natural))
Skills	Clubs 4, Perception 5, Running 4, Survival 5, Unarmed Combat 4
Powers & Qualities	Celerity, Dual Natured, Enhanced Sense (Smell, Thermographic Vision), Fast Reflexes II, Hardened Natural Armor (Body), High Pain Tolerance IV, Immunity (Disease, Toxins), Improved Magic Resistance +1, Natural Weapon [Bite: DV (STR+2)P, AP -4], Natural Weapon [Claws: DV (STR+1)P, Reach +2, AP -3], Regeneration, Resistance to Pathogens & Toxins +1, Toughness (3). Distinctive Style, Vulnerability (fire)

Wyverns

Many sages believe wyverns to be infantile dragons that have yet to undergo the Ordeal, while others postulate that they, like gargoyles, were created through draconic experimentations, and there are even some that argue that they are a giant bizarre species of bat. Regardless, unlike dragons, wyverns are quadrupeds as their forelimbs are wings but otherwise are often mistaken for grey, green, or brown-scaled dragons until they are close enough to identify the poisonous tail and lack of additional limbs.

Like dragons, wyverns get stronger and more powerful the older they get but they lack sapience so what experience they gain over the years tends to just make them meaner and more cunning, but little else.

Unscrupulous merchants that deal in poisons often offer what they say is wyvern poison, unfortunately for the buyer it isn't real as wyvern poison quickly loses its effectiveness, chemically breaking down, once it leaves the creature's venom gland.

Table: Average Wyvern Sizes

Age (ES) Years	Total Length	Wingspan	Wt
Young (-2) 0 – 1.5	0.61m (2'0")	1.49m (4'11")	8 kg (17 lbs)
Adolescent (0) 1.5 – 8	1.45 m (4'9")	3.54m (11'6")	14 kg (32 lbs)
Adult (1) 8 – 29	2.52 m (8'3")	6.15m (20'2")	28 kg (61 lbs)
Old (3) 29 – 55	4.27m (14'0")	10.41m (34'2")	72 kg (158 lbs)
Age (ES) Years	**Neck**	**Body**	**Tail**
Young (-2) 0 – 1.5	0.21m (0'8")	0.18m (0'7")	0.22m (0'9")
Adolescent (0) 1.5 – 8	0.51m (1'8")	0.42m (1'5")	0.52m (1'9")
Adult (1) 8 – 29	0.88m (2'11")	0.73m (2'4")	0.91m (3'0")
Old (3) 29 – 55	1.49m (4'11")	1.24m (4'1")	1.54m (5'0")

Wyvern Template

Skills	Assensing, Flight, Perception, Sneaking, Unarmed Combat (Tail)
Powers & Qualities	Dual Natured, Enhanced Senses (Smell, Low-Light Vision, Thermographic Vision), Fast Reflexes I, Flight, Natural Armor (Body + 3), Natural Mystic Armor (Willpower + 1), Natural Weapon [Bite/Claw: DV (STR+1)P, Reach +1, AP -3], Natural Weapon [Tail: DV (STR+1)P, Reach +2, AP -4, Venom], Venom [Vector: Injection, Speed: 1 Combat Turn, Penetration: 0, Power: Body + 1, Effect: Physical Damage, Weak Lingering]

Wyvern, Young (494 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	4	6	3	3	1	2	2	1	2	5

Initiative	8 + 2D6
Movement (ES)	×1/×2/+1m, ×2/×4/+3m flight (ES -2)
Condition Monitor	9/10
Limits	Physical 5, Mental 3, Social 4
Armor	6 (natural), 4 (mystic)
Skills	Assensing 2, Flight 4, Perception 3, Sneaking 3, Unarmed Combat (Tail) 4 (+2)
Powers & Qualities	Dual Natured, Enhanced Senses (Smell, Low-Light Vision, Thermographic Vision), Fast Reflexes I, Flight, Increased Sprint I (flight), Natural Armor (Body + 3), Natural Mystic Armor (Willpower + 1), Natural Weapon [Bite/Claw: DV (STR+1)P, Reach +1, AP -3], Natural Weapon [Tail: DV (STR+1)P, Reach +2, AP -4, Venom], Venom [Vector: Injection, Speed: 1 Combat Turn, Penetration: 0, Power: Body + 1, Effect: Physical Damage, Weak Lingering]

Wyvern, Adolescent (772 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
6	4	5	6	4	2	3	3	2	3	6

Initiative	8 + 2D6
Movement (ES)	×2/×3/+2m, ×3/×6/+4m flight (ES 0)
Condition Monitor	12/10
Limits	Physical 8, Mental 4, Social 6
Armor	9 (natural), 5 (mystic)
Skills	Assensing 3, Flight 5, Perception 4, Sneaking 5, Unarmed Combat (Tail) 6 (+2)
Powers & Qualities	Dual Natured, Enhanced Senses (Smell, Low-Light Vision, Thermographic Vision), Fast Reflexes I, Flight, Increased Sprint I (flight), Natural Armor (Body + 3), Natural Mystic Armor (Willpower + 1), Natural Weapon [Bite/Claw: DV (STR+1)P, Reach +1, AP -3], Natural Weapon [Tail: DV (STR+1)P, Reach +2, AP -4, Venom], Venom [Vector: Injection, Speed: 1 Combat Turn, Penetration: 0, Power: Body + 1, Effect: Physical Damage, Weak Lingering] Decreased Walking I, Decreased Running I

Wyvern, Adult (1,061 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
7	4	5	8	5	2	4	3	3	4	6

Initiative	9 + 2D6
Movement (ES)	×2/×4/+2m, ×3/×6/+4m flight (ES 1)
Condition Monitor	12/11
Limits	Physical 8, Mental 4, Social 6
Armor	10 (natural), 6 (mystic)
Skills	Assensing 4, Flight 7, Perception 5, Sneaking 6, Unarmed Combat (Tail) 8 (+2)
Powers & Qualities	Dual Natured, Enhanced Senses (Smell, Low-Light Vision, Thermographic Vision), Fast Reflexes I, Flight, Increased Running I (flight), Increased Sprint I (flight), Natural Armor (Body + 3), Natural Mystic Armor (Willpower + 1), Natural Weapon [Bite/Claw: DV (STR+1)P, Reach +1, AP -3], Natural Weapon [Tail: DV (STR+1)P, Reach +2, AP -4, Venom], Venom [Vector: Injection, Speed: 1 Combat Turn, Penetration: 0, Power: Body + 1, Effect: Physical Damage, Weak Lingering]

Wyvern, Old (1,731 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
11	3	4	12	7	3	6	4	4	6	8

Initiative	10 + 3D6
Movement (ES)	×3/×5/+3m, ×4/×7/+4m fight (ES 3)
Condition Monitor	15/12
Limits	Physical 13, Mental 7, Social 8
Armor	14 (natural), 8 (mystic)
Skills	Assensing 6, Flight 8, Perception 6, Sneaking 6, Unarmed Combat (Tail) 9 (+2)
Powers & Qualities	Dual Natured, Enhanced Senses (Smell, Low-Light Vision, Thermographic Vision), Fast Reflexes II, Flight, Natural Armor (Body + 3), Natural Mystic Armor (Willpower + 1), Natural Weapon [Bite/Claw: DV (STR+1)P, Reach +1, AP -3], Natural Weapon [Tail: DV (STR+1)P, Reach +2, AP -4, Venom], Venom [Vector: Injection, Speed: 1 Combat Turn, Penetration: 0, Power: Body + 1, Effect: Physical Damage, Weak Lingering] Decreased Running I

"Of for fuck's sake!" – most adventurers after they learn that they are dealing with, or were dealing with, or will be dealing with fey.

Fey Nature, er, Nature of Fey, um, Naturally Fey?

While mortal creatures exist primarily in the physical and secondarily in the Ethereal, fey are the opposite; they are rooted in the Ethereal first and foremost. They are all dual natured, but in essence it is the reverse from that experienced by dual natured mortal creatures. Where a wolf walks on the surface of the frozen lake of reality with the Ethereal forever out of reach below the surface, and the dual natured hell hound "walks" on the lake, the ice melting around it so that its cute little paws sink into the Ethereal, the fey walk upside down inside the lake with their feet sticking up above the surface. Okay, that's a terrible analogy, but the fey are terrible nasty distorters of reality that tend to make life miserable for the mortals they encounter, or not, sometimes they're actually quite lovely to be around and make a smashing cup of tea.

So what do the fey do when there are no mortals around to pick on? No one is really sure. Some say that have a social structure with a kingdom or kingdoms and a court or courts and merchants and commoners (well, no one really talks about commoner fey and most merchant fey in these stories tend to be angry princes and what not that can do merchanty stuff, so who knows). Others say they only wake up when people are near. But that's pretty silly. Then again, a lot of fey are pretty silly, so maybe that's right. Probably not though. Others say they "tend to nature" like astral custodians. This tends to make the most sense, so it's probably wrong. The fey don't make sense. Unless they do.

Fey Classification

Most scholars and sages are content with calling the magical creatures of nature "fey," faeries," or some other broad categorical name and be done with it, moving on to study other topics and letting the common folk argue over names because it's generally known that the fey get a kick, a laugh, and a tickle out of listening to mortals tie themselves into knots over how to properly name and categorically emplace wordages unto them, the fey folk. Those few academics that do study the fey have come up with innumerable categorical classifications most of which fail at the edges if not over large regions, but one best fit, but by no means accurate, categorization of fey is that of the Fey Hex.

The Fey Hex classification system uses the "Elements" which include the four elements as well as the ideas of Matter and Mind on one side, and four physiological-ish "Forms" on the other. Scholars then attempt to classify fey based on what best fits these descriptive terms. So fey that are small, rarely more than 20 centimeters in size, and display only one elemental (lower case) quality while lacking signs of sapience are called Wisps. And while many fey match those parameters, there have been recorded incidents of fey over 20 cm but in every other way acting like a Wisp, and others that displayed signs of sapience, and so on.

Universal Fey Powers

All fey have a core set of Powers and Weaknesses. Well, almost all. Mostly. Yeah, all.

Universal Fey Powers (94 Karma)
Astral Inversion
Astral Phasing I (Level III is common, +20 Karma)
Concealment (self)
Dual Natured
Enhanced Sense (Low-Light Vision)
Immunity to Age
Immunity to Environments
Magic Sense
Suppressed Metabolism
Allergy (Cold/Forged Iron, Severe)
Vulnerability to Cold/Forged Iron

Fey can have additional powers, one Power for every 3 Magic rating over 3. Just about any Power can be found among the fey, but the following are the most common (obviously if the base fey Form or Element has one of the listed Powers then it won't have it again as an additional Power…but they're fey, so what do I know):

Accident, Alienate, Animal Control, Aura Masking, Binding, Compulsion, Concealment, Confusion, Desire Reflection, Elemental Attack, Elemental Melee Attack, Empathy, Endowment, Fear, Influence, Innate Ritual, Innate Spell, Magic Guard, Manipulate Magic, Mimicry, Mind Link, Mist Form, Movement, Natural Weapon, Paralyzing Touch, Pounce, Regeneration, Sapience, Search, Shift, Silence, Spirit Pact, Storm, Wall Walking, Weather Control

Fey Elements

All fey are composed of one or more of the fey Elements. Unless they're not, but that would mean there were fey not composed of anything, which is nothing, and nothing is very un-fey-like. So yeah, at least one or more of the fey Elements.

There are six fey Elements:

Air

Air fey range from bird- and insect-like fey to wirlwinds, clouds, bubbles, and so on. But air fey could also be small little humanoids with wings and hair that whips around like it's always in the wind. Regardless, air and the related elemental qualities to the element of air are always a part of the nature of Air Element fey.

Air Element Fey Powers (46 Karma)
Energy Aura (suppressible)
Flight

Earth

Earth fey are grounded, usually literally, and often plant-, animal-, or rock-like in nature. See what is written above, there, under "Air"… pretty much replace that text with Earth-themed nouns and verbs and that's an Earth Element fey.

Earth Element Fey Powers (51 Karma)
Energy Aura (suppressible)
Movement

Fire

See "Air" and "Earth, above, but replace with fire themes. Also, most Fire Element fey do not have abilities that make actual fire and for Powers that normally would make other magical creatures all firey, for fire fey it's typically superheated air, focused light as if through a magnifying lens, or even steam. The rare Fire fey that actually manifest fire as part of their powers are those fey found in deserts and near geothermal activity.

Fire Element Fey Powers (46 Karma)
Energy Aura (suppressible)
Flight

Matter

Matter fey are focused on the physical first and foremost, meaning their appearance, thoughts, and mannerisms are physical in nature, and always have the Shift Power to take the form of a natural creature or object (often an animal, plant, or rock).

Matter Element Fey Powers (46 Karma)
Shift (one form)
Toughness (P, 2)

Mind

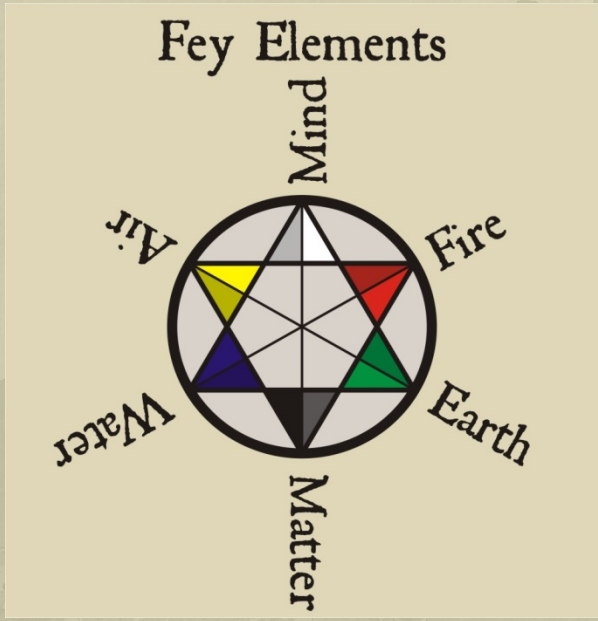
Mind fey are emotional, thoughtful, and generally the most intelligent of the fey. They are always sapient and can affect the minds of mortals.

Mind Element Fey Powers (55 Karma)
Fey Glamour
Sapience

Water

Water fey are wet. Or at least moist. Well, some are just wishy washy and fluid in their attitudes and others just like to drink, a lot. They can appear as walking fish, or swimming fish, or columns of water, or blue-skinned frog-things, or whatever. If there are water qualities to the creature's form or mind then it's usually a Water Element fey.

Water Element Fey Powers (56 Karma)
Energy Aura (suppressible)
Mist Form



Fey are never allowed to be comprised of opposing Elements. Except faeries (see below), as they are both Matter and Mind. But faeries are typically the most powerful of the fey so…maybe the powerful ones can have opposing Elements. Then again, watch out for flying whirlwinds of dirty pebbles and wet hot burning sloppy kisses from sexy men under old oak trees in the middle of the forest.

Fey Forms

There are four basic fey Forms. Though maybe there's only three, probably ten. But we'll focus on the four as outlined in the Fey Hex classification system.

The base templates for each of the fey Forms below do not include the Universal Powers or Element Powers.

Wisps

Wisps are always very tiny, always lacking in clear definitive form, always displaying qualities of only one of the fey Elements. Unless they aren't, don't, and not always.

Wisp Form Fey (627 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
1	10	9	1	4	2	4	4	3	6	3

Initiative	13 + 3D6
Movement (ES)	×4/×8/+4m flight (ES -4)
Condition Monitor	7/10
Armor	0, 6 (mystic armor)
Powers & Qualities	Celerity III (flight), Confusion, Fast Reflexes II, Immunity to Normal Weapons, Mimicry, Mystic Armor (Willpower + 2)

Wode

Wodes are always sapient, vaguely (human-) child-sized humanoids of nature, with the Mind Element and an affinity for one of the four elements. Unless they're not. Nobody puts wodes in a corner. Unless they do. But they'll probably get out of the corner.

Wode Form Fey (635 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	7	7	2	6	3	6	6	3	6	6

Initiative	13 + 2D6
Movement (ES)	×4/×8/+4m (ES -1)
Condition Monitor	10/11
Armor	5 (hardened armor), 8 (mystic armor)
Powers & Qualities	Celerity II, Fast Reflexes I, Hardened Armor (Body + 2), Mystic Armor (Willpower + 2), Realistic Form

Wyrd

Wyrds always appear as plants, animals, or natural geographic features like rocks or puddles; they are always larger than humans, with the Matter Element and, like wodes, an affinity for one of the four elements. Always and all of them are like this. Except the ones that aren't.

Wyrd Form Fey (535 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	6	6	4	6	2	5	4	3	6	6

Initiative	11 + 1D6
Movement (ES)	×2/×4/+2m (ES 1)
Condition Monitor	11/11
Armor	7 (hardened armor), 8 (mystic armor)
Powers & Qualities	Engulf, Hardened Armor (Body + 2), Mystic Armor (Willpower + 2)

Faeries

Faeries are always like a little bit of all the other fey put together and are usually the leaders of the fey around them. They're small, humanoid, and combine both the Mind and Matter Elements along with an affinity for at least one, usually two, of the four elements. Mostly. Sure. Why not. Let's go with it and move on.

Faerie Form Fey (774 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	8	8	1	6	4	6	6	3	6	5

Initiative	14 + 3D6
Movement (ES)	×3/×6/+3m (ES -2)
Condition Monitor	10/10
Armor	4 (hardened armor), 8 (hardened mystic armor)
Powers & Qualities	Accident, Celerity, Fast Reflexes II, Guard, Hardened Armor (Body + 2), Hardened Mystic Armor (Willpower + 2)

Fey Skills

Fey have skills, lots of skills. Or just a few, the only ones they need. All fey have a core set of Skills, with sapient fey have a few more.

The core Fey skills are listed below, but no Karma cost is given as each fey is wildly different. Okay, I lied. Karma costs are listed as if each Skill is rating 3…for a baseline.

Fey Skills

All Fey: Astral Combat, Assensing, Perception, Sneaking, Unarmed Combat (60 Karma)

Sapient Fey: Arcana, Artisan (24 Karma)

Sample Fey

Bergbui (Earth & Matter Wyrd)

They say bergbui are as dumb as rocks and twice as mean, which is pretty true as rocks are so dumb they wouldn't really know how to be mean. Bergbui vaguely resemble squat fat two-meter diameter boulders with stubby arms and hands and even stubbier fingers and toes and their faces are pinched and weird looking, like old men with lichen warts and gravely gapped-tooth maws.

They tend to gather around other mundane boulders where they use their Shift Power to turn into like-minded boulders and spend their days doing bouldery things which sounds pretty boring, but they seem to like it, and maybe they just get off on the random wandering wizard who just happens to be astral perceiving and freaks out over a bunch of rocks with auras sitting around having astral rock conversations.

They can be territorial though, especially at sites with background counts that they are aligned to. Being sapient but not very bright they tend to get conscripted into the machinations of other fey, for good or ill or until the bergbui roll out to get stoned.

Bergbui (Earth & Matter Wyrd, 1,056 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	6	6	4	6	2	5	4	3	6	6

Initiative	11 + 1D6
Movement (ES)	×2/×4/+2m (ES 1)
Condition Monitor	13/11
Limits	Physical 7, Mental 5, Social 7
Armor	7 (hardened armor), 8 (mystic armor)
Skills	Astral Combat 3, Assensing 3, Flight (just kidding, they can't fly, unless a giant kicks one…then maybe), Perception 3, Sneaking 3, Unarmed Combat 3
Powers & Qualities	Astral Inversion, Astral Phasing III (unconsciousness), Concealment (self), Dual Natured, Energy Aura (earth, suppressible), Engulf, Enhanced Sense (Low-Light Vision), Hardened Armor (Body + 2), Immunity (age, environment), Magic Sense, Movement, Mystic Armor (Willpower + 2), Shift (boulder), Sapience, Suppressed Metabolism, Toughness (P, 2) Allergy (cold/forged iron, severe), Vulnerability (cold/forged iron)

Brownie (Earth & Mind Wode)

Brownies, also commonly called gnomes (but don't say that to their face), are jovial and mischievous fey who are find the Mortal Races rather curious if not perfectly created to fall prey to their pranks. Some pranks involve children waking up to gifts of freshly baked sweet bread or the clothes of a bard falling off in the middle of a dramatic performance. Other pranks involve pushing children down wells or lighting barns on fire while bards are seducing the farmer's nubile sons and daughters on stacks of pretty pretty flammable hay inside.

Gnomes, fuck, I mean brownies, brownies appear as child-sized versions of the Mortal Races, but adults, like tiny adults about 0.9 meters tall, which with their Realistic Form Power makes them look really realistically like real tiny people. But the strange thing about gn, er, brownies is that they always dress in the clothes of the Mortal Race's culture from centuries ago, or at least a long time ago, well, maybe like last week if fashion changes fast for that culture. If "so last week" was a phrase, they'd be so last week.

Gnomes congregate together, sharing stories about what they have done to mortals, unless they're out in the world messing with mortals, in which case they tend to go alone or in pairs. Occasionally, they ravage a village with pranks in hordes of three or twenty. Those are fun times. Or horrific. But always fun for the gnomes. Brownies. Fucking brownies.

Brownie (Earth & Mind Wode, 1,260 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	7	7	2	6	3	6	6	3	6	6

Initiative	13 + 2D6
Movement (ES)	×4/×8/+4m (ES -1)
Condition Monitor	10/11
Limits	Physical 5, Mental 6, Social 8
Armor	5 (hardened armor), 8 (mystic armor)
Skills	Astral Combat 3, Assensing 3, Con 5, Etiquette 5, Negotiation 5, Perception 3, Sneaking 3, Unarmed Combat 3
Powers & Qualities	Accident, Astral Inversion, Astral Phasing III (unconsciousness), Celerity II, Concealment (self), Dual Natured, Energy Aura (earth, suppressible), Enhanced Sense (Low-Light Vision), Fast Reflexes I, Fey Glamour, Hardened Armor (Body + 2), Immunity (age, environment), Magic Sense, Movement, Mystic Armor (Willpower + 2), Realistic Form, Sapience, Suppressed Metabolism Allergy (cold/forged iron, severe), Vulnerability (cold/forged iron)

Dancing Ember (Fire Wisp)

Dancing Embers suck. They appear as 0.15 meter (6 inch) diameter lumps of coal or balls of ash unless they aren't suppressing their Energy Aura Power, in which case they look like floating sparks from a campfire…only 0.15 meters in size which can be quite terrifying as that's monstrously gigantic compared to normal campfire sparks…and those don't spit out 24 meter (79 foot) streams of fire at your face when you're trying to break camp in the cold dreary morning with the weight of a long ride to save the prince's hair piece from the wicked trichophagiac warlock hanging on your conscious.

As their name suggests, they like fire. They don't like not-fire. They aren't sapient so they communicate this poorly, usually by spitting fire at those who try and take their fire away from them. But they're also fey, and as fey they don't go around starting fires very often. They like it when lightning makes old growth catch fire, they come out and play then. Otherwise, they either quietly float around like dumpy lumps of coal looking for a fire or they just sit, sadly, in cold fire pits waiting for someone to come along and rekindle their dreams.

Dancing Ember (Fire Wisp, 1,124 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
1	10	9	1	4	2	4	4	3	6	3

Initiative	13 + 3D6
Movement (ES)	×4/×8/+4m flight (ES -4)
Condition Monitor	7/10
Limits	Physical 4, Mental 4, Social 6
Armor	0, 6 (mystic armor)
Skills	Astral Combat 3, Assensing 3, Exotic Ranged Weapon 3, Flight 4, Perception 3, Sneaking 3, Unarmed Combat 3
Powers & Qualities	Astral Inversion, Astral Phasing III (unconsciousness), Celerity III (flight), Concealment (self), Confusion, Dual Natured, Elemental Attack (fire), Energy Aura (fire, suppressible), Enhanced Sense (Low-Light Vision), Fast Reflexes II, Flight, Immunity (age, environment), Immunity to Normal Weapons, Magic Sense, Mimicry, Mystic Armor (Willpower + 2), Suppressed Metabolism Allergy (cold/forged iron, severe), Vulnerability (cold/forged iron)

Nymphs (Earth, Matter, Mind, & Water Faerie)

Dryads are hot. Which is weird because they aren't into fire, in fact they hate fire, mostly because it can kill them real good. I digress. Dryads appear as fluid and earthy members of one of the mortal races who possess exceptional beauty, grace, and suave de vivre (or whatever, Earth languages get translated weirdly in fantasy settings). They can be of either gender with the occasional androgynous and hermaphrodite individuals being recorded. Their earthy nature manifests as tree-bark brown skin, green hair, and so on, and often have animal-like qualities like goat legs or cat eyes. Their watery nature is exhibited through near constant droplets of perspiration glistening erotically on their skin, the gentle gliding of their tongue as they speak through their supple sultry lips. They often go by other names such as satyrs, dryads, nereids, sexy-men/women-o-the-woods, soil succubi, and so on.

Dryads like to [1.48 Mps redacted: NSFW].

When not seducing mortals for their pleasure, dryads often rise to high ranks among the other fey. They are the most likely of the fey to form regal courts and noble "houses" where they use other fey as lower members of their strange social structure and lure mortals to become eternal guests, or slaves, or zoo-like exhibits, or something. Most mortals that get lured in and then return to the Mortal Realm don't usually remember much, so maybe they get lured in for a nice cup of tea or something.

Dryad (Earth, Matter, Mind, & Water Faerie, 1,762 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
4	7	7	3	6	4	6	6	3	6	6

Initiative	13 + 3D6
Movement (ES)	×3/×6/+3m (ES 0)
Condition Monitor	12/10
Limits	Physical 6, Mental 7, Social 8 (14)
Armor	6 (hardened armor), 8 (hardened mystic armor)
Skills	Astral Combat 4, Animal Handling 6, Assensing 6, Con 6, Etiquette 6, Negotiation 6, Perception 6, Sneaking 5, Unarmed Combat 4. Performance Skill Group 6
Powers & Qualities	Accident, Animal Control, Astral Inversion, Astral Phasing III (unconsciousness), Celerity, Concealment (self), Dual Natured, Empathy, Energy Aura (Earth, suppressible), Enhanced Sense (Low-Light Vision), Fast Reflexes II, Fey Glamour, Guard, Hardened Armor (Body + 2), Hardened Mystic Armor (Willpower + 2), Immunity (age, environment), Magic Sense, Mist Form, Movement, Sapience, Shift (one Mortal Race), Suppressed Metabolism, Toughness (P, 2) Allergy (cold/forged iron, severe), Vulnerability (cold/forged iron), Vulnerability (fire)

Pixie (Air, Earth, Matter, & Mind Faerie)

If it weren't for their allergies, and if they got their act together, pixies could rule the world with an iron fist. This is an empirically known fact as it is known for a fact by every pixie ever and they will tell you, first hand, that it is so and in most cases they will leave out the allergies and not-together acts bits.

Pixies' fey form is humanoid with wings and they are typically very thin which gives them a tall appearance, but obese pixies have been encountered. The largest pixie recorded stood at a gigantically huge 0.66 meters (2'2"), but the vast majority of these anti-daikini little shits stand about 0.36 meters (14 inches) tall and have a wingspan of twice to three times their height. Their wings are most commonly insect-like with butterflies and dragonflies being the most common of the commonly encountered wing type, but hummingbird and owl wings have also been reported. Their skin color ranges from that of the sky (blues, whites, sunsets, etc.) and the earth (tree bark, rocks, mud, etc.) with an infinite range of hair colors, textures, and styles. Their eyes tend to be very large and round, like those of innocent newborns of any mammalian species. Each pixie can use their Shift Power to transform into an animal that matches their personality and not much larger than twice their fey-form size.

Most scholars, adventurers, and common folk agree to one degree or another that the severity, dangerousness, and chance for harm from interacting with pixies is inversely proportional to the innocence of the victim. Babies and small children may find themselves under the watchful vengeful protection of pixies while despotic tyrants taking a dump in the woods may never be heard from again. But that may just be folklore about why no one ever sees the king shit in the woods while bears do. One such story goes as follows: The king was walking one day and soon found himself deep in the woods where he had never been. He spotted a bear in a clearing at watched as it ate from a recently acquired bee hive while pixies combed the bear's sticky hair clean of excess honey and chased the bees away from the beast's eyes. Amazed, the king walked into the clearing a greeted the pixies. The bear turned and ran with its honey nest and the pixies turned angrily upon the king for the rude interruption. The pixies, being pixies, began to proclaim, long-windedly and with much chagrin, how rude and bad and not-nice the king was and all of the terrible fates that awaited the king as soon as they were done describing them. At first the king tried to be kingly and tell the pixies that it was his right to hail those who trespassed on his land. This wasn't smart as the pixies had been there before the kings great-great-grandmother had even founded the kingdom and the king's words made the pixies even angrier. The king then decided to use what little intelligence he had and switched his tactics. "The bear is a ferocious beast, mauling even the most innocent of hares when hungry, and yet you did not threaten him after stealing the honey from the bees, so why do you attack me with your threats," the king asked. "That is the bear. The bear was being a bear, innocent even in its crimes," one replied, "which isn't even a crime, just a bear," said a second to the first. "But you," started a third to the king, "you have more thoughts than the bear, and in thinking should know your thoughts were wrong to think to approach us and chase off the bear from our games!" "But," replied the king, "in being the king of the mortals of these lands, are I not just being a king by greeting those who can think thoughts here?" This pleased the pixies and so they allowed the king to take the place of the bear as they conversed with him about the

mortal lands and combed his hair and chased flies from his face until late in the evening where the king quietly fell asleep. The next morning, of course, the king was covered in dew and slugs, all his hair had been shaved off and he had tulips and poison ivy tied around his dangly bits. But at least the pixies were gone.

Pixie (Air, Earth, Matter, & Mind Faerie, 1,359 Karma*)

B	A	R	S	W	L	I	C	EDG	M	ESS
2	8	8	1	6	4	6	6	3	6	4

Initiative	14 + 3D6
Movement (ES)	×2/×4/+2m, ×4/×8/+4m flight (ES -3)
Condition Monitor	9/10
Limits	Physical 4, Mental 7, Social 8
Armor	4 (hardened armor), 8 (hardened mystic armor)
Skills*	Astral Combat 100%, Assensing 100%, Flight 100%, Perception 100%, Sneaking 100%, Unarmed Combat 100% Combat Skill Group (all Combat Skills) 100%, Conjuring Skill Group 100%, Enchanting Skill Group 100%, Spellcasting Skill Group 100%
Powers & Qualities	Accident, Astral Inversion, Astral Phasing IV (unconsciousness), Celerity, Celerity (flight), Concealment (self), Confusion, Dual Natured, Energy Aura (lightning, suppressible), Enhanced Sense (Low-Light Vision), Fast Reflexes II, Fey Glamour, Flight, Guard, Hardened Armor (Body + 2), Hardened Mystic Armor (Willpower + 2), Immunity (age, environment), Magic Sense, Movement, Sapience, Search, Shift (one small animal), Suppressed Metabolism, Toughness (P, 2) Allergy (cold/forged iron, severe), Vulnerability (cold/forged iron)
Notes	* The Karma does not include Skills. All Skill ratings listed are the universally self-reported ratings that pixies have provided the author. One suspects in reality the ratings range from 3 to 7 and that they're probably lying about the Combat Skill Group and the Enchanting Skill Group and most of the other Skill Groups if not all of them…but good on them for being aware of the rules system that governs their reality.

Uiscewyrd (Matter & Water Wyrd)

Uiscewyrd are weird. Mostly because their name is weird. Like "uisce" is Irish for water and it's pronounced "ishka" and wyrd is Old English for fate and pronounced "weird" or "werd" and neither Irish nor Old English exist in this fantasy world and usually when someone says "water-fate," you don't think of two meter tall water droplets with horse heads nagging you to death by drowning. But you might think of water as being your final fate, so that totally makes sense, but it's totally not the final fate of water. Unless it is? If that's true, the ocean's going to get real scary.

Anyway. These fey can turn into the form of an animal, usually a horse or hippopotamus or cow. But they always seem real weird…like a horse made of water, or a cow made of wetness. Weird right. At least they don't stray far from the waters that they call their home.

They tend to act like the animals they can turn into, only all watery-like, and leave everyone and everything alone…unless you're swamp grass, swamp grass gets fucked by uiscewyrd. Also, people that pollute their waters tend to get the watery end of a hoof as these fey protect their territory fiercely. But luckily this isn't something that most mortals do because anything related to that whole "circle of life" crap, like a man crapping in a stream, tends to not be considered polluting. But using a pond as a village's trash heap…that pisses them off to no end. They especially like to bludgeon people while they turn the ground around them into muddy sludge using their Binding Power which allows them to keep their new found punching meat-bags around for a while.

Uiscewyrd (Matter & Water Wyrd, 1,116 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	6	6	4	6	2	5	4	3	6	6

Initiative	11 + 1D6
Movement (ES)	×2/×4/+2m (ES 1)
Condition Monitor	13/11
Limits	Physical 7, Mental 5, Social 7
Armor	7 (hardened armor), 8 (mystic armor)
Skills	Astral Combat 6, Assensing 3, Perception 3, Sneaking 3, Unarmed Combat 6
Powers & Qualities	Astral Inversion, Astral Phasing III, Binding, Concealment (self), Dual Natured, Energy Aura (water, suppressible), Engulf, Enhanced Sense (Low-Light Vision), Hardened Armor (Body + 2), Immunity (age, environment), Magic Sense, Mist Form, Mystic Armor (Willpower + 2), Shift (large animal), Suppressed Metabolism, Toughness (P, 2) Allergy (cold/forged iron, severe), Vulnerability (cold/forged iron)

Will-o-the-Wisp (Air Wisp)

Will-o-the-wisps are small, around 0.15 meters (6 inches) in diameter, flying globes that from a distance look like flickering flames much like small torches when they aren't suppressing their Energy Aura Power. With their Weather Control Power they like to keep a constant light mist or fog around themselves which, whether they know it or not, helps to promote the illusion that they're torches.

These wisps also have a habit of mimicking the sounds that they hear, especially of mortals, such that in the middle of the night travelers awake to see torches leading off into the dark echoing snippets of conversations they had earlier in the evening. They're pretty stupid though, so when and if someone gets close enough to them they are likely to freak out and start shocking their "attackers" with their Energy Aura…much like a toddler ramming their heads into a wall with a bucket of lightning on their heads.

Will-o-the-Wisp (Air Wisp, 1,216 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
1	10	9	1	4	2	4	4	3	6	3

Initiative	13 + 3D6
Movement (ES)	×4/×8/+4m flight (ES -4)
Condition Monitor	7/10
Limits	Physical 4, Mental 4, Social 5
Armor	0, 6 (mystic armor)
Skills	Astral Combat 4, Assensing 4, Flight 6, Perception 4, Sneaking 6, Unarmed Combat 4
Powers & Qualities	Astral Inversion, Astral Phasing III, Celerity III (flight), Concealment (self), Confusion, Dual Natured, Energy Aura (lightning,, suppressible), Enhanced Sense (Low-Light Vision), Fast Reflexes II, Flight, Immunity (age, environment), Immunity to Normal Weapons, Magic Sense, Mimicry, Mystic Armor (Willpower + 2), Suppressed Metabolism, Weather Control Allergy (cold/forged iron, severe), Vulnerability (cold/forged iron)

G. Undead

Undead are a blight on the world in general, and on mortals in particular. Undead are antithetical to life. You want sparkles? Look to the fey. You want brooding tortured immortal nobles that seduce maidens and farm boys only to find love at the end of a stake? Not here. Undead are horrific; any semblance of humanity (or other species-ity) has been severely warped by their failure to pass from the Mortal Realm.

Okay, you could probably play as one of the undead, but the campaign would have to be so specifically tailored to it that all players should be undead, or at least mind-fuckingly evil. Karma costs are only listed for corporeal undead as incorporeal, like spirits vary too much by Force.

Becoming Undead

All undead share some traits; like a general hatred for the living. Most importantly they're undead, which means that anything listed as affecting undead affects, well, undead. Otherwise, upon arising, all undead gain the following powers and weaknesses:

- Immunity to Age, Pathogens, and Toxins.
- Allergy (sunlight, varies)

All undead have only one Condition Monitor track where both Stun and Physical damage is applied (if applicable). The base number of boxes in their Condition Monitor is equal to 10 + Body for corporeal undead and 10 + Willpower for incorporeal undead.

Corporeal

Corporeal undead do not have souls, when they are killed that's it, there's nothing that moves on. The soul that had originally occupied the body either passed on to the Gods' Realms, got lost in the Astral, became trapped as an incorporeal undead, or was utterly annihilated. This means corporeal undead can never astral project (but they are dual natured).

The vast majority of corporeal undead are not sapient, they're mindless. They move, kill, feed, and repeat.

Sapient corporeal undead are just that, sapient soulless abominations whose very intelligence is a mockery of the living. Sapient corporeal undead often have the memories and personality of the person they were but again, the soul has left. This means there can be two versions of the person that had become undead, one corporeal and one incorporeal (if it hadn't been annihilated).

Where life conducts mana, though often poorly and with resistance (a.k.a. Drain), corporeal undead have a harder time affecting and being affected by mana which is determined by their Mana Resistor power rating (see 12 Power & Weaknesses, below).

In addition to a natural armor rating equal to their Body, corporeal undead have Immunity to Stun Damage which means they have the equivalent of Hardened Armor equal to their Essence when dealing with that damage type.

All corporeal undead gain the following powers when they are created:

- Armor (natural, equal to Body)
- Dual Natured
- The Great Plague (except most skeletal undead)
- High Pain Tolerance (varies)
- Immunity to Stun Damage
- Mana Resistor (varies)
- Natural Weapon (varies)

Corporeal undead, especially the sapient ones, often have additional Powers and Qualities.

Incorporeal

Incorporeal undead are not true spirits (and in this fantasy setting Shedim are counted as incorporeal undead, but having originated in a different Realm than the Mortal Realm). They can manifest, but only via the Incorporeal power which does not allow them to affect or be affected by non-magical physical objects, weapons, or even non-dual natured living creatures and Physical indirect combat spells.

Incorporeal undead cannot be summoned, nor can they travel beyond the Astral (save to specific Realms that accept the undead).

Incorporeal undead can be banished. If the banishing is successful, or if they have all the boxes on either their Stun or Physical Condition Monitor filled, they are sent deep into the Astral and must find their way back.

All incorporeal undead gain the following powers:

- Banishing Resistance
- Incorporeal

Over time incorporeal undead increase their Force. Most begin their cursed existence with a Force equal to half the Essence of the living creature they once were. As they spread pain, suffering, and especially if their actions cause more undead to enter the world, their Force increases. There's no clear rhyme or reason as to how fast their Force increases; no "if it deals X damage," or "if it causes Y new undead to arise," then "it gains Z Force." As a general rule, each of the more powerful incorporeal spirits should have a Force of +1 from the previous one. Which, on average, translates to Apparitions having being at least Force 3, Undead Spirits at least Force 4, Shadows Force 5, Wraiths Force 6, and Spectres at least Force 7. At least.

Feeding

Undead do not need nourishment like the living, but they still must feed. At the core, they feed off mana-rich emotions. The more "complex" the undead the more potent the source must be. Mindless undead unknowingly nourishing themselves on their victim's emotions as they mimic the physical act of eating flesh. It is as if they are learning, practicing, the Energy/Essence Drain power without actually having it. Instead, they use their Undead Hunger power.

The more sentient/powerful the corporeal undead the less physical "flesh" is needed as they usually have gained either the Energy or Essence Drain power.

The Undead, Edge, & Professional Rating

Most undead to not have Edge, nor do they have a Professional Rating from which to draw upon. Only undead with the Sapient power can have Edge and even then, they must also have the Heroic Positive Quality in order to use it. Those undead that have and can use Edge can choose to share their Edge with their undead servants akin to the group

having a Professional Rating (though most are too cruel and selfish to do so).

Incorporeal undead always have an Edge rating, at a minimum equal to their Force, if only for Banishing.

Degeneracy of the Undead

If a person dies and their body is not consecrated within three days then they will rise as undead. They may rise as both a corporeal undead and an incorporeal one, but it is far more common for the soul of the deceased to successfully pass on and only the body rise from death.

While there are exceptions, in almost every case an unconsecrated death will result in the body becoming a zombie, and if the soul is trapped, the soul will become an apparition.

If the zombie or apparition survives long enough then they have a chance to grow in power and become other types of undead. The progression is not always linier; sometimes the undead skips one or more steps, but they typically follow the paths outlined in the Degeneracy of the Unconsecrated Dead graphic below.

The Undead & Other Spirits

Other Astral entities generally abhor the undead, almost as much as mortals do. While the reasons are many, one foundational source of the animosity between normal spirits and the undead is the fact that it is possible for sapient undead to learn (or re-learn) any of the conjuring skills in order to banish, bind, and summon normal spirits just as mortals do.

It isn't particularly common for sapient undead to be skilled summoners, but it has happened enough to have engendered a nearly eternal hatred between them. Darker and more evil-natured spirits show less of distaste for the undead as their goals often coincide.

Getting Rid of the Undead

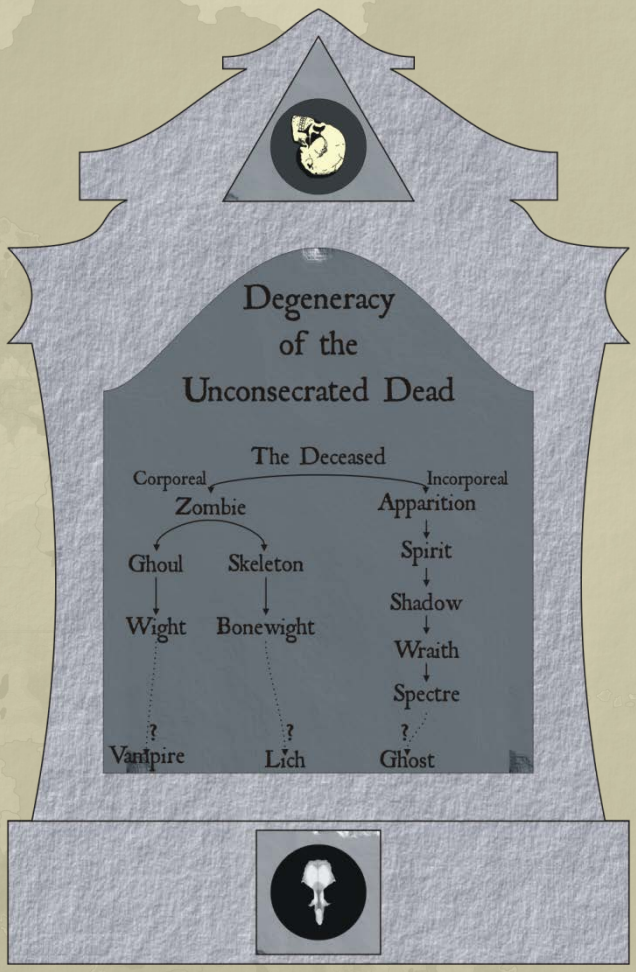
Corporeal undead are relatively easy to dispose of. If their condition monitor is filled then they are destroyed, the corpse being unable to reanimate. Unfortunately, this doesn't work on the corpse before it becomes undead unless extreme measures are taken. Most pyres only burn hot enough to create skeletons and for severely damaged corpses the act of becoming undead reconstitutes them enough to rise. If animals feed off a corpse then the chances of it rising as undead are greatly reduced.

On rare occasions the inherent power of a sapient corporeal undead is strong enough to survive the destruction of its body. But in most cases this is something the undead has set up beforehand through dark rituals that allow it to inhabit another body.

Incorporeal undead are a bigger problem. If they're successfully banished they'll most likely return within (Force) weeks unless they get lost in the Astral then it may take them longer to return…but they'll always return. If the incorporeal undead is disrupted then it just takes them twice as long to return as if they had been banished.

The sure way to get rid of incorporeal undead is to annihilate them through making a spirit formula of them (SG, 203). For the vast majority of people this is far beyond their capability which is why most settlements are always within a few days travel of someone that can.

Lastly, most of the weaker incorporeal undead (apparitions and undead spirits) and occasionally the stronger ones are tied to some event, some wrong that was committed, which was the catalyst for their cursed state. If one is able to discover the origins of the event and present some proof to the undead that it has been corrected then it is possible the incorporeal undead will be able to depart. Once all the conditions have been met in order to free the spirit, there is usually a final contest of wills which requires an Opposed test between the lead individual and the undead. Commonly this is a Charisma + Willpower [Mental] vs Force × 2 [Mental] Opposed Test. In some cases groups of mortals can make use of bonuses from Teamwork tests, but in all cases the undead still gains bonus dice as if it were a Banishing Test.



Zombies

The modifiers for a zombie's Attributes and other abilities are based on the original creature. Zombie Skill ranks are equal to the zombie's Magic. Most zombies are unable to run or sprint (listed as NA in their Movement entry).

Zombies that arise from the newly-dead start as "new-borns." They are relatively slow and weak, but as carriers of the Great Plague and utterly relentless they are still dangerous. When they begin to accrue Wound penalties, the penalties represent an overall loss of bodily cohesion as they do not feel pain…only hunger for the living.

If a zombie is able to successfully survive and feed regularly during that time, they become stronger. The GM is free to increase its Attributes, allow it to run, add new powers and skills and/or increase the ones they already have. After several months to a year of surviving, zombies may gain sentience and become ghouls or worse. Zombies that fail to feed for prolonged periods of time typically end up becoming skeletons.

New-Born Zombie Template

B	A	R	S	W	L	I	C	EDG	M	ESS
+1	+0	-1	+0	+1	+0	-1	+1	-	+1	÷2

Initiative	(R+I) + 1D6
Movement (ES)	(×2)-1/NA/NA (ES varies)
Condition Monitor	10 + Body
Limits	Physical, Mental, Social
Armor	+Body (natural), Essence × 2 (hardened vs. Stun)
Skills	Assensing, Perception, Sneaking, Unarmed Combat
Powers & Qualities	Dual Natured, Fortified Body, The Great Plague (bite & claw, -1), High Pain Tolerance (3), Immunity (Age, Pathogens, Stun Damage, Toxins), Mana Resistor (E), Natural Armor (Body), Natural Weapon (bite & claw: DV (STR+1)P, AP -1, Reach -1), Undead Hunger (1 day) Allergy (Sunlight, mild), Hobbled

New-Born Zombie: Human Commoner (565 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
4	3	2	3	4	3	2	4	-	4	3

Initiative	4 + 1D6
Movement (ES)	(×2)-1/NA/NA (ES 0)
Condition Monitor	14
Limits	Physical 4, Mental 4, Social 5
Armor	4 (natural), 6 (hardened vs. Stun)
Skills	Assensing 4, Perception 4, Sneaking 4, Unarmed Combat 4
Powers & Qualities	Dual Natured, Fortified Body, The Great Plague (bite & claw, -1), High Pain Tolerance (3), Immunity (Age, Pathogens, Stun Damage, Toxins), Mana Resistor (E), Natural Armor (Body), Natural Weapon (bite & claw: DV 4P, AP -1, Reach -1), Undead Hunger (1 day) Allergy (Sunlight, mild), Hobbled

Skeletons

The modifiers for a skeleton's Attributes and other abilities are based on the original creature. Skeleton Skill ranks are equal to the skeleton's Magic + Essence. Most skeletons are unable to sprint (listed as NA in their Movement entry) and lose the ability to spread the Great Plague.

Skeletons often show a spark of sentience in that they are capable of donning armor and using weapons. But as far as sentient self-awareness that is as far as it goes.

Average Skeleton Template

B	A	R	S	W	L	I	C	EDG	M	ESS
-1	+1	+1	+0	+0	+0	+0	+0	-	+1	÷2

Initiative	(R+I) + 1D6
Movement (ES)	×2/×3/+2m (ES varies)
Condition Monitor	10 + Body
Limits	Physical, Mental, Social
Armor	+Body (natural), Essence × 2 (hardened vs. Stun)
Skills	Assensing, Perception, Sneaking, Unarmed Combat
Powers & Qualities	Dual Natured, Fortified Body, High Pain Tolerance (3), Immunity (Age, Pathogens, Stun damage, Toxins), Mana Resistor (E), Natural Armor (Body), Natural Weapon (bite & claw: DV (STR+1)P, AP -1, Reach -1), Undead Hunger (1 day) Allergy (Sunlight, mild)

Average Skeleton: Human Commoner (563 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
3	4	3	3	4	3	2	4	-	4	3

Initiative	5 + 1D6
Movement (ES)	×2/×3/+2m (ES 0)
Condition Monitor	13
Limits	Physical 4, Mental 4, Social 5
Armor	3 (natural), 6 (hardened vs. Stun)
Skills	Assensing 4, Perception 4, Sneaking 4, Unarmed Combat 4
Powers & Qualities	Dual Natured, Fortified Body, High Pain Tolerance (3), Immunity (Age, Pathogens, Stun damage, Toxins), Mana Resistor (E), Natural Armor (Body), Natural Weapon (bite & claw: DV 4P, AP -1, Reach -1), Undead Hunger (1 day) Allergy (Sunlight, mild)

Ghouls

Ghouls are the lowest order of corporeal undead to be sapient. They are often "born" from zombies that have survived and successfully kept themselves fed for long periods of time, typically about a year. However, zombies that have routinely fed on highly magical victims, lurked in higher than normal background counts, or otherwise have been in constant contact with magical sources on which to feed a zombie may become a ghoul in only a matter of weeks.

The other most common origin of ghouls is from being slain by one. While living creatures risk succumbing to the Great Plague if they are wounded by a ghoul as normal, if a living creature is slain by a ghoul then the creature will arise as undead in half the time rolled (see L Powers & Weakness, The Great Plague, below) and on a result of 2-6 on a 2D6 roll, the creature will rise as a ghoul otherwise roll as normal.

The modifiers for a ghoul's Attributes and other abilities are based on the original zombie. If the undead "skipped" being a zombie, you can either apply the changes directly to the original creature's statistics or apply the zombie modifiers first and then layer on the ghoul's. Beginning ghoul Skill ranks are equal to the ghoul's Magic + 2, but since they gain sapience they are now able to train and learn new skills and abilities (including magical ones) and may even retain the magical skills and abilities that their corpse had when alive.

New Ghoul Template

B	A	R	S	W	L	I	C	EDG	M	ESS
+1	+1	+2	+2	+1	+0	+1	+1	-	+1	*

Initiative	(R+I) + 2D6
Movement (ES)	×2/×4/+3m (ES varies)
Condition Monitor	10 + Body
Limits	Physical, Mental, Social
Armor	+Body (natural), Essence × 2 (hardened vs. Stun)
Skills	Assensing, Perception, Sneaking, Unarmed Combat
Powers & Qualities	Dual Natured, Energy Drain, Fast Reflexes I, Fortified Body, The Great Plague (bite & claw, -1), High Pain Tolerance (5), Immunity (Age, Pathogens, Stun damage, Toxins), Mana Resistor (8-E), Natural Armor (Body), Natural Weapon (bite & claw: DV (STR+2)P, AP -2, Reach 0), Sapience Allergy (Sunlight, moderate), Essence Loss
Notes	Ghouls have a base Essence equal to their original species and lose Essence every 11 days when the moon Tolren is full.

Average Ghoul: Human Commoner (898 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	4	4	5	5	3	3	5	-	5	*

Initiative	7 + 2D6
Movement (ES)	×2/×4/+3m (ES 0)
Condition Monitor	15
Limits	Physical 7, Mental 5, Social 5*
Armor	5 (natural), Essence × 2 (hardened vs. Stun)
Skills	Assensing 6, Perception 6, Sneaking 6, Unarmed Combat 6
Powers & Qualities	Dual Natured, Energy Drain, Fast Reflexes I, Fortified Body, The Great Plague (bite & claw, -1), High Pain Tolerance (5), Immunity (Age, Pathogens, Stun damage, Toxins), Increased Sprint I, Mana Resistor (8-E), Natural Armor (Body), Natural Weapon (bite & claw: DV 4P, AP -1, Reach -1), Sapience Allergy (Sunlight, moderate), Essence Loss
Notes	Ghouls have a base Essence equal to their original species and lose Essence every 11 days when the moon Tolren is full.

Bonewights

Bonewights are essentially skeletons that have become sapient. The modifiers for a bonewight's Attributes and other abilities are based on the original skeleton from which it emerged. New bonewight Skill ranks are equal to their pre-sapient skeleton's Magic + 3, but as they are sapient they are now able to train their skills and abilities and also learn new ones (including magical abilities). Like skeletons, most bonewights do not have the ability to spread the Great Plague, though around 10% do carry the disease.

Average Bonewight Template

B	A	R	S	W	L	I	C	EDG	M	ESS
+2	+2	+3	+1	+2	+0	+2	+0	-	+1	6

Initiative	(R+I) + 2D6
Movement (ES)	×2/×4/+2m (ES varies)
Condition Monitor	10 + Body
Limits	Physical, Mental, Social
Armor	+Body (natural), Essence × 2 (hardened vs. Stun)
Skills	Assensing, Perception, Sneaking, Unarmed Combat
Powers & Qualities	Armor, Dual Natured, Fast Reflexes I, Fortified Body, High Pain Tolerance (5), Immunity (Age, Pathogens, Stun damage, Toxins), Mana Resistor (8-E), Natural Weapon (bite & claw: DV (STR+1)P, AP -3, Reach 0), Sapience, Undead Hunger (2 hours) Allergy (Sunlight, moderate)

Average Bonewight: Human Commoner (1,118 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	6	6	4	6	3	4	4	-	5	6

Initiative	10 + 2D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	15
Limits	Physical 7, Mental 6, Social 7
Armor	5 (natural),12 (hardened vs. Stun)
Skills	Assensing 8, Perception 8, Sneaking 8, Unarmed Combat 8
Powers & Qualities	Dual Natured, Fast Reflexes I, Fortified Body, High Pain Tolerance (5), Immunity (Age, Pathogens, Stun damage, Toxins), Mana Resistor (8-E), Natural Armor (Body), Natural Weapon (bite & claw: DV 5P, AP -3, Reach 0), Sapience, Undead Hunger (2 hours) Allergy (Sunlight, moderate)

Wights

Wights commonly emerge from powerful and old ghouls or from great heroes that have met a terrible fate. The base template below is applied to the ghoul (or other creature) that the wight has emerged from. Wights almost always have other skills and abilities than those listed in the template but in general, wights that emerge from ghouls always retain the skills and abilities that they had gained as a ghoul while those that emerged from the living rarely retain all their abilities (where Magic + 4 is a Skill rank baseline for newly emerged wights). The older the wight, the more powerful they are.

Those that contract the Great Plague from a wight and fail to pull through become ghouls on a result of 1-2 on a 1D6 roll, otherwise they rise as per the roll on the Great Plague table; type of undead rising.

New Wight Template

B	A	R	S	W	L	I	C	EDG	M	ESS
+2	+2	+2	+3	+2	+1	+2	+2	-	+2	*

Initiative	(R+I) + 2D6
Movement (ES)	×2/×5/+3m (ES varies)
Condition Monitor	10 + Body
Limits	Physical, Mental, Social
Armor	+Body (natural), Essence × 2 (hardened vs. Normal Weapons & Stun damage)
Skills	Assensing, Perception, Sneaking, Unarmed Combat
Powers & Qualities	Dual Natured, Energy Drain, Fast Reflexes I, Fortified Body, The Great Plague (bite & claw, +1), Increased Running I, Increased Sprint I, High Pain Tolerance (6), Immunity (Age, Normal Weapons, Pathogens, Stun damage, Toxins), Mana Resistor (6-E), Natural Armor (Body), Natural Weapon (bite & claw: DV (STR+3)P, AP -3, Reach 0), Sapience Allergy (Sunlight, severe), Essence Loss
Notes	Wights have a base Essence equal to their original species and lose Essence every 11 days when the moon Tolren is full.

Average Wight: Human Commoner (1,597 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
7	6	6	8	7	4	5	7	-	5	*

Initiative	7 + 2D6
Movement (ES)	×2/×5/+3m (ES 0)
Condition Monitor	17
Limits	Physical 9, Mental 7, Social 9*
Armor	7 (natural), Essence × 2 (hardened vs. Normal Weapons & Stun damage)
Skills	Assensing 9, Perception 9, Sneaking 9, Unarmed Combat 9
Powers & Qualities	Dual Natured, Energy Drain, Fast Reflexes I, Fortified Body, The Great Plague (bite & claw, +1), Increased Running I, Increased Sprint I, High Pain Tolerance (6), Immunity (Age, Normal Weapons, Pathogens, Stun damage, Toxins), Mana Resistor (6-E), Natural Armor (Body), Natural Weapon (bite & claw: DV (STR+3)P, AP -3, Reach 0), Sapience Allergy (Sunlight, severe), Essence Loss
Notes	Wights have a base Essence equal to their original species and lose Essence every 11 days when the moon Tolren is full.

Apparition

Apparitions are the most common and weakest of incorporeal undead. They are barely sapient; their minds tortured by their new existence as undead, trapped halfway between life and fully passing on.

The Force of an apparition is typically half that of the Essence of the creature from which it emerged.

New Apparition Template

B	A	R	S	W	L	I	C	EDG	M	ESS
-	-	-	-	F	F	F	F	F*	F	F

Initiative	(Int×2) + 2D6, Astral: (Int×2) + 3D6
Movement (ES)	×2/×4/+2m (ES varies)
Condition Monitor	10 + Willpower
Limits	Physical (F × 4) ÷ 3, Mental (F × 4) ÷ 3, Social (F × 4) ÷ 3
Armor	NA
Skills	Skill ratings are equal to its Force plus any listed modifier after the skill: Assensing, Astral Combat, Perception, Sneaking, Spellcasting +1
Powers & Qualities	Astral Form, Banishing Resistance, Fortified Willpower, High Pain Tolerance (3), Immunity (Age, Pathogens, Stun Damage, Toxins), Incorporeal, Sapience, Summoning Resistance, Undead Hunger (1 day)
Optional Powers	Choose 1, plus 1 per 3 full Force: Accident, Confusion, Concealment, Endowment, Fear, Innate Spell (Punch, Knockout, Agony, Chaos, Phantasm, Fling, Levitate, Poltergeist, or Shadow), Inhabitation, Mimicry, Shadow Cloak, Silence Allergy (Sunlight, mild)
Notes	* Only if the incorporeal undead has the Heroic Positive Quality may it use Edge. ** Incorporeal spirits are immune to Physical sources of damage, including magic like indirect Combat Spells.

Average Apparition: Human Commoner

B	A	R	S	W	L	I	C	EDG	M	ESS
-	-	-	-	3	3	3	3	3*	3	3

Initiative	6 + 2D6, Astral: 6) + 3D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	13
Limits	Physical 4, Mental 4, Social 4
Armor	NA
Skills	Assensing 3, Astral Combat 3, Perception 3, Sneaking 3, Spellcasting 4
Powers & Qualities	Astral Form, Banishing Resistance, Fortified Willpower, High Pain Tolerance (3), Immunity (Age, Pathogens, Stun Damage, Toxins), Incorporeal, Sapience, Summoning Resistance, Undead Hunger (1 day)
Optional Powers	Choose 1, plus 1 per 3 full Force: Accident, Confusion, Concealment, Endowment, Fear, Innate Spell (Punch, Knockout, Agony, Chaos, Phantasm, Fling, Levitate, Poltergeist, or Shadow), Inhabitation, Mimicry, Shadow Cloak, Silence Allergy (Sunlight, mild)
Notes	* Only if the incorporeal undead has the Heroic Positive Quality may it use Edge. ** Incorporeal spirits are immune to Physical sources of damage, including magic like indirect Combat Spells.

Undead Spirit

Undead spirits are the second most common of the incorporeal spirits. They are commonly called by the names of other types of incorporeal undead as the majority of people are unaware of the subtleties between apparitions, undead spirits, shadows, and so on.

Undead spirits usually arise from those apparitions that have survived long enough that they have grown accustomed to the terrible state they have found themselves in; the pain, terror, and horror of their existence having subsided and coalesced into a more focused madness.

New Undead Spirit Template

B	A	R	S	W	L	I	C	EDG	M	ESS
-	-	-	-	F+1	F	F+1	F+2	F*	F	F

Initiative	(Int×2) + 2D6, Astral: (Int×2) + 3D6
Movement (ES)	×2/×4/+2m (ES varies)
Condition Monitor	10 + Willpower
Limits	Physical ([F × 4]+6) ÷ 3, Mental ([F × 4]+2) ÷ 3, Social ([F × 4]+5) ÷ 3
Armor	NA
Skills	Skill ratings are equal to its Force plus any listed modifier after the skill: Assensing +1, Astral Combat +1, Intimidation, Perception, Sneaking, Spellcasting +2
Powers & Qualities	Astral Form, Banishing Resistance, Fortified Willpower, High Pain Tolerance (3), Immunity (Age, Pathogens, Stun Damage, Toxins), Incorporeal, Sapience, Summoning Resistance, Undead Hunger (1 day)
Optional Powers	Choose 2, plus 1 per 3 full Force: Accident, Confusion, Concealment, Endowment, Fear, Innate Spell (Punch, Knockout, Agony, Chaos, Phantasm, Fling, Levitate, Poltergeist, or Shadow), Inhabitation, Mimicry, Shadow Cloak, Silence Allergy (Sunlight, mild)
Notes	* Only if the incorporeal undead has the Heroic Positive Quality may it use Edge. ** Incorporeal spirits are immune to Physical sources of damage, including magic like indirect Combat Spells.

Average Undead Spirit: Human Commoner

B	A	R	S	W	L	I	C	EDG	M	ESS
-	-	-	-	5	4	5	6	4*	4	4

Initiative	10 + 2D6, Astral: 10 + 3D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	15
Limits	Physical 8, Mental 6, Social 7
Armor	NA
Skills	Assensing 5, Astral Combat 5, Intimidation 4, Perception 4, Sneaking 4, Spellcasting 6
Powers & Qualities	Astral Form, Banishing Resistance, Fortified Willpower, High Pain Tolerance (3), Immunity (Age, Pathogens, Stun Damage, Toxins), Incorporeal, Sapience, Summoning Resistance, Undead Hunger (1 day)
Optional Powers	Choose 2, plus 1 per 3 full Force: Accident, Confusion, Concealment, Endowment, Fear, Innate Spell (Punch, Knockout, Agony, Chaos, Phantasm, Fling, Levitate, Poltergeist, or Shadow), Inhabitation, Mimicry, Shadow Cloak, Silence Allergy (Sunlight, mild)
Notes	* Only if the incorporeal undead has the Heroic Positive Quality may it use Edge. ** Incorporeal spirits are immune to Physical sources of damage, including magic like indirect Combat Spells.

Shadow

Shadows are the weakest of the incorporeal spirits that have survived long enough that they have given up any remaining hope at passing on and have started to embrace being what they are.

New Shadow Template

B	A	R	S	W	L	I	C	EDG	M	ESS
-	-	-	-	F+1	F	F+2	F+2	F*	F	F

Initiative	(Int×2) + 2D6, Astral: (Int×2) + 3D6
Movement (ES)	×2/×4/+2m (ES varies)
Condition Monitor	10 + Willpower
Limits	Physical ([F × 4]+7) ÷ 3, Mental ([F × 4]+3) ÷ 3, Social ([F × 4]+5) ÷ 3
Armor	NA
Skills	Skill ratings are equal to its Force plus any listed modifier after the skill: Assensing +2, Astral Combat +2, Intimidation, Perception, Sneaking, Spellcasting +3
Powers & Qualities	Astral Form, Banishing Resistance, Fortified Willpower, High Pain Tolerance (5), Immunity (Age, Pathogens, Stun Damage, Toxins), Incorporeal, Sapience, Summoning Resistance, Undead Hunger (1 day)
Optional Powers	Choose 3, plus 1 per 3 full Force: Accident, Confusion, Concealment, Endowment, Fear, Innate Spell (Punch, Knockout, Agony, Chaos, Phantasm, Fling, Levitate, Poltergeist, or Shadow), Inhabitation, Mimicry, Shadow Cloak, Silence Allergy (Sunlight, moderate)
Notes	* Only if the incorporeal undead has the Heroic Positive Quality may it use Edge. ** Incorporeal spirits are immune to Physical sources of damage, including magic like indirect Combat Spells.

Average Shadow: Human Commoner

B	A	R	S	W	L	I	C	EDG	M	ESS
-	-	-	-	6	5	7	7	5*	5	5

Initiative	14 + 2D6, Astral: 14 + 3D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	16
Limits	Physical 9, Mental 8, Social 9
Armor	NA
Skills	Assensing 7, Astral Combat 7, Intimidation 5, Perception 5, Sneaking 5, Spellcasting 8
Powers & Qualities	Astral Form, Banishing Resistance, Fortified Willpower, High Pain Tolerance (5), Immunity (Age, Pathogens, Stun Damage, Toxins), Incorporeal, Sapience, Summoning Resistance, Undead Hunger (1 day) or Energy Drain
Optional Powers	Choose 3, plus 1 per 3 full Force: Accident, Confusion, Concealment, Endowment, Fear, Innate Spell (Punch, Knockout, Agony, Chaos, Phantasm, Fling, Levitate, Poltergeist, or Shadow), Inhabitation, Mimicry, Shadow Cloak, Silence Allergy (Sunlight, moderate), Essence Loss (only if it has Energy Drain power)
Notes	* Only if the incorporeal undead has the Heroic Positive Quality may it use Edge. ** Incorporeal spirits are immune to Physical sources of damage, including magic like indirect Combat Spells.

Wraith

Most sages mark the difference between the lower incorporeal undead (apparitions, undead spirits, and shadows) and the higher (wraiths and spectres) with the higher having the Energy Drain power. However, many shadows have that power. The true indicator the difference between wraiths (and spectres) from the lower incorporeal is that the higher have fully embraced their undead malevolence.

New Wraith Template

B	A	R	S	W	L	I	C	EDG	M	ESS
-	-	-	-	F+2	F+1	F+2	F+3	F*	F	*

Initiative	(Int×2) + 2D6, Astral: (Int×2) + 3D6
Movement (ES)	×2/×4/+2m (ES varies)
Condition Monitor	10 + Willpower
Limits	Physical ([F × 4]+10) ÷ 3, Mental ([F × 4]+6) ÷ 3, Social ([F × 4]+8) ÷ 3
Armor	NA
Skills	Skill ratings are equal to its Force plus any listed modifier after the skill: Assensing +2, Astral Combat +3, Intimidation, Perception, Sneaking, Spellcasting +4
Powers & Qualities	Astral Form, Banishing Resistance, Energy Drain, Fortified Willpower, High Pain Tolerance (6), Immunity (Age, Pathogens, Stun Damage, Toxins), Incorporeal, Sapience, Summoning Resistance
Optional Powers	Choose 3, plus 1 per 3 full Force: Accident, Confusion, Concealment, Endowment, Fear, Innate Spell (Punch, Knockout, Agony, Chaos, Phantasm, Fling, Levitate, Poltergeist, or Shadow), Inhabitation, Materialization, Mimicry, Shadow Cloak, Silence Allergy (Sunlight, severe)
Notes	[1] Wraiths have a base Essence equal to their original species and lose Essence every 11 days when the moon Tolren is full. * Only if the incorporeal undead has the Heroic Positive Quality may it use Edge. ** Incorporeal spirits are immune to Physical sources of damage, including magic like indirect Combat Spells.

Average Wraith: Human Commoner

B	A	R	S	W	L	I	C	EDG	M	ESS
-	-	-	-	8	7	8	9	6*	6	[1]

Initiative	16 + 2D6, Astral: 16 + 3D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	18
Limits	Physical 12, Mental 10, Social 11
Armor	NA
Skills	Assensing 8, Astral Combat 9, Intimidation 6, Perception 6, Sneaking 6, Spellcasting 10
Powers & Qualities	Astral Form, Banishing Resistance, Energy Drain, Fortified Willpower, High Pain Tolerance (6), Immunity (Age, Pathogens, Stun Damage, Toxins), Incorporeal, Sapience, Summoning Resistance
Optional Powers	Choose 3, plus 1 per 3 full Force: Accident, Confusion, Concealment, Endowment, Fear, Innate Spell (Punch, Knockout, Agony, Chaos, Phantasm, Fling, Levitate, Poltergeist, or Shadow), Inhabitation, Materialization, Mimicry, Shadow Cloak, Silence Allergy (Sunlight, severe)
Notes	[1] Wraiths have a base Essence equal to their original species and lose Essence every 11 days when the moon Tolren is full. * Only if the incorporeal undead has the Heroic Positive Quality may it use Edge. ** Incorporeal spirits are immune to Physical sources of damage, including magic like indirect Combat Spells.

Spectre

Wraiths that survive long enough often become spectres, though there is little actual distinction save in personality and temperament. Spectres are often the least violent towards life of the incorporeal undead which is largely due to their finding purpose. Short term, spectres may even seem benevolent, but their long term goals are always anathema to life.

New Spectre Template

B	A	R	S	W	L	I	C	EDG	M	ESS
-	-	-	-	F+3	F+2	F+3	F+3	F*	F	[1]

Initiative	(Int×2) + 2D6, Astral: (Int×2) + 3D6
Movement (ES)	×2/×4/+2m (ES varies)
Condition Monitor	10 + Willpower
Limits	Physical ([F × 4]+12) ÷ 3, Mental ([F × 4]+10) ÷ 3, Social ([F × 4]+9) ÷ 3
Armor	NA
Skills	Skill ratings are equal to its Force plus any listed modifier after the skill: Assensing +3, Astral Combat +4, Intimidation, Perception +1, Sneaking +1, Spellcasting +4
Powers & Qualities	Astral Form, Banishing Resistance, Energy Drain, Fortified Willpower, High Pain Tolerance (6), Immunity (Age, Pathogens, Stun Damage, Toxins), Incorporeal, Sapience, Summoning Resistance
Optional Powers	Choose 4, plus 1 per 3 full Force: Accident, Confusion, Concealment, Endowment, Fear, Innate Spell (Punch, Knockout, Agony, Chaos, Phantasm, Fling, Levitate, Poltergeist, or Shadow), Inhabitation, Materialization, Mimicry, Shadow Cloak, Silence Allergy (Sunlight, severe)
Notes	[1] Wraiths have a base Essence equal to their original species and lose Essence every 11 days when the moon Tolren is full. * Only if the incorporeal undead has the Heroic Positive Quality may it use Edge. ** Incorporeal spirits are immune to Physical sources of damage, including magic like indirect Combat Spells.

Average Spectre: Human Commoner

B	A	R	S	W	L	I	C	EDG	M	ESS
-	-	-	-	10	9	10	10	7*	7	[1]

Initiative	20 + 2D6, Astral: 20 + 3D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	20
Limits	Physical 14, Mental 13, Social 13
Armor	NA
Skills	Assensing 10, Astral Combat 11, Intimidation 7, Perception 8, Sneaking 8, Spellcasting 11
Powers & Qualities	Astral Form, Banishing Resistance, Energy Drain, Fortified Willpower, High Pain Tolerance (6), Immunity (Age, Pathogens, Stun Damage, Toxins), Incorporeal, Sapience, Summoning Resistance
Optional Powers	Choose 4, plus 1 per 3 full Force: Accident, Confusion, Concealment, Endowment, Fear, Innate Spell (Punch, Knockout, Agony, Chaos, Phantasm, Fling, Levitate, Poltergeist, or Shadow), Inhabitation, Materialization, Mimicry, Shadow Cloak, Silence Allergy (Sunlight, severe)
Notes	[1] Wraiths have a base Essence equal to their original species and lose Essence every 11 days when the moon Tolren is full. * Only if the incorporeal undead has the Heroic Positive Quality may it use Edge. ** Incorporeal spirits are immune to Physical sources of damage, including magic like indirect Combat Spells.

Vampires, Liches, & Ghosts

Powerful and long-lived undead are often referred to as either vampires (cadaverous corporeal), liches (skeletal corporeal), or ghosts (incorporeal).

Each are exceptionally powerful and unique; possessing higher Attributes, additional skills, initiate levels, and other abilities that they have learned over the years, decades, and centuries. One of the most common indicators of such powerful undead is their desire to pass as living. Whether through illusions, physical powers, or others abilities they are often accomplished at moving through society as one of the living.

Applying Corporeal Undeath

If you suddenly find yourself as one of the corporeal undead, the following table consolidates the net Attribute bonuses that are applied based on the type of corporeal undead you become instead of progressing through each undead phase.

Table: Corporeal Undead Attribute Modifiers

Att	Zombie	Ghoul	Wight	Skeleton	Bone-wight
BOD	+1	+2	+4	-1	+1
AGI	+0	+1	+3	+1	+3
REA	-1	+1	+3	+1	+4
STR	+0	+1	+4	+0	+1
WIL	+1	+2	+4	+0	+2
LOG	+0	+0	+1	+0	+0
INT	-1	+0	+2	+0	+2
CHA	+1	+2	+4	+0	+0
MAG	+1	+2	+4	+1	+2
ESS	÷2	*	*	÷2	6

Table: Corporeal Undead Powers & Weaknesses

Power	Zom	Gho	Wig	Ske	B-W
Dual Natured	X	X	X	X	X
Energy Drain		X	X		
Fast Reflexes I		X	X		X
Fortified Body	X	X	X	X	X
The Great Plague	X	X	X		10%
High Pain Tolerance	X	X	X	X	X
Immunity (Age)	X	X	X	X	X
Immunity (NormWp)			X		
Immunity (Path/Tox)	X	X	X	X	X
Immunity (Stun)	X	X	X	X	X
Mana Resistor	X	X	X	X	X
Natural Weapon	X	X	X	X	X
Sapience		X	X		X
Undead Hunger	X			X	X
Weakness	**Zom**	**Gho**	**Wig**	**Ske**	**B-W**
Allergy (sunlight)	X	X	X	X	X
Essence Loss		X	X		
Hobbled	X				

H. Spirits

There are a near infinite variety of spirits, all of which fit within just a few neat categories. Okay, just kidding. Spirits, like most other creatures, are only limited by the imagination of the GM.

Spirit Karma Costs

Given the variability of spirits, some averaging has been done to give a rough estimate of spirits' Karma costs. This averaging was done by just taking into account the Shadowrun core 6 spirits and no others. The average of the net bonuses to Force for those spirits' Attributes is 3.3, so it was assumed eight of the ten Attributes are at Force rating, one at Force + 3 rating, and Edge at half Force (rounding up). The average number of Skills for the spirts rounds up to 6 (each at Force rating, and assuming a misprint that Air Spirits should have the Flight skill). The average of each spirit type's total Powers costs were again averaged together for 150 (including Fast Reflexes I for physical initiative) and the average of the Optional Powers was 20, so this was assumed to be 7 Karma per Force. The table below gives the Karma costs for any standardly summonable spirit by Force (ally spirits, free spirits, blood, insect, toxic spirits, and the like will have to be calculated by the GM or roughly based of this table).

Table: Spirit Karma Costs

Force	Karma Cost	Force	Karma Cost
1	264	11	4,289
2	400	12	4,995
3	603	13	5,793
4	853	14	6,613
5	1,175	15	7,530
6	1,539	16	8,464
7	1,980	17	9,500
8	2,458	18	10,548
9	3,018	19	11,703
10	3,610	20	12,865

All the spirits found in the core rules and the supplemental books can be found in the fantasy setting as well as the threats; blood spirits, insect spirits, toxic spirits, and so on.

Below are reprinted the four new spirits as outlined in the Magic chapter.

Spirits of Chaos

B	A	R	S	W	L	I	C	EDG	M	ESS
F+*	F+*	F+*	F+*	F	F	F	F	F/2	F	F

Initiative	((Rea + Int) + *) + 2D6
Astral Initiative	(Int × 2) + 3D6
Movement (ES)	×2/×4/+2m (ES varies)
Skills	Assensing, Astral Combat, Counterspelling, Exotic Ranged Weapon, Perception, Unarmed Combat
Powers & Qualities	Astral Form, Materialization, Sapience, Roll 1D6 when successfully summoned: 1-2: Accident, Fear, Guard, Natural Weapon (DV = F + 2, AP = -F/2) 3-4: Elemental Attack, Energy Aura, Engulf. Roll 1D6 for element type: 1: Electricity, 2: Fire, 3: Acid, 4: Cold, 5: Pollutant, 6: Radiation 5-6: Binding, Concealment, Innate Spell (gains Spellcasting Skill, choose any one spell known by the summoner, Force is limited to the spirit's Magic), Magical Guard
Optional Powers	Randomly determined. Roll 1D6: 1, Enhanced Senses (1-2, Low-Light. 3-4, Smell. 5-6, Thermographic Vision). 2, Mind Link. 3, Movement. 4, Noxious Breath. 5, Search. 6, Mutagen.
Special	* Each time a chaos spirit is summoned, roll1D6 for each of its Physical Attributes and apply the following modifiers based on the result. 1: -2, 2: -1, 3: +0, 4: +1, 5: +2, 6: +3. Regardless of the modifier, the minimum final rating is 1. Changes to Reaction affect the manifested Chaos spirit's Initiative.

Spirits of Evil

B	A	R	S	W	L	I	C	EDG	M	ESS
F+1	F+1	F+2	F+3	F	F	F	F	F/2	F	F

Initiative	((Rea + Int) + 2) + 2D6
Astral Initiative	(Int × 2) + 3D6
Movement (ES)	×2/×4/+2m (ES varies)
Skills	Assensing, Astral Combat, Perception, Spellcasting, Unarmed Combat, plus one other Combat Skill
Powers & Qualities	Accident, Astral Form, Innate Spell (choose any two spells known by the summoner, Force is limited to the spirit's Magic), Materialization, Sapience, Shadow Cloak
Optional Powers	Compulsion, Influence, Pestilence, Paralyzing Touch, Search
Special	When given a command to do something that the spirit would see as a morally good act, it is allowed to make an opposed Willpower + Charisma vs. the summoner's Willpower + Charisma + net hits on the summoning test. If the spirit is successful it refuses the command and the service is lost. If it fails, then it carries out the service as commanded.

Spirits of Good

B	A	R	S	W	L	I	C	EDG	M	ESS
F+1	F+2	F+2	F+2	F	F	F	F	F/2	F	F

Initiative	((Rea + Int) + 2) + 2D6
Astral Initiative	(Int × 2) + 3D6
Movement (ES)	×2/×4/+2m (ES varies)
Skills	Assensing, Astral Combat, Counterspelling, Perception, Unarmed Combat, plus one other Combat Skill
Powers & Qualities	Astral Form, Concealment, Guard, Magical Guard, Materialization, Sapience
Optional Powers	Movement, Natural Weapon (DV = F +1, AP = -F/2), Paralyzing Touch, Search, Sonic Projection
Special	When given a command to do something that the spirit would see as a morally evil act, it is allowed to make an opposed Willpower + Charisma vs. the summoner's Willpower + Charisma + net hits on the summoning test. If the spirit is successful it refuses the command and the service is lost. If it fails, then it carries out the service as commanded.

Spirits of Order

B	A	R	S	W	L	I	C	EDG	M	ESS
F+1	F+1	F+1	F+1	F	F	F	F	F/2	F	F

Initiative	((Rea + Int) +1) + 2D6
Astral Initiative	(Int × 2) + 3D6
Movement (ES)	×2/×4/+2m (ES varies)
Skills	Assensing, Astral Combat, Exotic Ranged Weapon, Perception, Unarmed Combat
Powers & Qualities	Astral Form, Binding (LOS, Exotic Ranged Attack), Influence, Materialization, Sapience
Optional Powers	Accident, Enhanced Sense (any one sense), Guard, Natural Weapon (DV = F+3, AP = -F/2)
Special	Order spirits are the most exacting of spirits when it comes to interpreting commands and it takes a Complex Action (instead of a Simple Action) to do so.

1. Angels & Demons

Angels and demons are spirits that are primarily from the Gods' Realms (though angels and demons from the other non-Mortal, non-Astral, realms do exist, like those of the Elemental Realms, and even some "normal" spirits are thought to originate from the Gods' Realms, such as Guardian, Guidance, and Task spirits [but they don't]). "Angels and demons" is a catch-all that includes these natives of the God's and Elemental Realms regardless of their allegiances, personalities, dispositions, and moral and intellectual philosophies.

But angels and demons, while infinitely varied in form and power, have several unifying aspects:

They do not have Force like normal spirits. Instead, they are like mortals traveling to the other Realms and use their Magic Attribute in place of Force for Force related tests (like Binding, Banishing, etc.).

Angels and demons are immune to age.

If an angel or demon wishes to travel to the Mortal Realm on their own accord, then they must be able to astrally project and be at least Initiate Grade 1, which allows them to astrally project from their home Realm to the Mortal Realm, which for them is a metaplane. If they cannot, then they must find other ways to enter the Mortal Realm, such as Realm-linked background counts, astral gateways, summoning rituals, and so on.

Almost all have the Patron Deity Positive Quality, as well, but because of the large range of deities and the associated advantages and disadvantages for the Quality, it is not included in the following angels and demons stats other than listing the Quality and adding to their total Karma.

Unless otherwise noted (i.e. having the Astral Form and standard Materialization Powers), an angel or demon that makes its way to the Mortal Realm is forced to materialize (Materialization [Forced]), becoming dual natured (as they typically are in their home Realm), and gain a form that matches their home-Realm form along with the Improved Banishing Resistance and Realistic Form Powers (though realistic is relative to their nature, but they are clearly not standard spirits). Because nearly all creatures inherently gain the Improved Banishing Resistance and Materialization (Forced) Powers, those Powers' Karma costs are not included (but remember to remove them if the angel or demon is encountered on its native Realm).

They do not inherently have Immunity to Normal Weapons.

They are considered free spirits for summoning, binding, and banishing purposes which means that even for the lowliest of demons you must learn its true name and create a spirit formula in order to exert your will over it.

The physical appearance does not necessarily match the Physical Attributes of these creatures.

The three sample angels/demons listed below are semi-generic templates that could be of any alignment or deific allegiance in addition to having very few limitations for customizing options.

Angel/Demon Emissaries

Messengers of the gods, these emissaries are sent to other realms in order to deliver and receive news, make proclamations, negotiate treaties, and just about any other diplomatic mission that doesn't require their deity or an army (though they may precede both).

Most emissaries appear as exceptionally tall and regal members of the species that they specialize in dealing with.

The generic emissary below is representative of weaker emissaries that are often sent to deal with matters in the Mortal Realm. However, most emissaries started out in lower stations and weaker versions with different powers make for excellent seduction demons and bargaining angels.

Angel/Demon Emissary (2,003 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
6	5	5[6]	6	7	5	5	8	4	8	6

Initiative	10 [11] + 2D6
Movement (ES)	×2/×4/+2m (ES 1)
Condition Monitor	11/12
Limits	Physical 8, Mental 8, Social 10 [11]
Armor	9 (unarmored technique, natural), 7 (mystic)
Skills	Blades 6, Navigation 6, Perception 5, Unarmed 5 Influence Skill Group 7, Sorcery Skill Group 5 Way of the Courtesan Style. Techniques: Expert Splitting the Damage II, Friendly Face II, Honey-Tongued I, Negotiator [Type] II, Unarmored, Unlocked Desires I. Master Techniques: Commanding Plea Initiate Grade IV (Realms Art). Metamagics: Centering, Realm Shielding [Mortal Realm], Spell Shaping, Traveler's Attenuation,
Adept Powers	The Speaker's Way, Combat Sense I, Cool Resolve I, Danger Sense, Improved Potential [Social], Improved Reflexes I, Kinesics III, Spell Resistance III
Powers & Qualities	Astral Projection, Dragonspeech, Dual Natured, Enhanced Senses (low-light vision, hearing, thermographic vision), Hero, Immunity (age), Improved Banishing Resistance, Liber Magus, Magician, Materialization (forced), Natural Armor (Body), Natural Mystic Armor (Willpower), Mystic Adept, Ordeal Born, Patron Deity, Realistic Form, Sapience, Common Additional Powers: Astral Gateway, Elemental Melee Attack, Energy Aura, Flight, Fortified Body/Willpower, Natural Weapon
Spells	Astral Message, Hush, Phantasm, Physical Barrier
Equipment	Longsword Weapon Focus [Force 2, masterwork quality, ES 1, DV (STR+5)P, Acc 7, AP -3, Reach 1]

Angel/Demon Marshals

Tasked with hunting down those that have wronged their deity (or the natural order, or those that piqued their master's interest, or…), marshal angel/demons are trackers, scouts, and skilled warriors of the Gods' and Elemental Realms.

Marshals typically appear as large humanoids with the head of creatures associated with hunting and stalking (wolves, tigers, etc.) but can also appear as large and foreboding mortals or monstrous beasts (replacing their weapons with Natural Weapon Powers as appropriate).

Weaker versions of the generic marshal outlined below are often found leading angelic/demonic troops.

Angel/Demon Marshal (2,111 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
8	6	6[8]	7	7	5	5	6	4	8	6

Initiative	11 [13] + 3D6
Movement (ES)	×3/×6/+3m (ES 1)
Condition Monitor	12/12
Limits	Physical 10 [11], Mental 8, Social 9
Armor	13 (unarmored technique, natural), 7 (mystic)
Skills	Blades 7, Navigation 5, Perception 7, Unarmed 6 Influence Skill Group 5, Outdoors Skill Group 6, Sorcery Skill Group 5 One-Handed Style. Techniques: Adriot Parry II, Counterstrike II, Expert Blind Fighting I, Expert Knock Out of Hands II, Unarmored I, True Strike I. Master Techniques: Precision Strike Initiate Grade III (Realms Art). Metamagics: Centering, Realm Shielding [Mortal Realm],Traveler's Attenuation,
Adept Powers	Combat Sense I, Danger Sense II, Improved Potential [Physical], Improved Reflexes II, Spell Resistance II
Powers & Qualities	Astral Projection, Celerity I, Dual Natured, Enhanced Senses (low-light vision, thermographic vision), Hero, Immunity (age), Improved Banishing Resistance, Liber Magus, Magician, Materialization (forced), Natural Armor (Body+2), Natural Mystic Armor (Willpower), Mystic Adept, Ordeal Born, Patron Deity, Realistic Form, Sapience, Common Additional Powers: Adaptive Coloration, Elemental Melee Attack, Energy Aura, Fortified Body/Willpower, Natural Weapon, Regeneration, Toughness
Spells	Detect Individual, Hold Creature, Punch, Stunbolt
Equipment	Longsword Weapon Focus [Force 4, masterwork quality, ES 1, DV (STR+5)P, Acc 7, AP -3, Reach 1]

Angel/Demon Troops

From common soldiers in the armies of the gods to celestial guards and devilish marauders, troops can be found throughout the Gods' and Elemental Realms. The two versions listed below are aerial and ground troops.

Angel/Demon Aerial Troop (1,146 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	5	5[7]	5	5	4	5	4	3	5	6

Initiative	12 + 1D6
Movement (ES)	×2/×4/+2m, ×3/×6/+3m (flight) (ES 0)
Condition Monitor	11/11
Limits	Physical 7 [9], Mental 6, Social 7
Armor	13 (natural, light steel shield), 10 (mystic)
Skills	Arcana 4, Astral Combat 6, Blades 6, Gymnastics 5, Perception 5, Running 5, Unarmed Combat 6
Adept Powers	Combat Sense, Improved Reflexes II, Improved Potential [Physical], Light Body, Spell Resistance II
Powers & Qualities	Adept, Dual Natured, Enhanced Senses (low-light vision, thermographic vision), Flight, Immunity (age), Improved Banishing Resistance, Materialization (forced), Natural Armor (Body x 2), Natural Mystic Armor (Body x 2), Ordeal Born, Patron Deity, Realistic Form, Sapience Common Additional Powers: Adaptive Coloration, Elemental Melee Attack, Energy Aura, Fortified Body/Willpower, Natural Weapon, Toughness
Equipment	Light steel shield, Longsword [fine quality, DV (STR+3)P, Acc 7, AP -3, Reach 1]

Angel/Demon Ground Troop (1,126 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	5	5[7]	5	5	4	5	4	3	5	6

Initiative	12 + 1D6
Movement (ES)	×2/×4/+2m (ES 0)
Condition Monitor	11/11
Limits	Physical 7 [9], Mental 6, Social 7
Armor	13 (natural, light steel shield), 10 (mystic)
Skills	Arcana 4, Astral Combat 6, Blades 6, Gymnastics 5, Perception 5, Running 5, Unarmed Combat 6
Adept Powers	Combat Sense, Improved Reflexes II, Improved Potential [Physical], Light Body, Spell Resistance II
Powers & Qualities	Adept, Dual Natured, Enhanced Senses (low-light vision, thermographic vision), Immunity (age), Improved Banishing Resistance, Materialization (forced), Natural Armor (Body x 2), Natural Mystic Armor (Body x 2), Ordeal Born, Patron Deity, Realistic Form, Sapience Common Additional Powers: Adaptive Coloration, Elemental Melee Attack, Energy Aura, Fortified Body/Willpower, Natural Weapon, Toughness
Equipment	Light steel shield, Longsword [fine quality, DV (STR+3)P, Acc 7, AP -3, Reach 1]

J. Creatures of Chaos

Creatures of Chaos are similar to angels and demons in that they do not have a Force rating/Attribute (using Magic instead for Force related tests), they're Immune to Age (usually), do not inherently have Immunity to Normal Weapons, must be able to astrally project and be of Initiate Grade I or higher if they wish to intentionally travel to other Realms, and gain Materialization (Forced), Dual Natured, Improved Banishing Resistance, and Realistic Form (for what they are) Powers (Karma costs not included) when they arrive in the Mortal or other Realms, and are considered free spirits for summoning, binding, and banishing purposes.

They regularly do not have the Patron Deity quality, and when they do it is most often for one of the Chaos Gods.

Unlike angels or demons (or any other creatures, save perhaps deep Astral creatures like insect spirits), creatures of chaos have a completely alien mindset. Mostly. Well, sometimes. I mean, the Sapient ones, they, well, some can be like mortals or angels or demons in their reasoning and personalities, but they're literally the stuff of chaos and as such all expectations should be shelved.

One common (but not universal) feature of creatures of chaos is the primordial fear that they instill in all other creatures across the realms. They are made up of the stuff of the cosmos unraveled and exist within one step from the Void itself. Many believe that they are the Nothing itself manifesting in order to tear apart the totality of reality. Others hypothesize that they are merely the failures and mistakes of creation lacking the coherence to fully be.

Crawling Maw

Typically over two meters long, these sharply tapered worm-like creatures have a fang-lined, over half a meter in diameter, sphincter at their larger end. Their wet glistening hide is darkly putrid, like looking at a moist rotting worm in twilight, and sprouts anemic-looking vestigial limbs which it uses to claw and scrape its way towards its prey. Their flesh always shows wound-like scars that belie the damage type of their Vulnerability Weakness.

They show little signs of intelligence other than a singular focus on killing where it is thought all that they eat is digested directly into the Void. Most find their way into the Mortal Realm through Astral Gateways or Alchera though they are known to leech on to other creatures of chaos or astral travelers in order to hitch a ride to the other realms.

Crawling Maw (1,307 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
7	5	7	6	5	3	5	4	2	5	6

Initiative	12 + 3D6
Movement (ES)	×4/×8/+4m (ES 1)
Condition Monitor	12/11
Limits	Physical 9, Mental 6, Social 7
Armor	14 (natural), 10 (mystic)
Skills	Assensing 5, Perception 5, Running 8, Sneaking 6, Unarmed Combat 7
Powers & Qualities	Adaptive Coloration, Celerity II, Dual Natured, Fast Reflexes II, Fear, Immunity (age), Improved Banishing Resistance, Materialization (forced), Natural Armor (Body × 2), Natural Mystic Armor (Willpower × 2), Natural Weapon [DV (STR+2), AP -4], Realistic Form, Regeneration, Wound of Chaos (0) Vulnerability (acid, cold, electricity, or fire, choose one)

Void Stalker

Void stalkers are creatures of the deep Chaos Realm where their minds and bodies are constantly being seduced by the Nothing. They take what best can be described as pleasure in luring, throwing, or manipulating other creatures to enter the Void. Luckily for most creatures they rarely find themselves in the Chaos Realm, let alone in the deep Chaos borders to the Void where these beings mock true existence.

On rare occasions, void stalkers make their way to other realms. Some think they get lost, others posit that they are either lured by power in the other realms or seek ways to bring them closer to the void. Regardless, void stalkers on the Mortal Realm either cause massive and violent carnage or become the centers of cults as if they aim to become gods.

They appear as tall thin humanoids with arms that extend to their knees and with out-streached clawed fingers able to scrap languidly below their feet. Their flesh is of shadowy void-saturated chaos stuff with only their eyes being darker orbs of manifest nihilism.

Void Stalker (2,724 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
10	6	8	9	7	6	8	6	4	9	7

Initiative	16 + 3D6
Movement (ES)	×3/×6/+3m (ES 2)
Condition Monitor	14/12
Limits	Physical 12, Mental 9, Social 9
Armor	15 (natural), 11 (mystic)
Skills	Arcana 6, Assensing 6, Astral Combat 8, Gymnastics 5, Perception 6, Running 6, Sneaking 6, Unarmed Combat 8 Sorcery Skill Group 8 Initiate Grade VI. Metamagics: Centering, Chaotic Weave, Extended Masking, Masking, Penetrating Spell, Suppressed Masking
Powers & Qualities	Aspected Magician, Celerity I, Dual Natured, Fast Reflexes II, Fear, Immunity (age, environments, metabolism), Improved Banishing Resistance, Materialization (forced), Natural Armor (Body × 1.5), Natural Mystic Armor (Willpower × 1.5), Natural Weapon [DV (STR+2), AP -3, Reach 2], Ordeal Born, Realistic Form, Regeneration, Sapience, Wound of Chaos (1)
Spells	Any six.

K. The Old Ones

The Old Ones are natural creatures that emerged, evolved, or were created by the gods as the first sapient mortals. They are inherently and powerfully in tune with the magic of the world and are so long-lived that most assume they are some form of angels and/or demons or even minor deities that have made the Mortal Realm their permanent home.

Despite these assumptions of divine origin, they are mortal, though exceptionally powerful mortals, and while their mindsets are distinctly different from the "lesser" mortal species they are not as alien as creatures from the deep Astral (like insect spirits) or the Chaos Realms.

Dragons

Dragons are the most well-known of the Old Ones as their minds, of all the Old Ones, are the closest to those of the "lesser" mortal species. Their personalities match their size in that to the lesser mortal species the emotions of dragons appear to be amplified and exaggerated. Additionally, of all the Old Ones, dragons are the most prone to interfere and/or engage with the mortal species. It is still rare that they do, where most commonly it is young and adolescent dragons that cause havoc and destruction while the older dragons tend to retreat to their own hidden abodes in order to pursue their, typically, solitary goals.

Dragons are always unique in their appearance and range from the typical "western" and "eastern" forms as well as legless "feathered serpents" and east-west mixed mushhushshu/sirrush. Their coloration usually reflects the nature of their elemental attacks, but not always. For example, it can be difficult to discern through appearance alone if a white and bluish scaled dragon has a cold, electricity, or fire based elemental breath.

Dragons are grouped into age-related sizes, even though it is possible to encounter smaller or larger than average dragons. The table below lists the average dragon sizes by age categories.

Most ancient dragons disappear from the world when they near 4,000 years old. No body of a naturally deceased dragon has ever been found which leads many to hypothesize that dragons are a primordial fey that gain the Astral Inversion Power when they near death while others believe that at some point in a dragon's life they bodily pass through secret astral gateways to a Realm of Dragons that has so far eluded the lesser mortal species.

At any one time, over the entire world, there are usually no more than three to five ancient dragons, with the population approximately doubling at each lower age category (~8 venerable dragons, ~16 old dragons, ~32 mature, ~64 adult, ~128 young adult, ~256 adolescent, and ~512 young dragons in the world), which puts the total dragon population at around 1000 individuals.

The dragons listed below are average for their ages.

Table: Average Dragon Sizes

Age (ES) Years	Total Length	Wingspan	Wt
Young (1) 0 – 11	2.45m (8'0")	6.28m (20'7")	27 kg (59 lbs)
Adolescent (1) 11 – 27	2.55m (8'4")	6.54m (21'5")	38 kg (61 lbs)
Y Adult (7) 27 – 63	7.25m (24')	18.59m (61')	108 kg (238 lbs)
Adult (9) 63 – 777	15.35m (50')	39.36m (129')	544 kg (1,199 lbs)
Mature (11) 777 – 1,820	25.65m (84')	65.77m (216')	2,626 kg (5,788 lbs)
Old (13) 1,820 – 2,615	36.95m (121')	94.74m (311')	10,997 kg (24,245 lbs)
Ven. (14) 2,615 – 3,125	48.05m (158')	123.21m (404')	37,613 kg (82,923 lbs)
Ancient (15) 3,125+	57.75m (189')	148.08m (486')	99,830 kg (220,087 lbs)
Age (ES) Years	**Neck**	**Body**	**Tail**
Young (1) 0 – 11	0.76m (2.6")	0.81m (2'8")	0.88m (2'11")
Adolescent (1) 11 – 27	0.79m (2'7")	0.84m (2'9")	0.92m (3'0")
Y Adult (7) 27 – 63	2.25m (7'4")	2.39m (7'10")	2.61m (8'7")
Adult (9) 63 – 777	4.76m (15'7")	5.07m (16'7")	5.53m (18'2")
Mature (11) 777 – 1,820	7.95m (26'1")	8.46m (27'9")	9.23m (30'4")
Old (13) 1,820 – 2,615	11.45m (37'7")	12.19m (40'0")	13.30m (43'8")
Ven. (14) 2,615 – 3,125	14.90m (48'10")	15.86m (52'0")	17.30m (56'9")
Ancient (15) 3,125+	17.90m (58'9")	19.06m (62'6")	20.79m (68'3")

Dragon Template

B	A	R	S	W	L	I	C	EDG	M	ESS

Initiative	+ 2D6
Movement (ES)	×2/×4/+2m, ×3/×6/+3m flight (ES 0)
Condition Monitor	10/10
Limits	Physical , Mental , Social
Armor	0 (natural), 0 (mystic)
Skills	Assensing, Exotic Ranged Weapon, Flight, Perception, Sneaking, Unarmed Combat. Conjuring Skill Group, Sorcery Skill Group
Powers & Qualities	Common: Dragonspeech, Dual Natured, Elemental Attack (varies), Enhanced Senses (Smell, Low-Light Vision, Thermographic Vision, Wide-Band Hearing), Fast Reflexes I, Hero, Knowledgeable, Natural Hardened Armor (Body), Natural Hardened Mystic Armor (Willpower), Natural Weapon [Bite/Claw: DV (STR+2)P, Reach +2, AP -5], Natural Weapon [Tail: DV (STR+2)P, Reach +3, AP -1], Ordeal Born, Sapience, Vastly Knowledgeable Optional (but not exhaustive): Animal Control, Compulsion, Elemental Melee Attack, Epic, Fear, Influence, Legendary, Venom
Notes	All dragons are born with the Ordeal Born quality and usually become full Magicians during adolescence.

Dragon, Young (1,179* Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
7	5	5	6	3	2	3	2	2	6	6

Initiative	8 + 2D6
Movement (ES)	×2/×3/+2m, ×2/×5/+2m flight (ES 1)
Condition Monitor	12/10
Limits	Physical 8, Mental 4, Social 5
Armor	7 (hardened natural), 3 (hardened mystic)
Skills	Assensing 6, Exotic Ranged Weapon 6, Flight 6, Perception 6, Sneaking 6, Unarmed Combat 6.
Powers & Qualities	Common: Dragonspeech, Dual Natured, Elemental Attack (varies), Enhanced Senses (Smell, Low-Light Vision, Thermographic Vision, Wide-Band Hearing), Fast Reflexes I, Hero, Knowledgeable, Natural Hardened Armor (Body), Natural Hardened Mystic Armor (Willpower), Natural Weapon [Bite/Claw: DV (STR+2)P, Reach +2, AP -5], Natural Weapon [Tail: DV (STR+2)P, Reach +3, AP -1], Ordeal Born, Sapience, Vastly Knowledgeable Decreased Running I, Decreased Running I (flight), Decreased Sprint I (flight) Optional (but not exhaustive): Animal Control, Compulsion, Elemental Melee Attack, Fear, Influence, Venom
Notes	All dragons are born with the Ordeal Born quality and usually become full Magicians during adolescence. * Karma cost does not include additional Powers.

Dragon, Adolescent (2,086* Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
8	6	7	7	4	3	4	3	3	6	6

Initiative	11 + 2D6
Movement (ES)	×2/×4/+2m, ×3/×5/+3m flight (ES 1)
Condition Monitor	12/10
Limits	Physical 10, Mental 5, Social 6
Armor	8 (hardened natural), 4 (hardened mystic)
Skills	Arcana 8, Assensing 8, Exotic Ranged Weapon 8, Flight 8, Perception 8, Sneaking 8, Unarmed Combat 8. Conjuring Skill Group 8, Sorcery Skill Group 8
Powers & Qualities	Common: Dragonspeech, Dual Natured, Elemental Attack (varies), Enhanced Senses (Smell, Low-Light Vision, Thermographic Vision, Wide-Band Hearing), Fast Reflexes I, Hero, Knowledgeable, Magician, Natural Hardened Armor (Body), Natural Hardened Mystic Armor (Willpower), Natural Weapon [Bite/Claw: DV (STR+2)P, Reach +2, AP -5], Natural Weapon [Tail: DV (STR+2)P, Reach +3, AP -1], Ordeal Born, Sapience, Vastly Knowledgeable Decreased Running I (flight) Optional (but not exhaustive): Animal Control, Compulsion, Elemental Melee Attack, Fear, Influence, Venom
Notes	All dragons are born with the Ordeal Born quality and usually become full Magicians during adolescence. * Karma cost does not include additional Powers.

Dragon, Young Adult (6,003* Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
27	7	8	24	5	4	5	4	4	7	12

Initiative	13 + 2D6
Movement (ES)	×4/×6/+4m, ×3/×7/+5m flight (ES 7)
Condition Monitor	25/11
Limits	Physical 28, Mental 6, Social 9
Armor	27 (hardened natural), 5 (hardened mystic)
Skills	Arcana 10, Assensing 10, Exotic Ranged Weapon 10, Flight 10, Perception 10, Sneaking 10, Unarmed Combat 10. Conjuring Skill Group 10, Sorcery Skill Group 10
Powers & Qualities	Common: Dragonspeech, Dual Natured, Elemental Attack (varies), Enhanced Senses (Smell, Low-Light Vision, Thermographic Vision, Wide-Band Hearing), Fast Reflexes I, Hero, Knowledgeable, Magician, Natural Hardened Armor (Body), Natural Hardened Mystic Armor (Willpower), Natural Weapon [Bite/Claw: DV (STR+2)P, Reach +2, AP -5], Natural Weapon [Tail: DV (STR+2)P, Reach +3, AP -1], Ordeal Born, Sapience, Vastly Knowledgeable Decreased Running II, Decreased Walking II (flight), Decreased Running III (flight) Optional (but not exhaustive): Animal Control, Compulsion, Elemental Melee Attack, Fear, Influence, Venom
Notes	All dragons are born with the Ordeal Born quality and usually become full Magicians during adolescence. * Karma cost does not include additional Powers.

Dragon, Adult (10,172* Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
35	7	8	32	8	8	8	8	6	8	14

Initiative	16 + 2D6
Movement (ES)	×4/×6/+4m, ×4/×8/+5m flight (ES 9)
Condition Monitor	30/10
Limits	Physical 36, Mental 11, Social 13
Armor	35 (hardened natural), 8 (hardened mystic)
Skills	Arcana 14, Assensing 14, Exotic Ranged Weapon 14, Flight 14, Perception 14, Sneaking 14, Unarmed Combat 14. Conjuring Skill Group 14, Sorcery Skill Group 14
Powers & Qualities	Common: Dragonspeech, Dual Natured, Elemental Attack (varies), Enhanced Senses (Smell, Low-Light Vision, Thermographic Vision, Wide-Band Hearing), Fast Reflexes I, Hero, Knowledgeable, Legendary, Magician, Natural Hardened Armor (Body), Natural Hardened Mystic Armor (Willpower), Natural Weapon [Bite/Claw: DV (STR+2)P, Reach +2, AP -5], Natural Weapon [Tail: DV (STR+2)P, Reach +3, AP -1], Ordeal Born, Sapience, Vastly Knowledgeable Decreased Running II, Decreased Walking I (flight), Decreased Running II (flight) Optional (but not exhaustive): Animal Control, Compulsion, Elemental Melee Attack, Fear, Influence, Venom
Notes	All dragons are born with the Ordeal Born quality and usually become full Magicians during adolescence. * Karma cost does not include additional Powers.

Dragon, Mature (14,986* Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
43	6	7	39	9	9	9	9	6	10	16

Initiative	16 + 3D6
Movement (ES)	×5/×7/+4m, ×4/×12/+6m flight (ES 11)
Condition Monitor	35/13
Limits	Physical 43, Mental 12, Social 15
Armor	43 (hardened natural), 9 (hardened mystic)
Skills	Arcana 18, Assensing 18, Exotic Ranged Weapon 18, Flight 18, Perception 18, Sneaking 18, Unarmed Combat 18. Conjuring Skill Group 18, Sorcery Skill Group 18
Powers & Qualities	Common: Dragonspeech, Dual Natured, Elemental Attack (varies), Enhanced Senses (Smell, Low-Light Vision, Thermographic Vision, Wide-Band Hearing), Fast Reflexes II, Hero, Knowledgeable, Legendary, Magician, Natural Hardened Armor (Body), Natural Hardened Mystic Armor (Willpower), Natural Weapon [Bite/Claw: DV (STR+2)P, Reach +2, AP -5], Natural Weapon [Tail: DV (STR+2)P, Reach +3, AP -1], Ordeal Born, Sapience, Vastly Knowledgeable Decreased Running III, Decreased Sprint I, Decreased Walking II (flight), Optional (but not exhaustive): Animal Control, Compulsion, Elemental Melee Attack, Fear, Influence, Venom
Notes	All dragons are born with the Ordeal Born quality and usually become full Magicians during adolescence. * Karma cost does not include additional Powers.

Dragon, Old (21,784* Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
52	6	6	48	11	11	11	11	8	12	18

Initiative	17 + 3D6
Movement (ES)	×5/×7/+4m, ×4/×10/+6m flight (ES 13)
Condition Monitor	40/14
Limits	Physical 52, Mental 15, Social 17
Armor	52 (hardened natural), 11 (hardened mystic)
Skills	Arcana 22, Assensing 22, Exotic Ranged Weapon 22, Flight 22, Perception 22, Sneaking 22, Unarmed Combat 22. Conjuring Skill Group 22, Sorcery Skill Group 22
Powers & Qualities	Common: Dragonspeech, Dual Natured, Elemental Attack (varies), Enhanced Senses (Smell, Low-Light Vision, Thermographic Vision, Wide-Band Hearing), Epic, Fast Reflexes II, Hero, Increased Sprint I (flight), Knowledgeable, Legendary, Magician, Natural Hardened Armor (Body), Natural Hardened Mystic Armor (Willpower), Natural Weapon [Bite/Claw: DV (STR+2)P, Reach +2, AP -5], Natural Weapon [Tail: DV (STR+2)P, Reach +3, AP -1], Ordeal Born, Sapience, Vastly Knowledgeable Decreased Running III, Decreased Sprint I, Decreased Walking II (flight), Decreased Running II (flight) Optional (but not exhaustive): Animal Control, Compulsion, Elemental Melee Attack, Fear, Influence, Venom
Notes	All dragons are born with the Ordeal Born quality and usually become full Magicians during adolescence. * Karma cost does not include additional Powers.

Dragon, Venerable (27,678* Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
55	5	6	51	13	13	13	13	8	14	19

Initiative	19 + 3D6
Movement (ES)	×5/×8/+5m, ×5/×10/+7m flight (ES 14)
Condition Monitor	43/15
Limits	Physical 55, Mental 18, Social 20
Armor	55 (hardened natural), 13 (hardened mystic)
Skills	Arcana 28, Assensing 28, Exotic Ranged Weapon 28, Flight 28, Perception 28, Sneaking 28, Unarmed Combat 28. Conjuring Skill Group 28, Sorcery Skill Group 28
Powers & Qualities	Common: Dragonspeech, Dual Natured, Elemental Attack (varies), Enhanced Senses (Smell, Low-Light Vision, Thermographic Vision, Wide-Band Hearing), Epic, Fast Reflexes II, Hero, Increased Sprint (flight), Knowledgeable, Legendary, Magician, Natural Hardened Armor (Body), Natural Hardened Mystic Armor (Willpower), Natural Weapon [Bite/Claw: DV (STR+2)P, Reach +2, AP -5], Natural Weapon [Tail: DV (STR+2)P, Reach +3, AP -1], Ordeal Born, Sapience, Vastly Knowledgeable Decreased Running II, Decreased Walking I (flight), Decreased Running II (flight) Optional (but not exhaustive): Animal Control, Compulsion, Elemental Melee Attack, Fear, Influence, Venom
Notes	All dragons are born with the Ordeal Born quality and usually become full Magicians during adolescence. * Karma cost does not include additional Powers.

Dragon, Ancient (34,768* Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
60	4	5	55	15	15	15	15	10	16	20

Initiative	20 + 3D6
Movement (ES)	×5/×8/+4m, ×7/×12/+7m flight (ES 15)
Condition Monitor	45/16
Limits	Physical 59, Mental 20, Social 22
Armor	60 (hardened natural), 15 (hardened mystic)
Skills	Arcana 33, Assensing 33, Exotic Ranged Weapon 33, Flight 33, Perception 33, Sneaking 33, Unarmed Combat 33. Conjuring Skill Group 33, Sorcery Skill Group 33
Powers & Qualities	Common: Dragonspeech, Dual Natured, Elemental Attack (varies), Enhanced Senses (Smell, Low-Light Vision, Thermographic Vision, Wide-Band Hearing), Epic, Fast Reflexes II, Hero, Increased Walking I (flight), Increased Sprint I (flight), Knowledgeable, Legendary, Magician, Natural Hardened Armor (Body), Natural Hardened Mystic Armor (Willpower), Natural Weapon [Bite/Claw: DV (STR+2)P, Reach +2, AP -5], Natural Weapon [Tail: DV (STR+2)P, Reach +3, AP -1], Ordeal Born, Sapience, Vastly Knowledgeable Decreased Running II, Decreased Sprint I Optional (but not exhaustive): Animal Control, Compulsion, Elemental Melee Attack, Fear, Influence, Venom
Notes	All dragons are born with the Ordeal Born quality and usually become full Magicians during adolescence. * Karma cost does not include additional Powers.

Spiderfolk

So reclusive and secretive are the spiderfolk that only some of the "lesser" mortal species retain any memory of them and those memories have been clouded with centuries of oral traditions before writing was even invented. Few are aware of their existence and those that are are primarily sages who are aware of their rare appearance in ancient legends. The few true spiderfolk that have been encountered in the historical era have been degenerate members which show little to no sign of sapience and have been recorded as monstrous spiders as there is little else to designate the degenerates as anything more than that.

If ever they are to be encountered again, spiderfolk appear as giant spiders comprising two general subspecies; hunters and weavers. The hunters are similar to jumping spiders, while the weavers have a morphology similar to black widows, however every individual has unique and often prominent coloration and patters.

Like dragons, spiderfolk sizes are dependent upon their age.

Table: Average Hunter Spiderfolk Sizes

Age (ES) Years	Body Length	Leg Length* Weight
Young (-1) 0 – 2	1m (3'3")	1.1m (3'7") 46 kg (101 lbs)
Adolescent (0) 2 – 23	1.7m (5'7")	1.8m (5'11") 159 kg (351 lbs)
Adult (1) 23 – 178	2.6m (8'6")	2.7m (8'10") 364 kg (802 lbs)
Old (2) 178 – 1,730	3.4m (11'2")	3.5m (11'6") 396 kg (872 lbs)
Ancient (4) 1,730+	5.3m (17'5")	5.6m (18'4") 717 kg (1,581 lbs)

* Leg length is the length of the longest forelegs

Table: Average Weaver Spiderfolk Sizes

Age (ES) Years	Body Length	Leg Length* Weight
Young (-1) 0 – 2	1m (3'3")	1.4m (4'7") 87 kg (192 lbs)
Adolescent (0) 2 – 23	1.7m (5'7")	2.4m (7'10") 305 kg (672lbs)
Adult (1) 23 – 178	2.6m (8'6")	3.6m (11'10") 699 kg (1,541 lbs)
Old (2) 178 – 1,730	3.4m (11'2")	4.7m (15'5") 762 kg (1,681 lbs)
Ancient (4) 1,730+	5.3m (17'5")	7.4m (24'3") 1,385 kg (3,054 lbs)

* Leg length is the length of the longest forelegs.

Average members of each type of spiderfolk, by age category, are listed below. These are only rough estimates as no one in living memory has ever encountered them.

Hunter Spiderfolk

Young Hunter Spiderfolk (1,442 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
5	6	6	6	5	5	5	5	4	6	6

Initiative	11 + 3D6
Movement (ES)	×5/×10/+5m (ES -1)
Condition Monitor	13/13
Limits	Physical 8, Mental 7, Social 7
Armor	5 (hardened natural), 5 (mystic)
Skills	Arcana 2, Artisan 2, Assensing 4, Astral Combat 3, Escape Artist 4, Exotic Ranged Weapon (web) 2, Gymnastics 4, Perception 4, Running 5, Survival 5, Unarmed Combat 5 Influence Skill Group 2
Powers & Qualities	Binding, Celerity II, Dual Natured, Enhanced Senses (hearing 10, 25, thermographic), Fast Reflexes II, Fortified Body, Fortified Willpower, Magic Sense, Natural Hardened Armor (Body), Natural Mystic Armor (Willpower), Natural Weapon [DV (STR)P, AP-1, Venom], Ordeal Born, Pounce, Sapience, Secreation/Substance Extrusion (silk/webbing), Suppressed Metabolism, Venom [Vector: Injection, Speed: Immediate, Penetration -4, Power: Magic, Effect: Arcane Inhibitor, Stun Damage], Wall Walking

Adolescent Hunter Spiderfolk (2,178 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
7	6	7	7	6	6	6	6	5	7	6

Initiative	13 + 3D6
Movement (ES)	×5/×10/+5m (ES 0)
Condition Monitor	15/14
Limits	Physical10, Mental 8, Social 8
Armor	7 (hardened natural), 6 (mystic)
Skills	Arcana 4, Artisan 4, Assensing 5, Astral Combat 4, Escape Artist 6, Exotic Ranged Weapon (web) 3, Gymnastics 6, Perception 5, Running 5, Survival 6, Unarmed Combat 6 Conjuring Skill Group 4, Enchanting Skill Group 4, Influence Skill Group 4, Sorcery Skill Group 4
Powers & Qualities	Binding, Celerity II, Dual Natured, Enhanced Senses (hearing 10, 25, thermographic), Fast Reflexes II, Fortified Body, Fortified Willpower, Hero, Magic Sense, Magician, Mind Link, Natural Hardened Armor (Body), Natural Mystic Armor (Willpower), Natural Weapon [DV (STR)P, AP-2, Venom], Ordeal Born, Pounce, Sapience, Secreation/Substance Extrusion (silk/webbing), Suppressed Metabolism, Venom [Vector: Injection, Speed: Immediate, Penetration -4, Power: Magic, Effect: Arcane Inhibitor, Stun Damage], Wall Walking
Spells	Any 4 spells, rituals, etc.

Adult Hunter Spiderfolk (3,327 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
9	7	8	9	8	8	8	8	6	8	6

Initiative	16 + 3D6
Movement (ES)	×5/×10/+5m (ES 1)
Condition Monitor	17/16
Limits	Physical12, Mental 11, Social 10
Armor	9 (hardened natural), 8 (mystic)
Skills	Arcana 6, Artisan 6, Assensing 6, Astral Combat 5, Escape Artist 8, Exotic Ranged Weapon (web) 4, Gymnastics 8, Perception 6, Running 6, Survival 6, Unarmed Combat 8 Conjuring Skill Group 6, Enchanting Skill Group 6, Influence Skill Group 6, Sorcery Skill Group 6 Initiate Grade IV. Metamagics: Any 4.
Powers & Qualities	Binding, Celerity II, Dual Natured, Enhanced Senses (hearing 10, 25, thermographic), Fast Reflexes II, Fortified Body, Fortified Willpower, Hero, Legendary, Magic Sense, Magician, Mind Link, Natural Hardened Armor (Body), Natural Mystic Armor (Willpower), Natural Weapon [DV (STR)P, AP-3, Venom], Ordeal Born, Pounce, Sapience, Secreation/Substance Extrusion (silk/webbing), Suppressed Metabolism, Venom [Vector: Injection, Speed: Immediate, Penetration -4, Power: Magic, Effect: Arcane Inhibitor, Stun Damage], Wall Walking
Spells	Any 6 spells, rituals, etc.

Old Hunter Spiderfolk (4,596 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
12	6	7	11	10	10	10	10	6	10	7

Initiative	17 + 3D6
Movement (ES)	×6/×12/+6m (ES 2)
Condition Monitor	21/18
Limits	Physical14, Mental 14, Social 13
Armor	12 (hardened natural), 10 (mystic)
Skills	Arcana 8, Artisan 7, Assensing 7, Astral Combat 6, Escape Artist 10, Exotic Ranged Weapon (web) 5, Gymnastics 10, Perception 7, Running 7, Survival 7, Unarmed Combat 10 Conjuring Skill Group 8, Enchanting Skill Group 8, Influence Skill Group 7, Sorcery Skill Group 8 Initiate Grade VI. Metamagics: Any 6.
Powers & Qualities	Binding, Celerity II, Dual Natured, Enhanced Senses (hearing 10, 25, thermographic), Fast Reflexes II, Fortified Body, Fortified Willpower, Hero, Legendary, Magic Sense, Magician, Mind Link, Natural Hardened Armor (Body), Natural Mystic Armor (Willpower), Natural Weapon [DV (STR)P, AP-4, Venom], Ordeal Born, Pounce, Sapience, Secreation/Substance Extrusion (silk/webbing), Suppressed Metabolism, Venom [Vector: Injection, Speed: Immediate, Penetration -4, Power: Magic, Effect: Arcane Inhibitor, Stun Damage], Wall Walking
Spells	Any 8 spells, rituals, etc.

Ancient Hunter Spiderfolk (7,294 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
16	5	5	15	13	13	13	13	6	12	9

Initiative	18 + 3D6
Movement (ES)	×6/×12/+6m (ES 4)
Condition Monitor	26/21
Limits	Physical 17, Mental 18, Social 16
Armor	16 (hardened natural), 13 (mystic)
Skills	Arcana 12, Artisan 8, Assensing 10, Astral Combat 8, Escape Artist 12, Exotic Ranged Weapon (web) 7, Gymnastics 13, Perception 10, Running 9, Survival 8, Unarmed Combat 12 Conjuring Skill Group 12, Enchanting Skill Group 12, Influence Skill Group 9, Sorcery Skill Group 12 Initiate Grade IX. Metamagics: Any 9.
Powers & Qualities	Binding, Celerity II, Dual Natured, Enhanced Senses (hearing 10, 25, thermographic), Epic, Fast Reflexes II, Fortified Body, Fortified Willpower, Hero, Legendary, Magic Sense, Magician, Mind Link, Natural Hardened Armor (Body), Natural Mystic Armor (Willpower), Natural Weapon [DV (STR)P, AP-5, Venom], Ordeal Born, Pounce, Sapience, Secreation/Substance Extrusion (silk/webbing), Suppressed Metabolism, Venom [Vector: Injection, Speed: Immediate, Penetration -4, Power: Magic, Effect: Arcane Inhibitor, Stun Damage], Wall Walking
Spells	Any 10 spells, rituals, etc.

Weaver Spiderfolk

Young Weaver Spiderfolk (1,386 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
4	6	6	5	5	5	5	5	4	6	6

Initiative	11 + 3D6
Movement (ES)	×5/×10/+5m (ES -1)
Condition Monitor	12/13
Limits	Physical 7, Mental 7, Social 7
Armor	4 (hardened natural), 5 (mystic)
Skills	Arcana 2, Artisan 2, Assensing 4, Astral Combat 3, Escape Artist 4, Exotic Ranged Weapon (web) 5, Gymnastics 2, Perception 4, Running 5, Survival 5, Unarmed Combat 5 Influence Skill Group 2
Powers & Qualities	Binding, Celerity II, Dual Natured, Enhanced Senses (hearing 10, 25, thermographic), Fast Reflexes II, Fortified Body, Fortified Willpower, Magic Sense, Natural Hardened Armor (Body), Natural Mystic Armor (Willpower), Natural Weapon [DV (STR-1)P, AP-2, Venom], Ordeal Born, Pounce, Sapience, Secreation/Substance Extrusion (silk/webbing), Suppressed Metabolism, Venom [Vector: Injection, Speed: Immediate, Penetration -4, Power: Magic, Effect: Arcane Inhibitor, Stun Damage], Wall Walking

Adolescent Weaver Spiderfolk (2,133 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
6	7	7	6	6	6	6	6	5	7	6

Initiative	13 + 3D6
Movement (ES)	×5/×10/+5m (ES 0)
Condition Monitor	14/14
Limits	Physical 9, Mental 8, Social 8
Armor	6 (hardened natural), 6 (mystic)
Skills	Arcana 4, Artisan 4, Assensing 5, Astral Combat 4, Escape Artist 6, Exotic Ranged Weapon (web) 6, Gymnastics 3, Perception 5, Running 5, Survival 6, Unarmed Combat 6 Conjuring Skill Group 4, Enchanting Skill Group 4, Influence Skill Group 4, Sorcery Skill Group 4
Powers & Qualities	Binding, Celerity II, Dual Natured, Enhanced Senses (hearing 10, 25, thermographic), Fast Reflexes II, Fortified Body, Fortified Willpower, Hero, Magic Sense, Magician, Mind Link, Natural Hardened Armor (Body), Natural Mystic Armor (Willpower), Natural Weapon [DV (STR-1)P, AP-3, Venom], Ordeal Born, Sapience, Secreation/Substance Extrusion (silk/webbing), Suppressed Metabolism, Venom [Vector: Injection, Speed: Immediate, Penetration -4, Power: Magic, Effect: Arcane Inhibitor, Stun Damage], Wall Walking
Spells	Any 4 spells, rituals, etc.

Adult Weaver Spiderfolk (3,312 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
8	8	9	8	8	8	8	8	6	8	6

Initiative	17 + 3D6
Movement (ES)	×5/×10/+5m (ES 1)
Condition Monitor	16/16
Limits	Physical11, Mental 11, Social 10
Armor	8 (hardened natural), 8 (mystic)
Skills	Arcana 6, Artisan 6, Assensing 6, Astral Combat 5, Escape Artist 8, Exotic Ranged Weapon (web) 8, Gymnastics 4, Perception 6, Running 6, Survival 6, Unarmed Combat 8 Conjuring Skill Group 6, Enchanting Skill Group 6, Influence Skill Group 6, Sorcery Skill Group 6 Initiate Grade IV. Metamagics: Any 4.
Powers & Qualities	Binding, Celerity II, Dual Natured, Enhanced Senses (hearing 10, 25, thermographic), Fast Reflexes II, Fortified Body, Fortified Willpower, Hero, Legendary, Magic Sense, Magician, Mind Link, Natural Hardened Armor (Body), Natural Mystic Armor (Willpower), Natural Weapon [DV (STR-1)P, AP-4, Venom], Ordeal Born, Sapience, Secreation/Substance Extrusion (silk/webbing), Suppressed Metabolism, Venom [Vector: Injection, Speed: Immediate, Penetration -4, Power: Magic, Effect: Arcane Inhibitor, Stun Damage], Wall Walking
Spells	Any 6 spells, rituals, etc.

Old Weaver Spiderfolk (4,538 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
11	7	8	10	10	10	10	10	6	10	7

Initiative	18 + 3D6
Movement (ES)	×6/×12/+6m (ES 2)
Condition Monitor	20/18
Limits	Physical13, Mental 14, Social 13
Armor	11 (hardened natural), 10 (mystic)
Skills	Arcana 8, Artisan 7, Assensing 7, Astral Combat 6, Escape Artist 10, Exotic Ranged Weapon (web) 9, Gymnastics 6, Perception 7, Running 7, Survival 7, Unarmed Combat 10 Conjuring Skill Group 8, Enchanting Skill Group 8, Influence Skill Group 7, Sorcery Skill Group 8 Initiate Grade VI. Metamagics: Any 6.
Powers & Qualities	Binding, Celerity II, Dual Natured, Enhanced Senses (hearing 10, 25, thermographic), Fast Reflexes II, Fortified Body, Fortified Willpower, Hero, Legendary, Magic Sense, Magician, Mind Link, Natural Hardened Armor (Body), Natural Mystic Armor (Willpower), Natural Weapon [DV (STR-1)P, AP-5, Venom], Ordeal Born, Sapience, Secreation/Substance Extrusion (silk/webbing), Suppressed Metabolism, Venom [Vector: Injection, Speed: Immediate, Penetration -4, Power: Magic, Effect: Arcane Inhibitor, Stun Damage], Wall Walking
Spells	Any 8 spells, rituals, etc.

Ancient Weaver Spiderfolk (7,190 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
15	6	7	14	13	13	13	13	6	12	9

Initiative	20 + 3D6
Movement (ES)	×6/×12/+6m (ES 4)
Condition Monitor	25/21
Limits	Physical 17, Mental 18, Social 16
Armor	15 (hardened natural), 13 (mystic)
Skills	Arcana 12, Artisan 8, Assensing 10, Astral Combat 8, Escape Artist 12, Exotic Ranged Weapon (web) 11, Gymnastics 8, Perception 10, Running 9, Survival 8, Unarmed Combat 12 Conjuring Skill Group 12, Enchanting Skill Group 12, Influence Skill Group 9, Sorcery Skill Group 12 Initiate Grade IX. Metamagics: Any 9.
Powers & Qualities	Binding, Celerity II, Dual Natured, Enhanced Senses (hearing 10, 25, thermographic), Epic, Fast Reflexes II, Fortified Body, Fortified Willpower, Hero, Legendary, Magic Sense, Magician, Mind Link, Natural Hardened Armor (Body), Natural Mystic Armor (Willpower), Natural Weapon [DV (STR-1)P, AP-6, Venom], Ordeal Born, Sapience, Secreation/Substance Extrusion (silk/webbing), Suppressed Metabolism, Venom [Vector: Injection, Speed: Immediate, Penetration -4, Power: Magic, Effect: Arcane Inhibitor, Stun Damage], Wall Walking
Spells	Any 10 spells, rituals, etc.

Degenerate Spiderfolk

In effect, degenerate spiderfolk are bestial fauna versions of their sapient cousins, using those base statistics but with the following modifications:

Attributes: Mental Attributes are reduced, typically halved (round down) while their Physical Attributes can range by ±3.

Skills: They do not have Arcana, Artisan, or any of the listed Skill Groups and Initiate Grades.

Powers: They lack the Magician (or other magical colleges/schools), Mind Link, Ordeal Born, and Sapience Powers. Degenerate spiderfolk often possess other Powers as natural mutations.

Spells: Degenerate spiderfolk cannot cast spells.

Treefolk

Treefolk are sentient tree-like creatures that are often considered fey by most cultures as they have developed a close relationship with the fey but technically they are not.

Treefolk are rare, living solitary lives for the most part though on some occasions they live or travel in small copses of up to a couple dozen. While sentient and capable of learning and understanding the languages of the other mortal races, they have no speech of their own instead communicating through movements of their branches and their equivalent of the Dragonspeech Power which is highly metaphorical and uses imagery instead of linguistics in the minds of those they communicate with.

Over the course of a season, treefolk change to match the trees in the area where they have come to live for the time being. They tend to avoid the other mortal species, especially settlements, but on occasion they have been known to make contact and even negotiate treaties for the protection of their territories.

Treefolk Species Traits (2,544 Karma)

Age					
Puberty	Mature	Middle Age	Old Age	Ven.	Life Exp.[1]
2	45	350	5125	6500	7000

Average Birthing		
Gestation	No. of Birth	Birth Spacing
NA	NA	NA

Diet	Photosynthesis		
Primary Races	By continent		
Vision	Low-Light		
Movement	Walk AGI×1	Run AGI×3	Sprint +1m/hit
Equipment Size	+10 (13 PCM boxes, 15 Essence)		
Attribute Modifiers	+19 Body, -1 Agility, -1 Reaction, +12 Strength, +5 Willpower, +5 Logic, +9 Intuition, +5 Charisma, +3 Magic		
Positive Qualities	Low-Light Vision Armor (Body ÷ 2) Dragonspeech Dual Natured Immunity (Stun Damage) Knowledgeable Movement power (self only) Ordeal Born Regeneration Sapience		
Negative Qualities	Vulnerability (Fire)		

[1] Assuming optimal conditions free of violence and other external health-affecting issues.

Treefolk, Average (3,009 Karma)

B	A	R	S	W	L	I	C	EDG	M	ESS
22	2	2	15	8	8	12	8	3	6	15

Initiative	14 + 1D6
Movement (ES)	×1/×3/+1m (ES 10)
Condition Monitor	24/12
Limits	Physical 18, Mental 12, Social 13
Armor	11 (natural)
Skills	Varies, typically at least: Assensing 4, Banishing 4, Conjuring 4, Perception 5,Ritual Spellcasting 4, Sneaking 4, Spellcasting 4, Unarmed Combat (branches) 8 (+2),
Powers & Qualities	Armor (Natural, Body ÷ 2), Dragonspeech, Dual Natured, Enhanced Senses (Low-Light), Immunity (Stun Damage), Knowledgeable, Movement (self only), Ordeal Born, Regeneration, Sapience. Decreased Walking III, Decreased Running V, Decreased Sprint III, Vulnerability (Fire) Optional: Treefolk are always magically active, usually full Magicians but other variants exist.

L. Powers & Weaknesses

Many new Powers have been added to help flesh out the fantasy setting as well as implementing modifications to some of the standard Powers in order to either fix game play issues or to better adapt them to the setting.

Powers and Weaknesses work much like Qualities but in general they cannot be "purchased" or "bought off" after "character creation" (though GMs can mutate and transmogrify PCs with Powers as desired). When a creature gains a Power naturally (such as when it comes to maturity) it only needs to spend the base Karma cost. This, by extension, implies that as creatures gain Powers as they age they also gain Karma along the way in order to purchase those Powers at the appropriate time. As such, should the GM allow non-standard playable species then those PCs must save all Karma that they gain until the saved Karma is equal to the Karma needed to purchase all the Powers that they would gain at the next age category. After they have enough Karma for those Powers saved, the PC can then start spending any additional Karma on other Improvements. When the PC reaches the next "age category" they then have enough saved Karma to buy the Powers gained at that new age.

If the GM allows players to purchase Powers that their species do not normally have access to then the Karma cost is doubled like Qualities.

Core Rules Powers &Weaknesses Changes

Alienate

Type: M **Action:** Complex
Range: LOS **Duration:** Sustained
Karma Cost: 20

As per the Alienate Power (HS, 188) but with the above changes to Type and Action, and it works like a combined Invisibility and Hush spell (SR5, 290 & 291) as it is Multi-sense (affecting hearing, smell, touch, and vision including low-light and thermographic) and affects both the target creature and those interacting with it. The creature must make a Magic + Willpower Test, the hits set the threshold for the target and others to see through it as well as becoming a negative dice pool modifier to all Active Skill tests made for or against the target. Those that successfully see through the Power no longer suffer the dice pool modifier.

Astral Gateway

Type: M **Action:** Complex
Range: LOS (A) **Duration:** Sustained
Karma Cost: 60

As per the Astral Gateway Power (SG, 194), but it is not limited to spirits. The creature's description will note to which metaplane it can open.

Dive Attack

Type: P **Action:** Complex
Range: Touch **Duration:** Instant
Karma Cost: 15

As per the Dive Attack Power (HS, 190) but instead of adding "the number of meters fallen to its normal damage," the DV of the attack is modified by adding half (round down) the creature's Body and its flight running multiplier numerical value to the base DV of the attack. For example, a human gargoyle with this Power would add 8 DV to the attack (half of Body 4 = 2, plus 6 for flying running multiplier of 6).

Additionally the creature must be considered running (flight) and starting above the target at an angle of 45 degrees or higher during the Action Phase in which the attack is made. Unless a creature can also fly perfectly vertically, this attack can only be made once every 3 Combat Turns as the creature must fly away after attacking, then gain distance and altitude, and then dive again.

Energy Aura

Type: P **Action:** Auto or Free
Range: Self **Duration:** Always or Sustained
Karma Cost: 18 or 26

The 18 Karma version of this Power works as per the normal Energy Aura Power (SR5, 396), the 26 Karma version allows the creature to turn the aura on or off as a Free Action, which is sustained per the rules for sustaining Powers and is annotated with "(suppressible)" in the creature's stat-block.

Essence Drain

Type: P **Action:** Complex
Range: Touch **Duration:** Permanent
Karma Cost: 30

As per the Essence Drain Power (SR5, 396), but with the following modification:

Essence Drain (unlike Energy Drain (SG, 195) does not permanently reduce a victim's Essence. Instead, the victim is able to heal Essence at a rate of 1 point every 66 days (2 months).

Essence Loss (Weakness)

As per Essence Loss Weakness (SR5, 401), but with the following adjustment:

Essence Loss occurs faster for most creatures with this weakness. Unless otherwise stated in the creature's description, Essence is lost at a rate of 1 point every 11 days, specifically when the 2nd moon, Tolren, is full.

Flight

Type: P or M **Action:** Special
Range: Self **Duration:** Always
Karma Cost: Varies, see below

Flight is generally not listed in the Powers section of a creature's stat block. Instead, it is indicated by having the skill Flight. If the Power is Physical then the creature is able to fly via wings or some other natural propulsion. If it is Mana, then they fly primarily through magical means (including Levitation or other spells).

The base Karma cost for this Power is 20 Karma, and bestows a flying "walking," "running," and "sprinting modifier" bonus equal to +1, +2, and +1m from the creature's ground based movement, respectively. So a creature with wings that is based off a human would increase their walking and running multipliers from ×2 and ×4 to ×3 and ×6 with a flying sprint modifier now equal to +3 meters. For each

additional +1 increase to any one of the three statistics increases the Karma cost by an additional +2 Karma (as per the Increased Walking/Running/Sprinting Quality).

Hardened Armor

Type: P **Action:** Auto
Range: Self **Duration:** Always
Karma Cost: rating × 3

As per the Hardened Armor power (SR5, 397), but with the following clarifications:

Some creatures may have Armor from both a normal Armor sources and Hardened Armor sources. The rule is here Outside to In, Hardest First when dealing with an attack's AP. Worn/non-natural Armor is applied first, and if some of it is Hardened then the attack applies to it first then then standard Armor. Once worn/non-natural Armor is applied then you apply any natural Hardened Armor the creature has and then standard natural Armor (unless it specifically states otherwise for the creature). So if a creature with natural Hardened Armor is wearing a suit of Armor the AP of an attack is applied first to the worn Armor. If the suit's Armor is reduced to 0 then any remaining AP is applied to the natural Hardened Armor.

Immunity

Type: P **Action:** Auto
Range: Self **Duration:** Always
Karma Cost: Varies, default 20

As per the Immunity power (SR5, 397), but with the following additions:

Immunity to Environments: This immunity allows the creature to ignore environmental conditions such as cold or heat. The creature never has to make Survival tests due to shelter.

Immunity, Metabolism: With this immunity the creature does not need to eat, drink, sleep, or breathe and are not affected by poisons or toxins that are delivered through those systems.

Immunity to Stun: This immunity works like Immunity to Normal Weapons (SR5, 398) but applies to all sources of Stun Damage, magical or not, except Stun Damage from Drain.

Induced Dormancy (Weakness)

As per Induced Dormancy Weakness (SR5, 401), but with the following Karma bonuses:

20 Karma for Rare substances or conditions, like uranium or lack of air.

40 Karma for Uncommon substances or conditions, like platinum or beet juice.

60 Karma for Common substances or conditions, like leather, silver, copper, or rain, fog, etc.

80 Karma for Prevalent substances or conditions, like wool, linen, or sunlight, darkness, etc.

Materialization

Type: M **Action:** Complex
Range: Self **Duration:** Sustained
Karma Cost: 0

As per the Materialization Power (SR5, 398) but some creatures have Materialization (forced) which indicates that upon being summoned or arriving in a Realm (including the Mortal Realm) from the Astral or another Realm (and therefor by way of the Astral) the creature is forced to Materialize on its first available Action Phase and can take no other actions until they do so.

Even if a creature does not have the Materialization Power listed, all creatures that travel to other Realms, except for the Astral, gain the forced version of this power.

Natural Weapon

Type: P **Action:** Complex
Range: Touch **Duration:** Instant
Karma Cost: Varies

As per the Natural Weapon Power (SR5, 399), but the Karma costs are as follows:

2 Karma base for DV (STR)P, AP -, Reach -.

The table below lists the additional Karma costs for improvements to the Powers DV, AP, and Reach

Table: Natural Weapon Improvements' Karma Costs

If DV, AP, or Reach is improved by...	Then the Karma Cost[1] for the selected Improvement is...		
	DV (STR+	AP -[2]	Reach +
-2	-2	-2	-3
-1	-1	-1	-1
0	0	0	0
+1	1	2	1
+2	2	6	3
+3	4	11	7
+4	8	16	15
Per additional +1	+4	+5	+15

[1] In addition to the base 2 Karma for the Power.
[2] For AP, reverse the positive/negative signs of the Increase.

Pounce

Type: P **Action:** Complex
Range: Touch **Duration:** Instant
Karma Cost: 5

As per the Pounce Power (HS, 193), but the creature's modifier to its target's Physical Limit is itself limited by the creature's Body Attribute.

Additionally, the creature can jump up to 3 times its Agility in meters, and vertically 3 times its length/height.

Sapience

Type: P **Action:** Auto
Range: Self **Duration:** Always
Karma Cost: 20

As per the Sapience power (SR5, 400), but with the following addition:

Sapient beings have an inherent ability to learn, communicate, and retain memories. As such all creatures with sapience gain (during character or NPC creation) a number of points for Knowledge and Language skills equal to (Logic + Intuition) × 2. These points are spent on a one-to-one ratio for Knowledge and Language skill ratings.

Secretion/Substance Extrusion (Silk/Webbing)

Type: P **Action:** Complex
Range: Self **Duration:** Permanent
Karma Cost: 15

As per the Power of the same name (HS, 194), but the webbing has a Structure rating equal to the creature's Body, an Armor rating equal to Body ÷ 2 (round down), and can easily support up to twice the creature's mass.

New Powers

Astral Camouflage

Type: M **Action:** Free
Range: Self **Duration:** Sustained
Karma Cost: 15

Spirits with Astral Camouflage are difficult to detect in the astral as they are able to blend in with the astral background while sustaining the power. This works similarly to the Masking metamagic. A character's Assensing Test is opposed by a dice pool equal to the spirit's Force x 1.5 (round up). If the assensing character doesn't receive any net hits on the Assensing Test, the camouflaged spirit appears as no more than a subtle ripple within the astral background. Characters can retry their Assensing Tests with the typical cumulative -2 DP retry penalty. This power will not camouflage the use or activation of any other spirit powers (with the exception of Mana; Auto/Always powers).

Any standard spirit may have this Power as an Optional Power.

Astral Inversion

Type: M **Action:** Auto
Range: Self **Duration:** Always
Karma Cost: 5

Most dual natured creatures exist at least just a little bit more in the physical than in the astral, usually more than just a little as the vast majority of dual natured creatures that enter a Negative background count area only have their magic diminished. For those dual natured creatures that have the Astral Inversion Power, and only dual natured creatures can have this Power, the reverse is true. In essence, they are dual natured spirits.

Those with this power have all their tests affected by background count, not just magic related ones. For this reason, those with this Power often seek out background counts that they are aligned with.

When these creatures die their physical body dissipates, vanishing, within 2D6 minutes after their Overflow has been filled. Despite centuries of attempts at preserving the body, nothing has been found to be able to stop the creature's physical form from vanishing. On the ethereal, however, their astral form lingers as if it were a body on the physical plane, though their Pattern is gone. Other creatures in the ethereal (dual natured or purely astral) can move the body, but soon after the physical body vanishes the astral body begins to go through a rigor mortis-like process as it "bleeds" into the fabric of the astral space which has often been described as bleeding out, tendrils of the astral form digging into the astral space like roots, and other similar analogies. After 1D6 hours the bleeding out has occurred to the point where the astral form cannot be moved further as it has become a part of the ethereal landscape. The astral form fully "decomposes" after Magic or Force weeks.

The dead astral form is still visible as such and can be detected as per Ethereal Senses (see chapter V Magic, N Back of the Beyond), but for each full week that the astral form decomposes the Astral Perception Terrain Threshold is increased by 1.

Astral Phasing

Type: M **Action:** Special
Range: Self **Duration:** Instant
Karma Cost: 10 – 100

Dual natured creatures that are also astral inverts (having the Astral Inversion Power), can have this power. With Astral Phasing, the creature is able to remove its body from the Mortal Realm, existing solely in the ethereal, for a limited amount of time much like an astral projecting mage only that they are still constrained by their physical movement rates and their body disappears and reappears where and when they come back. The Karma cost for this power depends on how much control it has over phasing. When phased, the creature can still act normally in the ethereal as if astral projecting, if conditions allow. For example, if the creature falls unconscious before or after phasing, it stays unconscious in the ethereal at the point in space (mutually shared by the physical and ethereal) where it became unconscious.

Level I: 10 Karma: At this level, the creature has no control over when it phases in and out. Typically there are certain conditions that cause the creature to astral phase and return such as sleeping/becoming unconscious and awakening, sunset to sunrise, etc. In parenthesis after the Power's entry in the stat-block will be listed the condition that causes it to phase, with the opposite implying what allows it to return. It requires no Action on the part of the creature other than maybe saying, "I'm going to bed," and then getting into bed, and it occurs immediately at the end of the Combat Turn.

Level II: 20 Karma: Like Level I, the creature has no control over what causes them to phase in to the ethereal, but the trigger provides some kind of defensive measure such as when exposed to a certain damage type like fire, when taking a number of Physical Boxes of damage, etc. It requires no Action on the part of the creature and occurs immediately at the start of the creature's next Action Phase or at the end of their current Action Phase, whichever occurs first.

Level III: 30 Karma: The creature may still have conditions that force it to phase, but it can control this ability. At Level III it can phase in or out as a Complex Action, and remain phased for a number of Combat Turns equal to its Magic rating at a time. It cannot phase again until after a number of Combat Turns equal to the time that it last phased has passed. This version can be used to return to the physical when normally it would be forced to phase so long as they are conscious to do so (and use a Complex Action to do so).

Level IV: 40 Karma: Like Level III, but the creature can phase in or out as a Simple Action. And remain phased for Magic × 2 Combat Turns. Additionally, it only has to wait half the time (round up) before it can phase again.

Level V: 100 Karma: At this Level the creature can phase in or out as a Free Action, is not limited to the amount of time it can remain phased, nor does it have to wait to use this power again.

If the creature has an allergy, it cannot astral phase while in contact with it even if they normally have no control over this power.

Astral Shunt

Type: M **Action:** Complex
Range: Special **Duration:** Instant
Karma Cost: Varies (see below)

This power allows the critter to send other creatures (including materialized spirits, non-astral projecting mortals, etc.) to the Astral (well, at least their minds if they happen to be mortal). The critter makes an Opposed Test using its Magic + Charisma vs. the target's Willpower + Charisma with a bonus dice pool equal to their Essence. If the target fails, they end up somewhere in the Astral.

The base power (100 karma) requires the critter to touch the target (often requiring a successful touch attack unless the target is willing to go) and the target is sent to a random location in the Astral. If the creature has this Power with a range of "Self" then only affects the critter and its base cost is reduced by 25 Karma.

For critters that can send their target to a specific location in the Astral, the Karma Cost increased by +50 (150 total Karma base version).

Some critters, when they succeed on an Astral Shunt attack, are able to accompany the target to the same location in the Astral. This increases the Karma Cost by +50.

The Line of Sight version of this power costs an additional 100 Karma.

The Area version of this power can affect a number of creatures up to the critter's Magic Rating in a radius equal to Magic × 2. The critter rolls once on their Astral Shunt test which each individual opposes separately. If this is included in the LOS version, it costs an additional 100 Karma. If it is included with the base touch version (the critter only needs to successfully touch one target where it is centered), then the cost is an additional 150 Karma. And if this is include with the Self only version, then it is centered on the critter and costs an additional 200 Karma.

Regardless of the version, the critter can use this power to send a mortal in the Astral back to the Mortal Realm as well. The base version sends the mortal directly back into their body.

For an additional 100 Karma, the critter can use this power in the Astral on mortals to send them back to any place in the Mortal Realm that the critter chooses (often a death sentence unless the mortal knows the way back to their body).

Attribute Damage

Type: M **Action:** Complex
Range: Touch **Duration:** Special
Karma Cost: 35

With a successful Unarmed Combat attack, the creature makes an opposed (Force or Magic) × 2 v. (targeted Attribute) + Willpower Test. If the creature wins, the Attribute is damaged (reduced by the power's net hits). If a Physical Attribute other than Body is reduced to 0, the victim is incapacitated and paralyzed. If a Mental Attribute other than Willpower is reduced to 0, the victim stands still, mindlessly confused. If a creature's Body or Willpower is reduced to 0, it dies. Decreasing an Attribute also affects any other derived statistics that use it.

Attribute Damage (Physical or Mental) is healed with rest like boxes of Stun damage, but after regular boxes of Stun Damage. Always use a creature's undamaged Attribute Rating when making the resist test against further Attribute damage.

Attribute Drain

Type: M **Action:** Complex
Range: Touch **Duration:** Special
Karma Cost: 25

With a successful Unarmed Combat attack, the creature makes an opposed (Force or Magic) x 2 v. (targeted Attribute) + Willpower Test. If the creature wins, the Attribute is drained (reduced by the power's net hits). If a Physical Attribute other than Body is reduced to 0, the victim is incapacitated and paralyzed. If a Mental Attribute other than Willpower is reduced to 0, the victim stands still, mindlessly confused. If a target's Body or Willpower is reduced to 0, it is knocked unconscious. Decreasing an Attribute also affects any other derived statistics that use it.

Attribute drain (Physical or Mental) is healed like boxes of Physical damage, but after regular boxes of Physical Damage. Always use a creature's undamaged Attribute Rating when making the resist test against further Attribute damage.

Death Wail

Type: P **Action:** Complex
Range: Special **Duration:** Special
Karma Cost: 25

This power affects everyone who hears it, be they friend or foe, within a radius of (Magic × 10) meters. The critter makes an Opposed Test using its Magic + Charisma against the target's Body + Willpower. The rating of any area-effect or personal sound dampening devices, or hits scored by Hush or Silence spells, is added to the target's Opposed Test. If the target wins, he suffers no ill effects.

If the critter wins, the target takes unresisted physical damage equal to the net hits and is nauseated. If the net hits exceed the target's Willpower, he is incapacitated from pain and terror for 3 Combat Turns. Whether or not the target is incapacitated, nausea doubles all of the character's wound modifiers for ten minutes.

Elemental Melee Attack

Type: P **Action:** Special
Range: Special **Duration:** Always
Karma Cost: 10

Like Elemental Attack (SR5, 396), this power allows the creature to deal elemental energy damage. Unlike Elemental Attack, the elemental energy damage is dealt only if the creature makes a successful melee attack (usually based on their Natural Weapon power though unless otherwise noted in the creature's description this Power applies to any melee attack they make). The creature is able to choose whether to make a normal attack or use their elemental energy. If it chooses to use the elemental energy then the attack's DV is increased by the creature's Magic and the AP is further decreased by half its Magic (round down) along with the appropriate elemental effects.

Fortified Body/Willpower

Type: P **Action:** Auto
Range: Self **Duration:** Always
Karma Cost: 30 Body/50 Willpower

The creature calculates either its Physical Condition Monitor boxes by adding its full Body to the base (usually 8) instead of half Body, or its Stun Condition Monitor boxes by adding its full Willpower to the base (usually 8), instead of half Willpower, or both if the creature has both versions of the Power.

The Great Plague

Type: M **Action:** Special
Range: Special **Duration:** Special
Karma Cost: 30

All corporeal undead, save most skeletons, are capable of spreading the curse of undeath. The most common method of transmission is through a successful bite or claw attack, but some are capable of spreading the disease through other means.

Individual critter's entries for this power are written as "Great Plague (vector, modifier)." The vector can be bite, claw, bite & claw, or other forms of transmission. The modifier is a dice pool modifier to the critter's Opposed test for transmission. The Opposed test is made with the critter's Magic + Charisma +(modifier) vs. the Body + Willpower of the victim. If the critter succeeds, divide 75 hours by the net hits (round down to the nearest hour). At the end of this time the victim makes one more Body + Willpower test, with a -2 dice pool modifier, and if the hits on this test reduce the critter's original net hits to zero they resist the Great Plague completely, otherwise they will arise as undead. 2D6 hours before this happens, the victim will fall ill (as Disorientation, SR5, 409) and in half that time they fall unconscious.

Once a victim is infected with the Great Plague, they are immune to any additional attacks carrying the infection until 24 hours after they have fully resisted the initial infection.

With 5 hits on an Assensing test the Great Plague can be detected in the victim's aura, after which the Cure Great Plague spell can be used in an attempt to save the victim.

Any living creature that is killed by undead capable of spreading the Great Plague will soon rise as undead (no rolls needed). Use the following table to determine how soon it will take for the slain creature to rise on the Action Phase in which it dies.

Table: Rising from the Great Plague

Roll 2D6	Time to Rise
2-3	Roll 2D6 again for the number of Combat Turns, starting with the one in which the creature died, until it rises from the dead. It rolls Initiative on the following Combat Turn.
4-10	Subtract 2 from the result; this is the number of minutes that will pass before the creature rises from the dead.
11-12	Roll 1D6 × 10 minutes, and the creature will rise as undead at the end of that time.

Unless otherwise stated in the creature's description, the victim will either arise as zombie, and apparition, or both. If the victim successfully becomes undead, roll 3D6 and consult the table below

Table: Type of Undead Rising

Roll 3D6	Victim Rises As A...
3-15	Zombie
16	Zombie & Apparition
17	Apparition
18	Other

The most common result for a roll of "other" is for the victim to rise as a ghoul, but the GM is free to wreak all the horror and terror as they see fit to.

It should be noted that effectively every living creature already has some dormant amount of the Great Plague within them such that if life doesn't feed upon, or the Consecrate Dead ritual is not performed on the deceased within three days, then the deceased will arise as undead (roll on the table above to determine what type of undead).

Hive

Type: P **Action:** Auto
Range: Self **Duration:** Always
Karma Cost: 5

This power is the natural version of E-Hive (HS, 195) and Hive Mind (SG, 195). Creatures with this Power are able to act as a single entity when in close proximity with each other. If the Hive creatures are ES -1 or greater then all this Power does is allow them a limited form of non-verbal communication when within audible range of each other, such as "help," "danger," "food," etc.

For creatures of ES -2 or smaller "units" are formed. A unit must be equal to or greater than twice the absolute value of the creatures' ES. So for example, if the Hive creatures are ES -4, there needs to be 8 of them to form a unit, 16 for there to be two units, and so on. One unit takes up roughly a space equal to a cubic meter for flying creatures and one square meters for ground based creatures.

Units attack in concert and thus share the same Initiative during combat, can make a number of Unarmed Combat attacks equal to the number of full units present, and increase their Body, Agility, Reaction, Intuition, Physical Condition Monitor boxes, and base unarmed attack's DV by 1 for each full unit present.

Damage and the resulting Wound Modifiers are shared by all members of the hive. However being in a hive offers many protections. First, melee attacks against the hive suffer a dice pool modifier equal to half the creatures' ES round down (i.e. half of -3 is -1.5, round down to -2) and ranged attacks suffer a dice pool modifier equal to the creatures' ES. Secondly, physical attacks deal half (round up) damage after the hive's Damage Resistance Test is made unless the weapon is specifically made to fight that type of hive (a fly swatter against flies, for example). Single target combat spells suffer a -2 dice pool penalty to the Spellcasting test and affect only that single target as an individual, additionally the caster must make a Logic + Intuition test with a threshold equal to the absolute value of the creatures' ES in order to identify and target the same individual with additional spells. On the other hand, area effects, both standard and magical, work against the entire hive, increase their DV by +2, and if the area of effect attack is explosive in nature then the hive must make succeed on a Willpower + Intuition (3) test or immediately disband and flee on its next Initiative Pass (though it may regroup and attack at a later time).

Improved Banishing Resistance

Type: M **Action:** Auto
Range: Self **Duration:** Special
Karma Cost: 30

Improved Banishing Resistance works just like Banishing Resistance (SG, 194), save that the spirit is treated as if it owes a number of services equal to its Edge × 2.

Incorporeal

Type: M **Action:** Auto
Range: Self **Duration:** Always
Karma Cost: 30

This power is a modification of the Materialization power. When the spirit materializes, it is semi-transparent and not fully on the physical plane. Materialized incorporeal spirits are not wholly physically in the world and have no Body or Strength, but because they are partially in the physical world they gain Agility and Reaction when Materialized based on their Force and the type of spirit. Their Physical Condition Monitor is derived from their Willpower Attribute. Their Physical limit is equal to their Mental Limit.

Being incorporeal has no effect on the spirit's defenses but they cannot be affected by physical objects, including non-magical weapons and Physical spells like indirect Combat spells. Only magical weapons, Mana based spells, astral combat, or other magical sources can affect creatures with the Incorporeal power.

Offensively, the spirits attacks function a little differently. Materialized spirits with the Incorporeal power ignore normal armor (but not magical armor such as the Mystic Armor Adept Power, Armor Foci, or the Armor spell). Incorporeal Spirit touch-only melee attacks cannot be Blocked or Parried.

Attacks from incorporeal spirits cannot damage non-living objects. Incorporeal spirits with the Incorporeal Attack power can make a touch attack against living creatures and deal Stun or Physical damage as listed for the spirit. Incorporeal spirits can pass through mundane physical objects, as if it were in astral form.

If a critter has both the Incorporeal and Materialization powers then in can choose in which way to appear in the physical world and it takes a Complex Action to switch between the two. Unless otherwise stated in the individual critter's descriptions, a critter's Physical Attributes when Materialized are equal to their Astral Attributes (SR5, 314).

Ink Sack

Type: P **Action:** Special
Range: Special **Duration:** Instant
Karma Cost: 10

In water, the creature immediate surrounds itself with a cloud of biological ink roughly twice the diameter of the creature itself. This is typically a defensive tactic as it can only be used as part of a Sprint test's Complex Action. The ink effectively blinds any creature caught within the ink and blocks line of sight through it. The cloud remains for a number Combat Turns equal to the creature's body, minus the current environmental modifiers (as current/wind modifiers).

The ink sack can be used on land to strike at a single target using an Exotic Ranged Weapon (Ink Sack) Attack Test with the following range modifiers. Short: 0 – [Body ÷ 2 (round up)] meters. Medium: (Body ÷ 2) – (Body +1). Long: (Body +1) – (Body × 2). Extreme: (Body × 2) – (Body × 3). On a successful attack, it takes (net hit) Combat Turns to remove the ink to see normally (treat as blind until cleaned off).

Producing the ink is, relatively, expensive – biologically speaking. The number in parenthesis after this Power's entry in a critter's stat block indicates the number of uses, per day, that it can effectively use this Power which is typically half their Body Attribute (round down, minimum of 1).

Mana Resistor

Type: P **Action:** Auto
Range: Self **Duration:** Always
Karma Cost: 20

With this power, a creature's ability to affect and be affected by mana is impeded far more than normal. The rating of this power is listed in parenthesis as either just a number or as a number minus E for the creatures with variable Essence ratings (minimum 0, e.g. "Mana Resistor (6-E)" and if the creature currently has an Essence of 6 or higher, then this power is essentially negated). The number, or the calculated number, represents the rating of the creature's Mana Resistor power. The power's rating is applied as follows:

- As a negative dice pool modifier to all Magic based tests the creature makes save those listed below.
- As a positive dice pool modifier to all Resistance tests against mana based spells and effects.
- As a positive dice pool modifier for pressing through and intersecting mana barriers.
- As a positive modifier to the DV of all Drain that the creature may be subject to.

Physical Mimicry

Type: P **Action:** Auto
Range: Self **Duration:** Always
Karma Cost: 20

Similar to the Mimicry Power (SR5, 398), Physical Mimicry allows the creature to mimic the speech, physical mannerisms, scent, feel, and all other base physical traits of another individual creature. Unless otherwise noted, this Power requires the creature to physically touch the target with the intent to mimic them and they can only "hold" one mimicked form at a time. Physical Mimicry is usually an added power to the Shapeshift Power (see below), which means the creature being mimicked becomes the creature's secondary form and as such they can shift between their base form and the mimicked form as desired (double the Karma cost if applied as a stand-alone Power).

Despite the Power's name Physical Mimicry also mimics the astral aura of the target creature (but not its Pattern). To notice that the form or aura is mimicked requires a Perception or Assensing Test with a threshold equal to the number of hits the creature gets on a Charisma + Magic Test. Those that have never met the original person suffer a -6 dice pool penalty to their Perception tests (but not to Assensing) and the GM may impose a lesser penalty if the person is not well known or it has been years since they last met.

Shapeshift

Type: P **Action:** Special
Range: Self **Duration:** Instant
Karma Cost: Varies

The Shapeshift Power is complex in that it is not a one size fits all kind of power. At its core, Shapeshift allows the creature to fully and physically assume another form or forms as a Complex Action. A creature with this power has a base form and one or more secondary forms. The creature retains all the base form's Powers, Qualities, and Mental Attributes when it assumes other forms unless the new form directly affects them (such as minotaur loses its horn's Natural Weapon Quality if its secondary form does not have horns). The secondary form may have modifiers to Physical Attributes as well as Powers and Qualities that are gained when assuming that form, and lost when reverting back.

The general rule (which the GM is free to break) is that the base form must be one of the mortal races and any and all secondary forms must be "natural" animals (such as those in the Fauna section, above, and other normal critters) or hybrids between the two.

The Karma cost for this power depends on how many secondary forms the creature has and the changes bestowed by those forms. Unless otherwise noted, each Shapeshift option only applies to one secondary form.

- 30 Karma per secondary form. The default rules for the secondary form are:
  - Animal Reflexes: Regardless of which form it is in, the creature gains a +1D6 bonus to Initiative (max +5D6). This bonus stacks with other effects.
  - Shifting Time: It takes a Complex Action to change form.
  - Shifting Damage: When changing to (but not from) any secondary forms the creature must resist 4S damage with the Body + Willpower of the form they are currently in, not changing to.
  - Bestial: While still sapient, the mind of the shapeshifter, the way that they reason and think, differs from the species that its forms take. As such, the creature suffers a -2 dice pool modifier to Con, Etiquette, and Negotiation tests when dealing with non-shapeshifters and they gain an appropriate disadvantage (see Magic, Patron Deities).
  - Sensitive System: While not an issue for most fantasy settings, this Power also imparts the Sensitive System Negative Quality on the creature.
  - If a secondary form beyond the first (3rd form, 4th form, etc.) has the same options or weaker versions of the same options, such as the first secondary from gains a +2 ES and +3 to Strength and the second secondary form gains a -1 ES and +1 to Strength, then the additional secondary form only costs an additional 30 Karma (the options are not added, only to the primary secondary form).
- +10 Karma for Animal Reflexes to apply to base form.
- +5 Karma for ± 1 ES from the base form to the secondary form. If the absolute value of the change in ES is greater than 1, then the Karma cost is equal to 5 × (the absolute value of the change in ES + 1). The creature's Essence does not change based on ES, but the number of base Physical Condition Monitor boxes does.
- +8 Karma for +1/+2/+1m bonuses to the walking multiplier, running multiplier, and sprint bonus, and +2Karma for each +1 bonus if increased further.
- +20 Karma for +1 to one Physical Attribute of the secondary form.
- +45 Karma for +2 to one Physical Attribute of the secondary form.
- +75 Karma for +3 to one Physical Attribute of the secondary form.
- +110 Karma for +4 to one Physical Attribute of the secondary form.
- +15 Karma for Swift Shapeshift, which allows the creature to change forms as a Simple Action rather than a Complex Action.
- +5 Karma per -1 DV to shifting into secondary form (maximum -4 DV/20 Karma).
- -5 Karma per +1 DV to either shifting into secondary form or shifting into base form (maximum +8 DV/-40 Karma).
- -10 Karma for resisting Physical instead of Stun damage when changing forms.
- +/- Karma costs for individual Powers and Qualities of the secondary form.

With GM approval, a creature with the shapeshifter power can increase the bonuses and powers and decrease the Stun damage by spending twice the listed Karma as if buying or buying off Qualities.

Attribute bonuses gained by secondary forms are always applied to the base form. Increases in the base form's Attributes cost the standard Karma and the secondary forms' bonuses now apply to the increased attribute. The Attributes of the secondary forms cannot be increased independently of the base form, save if the GM allows the purchase of bonuses as per the rules above (and twice listed cost for purchasing after character creation).

If a creature shifts while wearing standard clothing or armor they must make a Body + Strength vs base Armor rating Opposed Test, shields are not counted, but helms are ("base" Armor rating is the rating of the armor as listed, as if having the Technique at level 1 for that armor). If the creature succeeds, they manage to burst out of the clothing or armor, but the clothing or armor's Armor rating is reduced by the creature's net hits until it can be repaired. If the armor wins the creature must resist twice the Armor's net hits in Physical damage and while they are still wearing the armor they only gain half the base Armor rating of the armor (round down), they have their movement multipliers and sprint bonus reduced by 1 each, and they suffer a -1 penalty to Agility and Agility related tests.

Summoning Resistance

Type: M **Action:** Auto
Range: Self **Duration:** Always
Karma Cost: 10 per rating

Spirits with this power are dangerous (as if spirit's weren't already). Summoning Resistance adds its rating to the Drain Value of any summoning tests made by the summoner or summoners (in the case of ritual summoning). In addition the power's rating is added as bonus dice to resist Banishing and Binding.

Suppressed Metabolism

Type: P **Action:** Auto
Range: Self **Duration:** Always
Karma Cost: 23

A creature with this Power does not need to breathe, eat, or drink as much as a normal creature for their size. Their dietary requirements are reduced to just 10% of normal. For example, a human needs about 2 kg of trail rations and 1.8 kg of water per day to stay healthy but a human sized creature with Suppressed Metabolism would only need 0.2 kg (0.44 lbs) of trail rations and 0.18 kg (0.4 lbs…just less than a measuring cup, about 6.5 oz.) of water to survive per day.

Swim

Type: P **Action:** Auto
Range: Self **Duration:** Always
Karma Cost: 10

This Power is typically possessed by creatures that are native to water environments, like fish, water elementals, whales, etc. Creatures with the Swim Power have a walking movement rate, in addition to running and a sprint modifier, when in water and do not need to make a Swimming Test to move, save sprinting, in water.

Undead Hunger

Type: M **Action:** Auto
Range: Self **Duration:** Always
Karma Cost: 5

Newly risen undead usually do not have a Drain power (Energy or Essence) and instead gain sustenance with the Undead Hunger power which works through causing damage; physical damage for corporeal undead and stun damage for incorporeal undead. For every box of the appropriate damage type that the undead deals to a living creature it fills a box of a reservoir equal to the undead's Body (if corporeal) or Willpower (if incorporeal). The undead can then draw upon this reservoir to heal themselves by 1 box at a rate listed in each individual undead's power entry. For incorporeal undead this occurs if any action or power that they use results in the target or targets taking Stun damage.

For example, if the power is written as "Undead Hunger (1 day)" then after one full day the undead can use one of their reservoir points to heal one box of damage.

Verugilsh

Type: M **Action:** Special
Range: Special **Duration:** Special
Karma Cost: 10

This magical disease spreads the shapeshifting curse. Unless otherwise noted, it requires a successful bite attack that deals Physical damage to the target. If a number is included in parenthesis after this Power's entry in the creatures stat block then that indicates a minimum number of Physical boxes that the target must suffer in a single attack to risk affliction.

Vector: Injection
Speed: 3 Days
Penetration: -2
Power: Magic + 2
Effect: Stun Damage, target gains the same version of the Shapeshifter power as the creature that infected them.

Once infected, a creature cannot be further infected until the initial infection is resisted.

If the victim is not of a matching type to that of the creature spreading the disease, they gain a dice pool bonus to their Toxin Resistance Test as listed below (differences are cumulative):

Different base species: +1 (e.g. gnoll shapeshifter infecting a human)

Different base species' biological class: +1 (e.g. kobold [Reptilian] shapeshifter infecting a human [Mamalian])

Different secondary form's biological class from victim's base species': +1 (e.g. human werewolf [Mamalian] infecting a kobold [Reptilian]).

For example; a human werewolf infecting a human gives no bonus (both are the same species, and therefor also the same class, and wolves are also of the same class, Mamalian. If the same human were to infect a minotaur and a lizardfolk, then the minotaur would gain a +1 bonus (different species, but base and secondary are of the same class as the minotaur) and the lizardfolk would gain a +3 bonus (different base species, different class, and lizardfolk are Reptilian while werewolves are Mammalian).

Wound of Chaos [Rating]

Type: M **Action:** Special
Range: Special **Duration:** Special
Karma Cost: 75 + 25 per rating (minimum rating 0)

Only creatures of chaos have this Power. When a victim suffers a Physical wound from a Natural Weapon of a creature with this Power the victim must make an immediate Body + Willpower (Boxes of damage + Wound of Chaos rating). If the victim meets or exceeds the threshold then they suffer the wound as normal, but each box of damage counts as two for the purposes of healing.

If the victim fails to meet the threshold then they undergo a rapid and horrific mutation that finalizes at the start of the next Combat Turn. For each box of damage taken, roll randomly on the tables below;

First Roll: 1D6, Positive or Negative

Roll	Result
1-3	Negative: -1 to Attribute or -1m to Walk and -2m to Run
4-6	Positive: +1 to Attribute or +1m to Walk and +2m to Run

If a positive and negative result are rolled for the same stat then the net effect is 0 but the physical transformations still take place.

Second Roll: 3D6, Afflicted Stat

Roll	Afflicted Stat
3	Edge
4-5	Charisma
6-7	Logic
8	Reaction
9	Strength
10	Movement
11	Agility
12	Intuition
13-14	Body
15-16	Willpower
17-18	Roll Twice[1]

[1] If on rolling twice this result occurs again roll twice again for a maximum of 3 rolls, reroll if "Roll Twice" occurs more than twice.

Regardless of the stats that are afflicted, chaotic cancerous-like growths sprout from the wounds the appearance of which often mimic the creature that caused the wound but other

physical characteristics are possible (such as root like growths or tentacles…always with the tentacles these chaos beasties).

If a victim has any of its Attributes reduced to 0 the victim dies, but they may Burn a point of Edge (so long as the Wounds of Chaos haven't reduced their Edge to 0) in order to have their Stun Condition Monitor filled instead of taking the killing point of Attribute damage.

Additionally, at the start of the Combat Turn when the change takes place the victim must succeed on a Composure Test (3) or gain a point of Madness.

The wounds from a failed Body + Willpower test count as three boxes of damage for the purposes of healing. Once healed, the victim's body reverts to normal (occasionally the growths fall off only to form a new creature of chaos with no single attribute greater than the total boxes of chaos damage healed).

New Weaknesses

Powerless

Bonus Karma: Varies

The spirit cannot use any of its powers or attacks when exposed to the thing it is powerless against. A spirit that is Powerless (Sunlight) cannot manifest or use any powers when in direct sunlight. Such spirits will avoid areas that are exposed to or even adjacent to the environment or material the spirit is powerless against. This only applies to environments and objects on the physical plane. This has no effect on the spirit in the astral.

The Karma bonus for this power depends on the conditions that induce Powerlessness:

15 Karma for Rare substances or conditions, like uranium or lack of air.

30 Karma for Uncommon substances or conditions, like platinum or beet juice.

45 Karma for Common substances or conditions, like leather, silver, copper, or rain, fog, etc.

60 Karma for Prevalent substances or conditions, like wool, linen, or sunlight, darkness, etc.

Powers Lists

Table: Critter Powers List

Power	Karma
Accident (SR5, 394)	15
Adaptive Coloration (HS, 188; RF 143)	25
Agony (HS, 188)	15
Alienate (Modified, HS, 188)	20
Anaphylaxis (SG, 193)	25
Animal Control (SR5, 394)	25
Armor, Natural (SR5, 394)	3+2p
Armor, Natural (SR5, 394)	(rating) × 3
Astral Camouflage (New)	15
Astral Gateway (Modified, SG, 194)	60
Astral Inversion (New)	5
Astral Phasing (New)	10-100
Astral Shunt (New)	Varies
Attribute Damage	35
Attribute Drain	25
Aura Masking (SG, 194)	30
Binding (SR5, 395)	15
Brachiation (HS, 188)	5
Compulsion (SR5, 395)	30
Concealment (Self) (SR5, 395)	20
Concealment (SR5, 395)	30
Confusion (SR5, 395)	15
Control Focus (HS, 188)	10
Corrosive Secretions (RF, 143)	20
Corrosive Spit (SR5, 395)	15
Create Alchera (HS, 189)	40
Darkness (HS, 189)	20
Death Wail (New)	25
Deathlock (HS, 190)	12
Deathly Aura (SG, 194)	25
Desire Reflection (SG, 194)	15
Devouring (SG, 194)	20
Dive Attack (Modified, HS, 190)	15
Divining (SG, 194)	10
Domesticated (HS, 186)	5
Dragonspeech (SR5, 395)	40
Dual Natured (SR5, 395)	10
Elemental Attack (SR5, 396)	20
Elemental Attack (Pollutant) (SG, 195)	25
Elemental Attack (Radiation) (SG, 195)	25
Elemental Melee Attack (New)	10
Empathy (HS, 190)	40
Endowment (SG, 195)	10
Energy Aura (Modified, HS, 190; SR5, 396)	18 or 26
Energy Drain (HS, 190; SG, 195)	30
Engulf (SR5, 396)	25
Enhanced Senses (SR5, 396)	15
Entropic Aura (HS, 190)	25
Essence Drain (SR5, 396)	30
Fear (SR5, 397)	20
Fey Glamour (HS, 191)	35
Flay Touch (HS, 191)	40
Flight (Modified, SR, 394)	20+
Fortified Body/Willpower (New)	30/50
Gestalt Consciousness (HS, 192)	30
Ghost Chain (HS, 192)	10
Gills (HS, 192)	0
Gliding (HS, 186)	12
The Great Plague (New)	30
Guard (SR5, 397)	15
Hardened Armor (SR5, 397)	(rating) × 9
Hardened Mystic Armor (SR5, 397)	(rating) × 12
Haunt (HS, 192)	20
Hemorrhage (SG, 91)	50
Hidden Life (SG, 205, HS, 192)	40
Hive (New)	5
Hive Mind (SG, 195)	15
Immunity (SR5, 397)	15
Immunity to Age (SR5, 397)	20
Immunity to Normal Weapons (SR5, 397)	30
Immunity to Stun Damage (New)	30
Ink Sack (New)	10
Infection (SR5, 398)	45‡
Influence (SR5, 398)	35
Innate Ritual (HS, 193)	15
Innate Spell (SR5, 398)	15
Magic Sense (HS, 193)	7
Magical Guard (SG, 196, HS, 193)	15†
Mana Resistor (New)	20
Manipulate Magic (HS, 193)	15
Mimicry (SR5, 398)	10
Mind Link (SG, 196, HS 193)	20
Mist Form (SR5, 398)	30
Movement (SR5, 399)	25
Mutagen (SG, 196)	35
Mystic Armor (SR5, 399)	4+3p
Mystic Armor (SR5, 399)	(rating) × 4
Natural Weapon (Modified, SR5, 399)	Varies‡‡
Noxious Breath (SR5, 399)	25
Paralyzing Howl (SR5, 399)	15
Paralyzing Touch (SR5, 400)	10
Personal Domain (SG, 205)	10
Pestilence (SG, 197)	15
Pestilence (HS, 193)	35
Petrification (SR5, 400)	20
Physical Mimicry (New)	20
Pounce (Modified, HS, 193)	5
Psychokinesis (SR5, 400)	15
Quake (SG, 197)	150
Realistic Form (SG, 198)	25
Regeneration (SR5, 400)	35
Reinforcement (SG, 198)	40
Sapience (SR5, 400)	20
Search (SR5, 400)	20
Secretion/Substance Extrusion (anti-coagulant) (HS, 193)	25
Secretion/Substance Extrusion (silk/webbing) (Modified, HS, 194)	15
Sense Link (SG, 198)	7
Shadow Cloak (SG, 198)	15
Shapeshift (New)	Varies
Shift (Aeth, 38)	16
Shift (Dracoform) (HS, 194)	Varies‡
Silence (SG, 199)	15
Skill (Aeth, 38)	10
Sonic Projection (SG, 199)	20
Spirit Pact (SG, 205, HS, 194)	50
Storm (SG, 199)	60
Summoning Resistance (New)	10/rating
Suppressed Metabolism (New)	23
Swim (New)	10
Toughness (P)* (HS, 194)	10p
Transfer Energy (Essence) (Aeth, 38)	10
Undead Hunger (New)	5
Vanishing (Aeth, 39, HS, 194)	50‡
Venom (SR5, 401)	20
Venom (Arcane Inhibitor) (HS, 194)	25
Verugilsh (New)	10
Vestigial Wings (HS, 194)	15
Wall Walking (HS, 194)	20
Wealth (SG, 205)	100
Weather Control (SR5, 401)	35

Powers listed as "Modified" are detailed in the Core Rules Powers & Weaknesses Changes section.

#+#p indicates it costs the first number in Karma for the first point, and the second number in Karma for each additional point after the first.

‡ This Power isn't expressly used in this fantasy system, but this is the suggest Karma cost for the Power should it be introduced.

† This is the cost for creatures that do not have the Ordeal Born quality and do not have any Magic Using Qualities (Aspected Magician, Full Magician, etc.). Otherwise the creature just pays the cost for the Counterspelling Skill.

‡‡ See Core Rules Powers & Weaknesses Changes for this Power's costs.

* When "Toughness" is listed in a creature's the Powers & Qualities it refers to the Positive Quality. "Toughness (P)" refers to the power.

The Powers on the Spirit Powers List table are Powers that are only available to creatures that are spirits or native of one of the other Realms of existence other than the Mortal Realm or its Ethereal except for the Improved Banishing Resistance and Materialization (forced); these Powers are gained by any non-standard spirit creature from any Realm that travels to another non-Astral, non-native, Realm (standard spirits only inherently gain the Materialization or Possession Power).

Table: Spirit Powers List

Power	Karma
Astral Form (SR5, 394)	10
Astral Projection (SG, 204)	5
Astral Venom (HS, 188)	7
Banishing Resistance (SG, 194)	15
Improved Banishing Resistance (New)	30
Incorporeal (New)	30
Inhabitation (SG, 195)	10
Materialization (Modified, SR5, 398)	0
Mutable Form (SG, 204)	10
Possession (SG, 197)	5
Regeneration (SG, 205)	30
Vessel Trading (SG, 205)	50
Wound of Chaos (New)	75+25/rating

The following Powers are only available to creatures that can access the Matrix (and usually only if they have Resonance). Since the Matrix hasn't been invented yet, there's not much need for these in a fantasy setting. But who knows when the Matrix will be invented or if aliens with Resonance will visit or something.

Table: Matrix Critter Powers List

Power	Karma
AR-Parallelism (HS, 194)	15
Blend (HS, 194)	15
Cozenge (HS, 194)	30
E-Hive (HS, 195)	10
Gremlins (HS, 195)	4p
Holographic Concealment (HS, 195)	10
Resonance Feed (HS, 195)	10
Spraying (HS, 195)	7
Traceroute (HS, 195)	5
Tunnel (HS, 195)	30
Venomous Code (HS, 195)	30

Below is the list of Weaknesses.

Table: Full Critter Weaknesses List

Weakness	Karma
Allergy (SR5, 401)	5–25
Banishable (can be banished)	50
Critter Cyberpsychosis (HS, 186)	15
Dietary Requirement (SR5, 401)	20
Essence Loss (SR5, 401)	40
Extra Fragile (HS, 191)	100
Fragile (HS, 192)	15
Induced Dormancy (Modified, SR5, 401)	20-80
Powerless (New)	15-60
Reduced Senses (SR5, 401)	20
Uneducated (SR5, 401)	8
Vulnerability (SR5, 401)	20
Vulnerability to Fire (SR5, 401)	20

Fin

...