WinterDawn

- A Fantasy Role Playing Game -

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There's a race of men that don't fit in,
A race that can't stay still;
So they break the hearts of kith and kin,
And they roam the world at will.
They range the field and they rove the flood,
And they climb the mountain's crest;
Theirs is the curse of the gypsy blood,
And they don't know how to rest.

If they just went straight they might go far;
They are strong and brave and true;
But they're always tired of the things that are,
And they want the strange and new.
They say: "Could I find my proper groove,
What a deep mark I would make!"
So they chop and change, and each fresh move
Is only a fresh mistake.

And each forgets, as he strips and runs
With a brilliant, fitful pace,
It's the steady, quiet, plodding ones
Who win in the lifelong race.
And each forgets that his youth has fled,
Forgets that his prime is past,
Till he stands one day, with a hope that's dead,
In the glare of the truth at last.

He has failed, he has failed; he has missed his chance;
He has just done things by half.
Life's been a jolly good joke on him,
And now is the time to laugh.
Ha, ha! He is one of the Legion Lost;
He was never meant to win;
He's a rolling stone, and it's bred in the bone;
He's a man who won't fit in.

-Book 0-
Prologue

Introduction

My name is Max Boivin. I am the creator of WinterDawn and the SdA system and I would like to begin this book by thanking you for your interest in WinterDawn. I hope you and your friends will get countless hours of enjoyment and excitement from this game.

Make sure to visit our website at WinterDawnRPG.com for printable character sheets, cheat sheets and other game help.

What is a Role Playing Game?

The chances are that most of you are already familiar with the concept of role-playing game (RPG) but it seems to be a tradition that every RPG book start with an explanation of what is an RPG.

If you have picked up this book without any prior knowledge of what it is about, hopefully this section will enlighten you. If you are a veteran role player, you may safely skip this section but, reading it might give you a clue as to how I perceive role-playing.

A role-playing game, as the name indicate, is a game where you play a role. Players create a *character* with their own personality, qualities, flaws, past, *skills*, etc. Those *characters* will venture together, overcome obstacles, gather treasures, defeat villains, become villains, save the day, fail and sometimes die.

Unlike most games, the players don't compete against each other and there are no winners and losers. Role playing games are fundamentally collaborative group games. There is no well define goal to reach, number of points to get or conditions for victory; the goal of the game is to create an interesting and entertaining story as a group and the only way to "win the game" is by having fun.

Since there is no clear end-point in a role-playing game, the length of the game can vary greatly; some games will last for only a few hours but most games will extend on many play session of a few hours each and can end up lasting years!

adventures take place and will describe the sceneries and events of this world to the other players. The *GM* has the responsibility to prepare some kind of adventure for the *characters*, propose the players hooks to allow their *character* to jump on such adventures and present encounters and challenges for the *characters* to overcome.

The *GM* will also act in a way as a referee for the game. In a RPG, players can have their *characters* attempt to do anything. It would be impossible to try to cover every situation with a clear cut rule describing how such situation is to be resolved. This is where the *GM* as referee comes in; *GMs* have the responsibility to interpret the rules and decide how the plans of the players can be translated in the available mechanics.

The *GM* also possesses a veto on basically everything in the game. They can decide to change or ignore a rule or to declare the plan of a player as unrealistic and not allow it. This power should be used with parsimony and restrained; if you want to alter or ignore a rule, make sure to discuss it with your player before encountering a situation where the rule is called upon (ideally before starting the game). If a player wants to attempt some crazy actions, instead of saying a strict no, the *GM* can try to tweak this action with the player to try to bring it back at an appropriate level of realism for the game being played or make the action extremely unlikely to succeed. If the *GM* decides to take this later road, once they allowed a player to attempt an action, even if they attributed to this action a *difficulty level* they were sure the *character* would fail, if this last one succeed by good fortune, the *GM* need to let the action be accomplished; it is now to late for veto.

Being the *GM* of a group is more work but it is extremely gratifying. You get to create a world and present it to the other players, to get to control many *characters*, and you take your friends on great adventure.

Although it is the job of the *GM* to bring opposition to the *characters*, they do not oppose the players; *GM* and the other players work together to create a dramatic story. For this story to be interesting it will need challenges to overcome and this is the main responsibility of the *GM*.

The Game Master

Another big particularity of RPGs is that one of the player hold a special role: the Game Master (*GM*). Unlike the other players, the *GM* does not play a specific *character* but will give life to all the secondary *characters* and *antagonists* the *characters* of the other player will meet and face.

The *GM* also create and populate the world in which the

What Material Do You Need to Play RPGs?

In order to play a role-playing game in general, you will need pencils, erasers, paper and dice. Some specific games require special material like playing cards, tokens, jenga™ blocks, etc.

To play WinterDawn specifically, all you need is the basic material required by most RPGs: something to write with, something to

write on and polyhedral dice.

Polyhedral dice are dice of various shape and number of face. The classic set of polyhedral dice comes with 6 or 7 dice and include one die with 4 faces (d4, shaped as a pyramid), one die with 6 faces (d6, the cube used by so many games), one die with 8 faces (d8), one or two dice with 10 faces (d10, when two is included, one will usually be marked with "00", "10", "20", "30",..., up to "90"; this dice is sometime referred as a percentile dice, d% or d00), one die with 12 faces (d12) and one die with 20 faces (d20). WinterDawn uses all those dice (except the percentile one) and it would facilitate play to own a few full sets.

Although they are not required, many groups use miniatures for a visual representation of combats and other situation where knowing the precise position of each member of the party is important. Of course, any kind of distinctive token can used in place of miniatures. Some groups will also completely forgo the use of such visual aids and rely completely on imagination and accurate description. There is no right or wrong answer here and this is simply a matter of preferences.

One more thing you will need to play a role-playing game is at least one other person; you need to be at least two players, one impersonating a *character* and the other one taking the role of the *GM*.

actions you can take and the story you can create, each game is truly unique and will create long-lasting shared memories with your friends.

There are other benefits from playing role-playing games that may be more specific to certain situations. Since playing RPGs is about getting into the skin of somebody else (your *character*), it can help develop empathy and empathy is what will save the world (or the lack thereof will doom it).

There is also many stories of stutterers who, while impersonating their *character*, lose their stutter, and sometimes, like in my own personal case, they can learn to lose their stutter in everyday life as well.

Role playing game can also be a fantastic teaching and learning tool. They can be used with children to have them solve problems in an engaging way, or to help them realize that their actions have consequences. It can also be used amongst adult to explore different "what if" scenarii or philosophical ideas and bring them to their logical conclusions in a ludic manner.

RPGs can also help anybody playing them develop their imagination, their problem solving skills, their confidence, their creative writing, their improvisation skill, their acting, their outgoingness and many other useful qualities.

Why I Play RPGs And Why You Should Give it a Try?

There is no other type of games that give you more freedom than role playing games. In RPGs, you are truly solely limited by your and your friends imagination. Video games can be a great hobby but your option will always be limited by what the developer thought off (or by the bugs they left in that you can exploit). Board games are also a lot of fun but you have clearly defined actions you can do and strict rules framing and narrowing your possibilities.

In role-playing games, you can have your *character* attempt to do almost anything (doesn't mean they're going to succeed). Whenever you face an obstacle, the obvious solution is not always the best and the best approach can be different from *character* to *character*. RPGs really encourage the players to think outside of the box and *GM* should rewards imaginative solution (as long as they are realistic in the game world).

Role playing games are also a good way to spend some social time with live people, away from the screen (of course, nowadays you can play online through video call but at least you are looking at someone's face). The fact that RPGs have so little limits as to the

What Qualities Do You Need to Play RPGs?

The only quality you really need to a RPG is to be able to spend a few hours with your fellow players without arguing and fighting over menial things.

Being imaginative and outgoing help but don't worry if you are not; those qualities will develop over time as you play.

Playing WinterDawn may require you to do some additions and subtractions but I tried to keep those to a minimum and to keep all maths very simple. The maths involved should be accessible to everybody able to count to a hundred and then some.

So, if you are able to spend an evening with some friends without it devolving into chaos and violence, congratulations, you have what it takes to play role-playing games.

Why Did I Create this System and Wrote this Book?

There is many role-playing systems (rule set) and games out there and a lot of them are very good, so why create a new one? Because there are many systems out there containing wonderful ideas. I admit it, I shamelessly pillage a lot of ideas from my favourite RPG systems, tweaked them and mashed them together to create WinterDawn. I also added some of my original ideas that I came up with over my years of playing RPGs.

I also had the desire to create a system more realist than many popular RPGs while keeping it simple enough to not be overcome with rules and details and to not slow the pace of the game too much.

While developing the SdA system, I tired to homogenize the rules so players have fewer mechanics to learn and the vast majority of the time, whenever they have to roll dice, the same mechanics is going to be used; almost everything in the SdA system is a skill check. The name SdA refers to the way most RPGs using polyhedral dice describe the number and type of dice to roll. 5d6 means to roll 5 dice with 6 faces. The "S" in SdA represents the *skill* level (+1) the player is about to test and the "A" represent the *attribute* governing this *skill*. For example, a *character* with an *acrobatics skill* of 2 and an *agility* (the skill governing *acrobatics*) of 6, will roll 3d6 whenever they need to test their *acrobatics*. Combat will work in the same way, as casting magic, as resisting the effect of a spell or from the elements; all those are skills.

The reason I went with this dice system is that it gives a good tactile feedback of the ability of your *character*. You can feel in your hand, before you roll, the difference between a task you are good at and one you are mediocre. Unlike when you are always rolling a 20 sided dice and adding different number to represent your competency, you can feel the varying odd of success, in you favour when you roll 5d12, not so much if you can only roll 1d4.

The other things that was important for me to include in the SdA systems were a dynamic combat based on choice and trade-off from the player where you don't just spend your time waiting for your initiative number, damage and injuries with consequences, different types of armours and weapons which matter for more than cosmetic reasons, *characters* not based on classes and a progression not based on level but where *skills* increase as they are used. Most of those mechanics exist in other systems in one way or another, I recognize that, but I wanted to bring them all together in harmony, in the same system, in a coherent and easy to learn manner.

Guidelines, Not Rules

The goal of a role-playing game should be to collaboratively create a story. All the players, including the *GM*, should work together towards this goal. If the rules ever get in the way of the story, the *GM* can always decide to put them aside, tweak them, bend them.

It is also always possible at the start of a new campaign to have a discussion amongst the players and decide if some rules are going to be ignores or modified. If you do so, it would be advisable to keep the modification throughout the game or, if you realize it was a mistake or that it need a little more modifications, make sure to discuss it with everyone involved before changing anything.

In reason of the flexibility of the rules, I rather see them as guidelines. This is not a rules book but a guide book. Throughout this book, I will still use the term "rules" but it is always intended as soft rules or guidelines.

Of course, every modification of those guidelines need to be approved by the *GM*. As part f their role as referee. *GMs* always have the last word when it comes to guidelines interpretation, modification or abolition.

Exposing my Biases

I tried to design the *SdA system* to allow different styles of play. Some people prefer more fantastic games, some prefer more gritty one. Some *GM* will run game of epic proportions where the *characters* need to save the world while other will present scenarii much more toned down. There is no correct type of game. The best option is the one your group of players enjoys the most.

Even though I tried to minimize my bias towards one specific type of play, some will still be apparent in the fundamental design of the system. In a desire of transparency, I decided to be upfront about it and declare my biases right here, in the introduction of the book. I hope you won't take this as meaning that if your preferences vary, *WinterDawn* won't be adapted for your style of play (and I hope even more that it is not the case).

When it comes to magic, I always preferred setting where magic is rare, strange and scary. Only a few people can practice it, sometimes it has to be done underground, without the authorities or the non-initiated finding out.

As for the power level of the *characters*, I always enjoy starting out a game with *characters* who are barely more competent than

the average person of the setting. Slightly above average. I truly enjoy experiencing the growth of a *character* until they become exceptional individuals. I believe that what makes someone a hero is not their aptitudes, skills and abilities but the way they act in extraordinary situations.

I can see the appeal of epic game but I've always been more inclined towards more toned down scope, campaign where *characters* pursue more personal goals. I like those *characters* to be mostly good but, to have them in very grey situations where there is no perfectly palatable solution.

I also enjoy more realistic game with deadly combats, where you have to think twice before resorting to violence.

I usually run combats with miniatures on a hexagonal grid with the *characters* facing towards a point (instead of an edge) so there are two hexes in front of the *character* two on their side (one on each) and two in their back.

Finally, I have to add, I always add a bias towards orcs and against elves. I tried to keep all the race more or less balanced but, even though there are not necessarily more powerful, I find the orcs cooler than the rest. I'm sure many people will disagree with me and that is perfect.

About the Organization of this Book

I tried to present the information in this book in the manner that made the most sense to me. Many RPGs begin by presenting the *character* creation and, since this is the first thing you do before playing, I can see how this make sense but, I always felt like knowing about what skills and abilities you get and how they alter the mechanics is not that useful if you don't know how the basic mechanics function. For that reason, I tried to present the basics of the SdA systems and building up from there. If you feel like this order is counter-intuitive, feel free to jump around to whatever section you desire but be warned that as you get further in the book, the assumption will be made that you read through the previous sections.

After each section, I will include a summary of the main points of the section. You will also find at the end of the books a very useful appendices section, full of charts and cheat sheets for a wide variety of situations.

As you may have already noticed, this book is divided in sub books (you are currently reading book 0). I wanted this book to be all-inclusive and give you everything you need to play instead of have you purchase a player's handbook, then a *GM* guide, then a

bestiary, then a world setting, etc. I might not be the best financial decision but I realize money is scarce for everyone. My desire was to offer the best value and an unlimited number of hours of play for the investment you made in this book.

About the Writing Style of this Book

This chapter excepted, I aimed while writing this book to use a technical style and focus on clarity rather than style. For that reason, I didn't bother too much with repetitions or to add flourish to the text. I tried to used simple sentence structure and plain English.

Throughout the book I used as much as I could gender neutral pronouns in an effort to be as inclusive as I could. I decide to go with the grammatically controversial singular "they", "their" and "themself".

I also decided to design the SdA system on a metric basis. Movement and weapon range are calculated in metres, weight are calculated in kilograms and temperature is in Celsius. The reason I favoured the metric system over the imperial one is for its international adoption and simplicity. Even someone who has never been exposed to the metrics systems can grasp its way of being subdivided rather quickly. It is much easier to remember and to calculate with a system where everything is based on base 10 rather than remembering that 16 ounces make a pound and 14 pounds make a stone but 12 inches make a foot while 3 feet make a yard but it takes 1760 yards to make a mile.

The metric system also avoid confusion when a decimal notation is used. If something is 5.3 pounds you have to know that it is actually 5 pounds and 4 ounces and 6 drachms and 1 scruple and some minims. And this is even without mentioning the possible confusion between the ounce and the troy ounce!

If you categorically refuse to use the metric system, a conversion chart is available at the end of the book with corresponding measure not exact but close enough to not break the systems and simple enough to calculate mentally (for example, 1 metre become 3 feet instead of 3 feet and 3 inches, a.k.a 3¼ or 3.25 feet).

You will find at the end of this book an extensive appendices section. My aim was to allow players with a basic to intermediate grasp of the rules to be able to play using only this last section.

About the Art of this Book

You will find that the art in this book is scares; this was an economical decision. Art is time-consuming and expensive and the page count illustrations would add would have had a repercussion on the price. And had we decided to print in full colour to give justice to the art, this book would have become inaccessible to many potential players. Maybe one day, a special edition of WinterDawn will be published, in full colour, jammed pack with full page illustrations; one can only hope.

What was not an economical decision was the style of the art. I wanted this book to be immersive and look to a certain point like an object that could exist in the world of WinterDawn. For that reason, the illustrations in this book are inspired by medieval illuminations, most notably from the Maciejowski Bible.

Terms Definition

As you might have already noticed in the introduction, some terms are written in *italics*. This is to indicate that the term is used in a very specific way and refer precisely to an element of the game. Those terms should be explained as they are introduced and their definition can also be found in the lexicon section at the end of this book. I do feel like it is a good idea to define some of the most basics ones here to avoid unnecessary confusion. If you are familiar with RPGs, those terms should already be familiar to you.

Player

The term player refers to a real world person sitting at the table, either controlling an in-game *character* or being the *GM*.

Character

A *character* refers to an individual in the game world, either controlled by the *GM* or by another player.

GM (Game Master)

A player fulfilling a special role of describing the scene, impersonating the *characters* not controlled by the other players and acting as a referee.

Attributes

The physical and mental aptitudes of a *character*. 6 *attributes* compose a *character*: *Agility*, *Power*, *Constitution*, *Erudition*. *Persona* and *Sagacity*.

Skills

Represent the different types of action a *character* can perform and how competent they are at it.

Test (Skill Test)

Whenever a player attempts an action that could succeed or fail (and if there is dramatic outcome to success or failure) a *skill test* can be demanded by the *GM*.

Different types of test exist for different situations and each one will be covered later in this book.

-Book 1-

The SdA system: Engine of the Game

Basic Mechanics

In order to add some objectivity and some randomness to role-playing games, some mechanics are used to define what a *character* can and cannot do, how well-equipped they are to overcome different challenges and if they succeed or fail at whatever they are trying to accomplish.

Attributes

Six *attributes* define every *character*. Those are *agility*, *power*, *constitution*, *erudition*, *persona* and *sagacity*.

Attributes for a humanoid *character* will usually vary between 4 and 12. The highest the attribute score the better.

> Scores below 4 are crippling, since no test with that *attribute* can be rolled.
>
> Scores of 5 or 4 are considered weak.
>
> An average *attribute* has a value of 6 or 7.
>
> Scores of 8 or 9 are considered strong.
>
> Scores of 10 or 11 are considered exceptional.
>
> Scores of 12 are considered heroic.
>
> Scores of 20 or higher are considered supernatural.

Agility

This *attribute* represents the dexterity and nimbleness of the *character*. It covers fine motor skills, eye-hand coordination and balance.

Power

Power represents the physical strength and explosiveness of a *character*.

Constitution

A *character's constitution* represent not only his health but also their resistance to different types of punishment.

Constitution also affect the rate at which a *character* recover from injuries.

Erudition

Erudition is the *attribute* for formal learning, academic knowledge and book-smartness.

Persona

This *attribute* represents the strength of personality and charisma of the *character*.

Characters with a high *persona* score tend to be very polarizing individuals and will leave a strong impression on the people they meet.

Sagacity

Sagacity is the wisdom and common sense of the *character*. A down to earth, no non-sense, resourceful *character* would be one with a high *sagacity* score.

If *erudition* is the book-smart, *sagacity* will cover the street-smart. While *erudition* is very theoretical, *sagacity* is the practical side of things.

Dice

WinterDawn is played with polyhedral dice. 6 types of dice are used: 4 sided, 6 sided, 8 sided, 10 sided, 12 sided and 20 sided.

Those dice are usually referred to by the letter "d" followed by the number of faces (d4, d6, d8, etc). If a number is noted before the letter "d", it is to represent the number of dice. Example: "3d12" means 3 12 sided dice.

Skills

A large array of different *skills* covers what a *character* can reasonably be expected to do. Each of those *skills* is linked to one or, sometime, two or three *attributes*.

Some *skills* have five specialities under them. Those specialities are added to the parent *skill* when relevant.

Each *skill* is going to be described in the following chapter.

Skill Specialities

Some *skills* are subdivided into specialities. Those *skills* should not be tested directly but tests should be made with one of the sub-skills.

The ranks of the *skill* and of the *speciality* being tested should always be added together.

Skill Test

Whenever a player desires to attempt an action with a chance of failure, the *GM* can ask to perform a *skill test*.

The number of dice to be rolled for a *skill* test is 1 + the number of ranks in the *skill* being tested. The type of dice is determined by the *attribute* governing the *skill* being tested; the dice used must have no more face than the value of the *attribute*.

The combination of number of dice plus type of dice is called the *dice pool*.

Some *skills* are governed by more than one *attribute*. In some cases, the circumstances will determine the appropriate *attribute* to use while in other, the choice will be left to the player.

Example: A *skill* with a rank of 3 will allow the player to roll 4 dice. If this *skill* is governed by an *attribute* with a value of 7, the player can roll 6 sided dice. His *dice pool* for this test would then be of 4d6.

Even if a *character* has no rank in a *skill*, the player can always at least roll 1 die.

A test can involve more than one roll and/or more than one dice-pool. The different types of test will be discussed later in this chapter.

A skill test should only be asked for if the success or failure of an action will impact the narrative outcome.

Dice Pool and Roll

A *dice*-pool represents the number and type of dice available to a player for their character to perform a certain task or action.

A roll is the actual dice used to perform the task or action.

In most circumstances *dice pools* and rolls will be the same but in some cases, a player can decide to roll fewer dice than their *dice pool* would allow.

Success and Failure

To succeed on a *skill test*, a number of *measure of success* (*MoS*) equal or superior to a *difficulty level* must be obtained.

MoS (Measure of Success)

Every dice showing 4 through 7, inclusively, represent 1 *MoS*.

Dice showing from 8 to 11 represent 2 *MoSes*.

Dice showing between 12 and 15 count for 3 *MoSes*.

Dice showing between 16 and 19 count for 4 *MoSes*.

Dice showing 20 count for 5 *MoSes*.

Loss

Dice showing 1 subtract 1 *MoS*. It is possible to end up with a negative number of *MoSes* which are called *Losses*.
Many situations have dire consequences for rolling *losses*.

Difficulty Level

There is a vast difference in difficulty between different tasks; some are mundane and some can be near impossible.

Easy tasks need 1 *MoS* to be accomplished. Such tasks have 50% chance of being successful when attempted by an average *character* untrained in the *skill* used.

Moderate tasks need 2 *MoSes* to be accomplished. An average *character* need to be at least initiated in the skill to be tested to be able to succeed at such a task.

Difficult task need 3 *MoSes* to be accomplished. Those tasks will be challenging for any average *character*, even if this one is well-trained in the *skill* being tested.

Very difficult tasks need 4 *MoSes* to be accomplished. Even a *character* highly trained in the *skill* being tested can be expected to fail such tasks about 2 times out of 3.

Near impossible tasks need 5 *MoSes* to be accomplished. A *character* accomplishing such a task in front of an audience will leave them in awe.

Legendary tasks need 6 or more *MoSes* to be accomplished. Witnesses of such accomplishment will have a hard time finding people to believe their recounting of the event.

Those numbers are for simple tasks which can be done in one action, in a short amount of time.

The difficulty *level* is either determined by the *GM*, by a roll made by an *opponent* or by different environmental factors.

Hits

MoSes exceeding the *difficulty level* are called *hits*.

Many *skills*, *spells* and other abilities have varying degree of effectiveness depending on the number of *hits* obtained on a roll.

Types of Test

Not all situation call for the same type of test; in some situations a *character* can take their time to overcome a static obstacle while in other circumstances time is of the essence. Sometimes an additional *character* will work against them or assist them. Some tasks are complex and will involve multiple skills and some others don't have a precise objective and a *character* will simply try to do as good as they can.

The different types of tests for those different situations are described below.

Static Test

A static test is a roll made against a *difficulty level* determined by the *GM*.

Difficulty level should be based on the inherent difficulty of task, not on how difficult the task should be to the *character*.

The *skills* chapter and *adventuring* chapter offer guidelines to determine *difficulty level*.

Opposed Test

An opposed test is one where two *characters* are working against each other for the completion of a task.

A roll is made for each character. The difference between those rolls become the number of *hits* scored by the *characters* with the most *MoSes.*

L*osses* are added to the *hits* of the winning party.

If both *characters* roll the same number of *MoSes*, the status quo is preserved.

In some circumstances, it is impossible or unclear to determine the status quo. In those occurrences, the *GM* should determine if one of the *characters* has the advantage; this *character* will win the opposed test in case of a tie.

Example: A rogue tries to sneak in a manor. Their *stealth* test will be opposed by a *perception & vigilance* made by the *characters* who could spot him. The guards expecting intruders and looking for them will have advantage on their tests while the rogue will have advantage when opposed by the unsuspecting occupants of the manor.

Open-Ended Test

Open-ended tests don't have *difficulty levels* but the number of *MoSes* will determine how well the task is performed. In essence, every *MoS* is a *hit*.

Examples of tasks for which an open-ended test would be appropriate would include playing a musical instrument, running as fast as one can, cooking a nice meal, building a shelter to spend the night, etc.

Rolling Test

Rolling test are tests that can be made in multiple rolls. The *MoSes* from every roll are added together to beat the *difficulty level*. They are used for tasks which can be worked on over time. Each roll will represent a certain amount of time passed.

Two types of rolling test exist: first fail and step back.

First Fail Rolling Test

A first fail rolling test allows the player to keep rolling and adding their *MoSes* until one roll get no *MoSes*.

Example: A thief trying to pick a lock could do so as a first fail rolling test; for every roll 6 seconds pass, if a roll obtain no *MoSes* before they reach the *difficulty level* they fail and have to start again.

Step Back Rolling Test

A step back rolling test does not fail upon a roll with no *MoSes* or on a roll with *loses*. The *loses* are simply subtracted from the *MoSes* accumulated. If the number of accumulated *MoSes* drop to 0, the test fails.

Example: A woodworker is building a cart. Every day they can make a Woodworking roll. If on a day they score some *loses*, they not only make no progress on that day but damage something they already built.

Assisted Test

In some circumstances two or more *characters* can work together on a task. When doing so, each *character* can make a roll and the *MoSes* are added together to beat a *difficulty level*.

The *GM* can put a limit on the number of *characters* who can effectively work on a task.

Example: Two *characters* try to move a large log; they can work together and add their *MoSes* to beat the *difficulty level*.

Assisted Test, Halved

Halved assisted test are used for tasks where an assistant help but does not double the efficiency of the work being done. In those cases, the main performer of the task count their *MoSes* normally while the assistants will only add half their *MoSes* to the total.

Group Test

A group test is in order when multiple allied *characters* are trying to perform the same action and are covering for each other.

Each player makes a roll. The *MoSes* from every roll are added and compared to the *difficulty level*.

The *difficulty level* for a group should be equivalent to the *difficulty level* for a single *character* to perform the task multiplied by the number of individuals in the group.

Example: A group of 5 *characters* need to cross a narrow catwalk over a chasm. The *difficulty level* for an individual *character* to cross the catwalk would be of 2 on an *acrobatics* test. If the party decide to do it as a group, the *difficulty level* become 10 but the *MoSes* of every player are added together.

Composed Test

Composed test are tests which require two or more rolls made with different *skills*. The *MoSes* are added together to beat the *difficulty level*.

Example: Disabling a trap can be made with a composed test of *mechanics*, to understand the trap design, and *sleight of hands*, to disable it without triggering.

Rolling Composed Test

In some case, a test is both composed and rolling. In such a situation, the skills involved are alternated.

Example: Picking a lock will require *mechanics* to understand the lock and *sleight of hand* to pick it. Difficult lock will have high *difficulty level* and will require multiple roll. The player will have to alternate between *mechanics* and *sleight of hand* every roll, until the lock is unlocked or until they fail the roll.

Mixed Test

A mixed test is simply a test that combines more than one of the previous types.

Example: If two *characters* are working on building a cart, they can make an open-ended assisted test.

Bonus and Malus

Characters can gain bonus or suffer malus depending on the situation they have to perform a task.

Bonuses come in two form: Additional *MoSes* or additional dice to a dice-*pool.*

Bonuses to *MoSes* are noted by a simple +1 *MoS*. Bonuses to a dice-*pool are noted as +1d.*

To benefit from bonus *MoSes* a player must have dice leftover in their *dice pool*.

Bonuses giving extra dice can be used even with a depleted *dice pool.*

Malus removes *MoSes* from a roll. They are noted as -1 *MoS*.

Resounding Success

For a roll to be considered a r*esounding success* two conditions must be met: 1) the task attempted must be successful and 2) the number of *MoSes* obtained on the roll (before adding any bonus *MoSes*) must be equal or greater to the number of dice granted by the *dice pool* for this task.

R*esounding success* can be used to regain *spirit* or gain experience. Details are given further in this chapter.

Complete Failure

A roll ending up with *Losses* (before any malus has been applied) is a *complete failure* of the *character*.

A *complete failure* can cause a lost of *spirit* or a gain of *experience.* While outside of combat, if a player rolls a *complete failure* they must make a *Confidence & ego* test with a *difficulty level* equals to 1 + the number of *losses*. If this roll is *successful*, the player can put an *experience points* in the failed *skill*. If the roll is unsuccessful, the *character* loses 1 *spirit point* per ranks in the failed *skill*.

Complete failures can also imply a complication. Some examples are given in the description of certain tasks.

In case of a *complete failure* on an opposed test, the *losses* are generally added to the roll of the opposing player.

success, they can decide to regain 2 *spirit point* per *MoSes* instead of getting an *experience* point.

Spirit

Spirit points represent both the stamina and moral of a *character*.

A dice-pool can never contain more dice than the current number of spirit points of the character.

The maximum amount of *spirit points* for a *character* is equal to the sum of his *constitution*, *persona* and *sagacity*.

Spirit will vastly fluctuate during play. Many circumstances can drain or raise the *spirit* of a *character*.

Spirit Drain

Common causes of loss of *spirit points* include fighting, long travel, restless nights, starvation, extreme weather, seeing an ally falls in combat, etc. Each will be described in their appropriate section.

While outside of combat, rolling a *complete failure* can cause a lost of *spirit*. Details in the *complete failure* section.

Increasing Dice Pool with Spirit

A player can also spend the *spirit* of their *character* to add dice to a dice-*pool (before any roll is made)*. One die can be added at a cost equal to the current number of dice in the *dice pool*. A player can add to a dice-pool a number of dice equal to the rank of the skill being tested.

Example: A *character* with a *cooking skill* of 3 would have a dice-*pool of 4 dice*. If the player wants to increase their chance of succeeding at creating a sumptuous meal, they could decide to spend 4 *spirit points* to add a die, 9 *spirit points* to add two additional dice (4 + 5) or 15 *spirit points* (4 + 5 + 6) to raise their *dice pool* to 7 dice.

Regaining Spirit

A *character* can replenish their *spirit* in many ways: A good night of sleep, eating a good meal, being victorious in combat, witnessing a beautiful artistic performance, etc. Details about the different ways to regain *spirit* will be given in their respective sections.

Whenever a *character* wake up from a prolonged sleep, the player can regain half their *constitution* worth of *spirit points*.

While outside of combat, whenever a player rolls a *resounding*

Improving Skills and Attributes

Experience is gained per *skills* and per *attributes* and cannot be transferred.

A *character* can gain *experience* for their *skills* in a few different ways:

While outside combat, rolling a *resounding success* grant 1 *experience point* in the *skill* used.

While outside combat, a player rolling a *complete failure* could gain an *experience point* if they succeed a *Confidence & ego* test. Details in the *complete failure* section.

At the end of a combat, the *GM* should count the number of *injuries boxes*, *major* and *minor*, of all the *characters* opposing the party of players. This sum represents the number of experience *points* to be divided amongst the players. The players are free to distribute the *experience* they receive between the *skills* they used during this combat as they see fit.

Finally, the *GM* is free to award *experience points* to a player when this one uses a *skill* in an original manner to advance a significant plot point.

A player can raise the rank of a *skill* at any moment by spending an amount of *experience points* linked to that *skill* equal to the current rank of the *skill* plus 1, multiplied by 4.

Example: a *skill* at a rank of 2 will cost 12 *experience points* ((2 + 1)*4) to be raised to 3.

Skills subdivided in *specialities* does not directly gain *experience* but *experience* is attributed to the *speciality* being tested.

Speciality ranks are raised in the same manner as for *skills* but the rank of the parent *skill* should always be added to the rank of the *speciality* for calculation of the cost.

Skills subdivided in *specialities* are raised by lowering the rank of three different child *specialities* by 1 to raise the parent *skill* rank by 1.

Example: A *character* with an *athleticism* rank of 1, with the specialities *climbing* 2, *running* 1 and *jumping* 1, can subtract 1 from those three *specialities*, brining back *climbing* to 1, *jumping* and *running* to 0 to increase *athleticism* to 2. This will not affect the *dice pool* of any of the three *specialities* which were part of the trade but will increase the *dice pool* of the other two *athleticism* specialities, *lifting & pushing* and *swimming*.

Every time a player uses *experience* to raise the level of a *skill* or a *speciality*, they can add 2 *experience points* in the *attribute* governing this *skill*. If this *skill* is governed by more than one *attribute*, the *experience* can be split between the governing *attributes*.

Attributes can be raised by spending an amount of *experience points* equal to the current level of the *attribute.*

Some *traits* can be purchased using *skill* or *attribute experience*. Details in the *character creation* section.

Whenever a player spend *experience*, either to raise a *skill*, raise an *attribute* or purchase *a trait*, they should note the amount of *experience spent* in the *experience spent* space of the *character sheet*. This has no mechanical advantages and serve solely for the *GM* to balance the challenges presented to the players.

Lowering *specialities* ranks to increase the parent *skill* does not give *attribute* experience and should not be included in then *experience spent*.

Mentoring

A *character* can help another improve a *skill* by mentoring. The mentor's *skill* rank must be above the *skill* rank of the apprentice by at least 2 steps.

When the mentor uses the *skill* to perform a task, the apprentice has a chance of gaining experience.

If the task is of a type which can be assisted, the apprentice must assist with their own *dice pool*. Whenever the mentor rolls a *resounding success,* both him and the apprentice can gain an *experience point* in the *skill*. If the apprentice rolls a *resounding success,* the normal rule apply.

If the task is one where assistance is impossible or impractical, the apprentice must looks closely. If the mentor rolls a resounding success, the experience point is attributed to the apprentice.

Training and sparing

Two *characters* can work together to improve *skills* which require *opposed test* (can be the same or two different *skills*).
The two *characters* each make their roll normally but, whenever one of them rolls a *resounding success* both can put an experience points in the *skill* they were training.

Sparing is training for combat *skills*. The rules are the same as for regular combat but damage does not have to be rolled. For the *characters* to be eligible to gain any *experience* the combat must last 5 *rounds*.

The *characters* sparring do not gain *experience* based on the *injuries boxes* of their opponent but on the number of *round* they sparred. For every 5 *rounds*, each *character* gain 1 *experience point*.

Sparing is not limited to two *characters*.

On the Side: What is a character Made Off?

-Name: What the *character* is known as.

-*Race*: The racial make up of the *character*. Chose between High-Man, Highland Half-Man, Lowland Half-Man, Orc, Goblin, Hobgoblin, Elf, Faun and Troll.

-Description: The gender, age, height, weight and other details of the physical appearance of the *character*.

-*Attributes*: *Agility, power, constitution, erudition, sagacity* and *persona*. Those represent the base disposition of the *character* in each of these domains.

-*Skills*: The list of skills the *character* knows or has *experience* in.

-*Experience spent*: The amount of *experience points* the player spent to purchase *skills*, *attributes* or *traits*

-T*raits*: Special features making the *character* unique. Some are gained on *character creation* while others can be gained while playing.

-*Spirit*: A mix between moral and stamina, this is what keep the *character* going.

-Health: The number and type of *injuries* the *character* is currently suffering from as well as the different effects caused by those *injuries*.

-Arsenal: The list of weapons the *character* currently has on them ready to use.

-Armour: The current armour worn by the *character* and the tally of the total *passive defence* offered by this one.

-Equipment: All the different piece of equipment the *character* carries on their person.

-*Wealth*: The money carried by the *character* by denomination. Three types of coins exist: Copper, Silver and Gold.

-*Encumbrance*: A mix of weight and inconvenience of the equipment carried by the *character* including the weapons, armour, money, food and water

-*Morality*: Where the *character* falls on the good and evil axis.

-*Honour*: Represent how well the *character* keeps their words.

-*Vice & Virtues*: Represent the inclination of the *character* towards different *vices and virtues*. Each *virtue* lies between two vice. The five *virtues* are *courage*, *temperance*, *generosity*, *magnanimity* and *friendliness*.

In Short: Basic Mechanics

-*Dice pool* are composed of a number of dice equal to the number of ranks in the *skill* being tested +1, with a number of face equal or inferior to the value of the *attribute* governing the *skill*.

-*Dice pool* are limited by the current number of *spirit points*.

-Dice showing between 4 and 7, inclusively, count for 1 *MoS*, between 8 and 11 count for 2, between 12 and 15 count for 3, between 16 and 19 count for 4, 20 count for 5.

-Dice showing 1 count for -1 *MoS*.

-If more 1 are rolled than *MoSes*, the negative *MoSes* are called *losses*.

-*MoSes* over the *difficulty level* are called *hits*.

-In case of a *static test*, if the number of *MoSes* is equal or greater than the *difficulty level*, the roll is successful.

-In case of an *opposed test*, the *character* with the most *MoSes* wins the opposition. In case of a tie, either the status quo remains or the *character* with the *advantage* wins the opposition.

-In case of an *open-ended test*, the number of *MoSes* determine how well the task is accomplished.

-In case of a *rolling test*, many rolls can be made, the *MoSes* of each being added together until the *difficulty level* is reached or, in the case of a *first fail rolling test*, a *complete failure* is rolled or, in the case of a *step back rolling test*, the number of *MoSes* falls to 0.

-In case of an *assisted test*, more than one *character* can roll the same skill and add their *MoSes* together. For t*est* that can be *assisted* partially, only half the *MoSes* can be added.

-In case of a *group test*, everyone implicated must roll the skill being tested, the average of all the *MoSes* is used for the whole group.

-In case of a *composed test*, multiple rolls with different *skills*, by one or many *characters*, are made. The *MoSes* are added and compared to the *difficulty level* for a complex task.

-Multiple type of test can be combined to form *mixed test*.

-A *difficulty level* of 1 represents an easy task; an average untrained *character* has 50% chance of successes.

-A *difficulty level* of 2 represents a moderate task. An average

untrained *character* can not succeed at such a task.

-A *difficulty level* of 3 represents a difficult task.

-A *difficulty level* of 4 represent a very difficult task; even highly trained *character* would be challenge by such a task.

-A *difficulty level* of 5 represent a near impossible task; witness of such an accomplishment will be awed.

-A *difficulty level* of 6 or higher represent a legendary difficulty; you have to see it to believe it.

-Rolling a number of *MoSes* equal to the available *dice pool* is a *resounding success*. If the *character* is outside of combat, a *resounding success* grant them either 1 *experience point* for the *skill* or 1 *spirit point* per *MoSes* rolled.

-Rolling *losses* is a *complete failure*. If outside of combat, a *Confidence & ego* test with a *difficulty level* equal to 1 + the number of *losses* must be made. If this test is successful, the *character* gain 1 *experience point* if the *skill* which failed. If the *Confidence & ego* test is unsuccessful, the *character* loses a number of *spirit points* equal to the rank of the *failed skill*.

-*Experience points* are gained and spent per *attribute*, *skill* and *speciality* and can not be transferred or exchanged.

-*Skills* can be raised by spending an amount of *experience points* equal to the current rank of the *skill* +1, multiply by 4.

-Whenever a player increase the rank of a *skill* they can distribute 2 *experience points* amongst the governing *attributes* of the *skill*.

-*Attributes* can be raised by spending an amount of *experience points* equal to the current value of the *attribute*.

-*Skills* with *specialities* can be raised by subtracting one rank from 3 different *specialities* under that *skills*.

-*Specialities* of *skills* can be raised by spending an amount of *experience points* equal to the current rank plus the rank of the parent *skill* plus 1, multiplied by 4.

Skills

Skills are a big part of what defines a *character*. They are the interface with which the *characters* interact with the world around them.

Skills can be used in many ways, to overcome many types of obstacles. It may sometimes seem obvious which *skill* to use in a certain situation but a *player* can always think outside the box and take a different approach to solve the problem at hand.

Skills (and *attributes*) can also give information about how the *character* should be (role) played; a *character* with a high *Confidence & ego* will act differently than one with no ranks in this *skill*.

In the following chapter, each *skill* is going to be briefly described and given some example of use. Like everything in this book, those are simply guidelines and should not limit the *players* or *GM* in the way they want to use the *skills*.

The *skills* are presented in alphabetical order.

Acrobatics

Attribute: Agility

Acrobatics represents the capacity of a *character* to tumble, roll and balance themself.

Acrobatics can be used to mitigate damage from falls, to walk on narrow ledges or pathways or to move while avoiding range attacks.

Every *MoS* rolled on an *acrobatics* test can negate one die from a damage roll *dice pool* from falling (falling damage are explained in the *adventuring* chapter).

While performing a *dodge roll manoeuvre*, every *MoS* allow the *character* to move 1 metre. For every metre moved in this way, one *MoS* is subtracted from every range attack targeting the *character*.

Narrow ledge and pathway may reduced *movement speed* dramatically (details in the *adventuring* chapter). Every *MoS* on an *acrobatics* roll can add 1 meters per rounds to the *movement speed*, up to the regular *movement speed* of the *character*.

Appraise

Attribute: Sagacity

Appraise is used to determine the value of items, it is the *skill* to avoid being ripped-off. It is also used to evaluate the quality of gemstones or artistic pieces.

Not every object require an *appraise* test to have an idea of its value; the value of common, everyday items should be pretty well-known to the *character*. A test can be asked when a *character* is trying to have an idea of the value of a rare item, an intricately decorated one, or an unusual large quantity of a basic item.

The missing *MoSes* on an *appraise* roll determine by how far the evaluation of the *character* is. Details in the adventuring section.

Of course, value is not intrinsic to an object but is subjective and different *characters* can value an object differently. Circumstance can also greatly affect the value of an item; water in the desert will be much more valuable than by a spring. The *appraise skill* give in idea of how an item should be valued by the average person considering the actual circumstances.

Arts & Performance

Attribute: Persona

Character with artistic inclination can use *arts & performance* to entertained or create piece of arts.

Arts & performance can be used to increase the spirit of an audience; for every *MoS* rolled 2 *spirit points* can be given to a participant or a member of the audience. This test can be *assisted* or *composed*. For every roll, 20 minutes must be spent.

Arts & performance test are usually *open-ended test*.

Acting

This is the *speciality* to impersonate somebody else. This allows a *character* to disguise themself, change their voice, recite lines, etc. This *speciality* can also be used to convincingly lie.

Dancing

This is the art of gracious and expressive movement. A good dancer is usually very appreciated at party.

Drawing & Painting

Drawing & painting allow a *character* to represent on paper, velum or canvas, landscape, portrait or any other pictures they can imagine.

Music & Singing

This allow a *character* to play musical instruments and know popular songs.

The *GM* can ask the *character* to choose instruments they know and give penalty if this one is trying to play from an unfamiliar instrument.

If a *character* try to sing along a song started by some other singer, penalties can be given if the song is from a foreign culture or not a popular one.

Oration & Poetry

This is the ability to make eloquent speech and to compose and recite poetry. This *speciality* is not only useful for lovers and tortured poets but also to politicians and skalds.

The *oratory & poetry skill* can also be used to inspire allies in combat.

Athleticism

Attribute: Power

Athleticism represents the pure physical power of the *character*. It is not about grace and finesse but there is still technique involved in mustering strength.

Climbing

Sometime while adventuring, walls and cliffs get in the way and need to be climbed. Obviously, not all surface are equal and therefore, the difficulty should be adjusted accordingly.

Climbing is usually a *composed test*; on each roll the *character* can ascend a little more. On a complete failure, the *character* falls.

While *climbing* a tree, every two *MoSes* allow the *character* to ascend 1 metres.

While *climbing* a rocky surface like a cliff, one *MoS* is needed simply not to fall. 2 or 3 additional *MoSes* are needed to ascend 1 metres, depending on the smoothness of the surface.

While *climbing* a man-made wall, 2 *MoSes* are needed not to fall. 3 or 4 additional *MoSes* are needed to ascend 1 metres, depending on the finish of the wall.

Different circumstances can affect the climb; *climbing* in the rain can subtract 1 or more *MoSes* for every roll while having *climbing* tools can reduce the number of *MoSes* needed to ascend.

The *GM* should determine the *difficulty level* of the climb and inform the *player* before this one attempt the climb.

Jumping

Jumping come in two varieties: horizontal and vertical.

For vertical jump, the *character* can jump ½ metre plus ½ metre for every 2 *MoSes*.

Horizontal jump are a little more complex since there is a big difference between a standing jump and a running jump.

If the *character* uses no movement before *jumping*, they can jump 1 metres plus 1 metres for every 3 *MoSes*.

If the *character* uses half their movement before *jumping*, they can jump 1 metres plus 1 metres for every 2 *MoSes*.

If the *character* uses their whole movement before *jumping*, they can jump1 metres plus 1 metres for every 1 *MoSes*.

If the *character* run before *jumping* they can add 1 die to their *jumping dice pool* for every *MoS* used for the *running* test (excluding the *hits*).

Lifting & Pushing

It could be raising a portcullis by hand, flipping a table or pushing a boulder, *lifting & pushing* is concerned with moving heavy objects.

If attempting to lift something, a *medium character* can lift 45 kilograms plus 45 kilograms for every *MoS* rolled.

Small character can lift 25 kilograms plus 25 kilograms per *MoS* rolled. *Mini character* can lift 5 kilograms plus 5 kilograms per *MoS*. *Micro Character* can lift 1 kilogram plus 1 kilogram per *MoS*.

Large character can lift 80 kilograms plus 80 kilograms per *MoS*. *Huge* and larger *character* can lift 150 kilograms plus 150 kilograms per *MoS*.

The *GM* can decided to subtract some *MoSes* from the roll if the object being lifted is awkward to grip or slippery.

If attempting to push something more or less round, a *character* can push twice what they can lift.

If attempting to push something more or less flat, a *character* can push as much as they can lift.

The *GM* can decided to subtract some *MoSes* or reduced the *difficulty level* from the roll due to a slippery terrain, a slope or other circumstances that may influence the *character*'s ability to push something heavy. Common sense should be used.

Running

When a character need to cover a lot of ground in a short time, *running* is the solution.

While in combat, a *running character* can, in a round, move half their *movement speed* per *MoS,* in addition to their regular movement!!br0ken!!

Critical failure on a *running* test make the *character* prone. *Losses* cause 1 *minor injury* each. The *GM* can decide to allow an *acrobatics* test to mitigate this result.

If the *character* runs for many consecutive *rounds,* starting from the second *round,* they must *split their dice pool* to make a *resist fatigue* check with a *difficulty level* of one for every two *rounds* the *character* has been running. Every missing *MoS* are subtracted from the number of *MoSes* on the *running* test.

Swimming

If a *character* end up in the water, *swimming* will allow them to avoid drowning.

While *swimming,* a *character* can move half their movement speed plus 1 metres for every *MoS* rolled per round.

On a *critical failure,* the *character* must make a *resist fatigue* test with a *difficulty level* equal to twice the number of *losses.* On a failure, they use their whole turn to not drown. On a *critical failure* on that last test, the *character* start sinking.

The *encumbrance* of a *character* influence is ability to swim. For every ½ of their *encumbrance* limit they are carrying, one *MoS* is subtracted from their *swimming* test.

The type of water will also influence the difficulty, at the *GM* discretion. Water with moderate current going against the *character* could subtract one *MoS* while *swimming* with current could add 1. The bonus and malus could be increased for stronger current. The *GM* can also decide to subtract distance from the base movement of a *character* in a similar way to *difficult terrain* (described in the *combat* chapter).

Swimming in bad weather is also significantly more difficult. *MoSes* can be deduced from roll and, in the case of particularly bad weather, the *GM* could ask for a *swimming* to not drown or to move at all.

Charm & Persuasion

Attributes Persona

In some situation, combat is not the best approach to solve a conflict; it can be more appropriate to use *charm & persuasion*.

If the target of the *charm & persuasion* so desire, they can oppose the test with either a *Confidence & ego* or *detect motive* roll.

If the target of the *charm & persuasion* is unfamiliar with the *character,* one *MoS* is subtracted from their roll. If the target is unfriendly, two *MoSes* is deducted. If the target is hostile, 3 *MoSes* are negated.

If the *character* offer the target something this one desire, they can receive bonus dice, at the discretion of the *GM*.

In case of a *critical failure,* the target disposition towards the *character* could deteriorate or the target could decide to do the opposite of what the *character* was attempting to convince them to do.

Confidence & Ego

Attribute: Persona or Sagacity

Confidence & ego is not a *skill* that call to action but is nonetheless very useful.

Every time a *character* roll a *critical failure* they can make a *Confidence & ego* test with a difficulty equal to the level of the *skills* failed (maximum 6). If the roll is successful, the character can mark an experience point next to the skill. If the test is a failure, the *character* lose 1 *spirit points* for every missing *MoSes*.

Confidence & ego can also be used to resist *Charm & Persuasion* or *insult & Intimidation*.

Cooking

Attribute: Sagacity

No test is needed to prepare a regular meal with the appropriate ingredients.

If a *character* wants to prepare an elaborate meal, a feast, a meal for a large quantity of people, not having access to a proper kitchen or preparing a meal with not quite the sufficient

ingredients, a test may be required.

The difficulty of the test is influenced by the different complications.

The *difficulty level* for *cooking* is 1 for every 4 portions of food prepared. This is doubled if an insufficient quantity of ingredients are available or if the cook does not have access to a well fitted kitchen. If both situations are combined, the difficulty is 1 per portion of food prepared. This test can be *assisted*.

If preparing a sumptuous feast, 1 *MoS* is needed per guest. The test can be *composed* and *assisted*.

Hits add to the quality of the food and can be distributed among the guest and grant 2 *spirit points* each.

Crafting

Attribute: Sagacity

Buying equipment can be expensive; an alternative is to craft your own. You can also turn this *skill* in to a lucrative occupation.

Crafting is separated by type of material. Objects made of only one type of material can be made with a *rolling test* with the appropriate speciality. More complex object made of many material should be made with *composed rolling test*.

More details on *crafting* is available in the equipment chapter.

Metalworking

This is useful to create weapons and armour but also all other kind of objects made of metal.

Scribing

Creating beautiful books with clear text and vibrant illuminations is done through the *scribing* speciality. It also includes the skills needed to bound a book together.

Stone-cutting

Stones has always been used to create tools and shelter. With stone-cutting a *character* can join this ancient tradition from the dawn of time. Stone-cutting is also used to cut precious stone.

Tailoring

This speciality is useful to create clothes, some type of armour, sails or any other objects made out of cloth, canvas, leather, fabric, etc.

Woodworking

Trees are a very useful resource: abundant, versatile, easy to harvest and transform. Due to this fact, many objects are made out of wood and *woodworking* is sure to come in handy for an adventurer.

Deduction & Logic

Attribute: Sagacity

If a *character* wants to investigate a crime, look for clues, try to solve a puzzle or any other activity requiring *deduction & logic*, a test can be made. The *GM* can also allow the *player* to *role-play* the scene instead of making a test. In this case, the level of the *skills* should serve as an indication as to how to *role-play* the *character*.

If a test is made, it can either be made as a *fixed test*, where the difficulty represents the complexity of a puzzle or as a *scaling test* where the number of *MoSes* represent how much clues the *character* finds.

Detect Motive

Attribute: Sagacity

Not everybody is honest and straight forward and sometime being mislead can have dire consequences. A *character* can avoid being lead astray by someone else by succeeding a *detect motive* test.

Detect motive is usually done as an *opposed test* against *charm & persuasion* or *acting* (when used to lie).

Elementalism

Attribute: Erudition or Persona

Elementalism is a form of magic based on the control of the five elements of *aether*, *air*, *earth*, *fire* and *water*.

This form of magic was first developed by the elves and is based on knowledge of the elements and a memorization of incantations and movements.

It is important for the caster to speak with a clear audible voice and to be able to move freely. It is thus impossible for an

elementalist to cast a spell while silenced, while sneaking or while restrained.

Elemental magic is taxing for the caster and will drain their *spirit*.

More details will be given about *elementalism* in the *magic* chapter.

Aether

Aether is a mysterious element hard to understand for the non-initiate. According to elementalists, *aether* is what souls and minds are made off. It is the element of the void, where there is no *air*, no *water*, no *earth* or *fire* there is *aether*.

Aether magic affect the minds and souls of people.

Air

Controlling the air, an elementalist can create powerful winds to knock down enemies, move objects remotely, fly or even turn into air themself.

Earth

Shaping the ground, melting rocks, turning their skin to stone, the control of *earth* if full of possibilities to defend and to harm.

Fire

Probably the most aggressive of the elements, *fire* does have some peaceful use for cooking and lighting but dealing damage is its main purpose.

The teaching of *fire* elements is often frown upon, especially to students who haven't proven their good nature.

Water

Not so useful while in the desert but devastating while at sea, a *water* elementalist can create massive waves that can sink ship or high pressure jets that can cut skin. *Water elementalism* is also useful as protection, mainly against fire.

Insult & Intimidation

Attribute: Persona

Causing fear in people or enraging them can be quite the powerful *skill*. *Insult & intimidation* can allow a *character* to get information, taunt or demoralized an enemy in combat.

While attempting *insult & intimidation,* the target can *opposed* the test with a *Confidence & ego* roll for intimidation or a *detect motive* roll for taunt.

Details about intimidation and taunt are given in the combat chapter.

Knowledge

Attribute: Erudition

Not everybody is made for combat and violence; some prefer books and *knowledge*.

Having a knowledgeable *character* in a party can be quite useful to have access to vital bit of information.

Knowledge specialities can be used to test if a *character* knows something at this very moment or can be used to make research and acquire *knowledge* about a specific subject.

Geography

Geography is the *knowledge* of the landscape and natural features. It also allows the *character* to understand or make maps. *Knowledge* of *geography* also helps a *character* to avoid getting lost while travelling long distance and to shorten the length of travel.

If a *character* draws a map, the number of *MoSes* represent how precise and accurate the map is. Note the number of *MoSes* obtained while creating the map.

The largest the area represented the more *MoSes* is needed to have the map useful at all.

A *character* can make a *composed test* with *geography* and *painting and drawing* to create a beautiful map and increase its value.

Heraldry & Nobility

The *knowledge* of the nobles, who they are, how to recognize them, recognize their coat of arms, knowing their ranks, their allies and as much information as you can about the rulers of the land.

If a *character* tries to identify a noble or a coat of arm, the *difficulty* is influence by the rank and notoriety of the noble (more important noble are easier to identify), the origin of this one (the further they are from the harder to identify) and the amount of information known about the noble.

History

History does not necessarily repeat itself but it often rhymes,

therefore, having a deep *knowledge* of *history* can help avoid the mistake or the past or emulate the great successes of our predecessors.

Difficulty level for *history* test is higher the further the events the *character* tries to remember, the more obscure the fact is or if the *character* tries to remember events relating to a culture foreign to their own.

Having a general idea of an important event from one own culture that happen in living memory would be an easy test while remembering specific details of log past event of low significance and from a different culture would be near impossible.

Linguistic

Linguistic is the knowledge of languages, actual and ancient, familiar and foreign.

Every *character* starts by knowing one native language at a *fluent level* a knowing *bastard* at an *intermediate* level. *Bastard* is a lingua franca shared by all the race, which is a mix of words from all the different languages.

 Languages come in three levels: *basic*, allowing to understand the general idea of a conversation and to know enough word to make broken communication, *intermediate*, which allow a *character* to communicate on basic subjects and *fluent*, allowing a *character* to have any conversation as a native speaker. Every ranks in *linguistic* allow the *character* to raise *language know* by two level; they can either get a new language at an *intermediate* level, raise one from *basic* to *fluent*, raise two from *basic* to *intermediate* or from *intermediate* to *fluent* or any other combinations.

The *GM* can decide to limit the language available to a *character* to those they have been exposed to (either through conversations or books).

If a *character* attempt to understand a text or a speech in a language they are not fluent in, they can make a *linguistic* test. The difficulty of this test depends on the complexity of the speech or text, if the *character* has an *intermediate*, *basic* or none at all *knowledge* of the language or if they know a related language. The *GM* can decide to keep the actual difficulty secret and release information based on the roll of the *character*. *Critical failure* may leads the *character* to misinterpret the text or speech and get the wrong information from it.

Religions

This is *knowledge* of the different *religions* and religious rituals and beliefs of the world.

When a *character* try to identify a religion or to recall facts about a religion the difficulty of the test is influenced by how obscure

the religion is, how specific the information to be recalled is and how foreign is the religion.

Laws & Legal Systems

Attribute: Erudition, Sagacity or Persona

This *skill* is concerned by knowledge of the laws, how they apply and how to argue it.

Test difficulty is increased if dealing with laws of regions or cultures foreign to the *character* or if a culture is heavily regulated and bureaucratic. Obscure or absurd laws can also be harder to know.

If a *character* is defending themself of an accusation of a crime, or if they are trying to convince of the guilt of someone else, they can use *laws & legal systems* instead of *charm & persuasion*.

Luck

Attribute: Persona

Some people seem to be born under a good star while for other, things seems to never turn their way.

Luck can be used as an *opposed test* while two or more *characters* are gambling.

It can also be used in situations where a *character* takes a random guess, trying to pick a path, pretending to know someone and giving a name, eating unidentified berries that might be poisonous, etc.

Mechanics

Attribute: Sagacity

Repairing mechanical or clockwork objects, creating, setting and disabling non-magical traps, creating steam, water or spring powered machine can be done with the *mechanics skill* (large or complex project could require the *engineering skill*).

To repair objects, the *GM* must determine a difficulty based on the complexity and the state of the object.

Melee Combat

Attribute: Agility or Power

This is the *skill* to fight thing up close, with or without weapons.

More details are given in the *combat* chapter.

1-Handed Axes, Clubs & Maces

This is the use of close range weapons consisting of a shaft, usually rather top-heavy, light and short enough to be used one handed.

Those weapons can be favoured by people with little money or people needing to fight enemies in heavy armour. Maces and clubs can also be slightly less deadly (but not necessarily less incapacitating) than bladed weapons.

Those weapons can be used quite efficiently in combination with a shield.

1-Handed Swords

This is for the use of swords light and short enough to be used efficiently with one hand.

Not particularly useful against heavy armour or against enemies with *long range* weapons, it is although very convenient to carry on a daily basis.

Those type of swords are often combined with shield.

2-Handed Swords

This is for the use of longer and heavier swords that require two hands to be used efficiently.

Since this type of swords does not allow to use a shield, they are often time favoured by fighter wearing heavy armour.

Brawling

When you have to get very close and personal, when you want to grapple or try to throw your opponent on the ground, this is the *speciality* to use.

Brawling gives access to special control attacks which can be invaluable against heavily armoured opponents; sometime the only way to defeat a fighter in full plate armour is to throw them on the ground and to stab them with a dagger in the eye slit of their helmet.

Polearms

This is for the use of long hafted weapons like poleaxes, spears, halberds and great swords.

Most of those weapons require two hands to be used but spears can be used quite efficiently with one hand and combined with a shield.

Most of those weapons can attack at *long range*.

Polearms are often the primary weapons of soldiers and fighter expecting trouble, keeping a sword or another smaller weapon as a back-up.

Mysticism

Attribute: Persona or Sagacity

Mysticism is a form of magic coming from the gods. It is generally only performed by very pious *characters*, *characters* acting in a way that please a god or gods they serve or someone chosen by a godly being.

Different gods will favour different type of spells and sometime frown upon the usage of certain others. They might also demand that their servant adopt a strict code of conduct, incarnate certain virtues or perform certain act to grant them more power.

More details will be given on the specific in the *magic* chapter.

Bless & Curse

The *spells* under that *speciality* are designed to buff allies and debuff enemies. Although they do not cause damage directly, they can still be a game changer in combat.

Cure & Heal

Character well versed in this type of *mysticism* are often sought after ally of those who get in a lot of trouble.

Cure & Heal allow the mystic to help the sick and wounded to get better faster or to an extent that would not naturally be possible.

Divination

This *speciality* allows a *character* to see remotely or in the future or in the past. This can be very useful to gather all kind of information that would not be otherwise available.

Necromancy

Necromancy is the *speciality* dealing with everything related to

death. It encompasses *spells* to help people peacefully passes in the afterlife, talk to the dead, dismiss spirits and ghosts or even raise the dead or resurrect *character*.

Many people will show a lot of distrusts towards necromancer.

Retribution

This is the *speciality* dealing with godly wrath. *Spells* under that *speciality* are to cause damage to enemies and little else.

Natural Healing

Attribute: Constitution

This *skill* represents the rate at which a *character* heals on their own.

When a *character* has sustained *injuries*, after a full night of rest they can make a *natural healing* test to heal some of those *injuries*.

When a bleeding character falls unconscious, they must make a natural healing test. The *character* is going to bleed out after one minute per *MoSes* if they are not helped.

More details in the *spirit, injuries and health* chapter.

Perception & Vigilance

Attribute: Sagacity

This *skill* represents the awareness of the *character* to their surrounding. The *GM* can ask a *player* to do a *perception & vigilance* test whenever there is something important that the *character* could see or miss. On the other hand, a *character* can ask the *GM* to do a *perception & vigilance* test when they are actively looking for something.

Perception & vigilance is the *skill* used to opposed *stealth* or *sleight of hand* (when used to pickpocket or cheat).

Perception & vigilance can also be used in combat to roll *initiative*; this represent the rapidity at which the *character* can assess and analyse the situation to make decision.

Range Combat

Attribute: Agility or Power

This is the *skill* to fight from afar, with all type of range weapons.

More details are given in the *combat* chapter.

Bows

One of the oldest weapons invented, the *bow* is essentially a piece of wood put in tension to release arrows.

There is of course variations of *bows*, recurved, composite, long, short, etc, but they all essentially works in the same way.

Crossbows & Firearms

Crossbows are in a sense an evolution of the bow, but they operate differently enough to be part of a different *speciality*.

Firearms are a recent invention of the goblins, quite deadly but somewhat unreliable.

Crossbows and firearms are different in a lot of way but when it comes to shooting, you aim and press a trigger.

Javelins & Spears

Throwing pointy sticks is a very old method of hunting and warfare but is still widely used throughout the land.

This *speciality* is only used to throw javelins and spears. Those weapons often can also be used in melee combat but in this case the *polearms skill* is used.

Slings

Slings may look simple or like a child's toy, but they can certainly be deadly. They also have the advantage of being light and easy to carry, or conceal, and any pebbles can be used as munitions (although, specialized munitions are more deadly).

Thrown

This is the *speciality* to throw knives, axes, darts, rocks or other small weapons and objects thrown by hand. Any object can be thrown but objects not designed or balanced to be thrown receive penalties on attack roll (details in the *combat* chapter).

Reflex

Attribute: Agility

Reflex represents the quickness at which a *character* can react.

It can be tested to avoid or mitigate the effect of some traps and spells and some *character* will rely on their *reflex* to determine

when they can act in *combat*.

Situations that call for a *reflex* test are described in their respective sections.

Reflex can also be used in combat to roll *initiative*. This represent a *character* relying on the quickness of their nerves to react to the situation.

Resist Cold

Attribute: Constitution

Being accustomed to freezing temperature allow a *character* to *resist cold* better. Frostbite and hypothermia can be real problems while adventuring. Details are given in the *adventuring* chapter.

Resist Fatigue

Attribute: Constitution

Adventuring can be a very exhausting activity. Long travel, lack of sleep, over *encumbrance* and fighting are all very taxing on a *character*. *Resist fatigue* allow a *character* to deal better with those circumstances.

Resist Heat

Attribute: Constitution

Similar to *resist cold* but for extreme heat. Heat stroke, sun burns, dehydration and exhaustion all can cause real problems to for adventurer while in extreme heat. Details are given in the *adventuring* chapter.

Resist Hunger

Attribute: Constitution

Different situation can make food scarce and starvation can greatly affect a *character* in all their actions. *Resist hunger* allows a *character* to go longer without food before getting the negative effect of inanition.

Resist Pain

Attribute: Constitution

Pain can be a debilitating thing. While in combat, a *character* can try to shrug off a wound by doing a *resist pain* test. Details in the *combat* chapter.

Resist Pain is also used against *torture*.

Resist Poison

Attribute: Constitution

This is the *skill* to resist the effect of poison, either it they are administrated to the *character* against their will or knowledge or if they take it voluntarily (drugs and alcohol come to mind).

Poison have a potency index by dose which is used as the difficulty for the test. More detailed in the *adventuring* chapter.

Resist Shock

Attribute: Constitution

Concussive force can stun and shock a *character*, making them dazed and confused and making it hard for them to act. *Resist shock* allow a *character* to better keep their composure and clarity of mind when subjected to such a trauma. More details in the *combat* chapter.

Ridding

Attribute: Agility

Horses, camels, wolves, or any other beasts when ridden, will not always act in the way the rider desire and different circumstances can make it hard for a rider to stay on their mount.

Having a mount perform an action it is not trained for (for example: fighting on a horse which is not trained for war) may require a *ridding* test.

More complex manoeuvres (for example: jumping over tall wall) can also require a test.

The difficulty of those test is influenced by the type of mount and the difficulty of the task. More details is given in the *vehicle* chapter.

Receiving a *major* injury while mounted can dismount the rider. A *ridding* test is needed to stay on the mount. The difficulty is equal to the number *hits* of the attacker.

Science

Attribute: Erudition

Unlike *knowledge, science* is more about concepts and principles and less about specific details to remember; it is more of a method.

With *science,* a *character* can analyse a situation and draw conclusions based on the observed phenomena.

Alchemy & Chemistry

Combining different elements to create compounds is the *speciality* of *alchemy & chemistry*. This can be used to be produce poisons, explosive or potions of all kinds, as long as they are not rooted in magic.

More details about the specific of creating poisons, potions and explosives in their respective *chapter*.

Botany

This is the *science* of plants and trees; knowing how to identify them, how to grow and care for them, which one is dangerous or comestible, etc.

Engineering & Physics

Very useful *speciality* to design and build all kind of structures and machines, from bridge to siege engine.

Engineering & physics can also be used to calculate ballistic arcs, preventing tunnel from collapsing or finding the weak spot in a structure.

Medicine

Medicine is the science of diagnosis, prevention and treatment of diseases and injuries. Having a member of the party versed in *medicine* can literally save lives.

More details on *medicine* in the *spirit, injuries and health* chapter.

Zoology

The study of the behaviour, structure, physiology, classification, and distribution of animals.

This *speciality* can be used to identify rare and exotic beasts and knows relevant facts about them.

Seamanship

Attribute: Sagacity

Seamanship is the *skill*, technique and practice of handling a ship or a boat. It also encompasses everything related to life aboard.

More details in the *vehicle* chapter.

Shamanism

Attribute: Sagacity

Shamanism is a type of magic coming from the spirit of the ancestors and the natural spirits inhabiting everything.

The shaman learn to understand those spirits and to channel them into themself to use their powers.

More details about *shamanism* in the *magic* chapter.

Ancestors

Communicating with the spirit of the *ancestors* allow a shaman to get information about remote, past or future events.

Beasts

A shaman can contact spirits of the *beasts* to talk to animals or get some features of a beast. A powerful shaman can even transform themself into an animal of any size gaining all their physical *attributes*.

Lakes & Rivers

Spirits of *lakes & rivers* can grant a shaman the power to control water. It is specially useful when on or near the sea or rivers, where the shaman can create huge waves to sink ships or calm an angry ocean for easier travel.

Mountains & Rocks

The spirits of *mountains & rocks* can allow the shaman to

manipulate stones, shape it, become it, go through it.

Stone being a very frequent material used for building, a shaman with a good connection to the spirits of *mountains & rocks* be quite devastating.

Plants & Trees

A shaman in touch with the spirits of *plants & trees* can have those grow and be shaped according to their desire. This shaman is fearsome when encountered in the woods.

Sleight of Hand

Attribute: Agility

Sleight of hand represent the manual dexterity in performing task requiring precision.

Sleigh of hand is used for a multitude of actions, notably pickpocketing, picking lock, reloading firearms, cheating while gambling, etc.

More details will be given on each on those activities in the *adventuring* chapter.

Sorcery

Attribute: Persona

The power of *sorcery* comes from different pacts and agreements between the sorcerer and different occult entities.

A sorcerer is not necessarily evil but the path of *sorcery* can quite easily drive its followers to a very dark place. For that reason, sorcerers are often fear and ostracised.

Abyssal

Abyssal magic is the *speciality* of dealing with demons, devils and infernal being and subjugating them to one's will.

A sorcerer can with *abyssal magic* summon demons and devils to do their biding or transform themself to gain demonic attributes.

Blood

This is the magic to tap power directly from the blood of living creatures. With this power, the sorcerer can control mind and twist body.

Chaos

Chaos Magic power come from the primordial fabric of the universe, before the world was formed. *Chaos Magic* give access to a sorcerer to all kind of spell transforming the nature of things or destroying them.

Death

A sorcerer versed in *death magic* get their powers from Death itself.

Getting the favour of Death allow a sorcerer to raise and control undead. Powerful sorcerer can even resurrect dead allies.

The Unknown

The Unknown is a very mysterious source of power. Even sorcerer regularly resorting to its power can not claim to really understand it.

The Unknown allow a sorcerer to see remotely, far away events or past and future ones. It also allows a sorcerer to twist reality and influence people's mind.

Stealth

Attribute: Agility

Stealth is the art of moving and acting silently or without being noticed.

A *character* attempting to *stealth* will do an *open-ended test*. The number of *MoSes* they obtained will be the difficulty for a *perception & vigilance* test for any *character* who might see them.

If the *character* doing the *perception & vigilance* test is on the look out for infiltrator, they get the *advantage*, otherwise, the *advantage* goes to the stealthy *character*.

More details about *stealth* in the *adventuring* chapter.

Survival

Attribute: Sagacity

Life can be harsh when out adventuring. *Survival* equips a *character* with the necessary *skills* to survive and thrive in the harshest conditions.

More details about *survival* are given in the *adventuring* chapter.

First-Aid

Not quite as potent as *medicine, first-aid* can still increase the chance of survival of a party.

Details about *first-aid* are given in the *spirit, injuries and health* chapter.

Foraging & Hunting

Foraging & hunting can be an alternative to carrying rations of food and water with you when adventuring.

Although many parts of hunting can be divided into other *skills* like *tracking* and *range combat*, this speciality is made to accelerate the processes and allow the *player* to quickly solve the food issue.

With *foraging & hunting* a *character* can find food while in the wild.

For every *MoS* rolled, the *character* can find food and water for one day for one *character*. *Hits* can be used to feed more people or keep food and water for other days. Each roll takes one hour.

For example: a *character* rolls 4 *MoSes* on a *foraging & hunting* check. They can decide to find food for 4 people for one day, or food for 2 people for 2 days.

Fishing is included in *foraging & hunting*.

Harsh environment like desert can deduce *MoSes* from a *foraging & hunting* roll, at the *GM* discretion.

Navigation

Navigation allows a *character* to travel over land or over sea without getting lost.

When travelling overland, the *GM* can determine a difficulty for a day of travel, based on the type of terrain encountered; 1 for farmland, 2 for plains, 3 for hills or swamp, 4 for mountain or forest, 5 for dense forest or desert or sea.

For every missing *MoS* the *characters* are 10km of course, up to their movement speed.

If following a road, a coast or a river, the number of *MoSes* are doubled.

If the party posses a map of the region, a member can make a *geography* test and add their *MoSes* up to the number of *MoSes* obtained while creating the map (this number should be given with each map) to the *navigation* rolls total.

Travelling at night can increase the *difficulty level* of *navigation,* at the *GM* discretion.

Sheltering

While spending night in the wild, having a good shelter can make life easier.

When about to camp, a *character* can do a *sheltering step-back test*. Every roll takes an hour. For every *MoSes* rolled, a member of the party is considered sheltered. Sheltered *characters* gain twice as much *spirit points* from sleeping.

Inhospitable terrains can deduce *MoSes* from a *sheltering* test, at the *GM* discretion.

Tracking

Tracking is the art of recognizing and following the signs and trails left by a creature or *character*.

Details about *tracking* in the *adventuring* chapter.

Taming & Training

Attribute: Persona

Taming & training allows a *character* to domesticate and train animals. This is a catch all *skill* for most things dealing with gaining trust or obedience of animals.

Domesticating a wild animal can be a lengthy process. Every day the *character*, while in presence of the animal to be tamed, can do a *taming & training* roll against a *Confidence & ego* roll from the animal. The tamers *hits* are tallied from day to day. When this tally equal the number of *spirit points* (current, not maximum) of the animal, this one become domesticated. Whenever the animal scored hits, they are subtracted from the tally.

Domesticating an animal does not make it trained to be mounted or to perform any trick. A tamer can teach *skills* to a domesticated animal by doing a *training & taming* roll per day. For every *MoS,* the animal can test the *skill* being trained and gain experience points in the regular manner.

More details will be given in the *vehicle* chapter.

Torture

Attribute: Persona or Sagacity

Torture is the cruel art of inflicting as much pain as possible without killing the victim. It can be used to extract information, to punish for wrong doing or simply for the fun of it, out of sadism.

When subjecting someone to *torture*, the test is opposed by *resist pain*. Every time the torturer scores a *hit*, the victim lose 1 *spirit point*. Despite the result of those two rolls, every round of *torture* cause 1 *minor injury* to the victim.

Witchcraft

Attribute: Erudition or Sagacity

Witches (the term is used for males and females) practice a type of magic relying on wands and potions. They can enchant objects to hold spell that can then be released when the witches desire. This type of magic require more preparation time up front than any other type of magic but end up being easier at casting time.

More details about *witchcraft* in the *magic* chapter.

Balms & Potions

Balms & potions have a wide variety of effect, from healing to increasing an attribute greatly. Although generally distrusted, witches are often sought after for their *balms & potions*.

Curios

All kind of everyday objects can be imbued with powers. *Curios* is used to create all kind of magical trinkets and wondrous items.

Fumes & Phials

Highly unstable concoctions, *fumes & phials* are used by breaking the bottle containing them to release their effects. Witches often learn through experience to be very careful with those bottles.

Staffs & Wands

Staffs & Wands allow a witch to directly target a character, usually with an offensive spell. *Staffs & Wands* is what witches are the most feared for.

Third Eye

Third eye allows a witch to see remote place, long past events or yet to come ones. A favourite of the fate teller, although, most of them en up being charlatans rather than genuine witches.

Wizardry

Attribute: Erudition

Wizardry is a form of magic coming from deep and involved study of ancient formula and manipulation of reagents.

Wizardry has been developed a long time ago by the high-men, has an evolution and systematization of *witchcraft*. *Wizardry* has since became its own very potent discipline and the two types of magic are now quite distinct.

Wizards can still prepare part of their spells in advance, gathering the reagents and putting them together according to the proper ritual but, the main of the incantation still need to be done just before releasing the spell.

Wizardry is divided in schools of magic, each one specialized in a different type of effects from their spells.

More details about *wizardry* in the *magic* chapter.

Abjuration

The school of *abjuration* is specialized in protective and defensive magic. Having an *abjuration* wizard in a party can definitely increase the chance of survival of its member.

Conjuration

Conjurer summons creatures to do their biding for them. It can be for simple tasks like delivering a message or for dangerous undertaking like fighting for them.

Experienced conjurer can also master the art of teleportation allowing them to travel great distance instantaneously.

Enchantment

Enchanters use their magic to increase the capability of their ally, render their enemy impotent or to create powerful magic items.

Enchanter can change the nature of reality and turns one thing into another.

Evocation

Evocation is the *speciality* to create from nothing. It is typically seen as the magic of the big blast and explosion. *Evocation* has indeed a lot of very aggressive spells but is not limited to damage dealing.

Illusion

Illusion is often seen as a lesser form of magic by wizard not verse in the art but, an experienced *illusionist* is far from being resourceless to get themself out of sticky situation.

Create Your Own

The *skills* presented here should cover most of the activity performed by a *character*. They are intended to be used broadly and there can even be some overlap between two different *skills*. Player and GM should be able to negotiate and discuss what skill is to be used to perform a certain task and how the test will be resolved. Of course, like in every other situation, the *GM* word on *skills* is law.

If you feel like your *characters* often perform an action which is definitely not cover under any of the *skills* described in this chapter, feel free to design a new one. Use the *skills* presented here as models. Be sure to discuss this new *skill* with your gaming group and make sure that everybody is comfortable with the addition.

In Short: Skills

-*Acrobatics* (*Agility*): Balance and nimbleness. Used to mitigate fall damage and for *doge rolling*.

-*Appraise* (*Sagacity*): Used to determine the value and quality of things.

-*Arts & Performance* (*Persona*): Capacity to entertain or move an audience through art.

   -*Acting*: Used to play a role, impersonate, disguise or lie.

   -*Dancing*: The art of gracious movement.

   -*Drawing & Painting*: Creating visual image with paint, ink or charcoal.

   -*Music & singing*: Using musical instruments and one's voice to make beautiful sounds.

   -*Oration & Poetry*: Composing verses and reciting in an appealing manner.

-*Athleticism* (*Power*): The pure physical aptitude of a *character*.

   -*Climbing*: The ability to move over more or less vertical surface.

   -*Jumping*: Either vertical or horizontal, useful to go over some obstacles.

   -*Lifting & Pushing*: Moving heavy objects.

   -*Running*: Used to cover distance rapidly using one's legs.

   -*Swimming*: The ability to move in water.

-*Charm & Persuasion* (*Persona*): Convincing and seducing people.

-*Cooking* (*Sagacity*): Preparing fancy feast or large quantity of food.

-*Confidence & ego* (*Persona* or *Sagacity*): Resisting fear and intimidation.

-*Crafting* (*Sagacity*): Using raw material to create finished objects.

   -*Metalworking*: Range from pot and horseshoes to weapons, armour and jewellery.

   -*Scribing*: Writing texts, copying books and everything related to those activities.

   -*Stone-cutting*: Cutting stones, from basics rocks to precious gems.

   -*Tailoring*: Making clothes, sails, drapery and anything made with textile, canvas or leather.

   -*Woodworking*: From framing house to carving spoon, anything made out of wood.

-*Detect Motive* (*Sagacity*): Used to figure out if somebody is lying, to resist being conned or to resist *taunt*.

-*Elementalism* (*Erudition* or *Persona*): Magic relying on the study and control of the elements.

   -*Aether*: The element of the spirit and soul, mainly used to control mind.

   -*Air*: Can be controlled to create terrible gust of winds or to fly.

   -*Earth*: Can shape the ground and stone.

   -*Fire*: Control of the flame to devastating effects.

   -*Water*: Can shape and manipulate water to create big wave or to calm the sea.

-*Insult & Intimidation* (*Persona*): To cause fear in someone, to influence them to do as told or to demoralize them and have them flee.

-*Knowledge* (*Erudition*): The mastery and knowledge of the facts of the world.

   -*Geography*: Knowledge of the features of the land and ability to draw and read maps.

   -Heraldry *& Nobility*: Knowledge of the lords and nobles and how to recognize their coat of arms.

   -*History*: Knowledge of the past events.

   -*Linguistic*: Knowledge of different languages.

   -*Religions*: Knowledge of the different systems of beliefs and of their rituals.

-*Laws & Legal System* (*Erudition*, *Persona* or *Sagacity*): Mastery of the laws and ability to argue them.

-*Luck* (*Persona*): The inherent good fortune of a *character*. Used in gambling or if a *player* take wild guess.

-*Mechanics* (*Sagacity*): Ability to understand and repair mechanical devices, notably traps and locks.

-*Melee Combat* (*Agility* or *Power*): Fighting up close.

   -*1-Handed Axes, Clubs & Maces*: Fighting with tip heavy weapons wielded in one hand.

-*1-Handed Swords*: Fighting with swords wielded in one hand.

-*2-Handed Swords*: Fighting with swords wielded in two hands.

-*Brawling*: Fighting unarmed or with really short weapons. Useful for *grapple*.

-*Polearms*: Fighting with longer, hafted weapons, either in one or two hands.

-Mysticism (Persona or Sagacity): Magic taking its source from the gods.

-*Bless & Curses*: Used to give benefits or penalty to allies and enemies.

-*Divination*: Used to see remotely or peek in the past or future.

-*Cure & Heal*: Used to cure diseases and heal injuries.

-*Necromancy*: Speaking to, controlling and raising the dead.

-*Retribution*: Bringing divine furry to defeat one's foes.

-*Natural Healing* (*Constitution*): The capacity of the *character* to recover from injuries without help.

-*Range Combat* (*Agility* or *Power*): Fighting from afar, at a distance.

-*Bows*: Used with arrows, can reach long distance without sacrificing speed.

-*Crossbows & Firearms*: Powerful but long to reload, once loaded, aim and shoot.

-*Javelins & Spears*: Long hafted weapons to be thrown.

-*Slings*: A piece of fabrics used to accelerate and launch stones or bullets.

-*Thrown*: Used for throwing knives, axes, darts or small improvised projectiles.

-*Reflex* (*Agility*): Can be used for *initiative* or to avoid dangers.

-*Resist Cold* (*Constitution*): Used to prevent damage and lost of spirit from extreme cold.

-*Resist Fatigue* (*Constitution*): Used to resist the hardship of long travel and lack of sleep.

-*Resist Heat* (*Constitution*): Used to prevent damage and lost of spirit from extreme heat.

-*Resist Hunger* (*Constitution*): Used to prevent damage and lost of spirit from starvation.

-*Resist Pain* (*Constitution*): Used to ignore pain and avoid penalties from suffering.

-*Resist Poison* (*Constitution*): Used to resist toxins, poisons, spoiled food and anything harmful to the body while ingested or once in the blood stream.

-*Resist Shock* (*Constitution*): Used to resist concussive force and being stunned.

-*Ridding* (*Agility*): The ability to ride horses and other mounts.

-*Science* (*Erudition*): The mastery of concepts and theories regarding the natural world.

-*Alchemy & Chemistry*: Used to create and analyse potions and explosives, so long as they do not rely on magic.

-*Botany*: Knowledge of plants, their property and how to care for them.

-*Engineering & Physics*: Used to calculate ballistics trajectory or load bearing for structures.

-*Medicine*: Used to heal serious and life threatening injuries and diseases.

-*Zoology*: Knowledge of animals, their habitats, their mode of living, their nutrition, etc.

-*Seamanship* (*Sagacity*): Everything one need to know to operate a ship or a boat.

-*Shamanism* (*Sagacity*): A form of magic coming from the spirits inhabiting nature.

-*Ancestors*: Allows a shaman to see remote events or to peek in the past or future.

-*Beast*: Allows the shaman to temporarily gain features from an animal.

-*Lakes & Rivers*: Allows a shaman to control water.

-*Mountains & Rocks*: Allows a shaman to shape the ground and stones.

-*Plants & Trees*: Allows a shaman to control the growth of plants or to animate vegetation.

-*Sleight of Hands* (*Agility*): Manual dexterity, used notably for pickpocketing, cheating while gambling and reloading firearms.

-*Sorcery* (*Persona*): A form of magic coming from pacts with occult force.

-*Abyssal Magic*: Dealing with demons and devils, the

sorcerer can summon them to do their bidding.

-*Blood Magic*: The sorcerer use the power of fresh blood to control and twist minds and bodies.

-*Chaos Magic*: The sorcerer tap from the primordial force of the universe to transform and destroys things.

-*Death Magic*: Dealing directly with Death, the sorcerer can gain power over undeads.

-*The Unknown*: A mysterious force allowing the sorcerer to see remote events, peek in the future or the past or to drive their opponent insane.

-*Stealth* (*Agility*): The ability to move unseen or unnoticed.

-*Survival* (*Sagacity*): The ability to survive and thrive in the wild.

-*First-Aid*: Used to heal superficial wounds and to stop light bleeding.

-*Foraging & Hunting*: Used to find food while in the wild.

-*Navigation*: Used to avoid getting lost while travelling.

-*Sheltering*: Used to make camps and rest comfortably while in the wild.

-*Tracking*: Used to follow signs and trails left by a *character* or creature.

-*Taming & Training* (*Persona*): The ability to domesticate wild animals and to teach tricks to domesticated ones.

-*Torture* (*Persona or Sagacity*): Used to inflict pain without killing, either to extract information or simply for pleasure.

-*Witchcraft* (*Erudition or Sagacity*): A form of magic used to create magical trinkets, wands, potions, etc.

-*Balms & Potions*: Used to create balms and potions with all kind of effects.

-*Curios*: Used to create magical objects.

-*Fumes & Phials*: Used to create bottles of liquid and gas to be thrown and broken to release the effect,

-*Third Eye*: Used to see remotely or peek in the past or future.

-*Wands & Staffs*: Used to create magical wands and staffs.

-*Wizardry* (*Erudition*): Form of magic based on the study of ancient formulas and rituals. Require reagents to compose spells.

-*Abjuration*: Protective and defensive form of magic.

-*Conjuration*: Allows a wizard to summons creatures and have them serve them or to move instantaneously from one point to another.

-*Enchantment*: Used to alter the abilities of allies, enemies or objects.

-*Evocation*: Allows a wizard to create energy from nothing, mainly used to cause damage and destruction.

-*Illusion*: Used to confound people and create images and sounds that aren't there.

Combat

A good story requires drama. Drama is conflict and conflicts can often turn to combats.

Different *characters* can adopt different approach to *combat* but the end goal is usually the same: survival.

Initiative

At the start of a combat, *initiative* should be rolled for every *character*. An *initiative* roll is either a *reflex* or *perception & vigilance* test, at the discretion of the player controlling the *character*.

*Character*s act in order of their *initiative*, from the highest to the lowest.

The *initiative* number of a *character* can change during a combat. The prevalent causes of *initiative* change are detailed further in this chapter.

Rounds

Combats are organized in *rounds*. *A round* is about 6 seconds (*there are 10 rounds* in a minute). This is more of an average than a fix measure.

Every round, the *GM* should called *initiative* number from the highest *initiative* counting down until every *character* had their turn.

Each *character* can perform one or two actions and one movement on their *initiative* number.

Characters with an *initiative* greater than 0 can decide to delay their turn to the negative of their *initiative* number. Example: A *character* with an *initiative* of 3 could decide to wait to act at -3.

If a *character* delay their turn, their *initiative* return to normal on the following round.

If two or more have the same *initiative* score, the *character* with the most *spirit* acts first.

Surprise

If some *characters* are surprised at the start of a combat, they roll *initiative* normally but can only act on the first round at the negative of their roll, if this one is greater than 0. If they roll 0 or less, they can only act from the second round.

The number of dice used to roll *initiative* are also deduced from any other *dice pool* the surprised *characters* are going to use during the first round.

Actions

Every *round*, each character can *move* up to their *movement speed* and do one or two of the following actions:

- Melee Attack

- Range Attack

- Casting a Spell

- Athleticism or Acrobatics action

- Stop bleeding through Medicine or First Aid

- Intimidation

- Inspire their ally

- Reassess the situation

- Use or interact with an object

- Any other action that can realistically be performed inside of roughly 6 seconds, at the *GM* discretion.

Those actions will be described in more details further in this chapter.

Performing Two Actions

Character with an *initiative* greater than 0 can perform two actions in a round. The first action must be performed at their normal initiative number while the second action will be performed at the negative of their *initiative*.

Some situations can also allow a *character* to perform a second action, regardless of their *initiative*, as a *reaction*. *Reactions* are described further in this chapter.

If a *character* decide to perform two actions instead of one, they must *split their dice pool* between the two actions.

Dice Pool Splitting

If a player wants their character to perform two actions in a round, they must split their dice pool between the two actions.

The total number of dice used for both actions cannot be greater than the number of dice granted by the actions allowing the actions giving the biggest *dice pool*. Only the number of dice and not the type of dice is of concern in *dice pool splitting*.

Example: A player wants to intimidate a target before attacking it. The *character's insult & intimidation skill* grant them a dice-*pool of 3d6 while their melee attack skill allow them a dice-pool of 5d8.* The player decide to use 2d6 for the intimidation roll, which they will do at their *initiative* number. That would leave them 3d8 for their attack, which will be done at the negative of their *initiative* number.

Free Actions

Free actions are actions which do not count as part of the two actions allowed in a round. They are either very swift actions or actions which can be performed simultaneously to other actions or movement.

Talking, drawing a weapon (but not sheathing) or dropping a held object are example of *free actions*.

Free actions do not require a test; If a task require a test, it is not a *free action*.

Reactions

Reactions are actions which can be performed out of the *initiative* order, when some conditions are met.

Reactions do not count as part of the two allowed actions but any dice used in a *reaction* must be subtracted from the *dice pools* of any other action performed as per the *dice pool* splitting rule.

Reactions are very common in a round. The most common type of *reactions* are:

- Defending against a melee attacked

- Avoiding a range attack

- Resisting intimidation or a spell

- Attack of opportunity

More details further in this chapter.

Movement

A *character* can move up to their *movement speed* in a round. This movement can be split, evenly or not, part of it being performed at the *initiative* number, the rest happening at the negative of the *initiative*.

The movement can be made before or after an action or on its own.

Most *humanoid characters* have a *movement speed* of 9 meters per *rounds*.

The type of terrain can affect the distance a *character* can move in a round. Details further in this chapter.

Range of Attack

The *range of attack* represent the distance at which a weapon can effectively attack. Every weapon has at least one *range of attack* but some are effective at a variety of *range of attack*.

Range of attacks are divided into four types: *close*, *medium*, *long* and *far*.

Close, Medium and Long Range

Those ranges are used for melee combat.

Close range is for unarmed combat or very short weapons like knives and daggers. In *close range* the opponent face each other with no more than a metre between them.

In *medium range* the opponent are facing each other with 1 and 2 metres between them. Most swords, mace and one handed axes are most effective in *medium range*.

When two opponents are facing each other with 2 or 3 metres between them they are considered at *long range*. Spears, halberds and great swords are at their best at *long range*.

If a weapon is noted with a *range of attack* followed by a negative number, the weapon can still be used at this range (and cause damage) but *MoSes* are subtracted from any attack roll made at this range.

More details about melee combat further in this chapter.

Far Range

Far range is for thrown or projectile weapons.

Every weapon effective at *far range* will be noted with a number next to the *far range* mention. This number represents the *range increment* in metres.

More details about the *far range* and *range increment* further in this chapter.

Melee Attack

If a *character* has an opponent inside the *range of attack* of a wielded melee weapon, they can attack this opponent on their *initiative* turn.

Every melee weapon has one or more *melee combat specialities* associated with it; the player choose one of those *specialities* to perform the attack. If an *attribute* is noted next to a *speciality*, this *attribute* must be used to build the *dice pool,* otherwise, the player can choose between using *power* or *agility*.

Defending Against Melee Attack

If the *character* targeted by the attack has not used their whole *dice pool* on this round, as a reaction, they can make a *melee combat* roll of their own to defend against the attack.

If the *attacker* is outside the *range of attack* of the *defender*, the *defender* will suffer malus to their roll. 1 *MoSes* is subtracted per difference in the *range of attack*.

 Examples: A *defender* with a *close range* weapon defending against a *long range weapon* will suffer -2 *MoSes* from the *melee combat* roll while a *defender* wielding a *medium range* weapon fighting at *close range* will receive -1 *MoS* on their roll.

Attacker & Defender

Whenever two *characters* are facing each other, one is considered the *attacker* while the other is considered the *defender*.

The *attacker* has to announce the number of dice they intend to use for the attack before they roll. The *defender* can use this information to select the number of dice they are going to use for their defence. The *defender* cannot change the number of dice used for their defence after the *attacker* made their roll.

The *character* acting on their *initiative* turn to attack will be considered the *attacker* while the *character* acting out of turn as a *reaction* is considered the *defender*.

In the case where the two *characters* have the same *initiative*

number, they are both considered *attackers*. In this situation, the *character* with the most *spirit* announce the number of dice they are going to use first.

If a *character* uses *a reaction* to perform an *attack of opportunity*, they are considered the attacker while the target is considered the *defender*.

Flanking and Rearing

If a *character* is attacked by from the side or the back, they can still defend against the attack but will receive malus to their roll.

If attacked from the *flanks*, they receive -1 *MoS* on their roll.

If attacked from the *rear*, they receive -2 *MoSes* on their roll.

If they win the engagement or on their turn, a *character* can pivot to face their opponent without spending any *movement* or causing *attack of opportunity*.

Resolving a Melee Attack

 The *MoSes* obtained on the *melee combat* roll of the *characters facing each other* are compared. The difference between the result of the two rolls is the number of *hits* scored by the *character* with the most *MoSes*.

The *character* the *hits* have been scored against lose 1 *spirit points* per *hits*.

The *hits* scored can also be used for *control*, *damage* or for a mix of both.

Damage can only be dealt if the character the hits are scored against is inside the range of attack of the weapon used by the character scoring the hits.

Control

Control are effects to change the situation of the combat in the favour of the *character* performing them.

A *character* can spend *hits* to apply one or more of the following effect:

> -1 *hits*: The *character* can move 1 metre inside the *range of attack* of their opponent without causing an *attack of opportunity*. This only protect against the *attack of opportunity* from the *character* the *hits* has been scored against. This can allow a *character* to move in the middle of the attack resolution.

> - 2 *hits*: The *initiative* of the *character* the *hits* have been scored against is lowered by 1.

> -2 *hits*: The *character* the *hits* have been scored against is

moved by 1 metre in a direction decided by the player which scored the *hits*. A *character* moved in this way can trigger *attack of opportunity*. To push a *character* of a ledge or in a hole in this way 1 additional *hit* must be expended.

-4 *hits*: The *character* the *hits* have been scored against is disarmed. The weapon falls at the feet of their feet. The *character* who scored the *hits* can spend additional *hits* to send the weapon flying in a random direction. The weapon will land 1 metre away per additional *hits* spent.

Multiple effects (or the same effect multiple time) can be applied on the same attack.

Range Attack

If a *character* has a line of sight on an opponent and is equipped with a range weapon, they can try to hit them from a distance.

Every range weapon has one or more *range combat specialities* associated with it; the player choose one of those *specialities* to perform the attack. If an *attribute* is noted next to a *speciality*, this *attribute* must be used to build the *dice pool*, otherwise, the player can choose between using *power* or *agility*.

Doing a range attack in the *range of attack* of an opponent will grant this one an *attack of opportunity*.

Dodging a Range Attack

If a *character* is target by a range attack and is conscious of it, they can try to avoid the projectile by doing a *reflex* roll. The number of *MoSes* obtained on that roll will be subtracted from the *range combat* roll of the attacker.

Dodging cause *attack of opportunity*.

Size Modifier

The size of a *character* impact how hard they are to hit at range.

Range attacks targeting *mini characters* receive -1 *MoS*.

Range attacks targeting *micro characters* receive -2 *MoSes*.

Range attacks targeting *large characters* receive +1 *MoS*.

Range attacks targeting *huge characters* or bigger receive +2 *MoSes*.

Range Increment

The *range increment* of a *far range* weapon represent the maximum distance at which an attack can be made without suffering any malus.

Every time the *range increment* is passed 1 *MoS* is subtracted from the attack roll.

Example: A weapon with a *range increment* of 5 metres can be used to this distance without any malus. If this weapon is used between 5 and 10 metres, 1 *MoS* is subtracted from the attack roll. If it is used between 10 and 15 metres, 2 *MoSes* are subtracted from the attack roll. If it is used between 15 and 20 metres, 3 *MoSes* are subtracted and so forth.

Resolving Range Attack

The attacker rolls their attack roll with the appropriate *range combat speciality*. From the *MoSes* obtained are subtracted all the malus which apply: the *MoSes* from the *reflex* roll of the target, the penalty inflicted by a *dodge roll*, the *size modifier* and the *range increment* penalty.

The remaining *MoSes* are the *hits* of the attack. For every *hit* one die of damage can be rolled. There is no *control* effects in range attack and the defender can't affect the attacker.

Damage

If the *character* scoring the *hits* is the *attacker*, they can roll 1 *damage* die per *hits* used. If they are the defender, 1 *damage* die is rolled for every 2 *hits* used.

The type of dice to be used for *damage* can not have more face than the *damage* indicated by the weapon. If the weapon's *damage* is noted as an *attribute* plus a number (usually *power*), the total is the maximum size of dice to be used.

Before rolling the *damage*, the type of *damage* must be announced. Most weapons can deal one or more of the three following type of *damage*: *piercing, cutting* and *bludgeoning*.

If a type of *damage* is followed by a negative number, the weapon can still cause this type of *damage* but *MoSes* are subtracted from the *damage* roll.

The *MoSes* rolled on the *damage* roll are compared to the corresponding *passive defence* of the armour of the target. The *difference* is the *hits* of the *damage* roll.

For every *hits* on the *damage* roll the *character* receiving the damage must thick one injuries *box*. All the *injuries boxes* ticked must be on the same line. The *character* receiving the *injury* can decide if the *injury boxes* are ticked on a new line (if one is available) or if they are added to a line with previously ticked *injury boxes*.

If the amount of *injury boxes* is greater than what is available on a line, the *character* becomes *incapacitated.*

If a *damage* roll cause a *major injury* or worst, extra effects are added to the *injury* depending on the type of attack.

Damage Effect

If a *major injury box* is ticked, an additional effect is applied depending on the type of damage.

Cutting and *piercing* attacks cause *bleeding wounds* while *bludgeoning* attack can *stunned* the target.

Bleeding

Piercing major injuries cause a level 1 *bleeding wounds* while *cutting major injuries* cause a level 2 *bleeding wounds*.

For every *bleeding wounds* a *character* suffer they can either subtract one die from every *power* and *agility dice pool* or one *bleeding wounds* get one level more severe.

Example: A *character* received 1 *piercing major injury* and 1 *cutting major injury*. Both are bleeding, the first one is a level 1 wound while the second one is a level 2 wound. The *character's melee combat dice pool* is of 5d8. If the player rolls the whole 5 dice, the *bleeding wound* from the *piercing injury* will advance to level 2 while the *bleeding wound* from the *cutting injury* will advance to 3. The player decide to roll 4 dice. Their *bleeding wounds* from the *piercing injury* will advance to 2 but the *bleeding wound* from the *cutting injury* will remain at 2.

If a level 3 *bleeding wound* is aggravated, the *character* becomes incapacitated and start *bleeding to death*.

Stunned

Bludgeoning major injury cause the *character* receiving it to become *stunned*. The player must make a *resist shock* test. This test does not count as part of the *dice pool* for the round but has its own *dice pool*.

 The number of *MoSes* obtained is the limit of *dice* which can be used on the next round. This limit is raised by 1 on every subsequent rounds until the end of the combat or until every *dice pool* is back to normal.

Incapacitated

If a *character* becomes *incapacitated* they fall prone, their *movement speed* is reduced to 0 and all their *dice pool* are reduced to 0 dice. The *character* is still aware of its surrounding but cannot perform any action. They can only talk very low.

If a *character* becomes *incapacitated* while suffering one or more *bleeding wound* start *bleeding to death*.

If a *character* becomes *incapacitated* through a *bludgeoning* attack, they become unconscious.

Bleeding to Death

When a *character* starts *bleeding to death*, the player must make a *natural healing* test. The *character* will die after a number of minutes equal to the *MoSes* obtained on the *natural healing* test + 1.

Unconscious

If a character is made incapacitated by a bludgeoning weapon, they become *unconscious.*

While unconscious, the character is totally oblivious to its surrounding. The only action the *character* can do is a *resist shock rolling (step back) test*. The *character* regain consciousness when 10 *MoSes* are cumulated or at the end of the scene.

Dead

If a character receive any damage while incapacitated, they die.

An ally can try to reanimate a dead *character* with a *first-aid static test* or a *medicine rolling (first fail) test*. The *difficulty level* for both those test is equal to the number of minutes passed since the *character* died plus 1. Each roll takes one minute.

Shield defence

Characters wielding shield can, one per turn, used it to protect themselves against damage.

Shield have the special *shield defence*, a number representing the protection offered.

The player willing to cause damage to the *character* using their shield must spend an amount of their attack *hits* equal to the *shield defence* before they can spend *hits* to roll damage.

Example: A *character* is attacking an opponent wielding a shield with a *shield defence* of 1. The attacker scores 3 *hits* on their attack roll and wants to roll damage. The defender decide to use their shield so the attacker must spend one *hit* to overcome the *shield defence* and can then roll 2 damage dice.

Damage to Armour

When a *character* is receiving damage, instead of ticking *injury boxes* they can permanently reduce the protection of every type offered by one piece of armour by 1 per *injury boxes*.

If the protection of a piece armour of armour is dropped to 0 for all

types, the piece is ruined and fall apart.

Damage can not be reduce in this way by *natural armour*.

they can still roll at least one die (of the appropriate type for the *attribute* they use for the attack).

Attack of Opportunity

An *attack of opportunity* is a melee attack done as a reaction to certain conditions.

The most common cause of *attack of opportunity* are:

- A *character* moving inside the *range of attack* of an opponent.

-A *character* doing a range attack inside the *range of attack* of an opponent.

-A *character* casting a spell inside the *range of attack* of an opponent.

-A *character* fixing a wound inside the *range of attack* of an opponent.

-A *character* reloading a weapon inside the *range of attack* of an opponent.

-A *character* doing a *reflex* roll to avoid a range attack.

-Any other action made inside the *range of attack* of an opponent that require to take the attention away from this opponent.

A *character* can only do one *attack of opportunity* per round.

A *character* is only entitled to an attack of opportunity if the triggering condition happens in his line of sight (in front of him or on his flanks). *Attacks of opportunity* done on a target on one of the flank receive -1 *MoS*.

If a *character* moves inside the *range of attack* of an opponent, the *attack of opportunity* can only be done at the start of the movement (if the *character* is already inside the *range of attack* and line of sight) or when the *character* enters the *range of attack* or line of sight (If the *movement* started outside the *range of attack* or line of sight).

If a *character* is inside the *range of attack* of multiple opponent, they can provoke multiple *attacks of opportunity.*

While performing an *attack of opportunity*, a *character* is always considered the *attacker*. The target of an *attack of opportunity* is normally considered the *defender*, even if the attack happens on their turn.

Attacks of opportunity grant the attacker +1d to their roll, therefore, even if a character's dice-pool is completely depleted

Grappling

Grappling an opponent give access to special *control* effects. To initiate a *grapple* the *character* must be art close range and score at least 2 *hits* on a *brawling* attacks.

To perform a *brawling* attack the *character* must be at close range and wielding the appropriate type of weapon or have at least one free hand.

Once a *character* is *grappled*, their *movement speed* becomes 0, and they receive -1 *MoS* on all their *power* and *agility* rolls.

Both the *grappler* and the *grappled* can only attack each other (but can defend against other) and every attacks other than *Brawling* ones receive an additional -1 *MoS*. Neither can use their *shield defence*.

A *grappled character* can reverse the situation and become the *grappler* by spending 1 *hit* from a *Brawling* attack against their *grappler*.

Two or more *characters* can *grapple* an opponent together. Each potential *grappler* must make their attack to enter *grapple* normally. The malus suffered by the *grappled character* are cumulative.

Moving

When a *character* is *grappling* an opponent, they can move with this last one in any direction by 1 metre per *hit* scored on a *Brawling* roll.

This *control effect* cannot be used to move the *grappled character* off the ledge of a building or in a hole. To do so, the *throw* effect is in order.

Throw

A *throw* allows a *grappled* to send the *grappled character* to the ground.
In order to do so, 2 *hits* from a *brawling* roll must be spent.

The *grappled character* is now *prone*. The *grappler* can either go *prone* with the thrown *character* and make it *pinned* or release the *grapple* and remain standing.

Pinned

A *pinned character* suffer the same restrictions as a *grapple*

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character but receive an additional -1 *MoS* on their *power* and *agility* roll (-2 *MoSes* total).

A *pinned character* can reverse the situation and become the one doing the *pinning* by spending 2 *hits* from a *brawling* attack against the *character pinning* them.

Choke

A *grappling character* can attempt to choke the *grappled character*.

To do so, the *grappling character* must spend 3 *hits* from a *brawling* roll.

A *choke* can be broken by the *chocked character* by spending 2 *hits* from a *brawling* roll.

A *chocked character* cannot become the *grappler* until they break the *choke*.

At the start of their turn, on every round, a *chocked character* must make a *resist fatigue* test with a *difficulty level* equal to the number of round passed since the beginning of the *choke*. This test does not count against the *dice pool* for this round or as an action. If the test is failed, the *character* become *unconscious*. The *character* can regain consciousness when 10 *MoSes* are cumulated on a *resist fatigue rolling (step back) test*.

Cutting and Piercing Attack While Grappling

If a *grappling character* scored some *hits* on a *brawling* roll against the *grappled character*, they can use some of those *hits* to roll for damage. If the *damage* is of type *cutting* or *piercing*, the protection from the armour is ignored.

Example: A *character grappling* an opponent try to stab the *grappled character* with a dagger. They score 2 *hits* and decide to use them for *piercing damage*. The *damage* roll result in 4 *MoSes*, those do not need to be compared to armour so the *grappled character* must tick 4 *injury boxes* on the same line.

Spirit Surge

At the end of a combat, every *character* on the victorious side can roll either a *resist fatigue* or a *Confidence & ego open-ended* test. Each *character* gains 2 *spirit points* per *MoSes* they obtained on their roll.

Special Manoeuvres

Some special manoeuvre allow a *character* to perform two actions on the same *initiative* number.

Special manoeuvre still require the *character* to split their *dice pool*.

Charge

A *charge* consist of running followed by an attack.

To perform a *charge* a *character* must be at a distance to their target at least equal to their *movement speed*.

The *charging character* must make a *running* test. Each *MoS* allow the *character* to move an extra 2 metres. The *MoSes* unused to reach the target can be added to the *charge* attack roll.

The target of the *charge* is entitled to an *attack of opportunity* (if the *charging character* enter their *range of attack*) *but both characters are considered attackers*.

A *charge* can not cause a *disarm*.

Defensive Stance

A *defensive stance* is a way for a *character* to trade all offensive capability for a more effective defence.

To enter a *defensive stance*, on their *initiative turn* a *character* can roll a *melee combat open-ended test*. The *MoSes* obtained can be kept until the start on the *character* next turn and spent to oppose the melee attack rolls made against the *character*.

Example: A *character* adopts a *defensive stance* and rolls 4 *MoSes*. A first opponent attack them and obtains 3 *MoSes* on their attack roll. The defending *character* uses 3 of their *MoSes* to nullify the attack of the opponent. If a second opponent attacks the defender and obtained 2 *MoSes*, the defender can use their left over *MoS* to reduce the attack to 1 *hits*.

Dodge rolling

A *character* can move by doing a *dodge roll*, making them harder to be hit by range attacks.

The player must make an *acrobatics* test. For every *MoS* obtained the *character* can *dodge roll* for 1 metre.

For every metre moved in this way, all range attack made against this *character* during this round receive -1 *MoS*.

If the *character rolling* pass in the *range of attack* of one or more opponents, they can make an *attack of opportunity*.

Mounted Combat

Moving with a mount does not require a test.

Bringing a mount which is not *combat trained* in the *range of attack* of an opponent require a *riding* test. The *difficulty level* of such a test is equal to 1 + 1 per *size* category bigger than the mount. If the mount is entering the *range of attack* of multiple opponents, the *difficulty level* is added for all those opponents and a single test is made. If the test is failed, the mount refuse to enter the *range of attack*.

Mount have their own *dice pool* but act on the *initiative* of the rider.

A *charge* made while mounted use the *running skill* and *dice pool* of the mount.

Jumping over obstacles require a *ridding test* from the rider and a *jumping* test from the mount. The *difficulty level* for both those tests is related to the obstacle to overcome, as per the athleticism *rules*. The *hits* from the *riding test* can be transferred to the mount's *jumping* test. If the *riding* test fails, the mount refuse to jump. If the *jumping* test fails, the mount fails to pass the obstacle.

When the mount or the rider receive a *major injury* the rider must make a *riding* test to remain on the horse. The *difficulty level* for this test is equal to the number of *major injury* suffered by the rider and the mount (added together).

If a rider falls from a mount they may suffer damage as per the regular *falling* rules.

Mounted *characters* cannot perform *dodge rolling* nor *shield wall*.

While fighting an opponent on foot, the mounted *character* is considered to be on high ground.

A *character* on foot cannot *choke* a mounted *character* and all their control attacks cost 1 extra *hits*.

More detailed on mounted combat in the chapter about vehicle.

Prone

A *character* can chose to get *prone* or become *prone* due to adverse circumstances.

Getting *prone* takes 2 metres of *movement*.

Getting up from being *prone* takes half a *character's movement*.

While prone, moving takes twice as much *movement* (every metre moved count as 2 metres).

A *prone character* receives -2 *MoSes* on all *melee combat* rolls against a standing *character*.

A *prone character* receives -2 *MoSes* on all *range combat* rolls

except *crossbows & firearms* rolls, which receive +1d.

A *character* targeting a *prone character* with a range attack receive -1 *MoS* on their attack rolls and the *range increment* malus is doubled.

Getting *prone* behind *cover* can increase the protection offered, at the *GM* discretion.

Kick Up

A prone character can get up by doing an *acrobatics* test. Every *MoS* reduce the movement needed to get up by 1 metres. This provoke *attacks of opportunity*.

Reassessing the Situation

A player can use their action or part of their action to reroll their *initiative*. They must use the new *initiative* number even if it is lower.

Inspire

A *character* can make a short speech to motivate their allies.

The player does an *oratory & poetry* test. For every *MoS* they can distribute 2 *spirit points* amongst their allies (excluding themself).

Intimidation

A *character* can try to intimidate an opponent.

The player makes an *insult & intimidation* roll opposed by a *Confidence & ego* test from the target.

The *Confidence & ego* test of the target does not count as part of their *dice pool*.

Intimidation functions as a *far range* weapon with a *range increment* of 5 metres for the distance malus. There is no *size* modifier.

For every *hits* on the *insult & intimidation* roll, the target lose 2 *spirit points*.

Taunt

A *character* can provoke a target.

The player must make an *insult & intimidation* test opposed by a *detect motive* test by the target.

The *detect* motive test of the target does not count as part of their dice-pool.

Taunt functions as a *far range* weapon with a *range increment* of 5 metres for the distance malus. There is no *size* modifier.

Starting from their next turn, every action not directed against the taunting *character* have a dice-pool reduce by -1d per hits on the insult & intimidation roll. The dice-pool of the target recover 1 dice per turn.

Example: A *character* tries to taunt an opponent. The taunter rolls 4 *MoSes* on their *insult & intimidation* roll. The target rolls only 1 *MoS* on a *detect motive* rolls. The taunter scores 3 *hits*. On their next turn, if the target does any action not targeted against the *taunter,* their *dice pool* will be reduced by 3 *dice*. On the following turn, the malus will be reduced to 2 dice, then 1 dice, then the effect will be dissipated.

Shield Wall

If two or more *characters* are wielding a shield with the special *hide behind shield*, they can form a *shield wall*.

Every frontal attacks made against *characters* in a *shield wall* receive -1 *MoS*, on top of any malus granted by the *hide behind shield* special.

While used to make a *shield wall*, shield cannot be used to reduce attack *hits* for damage in their regular manner.

Characters in a *shield wall* can only move at the speed on the slowest *character*.

Characters in a *shield wall* act at their regular *initiative* but every *movement* must be made at the lowest *initiative* amongst the party of the *shield wall*.

Shrugging Off Wounds

A *character* can decide to spend their turn or part of their turn *shrugging off wounds*.

To do so, the player must chose a line of *injury boxes* with *minor injuries* ticked but no *major injury*. The player than do a *resist pain* test with a *difficulty level* equals to the number of *injury boxes* ticked. If the roll is successful, one *injury box* can be unticked.
In case of a complete failure, one more *injury box* is ticked for every loss.

Throwing Non-Range Weapon

Every weapon and objects can be thrown with the *thrown* skills.

Every *thrown* attack made with a weapon or object not specifically made for throwing receive a malus.

Small objects and weapons which can be more or less contained in one hand (knives, small rocks, tomatoes, mugs, etc) receive -1 *MoS* and have a *range increment* of 5 metres.

Medium objects and weapons which are used with one hand (arming swords, skillets, books, etc) receive -2 *MoSes* and have a *range increment* of 4 metres.

Large objects and weapons which usually require two hands to use (great swords, chairs, pumpkins, etc) receive -3 *MoSes* and have a *range increment* of 3 metres.

Two Weapons Fighting

Characters equipped with a weapon in each hand can do two attacks on the same *initiative number*.

The *dice pool* must be split normally.

The second attack receive -1 *MoS*.

Casting Spell

Characters with spell casting abilities can cast spells in combat.

Casting a spell causes *attack of opportunity*.

If attack *hits* are scored against a *character* while they are casting a spell, the casting fails.

More details on *casting spell* in the *magic* chapter.

Terrain Modifiers

Different types of terrain can affect combat. Terrain can hinder or advantage *characters* depending on the situation and on how they use the different obstacles.

Cover

Cover makes a *character* harder to hit.

Cover is divided in 4 categories according to how much of the *character's* body is hidden.

-¼ cover: Attacks made against a *character* behind this type of cover receive -1 *MoS*.

-½ cover: Attacks made against a *character* behind this type of cover receive -2 *MoSes*.

-¾ cover: Attacks made against a *character* behind this type of cover receive -3 *MoSes*.

-Full cover: Attacks cannot be made against *character* fully covered.

It is possible that a cover apply to both opponents simultaneously.

Character of different *size* can receive different protection from

the same cover.

Difficult Terrain

Different types of terrain can hinder the *movement* of *characters*.

Difficult terrains are divided in four categories, according to how much they hinder movement.

-Minor impediment: Every 2 metres moved count for 3. If a *character* runs on such terrain, 1 *MoS* is used not to fall. Example: Loose rocks on the ground or large exposed tree roots.

-Medium impediment: Every metre moved on such terrain counts for 2. If a *character* runs on such terrain, 2 *MoSes* is used not to fall. Example: Muddy ground or moderately steep hill.

-Severe impediment: Every metre moved on such terrain counts for 3. If a character runs on such terrain, 3 MoSes is used not to fall. Example: Icy ground or marshy land.

-Extreme impediment: Every metre moved on such terrain counts for 4. It is impossible to run on such terrain but an *athleticism* or *acrobatics* test can increase the movement at the *GM* discretion. Example: Thick bush or jagged rocks.

High Ground

Attacking a *character* on lower ground gives the *character* on *high ground* +1d.

Managing Combat with Miniatures

In some situation it may be beneficial to use miniatures to keep track of what is happening in combat. This is specially useful in large fight with many *characters* or in fight taking place in complex terrain.

Different manner of managing combat with miniatures exist, each with their advantages and inconveniences. Here are some examples.

Hex Grid

The main advantage of hexagonal grid is that the centre of each hex is at the same distance to all surrounding hexes.

The main disadvantage of hexagonal grid is that it might be harder to come by or to create.

To simply gameplay, each hex should represent 1 metre. In that way, a *character* with a *movement speed* of 9 metres per *round* can move 9 hexes on normal terrain.

While playing on a hex grid, *character* should be facing towards one of the point of the hex they are standing in.

Random scatter roll can be done using a six sided dice with 1 being in front of the character, slightly on the left and going clockwise.

The hexes on each side of the hex where the *character* stands and the whole line they make are the *flanks*. The hexes behind the *flanks* line is the *rear* of the *character*.

Square Grid
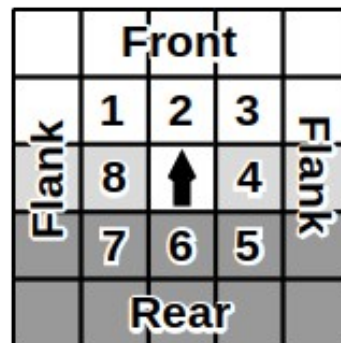
The main advantage of the square grid is its ease of access or of creation. Anyone can create a square grid on any surface with a pen and a ruler.

The main disadvantage of the square grid is the diagonal movement being of a longer distance than the horizontal or vertical one.

One of the way to solve this is to count each diagonal as 1 square or counting every other diagonal movement as 2 meters instead of 1 metre. This does not give an exact representation but it is simpler than calculating the hypotenuse of every diagonal movement.

To simply gameplay, each square should represent 1 metre. In that way, a *character* with a *movement speed* of 9 metres per *round* can move 9 squares on normal terrain.

70

Random scatter roll can be done using an eight sided dice with 1 being in front of the character and going clockwise.

The square on each side of the *character* and the line they form represent the *flanks*. The squares behind this line are the *rear*.

Grid-less map

It is totally possible to manage combat with miniatures but without any kind of grid. The *GM* and *players* can simply agree on a measure representing 1 metre, ideally in relation to the size of the miniatures, and either use a ruler, a marked string, a divider compass or simply estimating distances by eye.

In this case, random scatter can either be rolled with a six or eight sided dice, as agreed by the group beforehand. If you where so inclined, you could even use a 12 sided dice, in the way of a clock, to roll the random scatter.

The *flanks* will be every position situated on an imaginary line perpendicular to the *character* direction. Everything behind that line is the *rear*.

On the Side: Armour is Very Effective!

Attacking heavily armoured opponent is not an easy task. Simply slashing and poking at armour is unlikely to seriously injured an adversary.

Various forms of armour are more or less effective against certain types of attacks. For this reason, experienced fighters can often been seen carrying more than one weapon or versatile weapons like the poleaxe.

More high-end armour, like the full plate suit designed by the Highlander Half-Men, is very expensive but render the wearer near invulnerable.

Contrary to popular believe, such armour does not render the wearer slow or clumsy; the weight is very well distributed across the body and the joints are designed to give more mobility than needed.

When facing an opponent equipped with such an amazing defence, it is often wise to use more refine approach than simply hitting on the steel encasing them.

One strategy could be to try to drain their *spirits points*, either by intimidating them, demoralizing them or exhausting them. Such a tactic obviously bear the risk of having one's own *spirit points* depleted.

Another popular approach is to try to *grapple* and wrestle with the armoured opponent, trying to send them on the ground or to stab them in a vulnerable point of the armour.

Of course, some would say that the wisest strategy while facing significantly better armoured opponent would be to turn around and run away.

In Short: Combat

- At the start of a combat, every character roll *initiative*: this is either a *perception & vigilance* or *reflex* test.

-Each *round*, the *GM* do a countdown from the highest *initiative* to the lowest.

-*Characters* act on their *initiative* number.

-*Characters* with an *initiative* greater than 0 can decide to wait and act at the negative of their *initiative*.

-*Characters* with an *initiative* greater than 0 can also split their *dice pool* to perform two actions. The second action will be performed at the negative of their *initiative*.

- A *character* being targeted by a *melee combat* attack can defend themselves as a *reaction* by rolling a *melee combat* roll of their own.

-The *MoSes* from both rolls are compared. The *character* with the most *MoSes* win the engagement.

-The difference between the number of *MoSes* is the *hits* of the winner of the engagement.

-The *character* winning the engagement can spend *hits* to control the situation or to inflict damage.

-The control option are as follows:

   1 *hits:* the *character* can move 1 metre inside the *range of attacks* of their opponent without causing *attack of opportunity.*

   2 hits: the *character* can move their opponent by 1 metre in any direction. An extra *hit* is required to push them off a ledge.

   4 *hits*: the *character* can *disarm* their opponent. For every additional *hit* spent the weapon land 1 metre away in a random direction.

- For damage, if the *character* scoring the *hits* is the attacker, they can roll 1 die of damage per *hit*. If they are the defender, they must spend 2 *hits* to get one damage die.

- When targeted by a range attack, if they are aware of being targeted, the *character* can do a *reflex* roll to oppose the *range combat* roll of the attacker.

-If the attacker score some *hits*, they can roll one die of damage per *hit*.

-For both melee and range attacks, the *MoSes* obtained on a damage roll are compared to the armour worn by the target.

-For every *hit* obtained on a damage roll, the target must tick one *injury boxes*. All *injury boxes* must be on the same line.

-If a player doesn't have enough *injury boxes* available on one line to tick, they become incapacitated.

-*Piercing* damage cause 1 level of *bleeding.*

-*Cutting* damage cause 2 level of *bleeding*.

-When performing a *power* or *agility* action, a player must either reduce their *dice pool* by 1 per *bleeding wound* or aggravate the *bleeding wounds* by 1 level.

-If a *bleeding wounds* of level 3 is aggravated, the *character* becomes incapacitated.

-*Bludgeoning* damage makes the target stunned. The target of the attack makes a *resist shock* test. On the next turn, the number of *MoSes* obtained on the *resist shock* test is the limit of the *dice pool* size for the next round. This limit increase by 1 per round.

Spirit, Injuries and Health

Adventuring is a dangerous activity. Many situations can damage the spirit or health of a *character* to various extent. Thankfully, most *injuries* can be healed, either naturally, through *medicine* and *first-aid* or through magic. Spirit will come back after a good rest, a good time with friends, a sumptuous meal or a brilliantly performed show.

Spirit

Spirit represents the will to overcome obstacle of a *character*. It is a mix between stamina and moral.

By default, the maximum number of *spirit points* of a *character* is the sum of their *constitution*, *sagacity* and *persona attributes*. Some circumstances can raise or lower the maximum *spirit*.

Whenever a *character's constitution, sagacity* or *persona* increase, their maximum *spirit* will increase by the same number.

The current amount of *spirit points* held by a *character* limit the size of every *dice pool*.

Using Spirit Points

Spirit can be spent to add dice to a dice-*pool.*

In order to add one die to a dice-*pool the player must spend an amount of spirit points equal to the number of dice currently in the dice pool.*

In a round, a player can buy a number of dice equal to the rank of the *skill* being tested.

Dice pool for untrained *skills* cannot be improved by *spirit*.

Example: A *character* has a *swimming skill* of 2. Their *dice pool* for a *swimming* test will be of 3 dice. The player decide to buy some extra dice for an important test. They buy their maximum allowed of 2 extra dice for 7 *spirit points*, 3 for the first dice and 4 for the second. They can now make their roll with 5 dice.

Common Causes of Spirit Lost: Fighting

Every hit scored on an attack against a character cause the loss of 1 spirit point.

If a *character* become *incapacitated* in combat, all the other *characters* on their side must make a *Confidence & ego* test. The *difficulty level* of this test is equal to 2 * the number of ally *incapacitated*. The *character* lose 1 *spirit point* per missing *MoS*.

Common Causes of Spirit Lost: Death of an Ally or Friend

If an acquaintance, friend or ally of a *character* dies, when this last one learn about it, they must make a *Confidence & ego* test. The *difficulty level* for this test is 2 for an acquaintance, 4 for a friend or relative and 6 for a party member or close relative.

If the relationship with the deceased was unfriendly, the *difficulty* is reduced by 2, meaning that no test is needed for an acquaintance and the difficulty for a party member is reduced to 4. There is no such thing as an unfriendly friend.

If the death was a violent one, the *difficulty* is increased by 2. If the *character* witness this violent death, the *difficulty* is increased by an additional 2.

If the death was expected, for example due to a long illness or old age, and the *character* had an opportunity to say good bye, the *difficulty* is halved.

For every missing *MoS,* 2 *spirit point* are lost.

Common Causes of Spirit Lost: Insult and Intimidation

Insult & intimidation can also cause lost of *spirit points*. When a *character* is being intimidated they can oppose it with a *Confidence & ego* roll, if they are insulted they can oppose it with a *detect motive* roll. If the *insult & intimidation* scores *hits*, the intimidated/insulted *character* loses 1 *spirit points* per *MoSes* on the *insult & intimidation* roll (not the *hits,* the total *MoSes*).

Common Causes of Spirit Lost: Long Travel

Long travel will also drain the *spirit* of a *character*. At the end of a day with significant travel, a *resist fatigue* test is made. The *difficulty* is 1 for every 2 hours travelled. If a *character* has between 1 and 1½ time their *encumbrance* limit, the *difficulty* is 1 per hour travelled. If their *encumbrance* is more than 1½ their limit, the *difficulty* is raised to 1 per half-hour travelled.

For every missing *MoS* 1 *spirit point* is lost.

Common Causes of Spirit Lost: Lack of Sleep

Character ideally needs at least 6 hours of sleep per day. If for some reason they are not able to get that much sleep in a 24 hours period, they must make a resist fatigue test. The *difficulty* is 1 per missing hour (or 6 – hours slept).

For every missing *MoS* 1 *spirit point* is lost.

If the *character* has multiple consecutive days with insufficient sleep, the difficulty is accumulated.

If the *character* is both lacking sleep and did a long travel, only one test is made but the *difficulty* are added.

Common Causes of Spirit Lost: Lack of Food

A *character* needs at least two meals a day (regular meals, feast count as two meals). At the end of a day, if a *character* missed meals, they must make a *resist hunger* test. The *difficulty level* of that test is equal to the number of meals skipped.

If a *character* spend multiple consecutive days without having 2 meals, the *difficulty level* is the number of meals missed since the last time the *character* had their 2 meals.

For every missing *MoS* 2 *spirit point* is lost.

Common Causes of Spirit Lost: Extreme Weather

Spending a prolonged period of time in extreme heat or in extreme cold can drain someone's *spirit*.

Both heat and cold are separated in 3 level of inconvenience. For cold, they are: *cold*, between 10º Celsius and 0º Celsius, *freezing*, between 0º Celsius and -15º Celsius and *frigid*, below -15º Celsius.

For heat, the 3 level are: *hot*, between 30º Celsius and 40º Celsius, *scorching*, between 40º Celsius and 50º Celsius and *blistering*, over 50º Celsius.

For every 4 hours spent in *cold* or *hot* temperature, a *character* must make a *resist cold* or *resist heat* test with a *difficulty level* of 1 per 4 hours.

In *freezing* or *scorching* temperature, the *difficulty level* is 1 per 2 hours.

In *frigid* or *blistering* temperature, the *difficulty level* is 1 per hour.

Those difficulties accumulate. If the temperature change classification before a test is required, if the *character* was half-way through a test, cut the time for the test in the new classification by half.

For every missing *MoSes* 1 *spirit point* is lost and for every 2 missing *MoSes* 1 *minor injury* is gained. Additional *MoSes* can be used for the next test.

For example: A *character* is outside in *cold* temperature for a while. After 4 hours, they make a first test at *difficulty* 1. They get 3 *MoSes*, the test is passed and 2 *MoSes* are saved. 2 hours later, the temperature drop to freezing, a test is not needed immediately but since the *character* was half-way towards his next

test the next test will be in 1 hour instead of 2. So, after another hour (7 in total), a second test is needed with a *difficulty* of 2. Since 2 *MoSes* were saved from the first test, the *character* does not need to roll. After another 2 hours (9 hours total), the *character* need to roll again, the *difficulty level* is 3. Hopefully, they won't have to spend the night outside and will be able to get to warmth soon.

Clothing, shade and sheltering can reduce the *difficulty* of *resist cold* and *resist heat* test.

If a *character* spend a long and predetermined amount of time outside, for example of spending a night outside or doing a round of watch, to simplify the process the *GM* can ask for only one test at the end of the exposure time, with the final difficulty.

Common Causes of Spirit Lost: Getting Drunk

If a *character* has been drinking alcohol, they might need to do a *resist poison* test.

The *GM* should call for such a test if the *character* attempt to do an action requiring a test.

The *difficulty level* of such a test is equal to 1 per portion of alcohol drunk. A portion of alcohol is equal to half a litre of beer, ale or cider, a quarter litre of wine or an eight of liquor. The *difficulty level* is the total portion of alcohol consumed since the *character* started drinking, until he stopped drinking for 2 hours. After those 2 hours, the *difficulty* is reduced by 1 and keep dropping by 1 for every hour thereafter.

While still drinking, for every missing *MoS* not only 1 *spirit point* is temporarily lost but also *agility, power, erudition* and *sagacity* are reduced by 1 and 1 die is added to every *Confidence & ego* test, both temporarily.

After 2 hours without drinking, the character can do *resist poison* rolls (one every hour) to regain their *spirit, agility, power, erudition* and *sagacity*. The *difficulty level* of those test is equal to the number of *spirit points* lost due to drinking. For every hour without drinking, 1 *MoS* id added to the *resist poison* test. For every *hit* 1 *spirit, agility, power, erudition* and *sagacity*, are regained and 1 *confidence & ego* is lost.

For example: A *character* drank a whole litre of whisky, 8 portions of alcohol, when somebody else wants to pick a fight with them. It is not relevant to know exactly how drunk the *character* is so a test is called. The *difficulty level* is 8 and 3 *MoSes* are rolled. The *character* lose 5 *spirit points* and their *agility, power, erudition* and *sagacity* are reduced by 5 (but they will have 5 extra dice if they need to do a *Confidence & ego* test). This is going to be a tough fight.

After the fight is over, the *character* stop drinking and try to sober up. After a 6 hours of sleep, the associate of the brawler from the night before burst into his room. Time to see how drunk the *character* still is. A *resist poison* test is made, the *difficulty level* being 5, 3 *MoSes* are rolled. 6 *MoSes* are added from the time spent without drinking for a total of 9 *MoSes*, 4 *hits*. The *character* regain almost all of their *spirit*, *agility*, *power*, *erudition* and *sagacity*, they are now only down by 1.

Regaining Spirit Points: Full Night of Sleep

When a *character* spend at least 6 hours of rest uninterrupted, if they do not suffer from any *major injury* (after any *natural healing* test they can make), they regain an amount of *spirit points* equals to half their *constitution* score. Sleeping in a makeshift shelter in the wild or in a cheap inn allow to double the *spirit points* gained. If sleeping in a luxurious bed, the amount of *spirit points* is tripled.

Regaining Spirit Points: Victory!

When a fight is over, every *character* on the winning side not currently *incapacitated* or *dead* can do a *Confidence & ego* test and gain 2 *spirit point* per *MoS*.

If there is no clear winning side, no such test should be allowed.

Regaining Spirit Points: Resounding Successes

Every time a player rolls a *resounding success* they can choose to regain 2 *spirit point* for every *MoS* on the roll instead of gaining an *experience point* in the *skill* tested.

It is not expected that this option would be commonly favoured but in some circumstances, a surge of *spirit points* can seem more important than *experience points*.

Regaining Spirit Points: Feast

If lacking food drain the *spirit* of a *character*, a sumptuous feast can raise it. After enjoying such a meal a *character* can make a *Confidence & ego* test and gain 2 *spirit point* per *MoS*.

If the *character* preparing the feast rolled more *MoS* than needed to cover the number of guests, those *hits* can be distributed among guests and added to the *Confidence & ego* test.

Regaining Spirit Points: Merrymaking

A *character* can do an artistic performance to inspire and raise the moral of an audience. They roll for one of the *speciality* of *arts & performance* and distribute 2 *spirit point* per *MoS* to the members of the audience.

This test can be both *assisted* and *composed* but every roll take 20 minutes.

Regaining Spirit Points: Love

Spending intimate time with a significant one allow a *character* to do a *Confidence & ego* test and regain 2 *spirit point* per *MoSes*.

Injuries

Every *character* can take a certain amount of physical punishment before becoming *incapacitated*. This is represented by the amount of *injury boxes* a *character* possesses.

Injury boxes are organized in line, some being *minor* and some *major*. Whenever a *character* receive damage, they must tick a number of *injury boxes* equal to the level of the damage received. All those *injury boxes* must be on the same line.

A player can decide (or is sometime forced) to mark the damage on a line with some *injury boxes* already ticked. If there is no line available with a sufficient amount of unitkced *injury boxes*, the *character* becomes *incapacitated*.

There are two types of *injury boxes*; *minor injury* and *major injury*. Whenever all the *minor injury boxes* on a line are ticked, any additional *damage* scored on the line will tick *major injury boxes*.

Example: A rookie guard has 2 lines of *injury boxes*, each with 2 *minor injury boxes* and 1 *major injury box*. The guard receive 1 damage, and thus tick 1 *minor injury box* on the first line. If they receive another point of damage, they can tick the second *minor injury box* on the first line or the first *minor injury box* on the second line. The player chose the first option. They then receive 3 damage. This have them tick their whole second line. They can now only receive 1 more point of damage before going *incapacitated*.

Most player's *characters* will start with 3 lines of *injury boxes*, each with 3 *minor injury boxes* and 1 *major injury box*. This can be noted as *injury:(3+1)*3*. If they had 4 lines of *injury boxes* it would become *injury:(3+1)*4*.

Bleeding

Every *injury boxes* line has associated with it three *bleeding boxes*. Some *major injuries* cause bleeding wounds (notably *piercing* and

cutting damage). Bleeding wound can be of 3 level. If a *bleeding wound* of level 3 is aggravated, the *character* automatically becomes *incapacitated.*

A *character* suffering from *bleeding* wounds must reduce every of their *agility* and *power* based *dice pool* by 1 for every *injury boxes* line with a *bleeding box* ticked. A player can decide to ignore this malus or part of it but every *bleeding* wounds ignored will be aggravated by 1 level.

Unconscious

A *character* can be made *unconscious* by blunt trauma or by being chocked. While *unconscious*, a *character* cannot act nor talk and is totally unaware of what is happening around them or even of the time that pass.

If a *character* receives a *bludgeoning* injury causing them to become *incapacitated*, they become *unconscious*. The *character* will regain consciousness after cumulating 10 *MoSes* on a *resist shock step-back rolling test*.

If a *character* fails a *resist fatigue* test to resist chocking (*difficulty level* equal to the number of round being chocked), they become *unconscious*. They will regain consciousness after cumulating 10 *MoSes* on a *resist fatigue step-back rolling test*.

Healing Injuries and Wounds

After a long rest, a *character* has a chance to heal some injuries. For every line of *injury boxes* with boxes ticked, the player can do a *natural healing* test. For every *MoS*, one *box* can be unticked, starting by the *bleeding boxes*, then the *major injury* and finally the *minor injury*.

Example: A c*haracter* with *injury:(3+1)*3* suffered a *major injury* with *bleeding* level 2 and a *minor injury*. After a long rest, the player can roll twice, once for each line. The first roll obtain 2 *MoSes*, enough to clear the *bleeding* but the *character* remains with a *major injury*. The second roll obtain 1 *MoS*, just enough to clear the *minor injury* on the second line.

Medicine and First-Aid

Bleeding can be stopped by *first-aid* or *medicine*. The *difficulty level* is equals to the level of the *bleeding*. *Medicine* can be made as a *first-fail rolling test* but *first-aid* can only be rolled as a *static test.*

Medicine can also help a *character* heal faster. A *first-fail rolling test* can be made with a *difficulty level* equals to the number of *injury boxes* and *bleeding boxes* ticked on a line. Every roll takes one hour. The *hits* on that rolled can be added to the next *natural healing* test done to heal that line.

Example: A character with *injury (3+1)*3* suffered a major injury from a cut, causing them a *bleeding wound* of level 2. Before going to bed, they receive help from an ally to heal their wound. The *medicine* test has a *difficulty level* of 6. The ally rolls a first time, scoring 2 *MoSes*; one hour pass. A second roll scores 4 *MoSes*, for a total of 6, just meeting the *difficulty level*. A third roll and a third hour will be needed to have any effect. 3 *MoSes* are scored and become *hits*. Those *hits* can be added on the next *natural healing* test for that injury line.

Incapacitated

When a *character* becomes *incapacitated*, they cannot take action. They are still conscious but can do little more than lie on the ground, moaning.

A *character* will remain *incapacitated* until all their *major injuries* are healed.

If a *character* becoming *incapacitated* suffer from *bleeding wounds*, they start to *bleed to death*. They will die after a number 1 minutes plus 1 minute per *MoS* obtained on a *natural healing* test.

Death

When a *character* die, an ally can try to resuscitate them with a *first-aid static test* or with a *first-fail medicine fail*. The *difficulty level* of those test is equal to the number of minutes the *character* has been dead plus 1. Each roll takes 1 minute.

Magic

Six types of magic exist in *WinterDawn*; *Elementalism*, *Mysticism*, *Shamanism*, *Sorcery*, *Witchcraft* and *Wizardry*.

Each type of magic rely on one or two mental *attributes* (*erudition*, *persona*, *sagacity*). They are also all divided in 5 specialities.

Each type of magic has its own way to cast spell and own risks and drawbacks.

Casting spell is done as a *first fail rolling test* of the appropriate *skill*. Unless specify otherwise, every roll take one turn (approximately 6 seconds). Receiving damage while casting makes the spell fail.

Elementalism

Attribute: Erudition or Persona

Elementalism is the art and science of controlling the elements of *aether*, *air*, *earth*, *fire* and *water*. This type of magic has been developed and is still mainly practised by the elves.

Trait

To be able to cast *elementalism* spells, a *character* requires the *trait command of the elements*.

Five Death Rituals

To get the *command of the elements trait*, a *character* must go through the *five deaths rituals*.

The *five death rituals* is practised with experienced *elementalists*. It consists of a five steps ritual, each step representing one death by one of the *elementalism* elements.

Usually, the first step of the ritual is the death by water, where a character is drowned than brought back to life.

The second step is usually the death by air, where the character is chocked until they become unconscious.

This is then followed by the death by fire, where the initiate is placed in the centre of a circle of fire until they lose consciousness from the heat and the smoke.

The fourth death is by earth, where the initiate is buried alive for a night.

The last step is almost always the death by aether, of the death of the soul. The *character* must stand in a room, with a sack on their head and cotton blocking their ear. The elementalists directing the rituals will take turn to make sure the initiate cannot sleep or rest by poking them with a stick when they're about to slumber. When the initiate inevitably collapse, the ritual is considered complete.

Subtypes

The subtypes are based on the element used by the spells.

Aether

Aether is the element of the mind and the soul.

Air

Controlling the air and winds all around us.

Earth

Controlling the dirt and rock we walk on.

Fire

A good servant but a bad master, fire can be quite dangerous.

Water

Source of life, compose most of the bodies of characters.

Casting

Elemental magic is very demanding on the mind and body of the caster. Casting spell will cost the caster a certain amount of *spirit points*. Elemental magic is powerful but must be used with parsimony.

Mysticism

Attribute: Persona or Sagacity

Mysticism is a magic coming from the gods. A caster will usually get their power from one specific god. This deity will expect the caster to embody a virtue and will be more likely to help them if they live in line with their values.

Trait

To be able to cast *mysticism* spells, a *character* requires the *trait witness of the gods*.

Subtypes

The subtypes are based on the type of effect the spells have. Each deity has a preference for some subtypes of magic and frown upon one of the subtypes. One subtype will receive an additional 2 dice for casting, another will receive an additional 1 die and a third will subtract 1 dice from the dice pool.

Bless & Curse

To help the allies and hinder the enemies.

Cure & Heal

To get rid of disease and restore health.

Divination

To see what is hidden or far away.

Necromancy

To cheat and control death.

Retribution

To bring the hurts to the enemies of the caster.

Casting

Mysticism relies on favour from a deity. A *character* must pray to their god to receive those favour. Praying is done by doing a *religion step back rolling test. Every roll* takes 20 minutes. Between two long rest, a caster can pray for up to two hours (6 rolls).

Each deity makes a virtues out of a vice; leaning towards this vice will grant the caster 2 favours per day while being on the vice will grant 4 favours.

Each god also embody a pair of *skills*, a primary and a secondary.

Every rank the caster has in the primary *skill* of their deity will grant them 2 favours. Each ranks the caster has in the secondary *skill* will grant them 1 favour.

Each deity also favour an attribute. For every rank in the favoured attribute the caster gains 1 favour.

Each spell has a cost in favours.

Shamanism

Attribute: Sagacity

Shamanism takes its power from the spirits inhabiting everything. The faun living closely with nature are the predominant user of this type of magic.

Trait

To be able to cast *shamanism* spells, a *character* must have the *trait* i*n touch with spirits*.

Spirit Quest Ritual

In order to gain the *trait in touch with spirits*, a *character* must go on a spirit quest.

To do so, the *character* isolate themself in the mountains, in the forest, on a boat in the middle of a lake, in a place of rest of ancestors (cemetery or the equivalent) or amongst a pack or a herd of beasts.

While in such isolation, every day the *character* can make a *shamanism* test. Every time such a test yield at least 1 *MoS*, the *character* gain 1 *experience point*. After a week of isolation, if the *character* received a minimum of 4 *experience points*, they can purchase the *in touch with spirits trait*.

Subtypes

The subtypes are based on the type of spirit to be channel into the spell.

Ancestors

Channelling the spirits of the people who lived and passed.

Beasts

Channelling the spirits of the animals of the land, air and sea.

Lakes & Rivers

Channelling the spirits of natural source of water.

Mountains & Rocks

Channelling the spirits living and shaping the stones.

Plants & Trees

Channelling the spirits living in each living plants and trees.

Casting

Shamanism spells require a material focus. Each spell indicates the specific one needed. It can vary from bones or ashes from a deceased ancestor, to a part of an animal to a piece of a plant. Focus are not destroyed by casting the spell unless specify otherwise or on a *complete failure* scoring *losses*. If the caster is deprived from their focus, they cannot cast.

It is not unusual to see a shaman wearing a necklace with different parts of different animals, bones of ancestors, carrying rocks and different sacred plants, etc.

Sorcery

Attribute: Persona

Sorcery is the magic of deals with dark powers. It is frown upon and usually practised in secret in every society but the *high-men sandmen*.

The price to cast *sorcery* spells is paid in life.

Trait

To be able to cast *sorcery* spells, a *character* must have the *trait bound to a dark pact*.

Summon Master Rituals

In order to gain the *bound to a dark pact trait*, a *character* must go through the *summon master rituals*. To do so, the *character* must called upon an emissary of one of the dark power linked to sorcery. Such an emissary might present itself on their own initiative when the *character* is on the brink of death or in dire situations.

Once the emissary is there, the *character* must negotiate the term of the deal. This negotiation is represented by a series of 7 *sorcery* test. If the *character* can muster 4 *MoS*es from those test, they can purchase the *bound to a dark pact trait*.

Subtypes

The subtypes are based on the source of power of the spell.

Abyssal

Power granted by the devils and demons.

Blood

Power coming from the blood flowing in the vein of the caster or the target.

Chaos

Power coming from the force of creation and destruction of the universe.

Death

Power coming from Death itself, which nobody can avoid forever.

The Unknown

A mysterious and misunderstood power which recently awoken.

Casting

A *character* with the *bound to a dark pact trait* can sacrifice life to their patrons. Every time they or their ally kill a *character* they can declare to offer this life to their patrons. For every *health boxes* the *character* being offered had the caster gain one *life debt*.

Every spell comes with a cost in *life debt* that must be paid at the moment of casting.

Witchcraft

Attribute: Erudition or Sagacity

Witchcraft is the ancient form of magic of the men. It is used to create potions, balms, and wands. Spells need to be prepared in advanced and stored into a support.

Trait

To be able to cast *witchcraft* spells, a *character* must have the *trait keeper of the old ways*.

Subtypes

The subtypes are based on the type of support needed for the spell.

Balms & Potions

Ointment and elixir imbued with marvellous property.

Curios

Pendants, cloaks, cowls, and all kind of bric-a-brac which can

appear mundane to the non-initiate but can hold all kind of special powers.

Fumes & Phial

Bottle to be thrown at a target to trigger a wide variety of effect.

Staffs & Wands

Used mostly for offensive spell, the witch can point the wand at a target and affect them with all kind of blasts and flares.

Third Eye

A piece of glass or mirror used to see what cannot be seen by the naked eye.

Casting

Witchcraft spells must be prepared in advance and stored in a potion, a wand, a balm, a fume, a phial or a trinket. The caster can spend up to two hours between long rests preparing spells. Each roll takes 20 minutes.

Each object is created with an amount of charges. Hits on preparation add charges; 1 charge for every 2 *hits*. The casting is done by expanding charges from the object.

Balms & Potions

It takes one minute per charge to use a balm.

Using a potion takes a whole round.

Curios

To activate the power held by a trinket, the caster usually have to use the trinket in a particular way.

Example: to use a flying broom the caster needs to sit on the broom while to use a cloak of polymorphism to turn into a beast, the caster need to completely hide themself with the cloak.

Fumes & Phials

Fumes and phials are bottle to be *thrown* at a target. The range of such bottle is *far(5 metres)*.

Throwing a fume or a phial always use all the charge prepared.

Fumes spread in a 1-metre spherical area of effect per charge. The number of *hits* on the centre of the impact is equal to the number of charges. For every metre away from the centre, the *hits* are reduced by 1.

Phial don't spread like the fumes. The effect is applied as described where the phial land if an appropriate target is touched.

Throwing a fume or a phial require one action.

Staffs & Wands

Using a staff or a wand is as simple as pointing at a target to release the spell. No test is required to hit.

Wands can hold one spell while staffs can hold multiple spells.

Third Eye

Third eye require an object made of glass to look at or look through. Common objects used as third eye are crystal balls and mirrors.

Wizardry

Attribute: Erudition

Wizardry is magic turned into a science. It evolved from *witchcraft* but manage to get rid of the need for support. Spells need to be prepared on scroll which will burn at used.

Wizardry grants the widest array of spells.

Subtypes

The subtypes are based on the types of effect.

Abjuration

Focused on protection and defence.

Conjuration

Focused on creating from nothing and traversing the plane.

Enchantment

Focused on changing the property of objects and people.

Evocation

Focused on manipulating and transforming the energy of the universe.

Illusion

Focused on making things not appear as they are.

Casting

Each spell need preparation. A caster can spend up tot two hours preparing spells between long rest. Each roll takes 20 minutes. *Hits* on preparation are lost.

A test is needed at casting time.

Target

Every spell has a type of target they can be aimed at. 3 types of target are possible: self, character and location.

Self

Spells with a target of self will only target the caster. If the spell has an area of effect, other *characters* surrounding the caster can be affected.

Character

Spells targeting a *character* or multiple *character* can affect any living being, including the caster, The caster decide which *character(s)* is affected unless specified otherwise.

Object

Spells targeting an object must be cast upon an inanimate object. The spell can precise the type of object to be targeted.

Location

Spell targeting a location are aimed at a point in space or on the ground. If the spell has an area of effect, *characters* or objects near the point of impact can be affected by the spell.

Range

Every spell has a range at which it can be cast. Range are divided in 4 types; sight, hearing distance, touch and fixed distance.

Sight

The target of the spell must be seen by the caster. If something is blocking the line of sight of the caster, the spell can't be aimed at this target.

Hearing Distance

The target of the spell must be able to hear the caster. Deaf creature cannot be the target of such spell. Environmental effects can influence the distance at which a caster can be heard.

Touch

The target must be touched by the caster. If the target is hostile, the caster might have to do a *brawling* attack at close range to touch their target.

Fixed Distance

A spell with a fixed distance has a range listed in metres. This range can be influenced by the number of *hits* on casting. The spell can be targeted anywhere inside that range, regardless of line of sight.

Area of Effect

Some spells affect an area. Those areas of effect can be of 4 different shapes: sphere, torus, cone or line.

Sphere
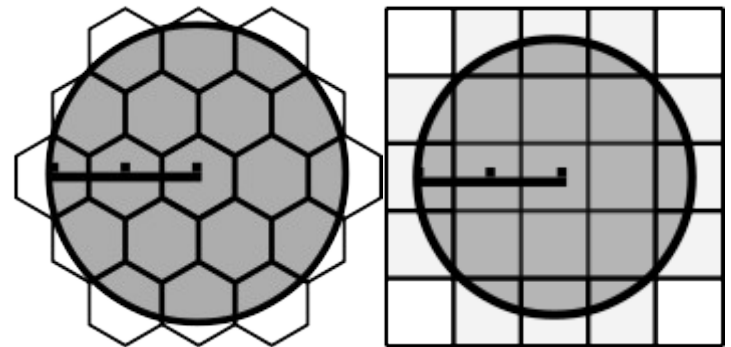
A spell with a sphere area of effect will have a radius, either fixed or based on the numbers of hits, and will affect everything inside the radius.

Most spell with a spherical area of effect will have a full effect at the centre of the radius and reducing towards the edge.

Torus
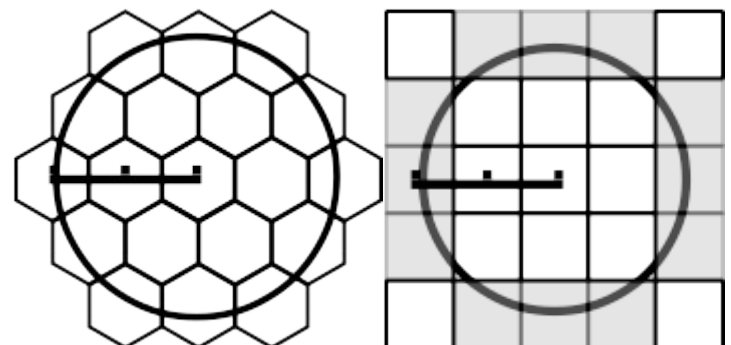
A spell with a torus area of effect will have a radius like a circle but the effect is limited at the edge of the radius and will spare everything in the inside.

Cone
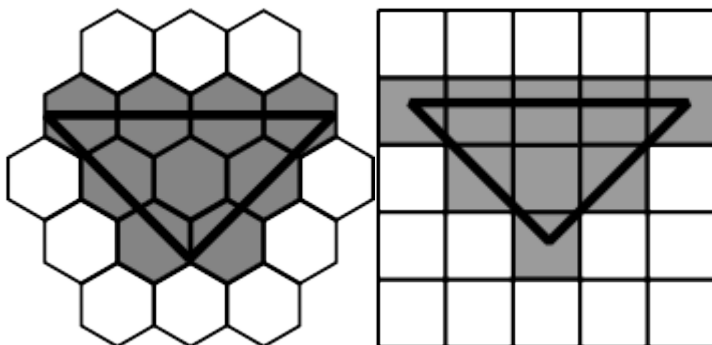
A cone spell will affect a triangle area with an angle of 90° at the origin of the spell.

Line
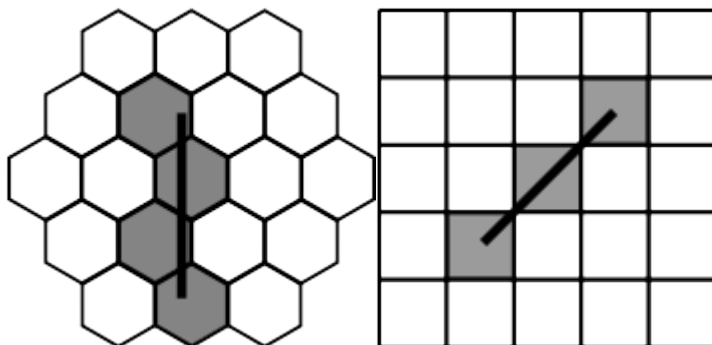
A spell with a linear area of effect will affect everything in a single line.

Duration

Every spell has a duration. There are 5 types of duration for spells; instantaneous, permanent, concentration, maintained and fixed duration.

Instantaneous

An instantaneous spell have effects which happen completely inside a round.

Permanent

A spell with a permanent duration last indefinitely, until being dispelled.

Concentration

A spell with a duration of concentration will last for as long as the

caster concentrate on it. A caster will lose concentration if they cast another spell, if they take damage or if they choose to end the spell.

Maintained

A spell with a maintained duration can take effect as soon as the casting requirement is met. The caster can than keep rolling to add *hits* which will add to the duration. If more than one *hit* is scored in a round, the *hits* can be kept for subsequent rounds. If the caster runs out of *hits*, the spell ends.

The caster can take other actions while maintaining the spell; it is not necessary to roll every round if *hits* have been accumulated.

Fixed Duration

Spell with a fixed duration will last a predetermined amount of time. This time can be influenced b y the number of *hits*.

-Book 2-

Character Creation

Creating a Character

Character are mostly defined by their prior experiences. The process of *character* creation in *WinterDawn* is based on choosing backgrounds for this *character*.

Background Defined Features

By choosing answers to a series of questions on the past of the *character*, a number of *skills* and *experience* points will be made available for this *character*.

Background Points

Each background is associated to a cost. This cost can be related to previous background taken by the player. More unique experiences cost more than the common ones. This cost is paid with *background points*.

Every player start with a certain amount of *background points*. This number has to be decided by the *GM*. A higher number of *background points* will allow *characters* with extremely unique past while a lower amount of *background points* will create *characters* with life experiences very similar to most people of their world.

For *character* with some unique experiences and some common one, 25 *background points* would be appropriate.

Skill Experience

Each background grant experience in a few *skills*. The number in the parenthesis following the name of the *skill* represent the number of *experience points* gained.

Attributes

The race and sub-race of the *character* will determine their base *attributes* score. Those *attributes* score can be improved in the normal way by spending *attribute experience*. *Attribute experience* is gained from spending the *skill experience* gained from the background choices. For every *skill* rank gained 2 *experience points* are gained for the controlling *attribute* or *attributes*.

Age

The race of the *character* determine the minimum age at which they begin. The previous occupation of this *character* will add some years to this age. If a *character* picked more than one previous occupation or the same occupation multiple time, the years are added every time.

Size

The race or sub-race of the *character* determine their *size*.

The *size* of a *character* impact multiple aspects of the game, from how hard they are to hit at range to how much equipment they can carry.

The playable race described in this book have size varying from *small* to *large*.

Movement Speed

The *movement speed* of the *character* is determined by their race. For most *character* their based movement speed is 9 metres per round, 90 metres per minutes.

Traits

Traits are special features allowing a *character* some special abilities. *Traits* are a big part of what make a *character* unique. Some of them can be purchased at *character* creation with *background points*, some come are granted by a background, other can be purchased later in game and some can only be granted by the *GM* due to in-game events.

Traits granted by a background do not need to respect the prerequisite. To purchase *traits* with *background points* or *experience points* the prerequisite need to be met.

Some backgrounds will allow a player to buy a *trait* at half price. If the player pick two background offering the same *trait* at half price, the *trait* can be purchased for free.

Values

Values reflect a *character* way of acting towards the world. They are rated on a scale counting 5 steps.

The values of the *characters* are defined by their actions, not the other way around.

The rating of the values will change during play to reflect how the *character* has been acting. Some *character* backgrounds can move values one way or the other.

Honour

Honour is concerned with how the *character* keeps their words. *Honour* range from *dishonourable* to *honourable*.

Honour is concerned with the codes, oaths, vows, pledges, laws, agreements, promises, pacts, etc they implicitly agreed too.

Breaking a vow will drive a *character* towards *dishonourable* while keeping it despite negative consequences will make them more *honourable*.

A *character's honour* start in the middle of the scale. They are neither *honourable* nor *dishonourable*.

Morality

Morality represents the axis of *good* and *evil*.

Morality is proscriptive, not prescriptive. In order to remain *good* a *character* must avoid certain actions. Inactions should not shift a *character's morality* towards *evil*.

Murder, theft, vandalism, slavery and rape will drive a *character* towards *evil*. Killing someone in self-defence will not necessarily drive a *character* towards *evil*.

A *character's morality* starts at *good*.

If a *character's morality* shift towards *evil*, the *character* can return towards *good* by making amend to the victim of their misdeeds.

Faith

Faith represents the *character's* attitude towards the gods. The scale goes from *iconoclast* to *zealot*.

An *iconoclast character* will be hostile towards the gods or will positively deny their existences while a *zealot character* will proselytize as often as possible. *Characters* falling in the middle of the scale will either be uncertain of the existence of the gods nor will be casual believer without trying to convert anyone.

Characters can start with their faith anywhere between leaning towards *iconoclast* and leaning towards *zealot* inclusive, at the player's choice.

Races

9 playable races, divided in 3 civilizations, are available to the player. The *high-men, highland half-men* and *lowland half-men* represent the *human* civilization. The *orcs, goblins* and *hobgoblins* form the orcish civilization. The *elves, fauns* and *trolls* belong to the *faes* civilization.

High-Man

High-men are defined by their adaptability. It allowed them to spread out wide and far faster than any other human or orcish race.

Their settlement are quite diverse, going from small agglomeration of huts to huge bustling cities.

It is not too unlikely to find *high-men* living amongst other races or member from the other races living in *high-men* cities.

Size

High-men size is medium.

Their height usually vary between 1.55 metres to 1.95 metres. Taller and smaller individuals exist but are quite uncommon.

Their weight usually vary between 50 kilograms to 130 kilograms. Male tend to be significantly heavier than female. Heavier and lighter individuals exist but are quite uncommon.

Movement Speed

High-men have a *movement speed* of 9 metres per *round* or 90 metres per minute.

They can travel 50 kilometres in a day (10 hours of travelling) without too much trouble.

Age

Characters for players should not usually start any younger than 16 years old.

High-men can hope to live up to 90 years.

Attributes

High-men have quite varied *abilities*. The player can choose to distribute one of the following array to *attributes* as they please.

> Array 1: 7, 6, 6, 6, 5, 4
>
> Array 2: 7, 7, 6, 5, 5, 4

Skills

High-Men start with experience in the following *skills*:

> *Brawling* (2)
>
> *Detect motive* (3)
>
> *Linguistic* (4)
>
> *Riding* (3)
>
> *Perception & Vigilance* (2)

Traits

High-men start with the following *traits*:

> *Natural talent*
>
> *Fast learner*

The player must wait until the end of their *character* creation to pick the *skill* linked to their *natural talent* trait. The *skill* picked must have at least 1 rank.

Opinion of Other Races

High-men interact with every other races except the *trolls*.

Highland Half-Men

Great craftsmen.

Obsessed with honour.

Very rigid society.

Humourless.

Lowland Half-Men

Fun to be around, good drinking partners.

Watch your purse when they are around.

Their society lack strong leaders.

Obsessed with leisure.

Orcs

Savage and uncivilised.

Prone to violence.

Take themselves very seriously.

Obsessed with honour.

Goblins

Greedy and untrustworthy.

Smart and dangerously creative.

Should break free from the *orcs*.

Compensate for their physical weakness by trickery.

Hobgoblins

The brain of the *orcs*, the brawn of the *goblins*.

Maybe the most likely to be civilized of the orcish society.

Elves

Haughty.

They need to cheer up a little.

Very conservative, they should enjoy progress.

Tree-hughers.

Fauns

The only faes fun to be around.

They know the future belongs to the *high-men*.

They embrace the moment.

Good craftsmen, bad traders.

Trolls

Avoid if you can.

Dumb and violent.

The world would be better without them.

Subraces

High-men are divided in 3 *subraces*.

Northerner

They come from the north. They live of farming, fishing and raiding the population from the south.

Their society respect strength. They are a feudal society with an inherited nobility but any individuals can challenge their direct ruler to a duel to take their place.

Background cost: 1

Receive 6 *experience points* in *constitution*.

Gain *experience* in the following *skills*:

> *1-Handed Swords* (3)
>
> *Resist Cold* (4)
>
> *Seamanship* (3)

> *Confidence & Ego* (2)

The *character* starts with the *trait heat conservation.*

The *courage* of the *character* can not lean towards *cowardice.*

Northerner males have first name like Olrick, Ulkin, Dolph. Thur, Kark, Lokan and Polvik.

Male *northerners* use for last name the name of their father followed by the suffix "sson".

Northerner females have first name like Geirlaug, Dotta, Berra, Ogn, Svetsa, Hungerd and Sophia.

Female *northerners* use for last name the name of their mother followed by the suffix "sdottir"

Riverlander

Riverlander live in the temperate region between the frozen north and the arid desert. They get their name from the large number of rivers coursing through their land. They don't use the name *riverlanders* themselves, this is a name given to them by the other *high-men*, but refer to themselves by the name of the specific kingdom they come from.

They have the most feudal society, with a very rigid system of nobility. Many kings claim dominion over part of the riverland. The borders of those kingdoms are quite fluid since wars are frequent.

Background cost: 0

Receive 6 *experience points* in *sagacity*.

Gain *experience* in the following *skills*:

> *Crossbow & Firearms* (2)
>
> *Heraldry & nobility* (4)
>
> *Survival* (2)
>
> *Riding* (4)

Riverlanders males have first name like Gwelph, Adolph, Preece, Tomos, Hefreth, Randall and Baldwulf.

Riverlanders female have first name like Adele, Saehild, Olwyna, Magred, Isbeil, Dwenvred and Gaele.

Riverlanders commoners have last names representing or related to their occupations like Cooper, Cobbler, Woodcut, Fineneedles, Goodale, Readman or Baker.

Noble *riverlanders* are named after the place they are from, they have dominion over.

Sandman

Sandmen live in the desert south of the riverland. They have a darker complexion to resist the scorching sun.

They live mostly in cities built on oasis. Those cities are the oldest of the human cities.

Sandmen society rely heavily on trade. They still live in a feudal system but their nobility is not too involved in the everyday life and politics of their cities. Rich merchants can become quite powerful and often time form councils which tend to hold the real political power.

Background cost: 3

Receive 6 *experience points* to *persona*.

Gain *experience* in the following *skills*:

>*Appraise* (2)
>
>*Charm & Persuasion* (4)
>
>*Resist heat* (4)
>
>*Sorcery* (2)

The *character* starts with the *traits heat expansion*.

The *temperance* of the *character* can not lean towards *insensitivity*.

The *sandman* subrace allows the player to purchase the trait *bound to a dark pact* at half price.

Sandmen males have first name likes Ahmet, Abil, Haral, Zadig, Mo-Hir, Faadi and Maazin.

Sandmen females have first names like Asimaa, Suhaad, Sarah, Sajaa, Alva, Malhia and Karyan.

Their last name are a combination of the prefix "Dest" with the name of a notorious male ancestor or "Desta" with the name of a notorious female ancestor. Some individuals lacking any notorious ancestors have no last name. Some people with multiple notorious ancestors will use multiple last names, giving a very long full name. The longer the name, the more prestigious the family. An example of a prestigious name could be Haral Dest-Halim Dest-Haral Desta-Atia.

Highland Half-Man

Highland half-men, often shorten to *highlanders*, are short and stocky humans living in the mountains.

They carve grandiose citadels on the side of mountains. Those extraordinary construction extend deep inside mountains.

Highlanders are outstanding craftsmen. They take great pride in the quality and ornamentation of the things they produce.

Highlanders rely on trade to survive since they do not produce food themselves.

Highland half-men live in a very structured society. Professional guilds control the politics of the citadels. Each guild is represented by a patriarch, usually the most experience members of the guild. Those patriarchs form a councils managing the citadels.

Size

Highland half-men size is medium.

Their height usually vary between 1 metres to 1½ metres. Taller and smaller individuals exist but are quite uncommon.

Their weight usually vary between 50 kilograms to 130 kilograms.

Heavier and lighter individuals exist but are quite uncommon.

Movement Speed

Highland half-men have a *movement speed* of 7 metres per *round* or 70 metres per minute.

They can travel 40 kilometres in a day (10 hours of travelling) without too much trouble.

Age

Characters for players should not usually start any younger than 23 years old.

Highlanders can hope to live up to 180 years.

Attributes

Highlander half-men are strong and tough but somewhat clumsy.

>*Agility 4, Power 7, Constitution 7, Erudition 6, Persona 5, Sagacity 6.*

Skills

Highlanders start with *experience* in the following *skills*:

>Crafting (4)
>
>*Lifting & pushing* (4)
>
>*Resist fatigue* (2)
>
>*Resist shock* (2)
>
>*Resist poison* (3)

Traits

Highlander start with the following *traits*:

> *Low light vision*
>
> *Beast of burden*

Name

Highlander half-man males have first name like Gartok, Durmad, Broomli, Dugal, Moltorik, Relgadar and Korin.

Highlander half-man females have first name like Aravouna, Eldrini, Maella, Lerdaga, Celindara, Brafaelle and Dourkimu.

They use for last name the name of their father preceded by the prefix "kin of". In adult *highlander*, this name is barely used. *Highland half-man* are rather known by a nickname they earned during their life due to something they done or some characteristic they have. This nickname change during one's long life. They are often ironic. Example of such nickname could be Coalbeard, Shortgiant, Elveslover, Bluntaxe, Hammerhand, Fullofale or Flatrousers.

Opinion of Other Races

Highlander half-man are regularly in conflict with the *trolls*. They do not have many relations with the faun*s*.

High-Men

They are good customers, their money is good.

They are decadent and lack self-respect.

You can respect how ambitious they are.

Lowland Half-Man

Lazy bums, all they think about is eating and sleeping.

The only good thing they did is claimed their independence from us.

They are wasting their potential.

Orcs

 They sure know how to defend themselves.

They have no refinement.

They are barbaric and lack tradition.

There is no money to be made with them.

Goblins

They are creative fellows, but they have no sense of beauty.

They should be the one leading the orcish society.

They understand the value of money but won't always rely on honest way to get it.

Hobgoblins

Not quite *goblins*, not quite *orcs*, they take the worst side of both side.

Elves

They think they are better than all the other races.

You can't be more aloof.

We tried and failed to open trade with them, now we are done trying.

They can create beautiful objects, but they sacrifice functions for the form, which is wrong.

Fauns

They have no respect for money.

They are the only friendly *faes*.

We don't have much in common, but we are not in bad terms with them.

Trolls

They are the worst.

They think then mountains belong to them.

They have no honour.

We would exterminate them if it didn't mean going against the other faes.

Subraces

Highland half-man are divided in 3 *subraces*.

Deep Dweller

Deep dwellers are the *highlander* living deep in the lower level of the citadels. They are the miners collecting the raw material for the artisans.

They barely come to the surface and their skin is often of a light grey tone.

They have their own sort of micro-society where the strict laws and traditions of the *half-man* don't stand as firmly.

Background cost: 3

Receive 6 *experience points* in *constitution*.

Gain *experience* in the following *skills*:

> *Athleticism* (4)
>
> *Brawling* (4)
>
> *Resist fatigue* (2)
>
> *Stealth* (2)

Deep dweller have the *traits dark vision* instead of *low light vision*.

Flat Dweller

Flat dwellers live either at the base of mountains or relatively low on a peak.

They are the ones carving the entrance to the citadels and the ones trading with the outside world. They are the most accessible of *highlanders* and the ones the most likely to be seen outside of a citadel.

Background cost: 0

Receive 6 *experience points* in *sagacity*.

Gain *experience* in the following *skills*:

> *Appraise* (4)
>
> *Geography* (2)
>
> *Polearms* (2)
>
> *Stonecutting* (4)

The *temperance* of the *character* can not lean towards *debauchery*.

Peak Dweller

Peak dwellers live high in the mountain, in place hard to reach for non-*highlander*.

They are the scholars and the ones designing machines and complex contraptions.

Background cost: 1

Receive 6 *experience points* in *erudition*.

Gain *experience* in the following *skills*:

> *2-Handed Swords* (2)
>
> *Engineering & Physics* (4)
>
> *Knowledge* (3)
>
> *Resist Cold* (3)

Lowland Half-Man

Lowland half-men, often shorten to *lowlander*, are short and nimble humans living in the hills at the base of mountains or in the edge of forest.

They used to be the lowest cast of the *half-men* society, forced to live outside the safety of the citadel and provide food to its inhabitants. A long time ago, they revolted and created their own society.

They now live in small villages without much formal organization. Each village has a mayor but it is unclear if this role hold any real power or responsibilities.

They are a very peaceful and leisurely race. They live simple live and enjoy simple pleasures.

Size

Lowland half-men size is small.

Their height usually vary between 0.8 metres to 1.4 metres. Taller and smaller individuals exist but are quite uncommon.

Their weight usually vary between 25 kilograms to 55 kilograms.

Heavier and lighter individuals exist but are quite uncommon.

Movement Speed

Lowland half-men have a *movement speed* of 9 metres per *round* or 90 metres per minute.

They can travel 50 kilometres in a day (10 hours of travelling) without too much trouble.

Age

Characters for players should not usually start any younger than 18 years old.

Lowlanders can hope to live up to 150 years.

Attributes

Lowlanders are dexterous and wise but somewhat weak.

> *Agility* 7, *Power* 4, *Constitution* 5, *Erudition* 6, *Persona* 6, *Sagacity* 7.

Skills

Lowlanders start with *experience* in the following *skills*:

Cooking (4)

Luck (4)

Reflex (3)

Stealth (2)

Sleight of hand (2)

Traits

Lowlander start with the following *traits*:

Low light vision

Lucky

Name

Lowlander half-man males have first name like Chararic, Lothar, Odger, Theodwin, Bruno, Cederic and Halinard.

Lowlander half-man *females have first name like* Kaytlin, Pamphila, Elie, Kayla, Haley, Mentha and Guertude.

They use for last name a nickname related to the place they live, their farms or their house. Example of such nicknames are Farfield, Bigoak, Cliffedge, Riverbend, Boulder, Appletree and Largehole.

Opinion of Other Races

The *lowlander* mostly deals with the *high-men*, the *highlanders*, *the elves* and the *fauns*.

High-Men

Their big cities can be uncomfortable for us, half-men, but they have great tavern.

They tend to threat us like children which is annoying.

They supported us when we took our independence from the *highlanders*.

They can't stay in place. Just looking them go is tiring.

Highland Half-Men

They still resent us taking our independence.

They look down on us, but they are good customers for our produces.

 They take themselves too seriously.

They should learn that life is not just about work.

Orcs

You can admire the respect they have for the other members of their society, even if they are smaller.

They can really farm on land that we would have considered unsuitable.

They don't have much humour.

They like violence too much.

Goblins

They have a twisted sense of humour.

The orcs probably wouldn't do as good without them.

Like us, they have the reputation of being sneaky; this is just because we are small.

Hobgoblins

They just end up being taller *goblins* or smaller *orcs*.

The mix probably iron out the flaws of both races.

Elves

Other races consider them snooty and unfriendly; they are not that bad.

They take their forest very seriously.

They should cheer up a little.

Fauns

The only faes who don't take themselves too seriously.

They like to play tricks on us when we hunt.

They are great to have at a party, unless you have other races around.

Trolls

They are so angry and dumb.

They take themselves very seriously but you can still insult them too their face, chances are they won't understand.

There is not much to gain from frequenting them.

Subraces

Lowlander are divided in two *subraces*.

Hill folk

Hill folks have their farm in the foothills at the bottom of mountains.

They live in very well maintained turf houses. They raise mostly

goats and sheep and grow wheat and corn.

They like to spend their evening gathered together, signing or telling stories.

Background cost 0

Receive 6 *experience points* in *persona*.

Gain *experience* in the following *skills*:

> *Arts & performance* (4)
>
> *Charm & Persuasion* (2)
>
> *Slings* (3)
>
> *Taming & Training* (4)

The *friendliness* of the *character* can not lean towards *surliness*.

The player can purchase the *merrymaker trait* at half price.

Woods Folk

Wood folks live at the edge of forest in little log cabins. They live mostly of hunting, fishing and foraging. They trade furs with the other races to compensate for their lack of farming.

Background cost: 2

Receive 6 *experience points* in *sagacity*.

Gain *experience* in the following *skills*:

> *Bows* (2)
>
> *Perception & vigilance* (3)
>
> *Stealth* (3)
>
> *Survival* (4)

Orc

Orcs are brawny humanoid with a skin colour going from a yellowish-green to dark green, almost black. They generally have tusk protruding from their mouth.

They live in small village or agglomeration. Every family own a farm where they usually cultivate cereals and vegetables or raise boars.

Polycentric Legal System

The orcish society is organized in a polycentric legal system; Every individual is represented by a chieftain they choose and must live under the laws of this chieftain. Anybody can declare themself a chieftain if they have at least 5 individuals not part of their direct family wanting to be represented by this chieftain. It is not necessary to live close to one's chieftain but proximity does make things easier.

When a conflict arise, the chieftain representing the individuals implicated discuss and argue the case. If no agreement can be found, a third chieftain is called for an impartial decision. When an agreement is reached, the individuals found guilty must pay a compensation to the offended party. All justice is restitutive.

If the guilty party refuse to pay, they are declared outlaw; they are no longer living under the law and does not benefit from its protection. Anybody can steal from them or even kill them without suffering any legal penalty.

An outlaw can kill 3 other outlaw to be cleared from their status.

Size

Orcs size is medium.

Their height usually vary between 1.75 metres to 2.15 metres. Taller and smaller individuals exist but are quite uncommon.

Their weight usually vary between 90 kilograms to 160 kilograms.

Heavier and lighter individuals exist but are quite uncommon.

Movement Speed

Orcs have a *movement speed* of 9 metres per *round* or 90 metres per minute.

They can travel 50 kilometres in a day (10 hours of travelling) without too much trouble.

Age

Characters for players should not usually start any younger than 15 years old.

Orcs can hope to live up to 80 years.

Attributes

Orcs are strong and confident but too inclined towards intellectual pursuit.

> *Agility* 6, *Power* 7, *Constitution* 6, *Erudition* 4, *Persona* 7, *Sagacity* 5.

Skills

Orcs start with *experience* in the following *skills*:

> *1-Handed Axes & Maces* (3)

Athleticism (4)

Confidence & Ego (3)

Insult & Intimidation (3)

Resist Pain (2)

Traits

Orcs start with the following *traits*:

Fearsome

Strong grip

Name

Orcs do not use last names but will rather have two names, none of them inherited.

Orcs males have name like Godomar, Urthok, Boeke, Chobus, Gunobad, Tokig and Azor.

Orcish females have name like Ava, Shelur, Yotul, Borba, Murina and Kunegund.

Opinion of Other Races

Orcs have relations with all the races except the *elves* and the *lowlanders*.

High-Men

With all this nobility you're born it or tough luck, most of them live like slave.

Their cities are a good place for trade but to live like that is unthinkable.

Most of them are soft and cowardly.

Highland Half-Men

They know out to defend themselves.

They're society is so rigid, they should learn about freedom.

They have good craftsmanship but spend way too much time on useless decorations.

Lowlander Half-Man

We don't see them much.

You can respect how they freed themselves from the *highlander*.

Spending all their time in leisure, they probably wouldn't be ready to defend their freedom again.

Goblins

What they lack in size and strength they make up in cleverness.

Having them around is quite useful, that's why every *orcish* family keep a few living on their farm.

They seem to be happy with the arrangement we have.

Hobgoblins

The offspring of *goblins* and *orcs*, this is one the main problem with keeping *goblins* around.

Creating *hobgoblins* is highly irresponsible.

The fact that they are infertile proves they shouldn't exist to begin with.

All that being said, the fault of the parents should not be bore by the child.

Elves

You can't be more haughty than an *elf*.

They think they should be in charge of everyone.

Yes they are the oldest race but their time is past.

Fauns

Everything is laughing matter for the *fauns*.

Unlike the *elves*, they seem to understand that the time of the faes is passed.

The big ones can be quite competent in combat.

Trolls

The only races that can match us in combat; they're tough as nails.

Nobody seems to like them; they are really misunderstood.

The *highlander* keep taking their mountains, they have reasons to be upset.

Subraces

Orcs are divided in 3 subraces.

Black-Skinned

Black-Skinned orcs live in the desert and jungle in the south. They get their name from their dark green, almost black, complexion.

They like to cover their body with tattoos, despite the facts that those are barely visible against their dark skin.

They tend to rely more on ambush tactics than others orcs and do not consider this type of approach has dishonourable.

Background cost: 3

Receive 6 *experience points* in *constitution*.

Gain *experience* in the following *skills*:

> *Brawling* (3)
>
> *Stealth* (4)
>
> *Perception & Vigilance* (1)
>
> *Resist pain* (2)

Pig Rider

Pig riders live in the temperate region of the continent. They are named after the giant boars they raise and mount to battle.

They value honour highly and will often rather die than be dishonoured. This sentiment often put them at odd with the *black-skinned orcs*.

They drink abundantly a strong ale that would knock down any non-orcs, but they do not seem affected by it.

Background cost: 0

Receive 6 *experience points* in *persona*.

Gain *experience* in the following *skills*:

> *Polearms* (3)
>
> *Resist Poison* (3)
>
> *Riding* (4)
>
> *Taming & Training* (2)

The *honour* of the *character* is moved 1 rank towards *honourable*.

Tide Crasher

Tide crasher orcs live on coasts. They are known for their ship building skill and seafaring, allowing them to land by surprise anywhere close to the sea or a river. It is said that the *northerner* learned to build ships from them.

They farm and raise boar of regular size, not the monster their cousins developed.

They like to wear jewellery like earrings and tuskbands and are sometime ridiculed by the other *orcs* for that habits.

Background cost: 1

Receive 6 *experience points* in *constitution*.

Gain *experience* in the following *skills*:

> *Crossbows & Firearms* (3)
>
> *Resist Cold* (3)

> *Seamanship* (4)
>
> *Survival* (2)

Goblin

Goblins live amongst the *orcs*; on every orcish farm you can expect to see at least one family of *goblins* living there.

They are very good craftsman; their creation might not the prettiest, but they are quite functional.

Goblins recently discovered a black powder that burns very quickly, releasing a lot of energy. They are now experimenting with rudimentary firearms. Those weapons might be slow to reload, but they can cause quite a bit of damage.

Goblins also enjoy trading and bargaining. Despite the facts that some of them make a very good living from commerce, they don't seem to live richly.

Size

Goblins size is small.

Their height usually vary between 0.80 metres to 1.4 metres. Taller and smaller individuals exist but are quite uncommon.

Their weight usually vary between 25 kilograms to 60 kilograms.

Heavier and lighter individuals exist but are quite uncommon.

Movement Speed

Goblins have a *movement speed* of 9 metres per *round* or 90 metres per minute.

They can travel 50 kilometres in a day (10 hours of travelling) without too much trouble.

Age

Characters for players should not usually start any younger than 21 years old.

Goblins can hope to live up to 125 years.

Attributes

Goblins are nimble and knowledgeable but lack in physical strength.

> *Agility* 7, *Power* 4, *Constitution* 6, *Erudition* 7, *Persona* 6, *Sagacity* 5.

Skills

Goblins start with *experience* in the following *skills*:

> *Appraise* (4)
>
> *Crossbows & Firearms* (2)
>
> *Knowledge* (3)
>
> *Science* (3)
>
> *Stealth* (3)

Traits

Goblins start with the following *traits*:

> *Dark vision*
>
> *Greed*

Name

Goblins do not use last name but will usually use the name of the farm or place they're from instead. They can also often have unflattering nickname added to their first name.

The first name of male *goblins* are like Puig, Vit, Ukkelb, Heanryt, Vragdal, Vistroik and Udburd.

The first name of female *goblins* are like Frinn, Vianse, Mish, Serax, Grel, Rovsia and Uvel.

The nickname they use look like Yellowtheet, Deadeye, Crookedface, Stinkyfeet, Proudfornaught, Pocketdigger and Pusspewer.

Opinion of Other Races

Goblins have relations with every race except the *elves* and the *trolls*.

High-Men

They have more money than sense, they are easy to take advantage of.

They spread so fast, soon they'll want to take orcish land.

They showed interest in our firearms, but we must be careful.

Highland Half-Men

They think they are the best craftsman, but they're just making things pretty.

They pretend our inventions are worthless, but they're just jealous they didn't come up with them themselves.

They focus too much on tradition and don't look up to the future.

Lowland Half-Men

They know how to have fun.

They mind their own business and don't look for trouble.

It's a shame how the *highland half-men* used to threat them.

Orcs

It useful to have big brawny *orcs* around.

Living with them allows us to focus on our research and on trade.

They always threat us with respect, they know our relationship is win-win.

Hobgoblins

It must not be easy to be the product of frown upon relationship.

Not being able to start a family must also be difficult.

There is no need to threat them badly, they have enough on their plate already.

Elves

There are so snooty and humourless.

We might have tricked them one too many times.

They need to accept that the world is consistently changing.

Fauns

They are the only faes understanding the modern world.

They are also the only faes with some humour.

They are decent craftsmen but terrible businessmen.

Trolls

They are angry, violent and dangerous.

They definitely don't have any humour.

We don't need to deal with them, so we would rather avoid them.

They sometimes try to capture us to have us build firearms and war machines for them.

Subraces

The *goblins* are divided in 3 subraces.

Night

Night goblins live with the *black-skinned orcs*. They act as scout for the raids and ambushes.

They do not rely on range weapons and prefer sneaking on their

target and stabbing them before being seen.

They tend to dress in black silk and will sometime cover their face with soot to darken it.

Background cost: 3

Receive 6 *experience points* in *agility*.

Gain *experience* in the following *skills*:

>   *Brawling* (2)
>
>   *Sleight of Hand* (4)
>
>   *Stealth* (4)
>
>   *Stealth* (2)

Ravenous

The *ravenous goblins* live inside the continent, with the *pig rider orcs*.

They travel a lot for trade, selling produce from the *orcs* and their contraptions.

They are redoubtable negotiator and will always ensure that every transaction benefits them.

Background cost: 0

Receive 6 *experience points* in *constitution*.

Gain *experience* in the following *skills*:

>   *Charm & Persuasion* (2)
>
>   *Polearms* (3)
>
>   *Resist poison* (3)
>
>   *Riding* (4)

Their *generosity* can not lean towards *lavishness*.

Redcap

Red cap goblins live on the coast with the *tide crasher orcs*.

They are the masters of war machines design and ship building.

It is not unheard-of to have *redcap goblins* leading a pack of *orcs* on a raid.

They get their name from a red beret they often wears. This hat is a sign of someone who went raiding, the red representing the blood they drew from their enemy.

Background cost: 0

Receive 6 *experience points* in *sagacity*.

Gain *experience* in the following *skills*:

>   *1-Handed Axes & Maces* (2)
>
>   *Confidence & Ego* (3)
>
>   *Mechanics* or *Woodworking* (3)
>
>   *Seamanship* (4)

Hobgoblin

Hobgoblins are the offspring of a frown upon relationship between a *goblin* and an *orc*.

They are bigger than *goblins* but typically not as bulky as *orcs*.

Orcish society frown upon the creation those half-breed, mainly due to the fact that they are *infertile.*

The life of a *hobgoblin* is not easy; growing up with people talking behind your back, knowing you are the fruit of frown upon relationship and knowing that no matter how much you desire to, you won't be able to have descendants.

Size

Hobgoblins size is medium.

Their height usually vary between 1.40 metres to 1.85 metres. Taller and smaller individuals exist but are quite uncommon.

Their weight usually vary between 60 kilograms to 100 kilograms.

Heavier and lighter individuals exist but are quite uncommon.

Movement Speed

Hobgoblins have a *movement speed* of 9 metres per *round* or 90 metres per minute.

They can travel 50 kilometres in a day (10 hours of travelling) without too much trouble.

Age

Characters for players should not usually start any younger than 18 years old.

Hobgoblins can hope to live up to 100 years.

Attributes

Hobgoblins' attributes depend on their subrace.

Skills

Hobgoblins start with *experience* in the following *skills*:

1-Handed Axes & Maces (2)

Athleticism (3)

Detect Motive (4)

Insult & Intimidation (4)

Reflex (2)

Traits

Hobgoblins start with the following *traits*:

Fearless

Infertile

Low-Light Vision

Name

Hobgoblins follow the naming tradition of either the *orcs* or the *goblins*.

Opinion of Other Races

High-Men

In their cities you can be anonymous and forget about the shame of being a half-breed.

They seem to have disdain for every one with a green skin.

They think they are so smart and civilized; they are not.

Highland Half-Men

Such a rigid society.

Being from a lower cast seems worse than being a half-breed.

They have amazing craftsmanship but lack imagination.

Lowland Half-Men

The best thing they did was to free themselves from the *highland half-men*.

They mind their own business and don't cause trouble to anybody.

They're good drinking company but that's about it.

Orcs

Proud and strong warrior.

Severe but fair.

Somewhat limited when it comes to intellectual endeavour.

Goblins

Probably the smartest race.

Very innovative, the future might be theirs.

They're on the weak side but know how to work around their limitations.

Elves

They think they are better than everyone else.

Their time has passed.

They won't be able to stop the development of the other races.

Fauns

They are the only *faes* in touch with the world.

You have to watch yourself around them; they like to trick people.

They should be the ones leading the faes, too bad they seem to have no interest for it.

Trolls

Definitely tough.

Definitely dumb.

It is a god thing that the *elves* can still somewhat control them.

Subraces

Hobgoblins are divided in two subraces, based on the race of their father and mother.

Fathered by an Orc

An *orc* for father and a *goblin* for mother.

Background cost: 3

They start with the following *attributes*:

Agility: 7, *Power*: 6, *Constitution:* 6, *Erudition:* 4, *Persona:* 7, *Sagacity:* 5.

Gain *experience* in the following *skills*:

1-Handed Axes & Maces (2)

Confidence & Ego (3)

Insult & Intimidation (3)

Seamanship or Taming & Training (4)

Fathered by a Goblin

A *goblin* for father and an *orc* for mother.

Background cost: 0

They start with the following *attributes*:

Agility: 7, *Power*: 4, *Constitution:* 6, *Erudition:* 6, *Persona:* 7, *Sagacity:* 5.

Gain *experience* in the following *skills*:

> *Crossbows & Firearms* (2)
>
> *Knowledge* (3)
>
> *Science* (3)
>
> *Appraise* or *Mechanics* (4)

Elf

The *elvish* race is the oldest sentient race in the world. They are the ones who taught humans and *orcs* the basis of botanic and farming.

Elves have very smooth features, their skin colour goes from very pale, almost blueish-white, to olive colour.

Elves live in multi-level villages, located in the forest, in harmony with the plant and trees. Houses are more grown than built; trees are tutored and guided to offer adequate shelter to the elves.

Elves are the leader of the loose coalition of the faes. A lot of tension with the other races have risen in the last centuries due to the fact that the younger races expand rapidly and encroached on the wild.

The elves are now determined to not let the younger races infringe any more on their land.

Size

Elves size is medium.

Their height vary greatly, usually between 1.45 metres to 1.95 metres. Taller and smaller individuals exist but are quite uncommon.

Their weight usually vary between 36 kilograms to 64 kilograms.

Heavier and lighter individuals exist but are quite uncommon.

Movement Speed

Elves have a *movement speed* of 9 metres per *round* or 90 metres per minute.

They can travel 50 kilometres in a day (10 hours of travelling) without too much trouble.

Age

Characters for players should not usually start any younger than 55 years old.

Elves can live up to 700 years.

Attributes

Elves are nimble and knowledgeable but tend to be frail.

> *Agility* 7, *Power* 6, *Constitution* 4, *Erudition* 7, *Persona* 5, *Sagacity* 6.

Skills

Elves start with *experience* in the following *skills*:

> *Bows* (2)
>
> *Reflex* (3)
>
> *Resist Hunger* (4)
>
> *Stealth* (3)
>
> *Perception & Vigilance* (3)

Traits

Elves start with the following *traits*:

> *Ascetic*
>
> *Nimble Feet*
>
> *Spirit Tree*

Name

Elves do not use family name but will usually have 3 names, one for strangers, one for family and one for friends. Those names are genderless and both male and female can use the same name.

Elvish names are like Nardual, Luzorwyn, Brylynn, Elra, Mariona, Cyrillion, Alanis and Llewellenar.

Opinion of Other Races

High-Men

They lost contact with nature.

Their big cities are an atrocity.

They spread so fast but seems to be willing to respect the remaining wild.

Highland Half-Men

Most of them probably never saw a tree.

They won't be satisfied until every mountain are completely hollowed out.

They think everything has a price and can be sold.

Lowland Half-Men

The only humans who know to appreciate nature.

They manage to remain light-hearted despite the state of the world.

They know how to be satisfied with what they have.

Orcs

They are very aggressive towards nature and always try tom expand their farms.

Those giant boars they breed are an abomination.

They only respect strength.

Goblins

We must keep an eye on them, or they're going to set the world on fire.

They are smart and creative but use their gifts in the worst way.

Their greed will damn all the races.

Hobgoblins

They are the best of the green-skin as they can't reproduce.

They share the flaws of their parents.

Fauns

 They are too lenient towards the other races.

They believe the time of the faes has passed.

They should do more to protect the wild and take the threat of the humans and green-skins more seriously.

Trolls

They understand the problems caused by the humans and the green-skins.

We commend their desire to protect their home, but they might be too proactive and aggressive.

They think they should lead the faes but don't have what it needs.

Subraces

The *elves* are divided in 3 subraces.

Summer Court (Seelie)

The *Seelie elves* of the *summer court* are the ones leading the *faes* in the warm summer years. They are more optimist and cheerful than the other *elves*.

Background cost: 0

Receive 6 *experience points* in *persona*.

Gain *experience* in the following *skills*:

> *1-Handed Swords* (2)
>
> *Arts & Performance* (4)
>
> *Charm & Persuasion* (4)
>
> *Resist Heat* (2)

Winter Court (Unseelie)

The *unseelie elves* of the *winter court* are the ones leading the *faes* in the cold winter years. They tend to be melancholic and untrusting.

Background cost: 1

Receive 6 *experience points* in *sagacity*.

Gain *experience* in the following *skills*:

> *2-Handed Swords* (2)
>
> *Detect Motive* (3)
>
> *Perception & Vigilance* (4)
>
> *Resist Cold* (3)

Twilight Court (Elves of Dusk and Dawn)

The *elves of dusk and dawn* are the ones which refuse to take part in the politics of the *faes*. They are called the *twilight court* but are not a real hierarchical court like the *summer court* or the *winter court*.

Background cost: 3

Receive 6 *experience points* in *erudition*.

Gain *experience* in the following *skills*:

> *Elementalism* (2)
>
> *Knowledge* (4)
>
> *Stealth* (3)
>
> *Resist Fatigue* (3)

Faun

The *fauns* live in small semi-nomadic communities in the woods. They live in small cabins on wheel or in yourts.

Fauns have goat-like legs and horns and a human upper body. Their skin, eyes and fur colour varies in the combine range of humans and goats. Their ears are slightly pointed and longer than human ears.

Unlike the other *faes*, *fauns* are not worried by the expansion of the other races. They consider those other races as part of the natural world and see their expansion as a simple change in nature.

Fauns like to play tricks and to challenge people. They are decent craftsman but do not care about money. If they accept to trade their product they'll usually ask for a favour or the completion of a quest. Those favour and quest will often be strange or pointless. They can be asked just for the amusement of the *faun* or to teach a lesson to the quester.

Size

The size of the fauns varies depending on their subraces.

Movement Speed

Fauns have a *movement speed* of 11 metres per *round* or 110 metres per minute.

They can travel 60 kilometres in a day (10 hours of travelling) without too much trouble.

Age

Characters for players should not usually start any younger than 16 years old.

Fauns can live up to 115 years.

Attributes

The *attributes* of the fauns varies depending on their subraces.

Skills

Fauns start with *experience* in the following *skills*:

> *Crafting* (4)
>
> *Luck* (4)
>
> *Polearms* (2)
>
> *Survival* (2)

> *Taming & Training* (3)

Traits

Fauns start with the following *traits*:

> *Animal Whisperer*
>
> *Hoofed Feet*
>
> *Horned Head*

Name

Fauns often used name borrowed from the other races.

More traditional male *faun* first name are like Wrivo, Ricron, Sagusal, Grolans, Ziphar, Vreeciog and Vurxac.

Traditional female *faun* first name are like Jadea, Zivae, Xoxoso, Gabea, Iadisal, Mulanes and Hata.

Fauns use for last name the name of the tribe they are from. Tribes have name like Dark Stalker, Swift Arrow, Strong Stick, Silver Voice, Rain Caller and Long Sight.

Opinion of Other Races

The *fauns* have relations with every other races. They like to travel and visit settlements from the other races.

High-Men

They are quite ambitious and adaptable, you can admire that.

They expand very fast, soon they will be all over the world.

They are obsessed with internal politics and keep warring amongst themselves.

Highland Half-Men

Amazing craftsmen but if you want to enjoy their craft be prepared to spend a lot of money.

They take themselves quite seriously, which make them fun to trick.

Their mind is too rigid, like the stone they live in.

Lowland Half-Men

They know how to enjoy themselves.

They don't bother themselves with politics, war or excessive material wealth.

They have a form of wisdom the other races could learn from.

Orcs

They need to learn to take themselves less seriously; trying to teach them can be dangerous.

It is all about honour and combat prowess for them.

You can trust them to act as expected.

Goblins

They can appreciate a joke.

They have a huge potential and their creativity is a little scary.

It is surprising that they didn't yet outgrow their relationship with the *orcs* and went off on their own.

Hobgoblins

Knowing you can't reproduce must be a hard curse to bear.

Living in a society who frown upon the creation of the like of yours must be even harder.

One day, some *hobgoblins* will manage to reproduce amongst them and become a proper race.

Elves

They mistakenly think there is a difference between nature and the non-faes.

They must understand that the other races expanding is not them destroying nature but nature changing and evolving.

Self-appointed leader of the *faes*, at least they let us be and half control the *trolls*.

Trolls

They make the same mistake as the *elves* but take it further by wanting to eradicate the other races.

Luckily, they still somewhat listen to the *elves*; if it wasn't the case we might have to intervene to stop them.

We can try to teach them lessons but nothing seems to stick.

Subraces

The *fauns* are divided in two subraces, based on the moment of the year when they are born.

Autumn Born

Fauns born in *autumn* are big, strong, though and wise.

Background cost: 0

Size: Medium.

They are between 1½ metres and 2 metres tall and weight between 70 kilograms and 150 kilograms. Individuals outside of those parameters exist but are uncommon.

Attributes: *Agility*: 5, *Power*: 7, *Constitution*: 7, *Erudition*: 4, *Persona*: 6, *Sagacity*: 7.

Gain *experience* in the following *skills*:

> *Athleticism* (4)
>
> *Detect Motive* (3)
>
> *Polearms* (2)
>
> *Resist Cold* (3)

Spring Born

Fauns born in the *spring* are small, nimble and light-hearted.

Background cost: 0

Size: Small.

They are between 1 metres and 1½ metres tall and weight between 25 kilograms and 70 kilograms. Individuals outside of those parameters exist but are uncommon.

Attributes: *Agility*: 7, *Power*: 4, *Constitution*: 5, *Erudition*: 6, *Persona*: 7, *Sagacity*: 7.

Gain *experience* in the following *skills*:

> *Acrobatics* (3)
>
> *Arts & Performance* (4)
>
> *Slings* (2)
>
> *Stealth* (3)

The player can purchase the *trait merrymaker* at half price.

Troll

Living in caves and mountains, the *trolls* are big, strong and very tough. Their rocky skin makes them hard to kill. Their eyes have the appearance of precious stone like ruby, emerald, amethyst and sapphire.

Trolls society is very militaristic and hierarchical. The stronger fighters can climb up in ranks while the weak will forever stay at the bottom of the social ladder.

Trolls believe that the faes should be more on the offensive against the other races instead of protecting the status quo as directed by the *elves*. If they could convince the other *faes* they would gladly spearhead the physical removal of the humans and green-skins

from the world, or at least, forced them into much smaller territory.

Raised Communally

Trolls do not typically raise their young themselves. All the *trolls* children are raised together by a member of the community dedicated to this task.

This upbringing can be brutal and devoid of love. The focus of this education is to prepare the next generation of warriors.

Size

Trolls size is large.

Their height is usually between 2.15 metres to 2.6 metres. Taller and smaller individuals exist but are quite uncommon.

Their weight usually vary between 170 kilograms to 220 kilograms.

Heavier and lighter individuals exist but are quite uncommon.

Movement Speed

Trolls have a *movement speed* of 9 metres per *round* or 90 metres per minute.

They can travel 50 kilometres in a day (10 hours of travelling) without too much trouble.

Age

Characters for players should not usually start any younger than 12 years old.

Trolls can live up to 200 years.

Attributes

Trolls are strong and very tough but not too wise and not at all inclined towards intellectual pursuit.

> *Agility* 6, *Power* 7, *Constitution* 8, *Erudition* 4, *Persona* 5, *Sagacity* 4.

Skills

Trolls start with *experience* in the following *skills*:

> *Athleticism* (3)
>
> *Insult & Intimidation* (3)
>
> *Natural Healing* (4)
>
> *Polearms* (2)

> *Resist Pain* (3)

Traits

Trolls start with the following *traits*:

> *Dark Vision*
>
> *Fearsome*
>
> *Regeneration*
>
> *Turning to Stone*

Name

Trolls use 3 parts name: the first part is the last part of their father's name, the second is the last part of their mother's name and the third part is original. This has for effect that brothers and sisters share the first two part of their name. Those names look like Senwe-Yamike-Okujo, Ekon-Kea-Jabir, Dorkuraz-Soljua-Zulja, Bujin-Aiko-Doubri and Dalik-Molra-Zirg.

Opinion of Other Races

Trolls don't have many relations with the other races.

High-Men

They are the worst, they spread so fast, their like a disease.

Most of them don't know how to fight.

If it wasn't for their number, they would be easy to wipe out.

Highland Half-Men

They encroach directly on the place we live.

They dig and dig and destroy the mountains.

They are tougher than their size would suggest.

Lowland Half-Men

They are weak and squishy.

The other *faes* seem to like them.

We could crush them easily but the other *faes* would stand in our way.

Orcs

Proud fighters.

More restrained in their expansion than the *high-men*.

If we were to share the land with one of the non-faes, the orcs would be the least objectionable.

Goblins

They are small and weak but have terrible machines of war.

We sometimes capture them to have them build those machines for us.

Hobgoblins

Not as proud or tough as the *orcs*.

Not as smart and creative than the *goblins*.

Pretty much useless.

Elves

They think we can just keep the status quo and that the non-faes will no longer expand in our territory.

They think they are so smart.

One day will put them in their place, and we will be the one giving direction.

Fauns

They think we should just let the other races replace us.

They take nothing seriously.

They need to get their head straight and protect the realm of the *faes*.

Subraces

The *trolls* are divided in 4 subraces.

Basalt Clan

Trolls from the *basalt clan* live deep in volcanic caves. They have a black complexion, smoother than the other *trolls*. They serve as scout for the *trolls* military expedition.

Background cost: 3

Receive 6 *experience points* in *sagacity*.

Gain *experience* in the following *skills*:

> *Brawling* (3)
>
> *Detect Motive* (3)
>
> *Survival* (3)
>
> *Stealth* (3)

Granite Clan

The *granite clan* is the most populous of the *troll* clan. They are usually grey in colour with a grainy texture. They are the toughest of the *trolls.*

Background cost: 0

Receive 6 *experience points* in *constitution*.

Gain *experience* in the following *skills*:

> *Polearms* (2)
>
> *Resist Cold* (3)
>
> *Resist Pain* (3)
>
> *Resist Shock* (4)

Dirt Clan

Trolls from the *dirt clan* lives at the root of mountain. They are the least respected amongst the *trolls* and are usually in charge of the logistic of the military operation.

They are a little more nimble than the other *trolls*.

Background cost: 1

Receive 6 *experience points* in *agility*.

Gain *experience* in the following *skills*:

> *Acrobatics* (3)
>
> *Cooking* (3)
>
> *Crafting* (4)
>
> *Reflex* (3)
>
> *Thrown* (2)

Sand Clan

The *Sand clan trolls* live in the desert. They are mostly separated from the other *trolls*. They don't have to deal as much with the other races which leave them with the impression that they do a better job at defending their territory.

Background cost: 3

Receive 6 *experience points* in *persona*.

Gain *experience* in the following *skills*:

> *Confidence & Ego* (3)
>
> *Insult & Intimidation* (3)
>
> *Perception & Vigilance* (4)
>
> *Polearms* (2)

Place of Origin

The environment where the *character* has been raised will have a significant impact on the development of this one.

High-Men City

The big cities of the *high-men* are always busy with trades. Individuals from every race are represented in those cities. They are run by a lord and some minor noble usually inhabit them.

Background Cost

The cost varies based on your race.

High-Men: 0

Highland Half-Man: 2

Lowland Half-Man: 1

Orc: 3

Goblin: 1

Hobgoblin: 1

Elf: 4

Faun: 3

Troll: 6

Skills

Gain *experience* in the following *skills*:

Appraise (4)

Arts & Performance (2)

Charm & Persuasion (2)

Heraldry & Nobility (3)

Insult & Intimidation (4)

Linguistic (3)

Traits

The player can take the *Urban* trait.

Career Path

The *character* can start with in any of the following *career path*:

Commerce, Maritime, Unemployed, Service

Resources

The *character* receives the following items:

A simple outfit,

2sp.

High-Men Town

High-Men town are usually place where a lot of goods are produce to be sent to the cities to be sold. Town are much less diverse than cities. They are governed by a lord. Sometime a village will be part of the fief of the lord.

Background Cost

The cost varies based on your race.

High-Men: 0

Highland Half-Man: 3

Lowland Half-Man: 2

Orc: 4

Goblin: 3

Hobgoblin: 4

Elf: 4

Faun: 3

Troll: N/A

Skills

Gain *experience* in the following *skills*:

Brawling (2)

Crafting (4)

Charm & Persuasion (2)

Mechanics (3)

Riding (3)

Career Path

The *character* can start with in any of the following *career path*:

Crafts, Commerce, Maritime, Service, Primary

Resources

The *character* receives the following items:

> An outfit consisting of wool trousers, a linen shirt and leather boots,
>
> 1sp5cp.

High-Men Village

People working in the fields, producing most of the food for the towns and cities, live in village. It is unusual to encounter non-high-men in *high-men* village. A lord control one or more villages.

Background Cost

The cost varies based on your race.

> *High-Men*: 0
>
> *Highland Half-Man*: 5
>
> *Lowland Half-Man*: 4
>
> *Orc*: N/A
>
> *Goblin*: 5
>
> *Hobgoblin*: N/A
>
> *Elf*: 6
>
> *Faun*: 4
>
> *Troll*: N/A

Skills

Gain *experience* in the following *skills*:

> *Athleticism* (3)
>
> *Brawling* (2)
>
> *Crafting* (3)
>
> *Mechanics* (3)
>
> *Riding* (3)
>
> *Taming & Training* (4)

Career Path

The *character* can start with in any of the following *career path*:

> *Primary*

Resources

The *character* receives the following items:

> An artisan outfit.
>
> A knife worth 1sp.

Highlander Citadel

Carved on the side of mountains, extending deep underground, *highlander* citadels are marvel of architecture.

The *highlander* cultures is a strict one. People living in the citadels have to learn to defend the citadel.

Crime in citadels is almost non-existent, except in the lower level populated by the *deep dweller*.

Background Cost

The cost varies based on your race.

> *High-Men*: 4
>
> *Highland Half-Man*: 0
>
> *Lowland Half-Man*: 2
>
> *Orc*: N/A
>
> *Goblin*: 4
>
> *Hobgoblin*: N/A
>
> *Elf*: 6
>
> *Faun*: 5
>
> Troll: N/A

Skills

Gain *experience* in the following *skills*:

> *Appraise* (4)
>
> *Crafting* (4)
>
> *Deduction & Logic* (3)
>
> *Detect Motive* (3)
>
> *Melee Combat* (2)
>
> *Perception & Vigilance* (2)

Traits

The player can decide to take the *Born Underground* trait.

Career Path

The *character* can start with in any of the following *career path*:

Crafts

Commerce

Military

Scholar

Resources

The *character* receives the following items:

A simple outfit.

15sp worth of jewellery.

Lowlander Village

Lowlander villages are either set in the foothills of mountains or at the edge of forest.
The culture in the *lowlander* villages is very laid back. The crops chosen for the field are easy to grow and require little work outside of the seeding and the harvesting seasons and animals are raise in a free-range manner, feed themselves on their own and are rounded up when needed. A lot of wild food is gathered and hunting is done year round.

Lowlander village don't have much in term of hierarchy; each village as an elected mayor and sheriff but neither of those roles seems to hold any real power or responsibilities. In some occasions, either the mayor or the sheriff will be asked to judge a dispute but a random third party is almost as likely to be asked.

Background Cost

The cost varies based on your race.

High-Men: 3

Highland Half-Man: 3

Lowland Half-Man: 0

Orc: 5

Goblin: 4

Hobgoblin: 5

Elf: 4

Faun: 3

Troll: N/A

Skills

Gain *experience* in the following *skills*:

Arts & Performance (3)

Foraging & Hunting (4)

Perception & Vigilance (2)

Range Combat (2)

Stealth (4)

Survival (3)

Career Path

The *character* can start with in any of the following *career path*:

Arts, Crafts, Commerce, Primary, Service

Resources

The *character* receives the following items:

A sling,

A pipe,

A musical instrument worth no more than 10sp,

A festival outfit.

Orcish Hamlet

Orcs live in small spread out hamlet. Each *orc* will typically have a compound with some farmland and a few buildings. Those buildings will include a house for their family, one or more small houses where *goblins* reside, a workshop, a building for livestock and a building for grain storing. A hamlet will usually count between 3 to 10 of those compounds.

Orcish society does not have geographically linked leadership. Every orc is represented by a chieftain. They are free to chose this chieftain or to themselves become a chieftain if 5 non related individuals are willing to be represented by them. People living in the same hamlet are often represented by the same chieftain living in said hamlet just out of convenience.

It is unusual to have non-green-skins family living in orcish

hamlet but sometimes a wealthy *orc* will have a family of friend or ally living on their compound.

Background Cost

The cost varies based on your race.

High-Men: 3

Highland Half-Man: N/A

Lowland Half-Man: 5

Orc: 0

Goblin: 0

Hobgoblin: 0

Elf: N/A

Faun: 4

Troll: 6

Skills

Gain *experience* in the following *skills*:

Athleticism (4)

Confidence & Ego (3)

Insult & Intimidation (3)

Melee Combat (2)

Riding or *Seamanship* (3)

Taming & Training (3)

Career Path

The *character* can start with in any of the following *career path*:

Crafts, Primary, Military

Resources

The *character* receives the following items:

A tomahawk,

An orcish outfit.

10sp worth of jewellery.

Elven Village

The *elves* live in multi-level village deep in the forest. The settlements are made by tutoring and shaping trees to create intricate houses. They live very simply. The fact that they need very little sustenance means that they do not need any farmland; the forest grants them everything they need.

Noble families from the *summer court* or the *winter court* (depending on the season or if the world is in warm or cold years) govern over the elven villages.

Background Cost

The cost varies based on your race.

High-Men: 5

Highland Half-Man: N/A

Lowland Half-Man: 3

Orc: N/A

Goblin: N/A

Hobgoblin: N/A

Elf: 0

Faun: 2

Troll: 5

Skills

Gain *experience* in the following *skills*:

Acrobatics (3)

Arts & Performance (3)

Charm & Persuasion (3)

Elementalism (2)

Knowledge (3)

Survival (4)

Traits

The *character* can purchase the trait *command of the elements* at half price.

Career Path

The *character* can start with in any of the following *career path*:

Arts, Government, Primary, Scholar

Resources

The *character* receives the following items:

An elven outfit.

A musical instruments worth no more than 15sp.

Faun Community

Fauns live in semi-nomadic communities. They settle in clearing inside forests and stay there for sometime a few months, sometime many years.

They live off hunting, fishing and foraging. When the game, the fishes or the fruits become rare, they move.

An elder takes the role of leader of the community and dispense of its wisdom to the younger members. This role is not official, not elected, not hereditary; the *fauns* just seem to spontaneously follow the wisest and most experienced amongst them.

Background Cost

The cost varies based on your race.

High-Men: 5

Highland Half-Man: N/A

Lowland Half-Man: 3

Orc: 5

Goblin: 4

Hobgoblin: 6

Elf: 3

Faun: 0

Troll: 5

Skills

Gain *experience* in the following *skills*:

Arts & Performance (3)

Crafting (4)

Perception & Vigilance (2)

Taming & Training (3)

Shamanism (2)

Survival (4)

Traits

The player can decide to take the *Child of the Wild trait*.

The *character* can purchase the *trait in Touch with Spirits* at half price.

Career Path

The *character* can start with in any of the following *career path*:

Arts, Crafts, Commerce, Primary, Scholar

Resources

The *character* receives the following items:

A quarterstaff,

An austere outfit.

1sp.

Troll Camp

Trolls live in natural caves they modified to suite their needs or in small shelters dug on the side of mountains. A *troll* camp is not much to look at but it serves its very utilitarian purpose.

It is very rare for members of the other races to voluntarily live in a *troll* camp but *trolls* do sometimes capture slaves. This practice is frowned upon by the other *faes* and is more common amongst the *sand clan* and *basalt clan* which do not live at proximity to the other *faes*.

Background Cost

The cost varies based on your race.

High-Men: 6

Highland Half-Man: 6

Lowland Half-Man: 6

Orc: N/A

Goblin: 4

Hobgoblin: 6

Elf: 5

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Faun: 4

Troll: 0

Skills

Gain *experience* in the following *skills*:

Insult & Intimidation (4)

Melee Combat (2)

Perception & Vigilance (2)

Resist Fatigue (3)

Resist Pain (4)

Torture (3)

Traits

The player can decide to take the *Born Underground* trait.

Career Path

The *character* can start with in any of the following *career path*:

Crafts, Military

Resources

The *character* receives the following items:

A kanabo,

Large canvas trousers,

1sp.

In the Wild

Some people are unable are unwilling to live in society; they thus leave and settle in the wilderness. Those individuals sometime bring their family with them, raising their children in isolation from society. Growing up in such conditions, a *character* must learn to be as self-reliant as possible.

Background Cost

The cost varies based on your race.

High-Men: 5

Highland Half-Man: 6

Lowland Half-Man: 3

Orc: 4

Goblin: 6

Hobgoblin: 3

Elf: 2

Faun: 2

Troll: 3

Skills

Gain *experience* in the following *skills*:

Perception & Vigilance (3)

Resist Cold or Resist Heat (3)

Resist Hunger (3)

Survival (4)

Taming & Training (3)

Witchcraft (2)

Traits

The player can take the *Child of the Wild.*

The *character* can purchase the *trait Keeper of the Old Ways* at half price.

Career Path

The *character* can start with in any of the following *career path*:

Criminal, Scholar, Unemployed

Resources

The *character* receives the following items:

A short bow and 15 arrows,

A sturdy outfit.

Life Events

A panoply of life events can affect who a *character* will become as an adult. Life events are optional; a *character* could have had an uneventful life. The player can choose to forego life events and keep the *background points* for *occupations* or *traits*.

A Parent Has Been Executed, Rightfully

One of the *character's* parent committed a crime, got caught and paid the ultimate price. The *character* might have been bullied for being the child of a criminal.

Background Cost: 4

Skills

Brawling or *Sorcery* (2)

Insult & Intimidation (4)

Perception & vigilance (3)

A Parent Has Been Executed, Wrongfully

One of the *character's* parent has been executed for a crime committed by someone else. The *character* knows their parent was innocent. The general public might have got wise to their mistake or still be convinced they were right. The real culprit might be still on the loose or might have been caught or killed for some other crime.

Background Cost: 5

Skills

Detect Motive (3)

Deduction & Logic (3)

Laws & Legal System (3)

A Parent Has Been Murdered

A parent has been the victim of a murderer. The culprit might still be on the loose or might have been caught. The *character* may know, or not, who did the deed.

Background Cost: 5

Skills

Deduction & Logic (3)

Detect Motive (3)

Perception & Vigilance (3)

A Parent Died at War

A parent of the *character* was a soldier in war and died on campaign. Before dying, the parent might have instructed the *character* about the way of the war or the *character* might have decided to train themselves to avoid the same fate as their parent.

Background Cost: 4

Skills

Melee Combat or *Range Combat* (3)

Heraldry & Nobility (3)

Insult & Intimidation (3)

Resources

The *character* can receive a weapon or a helmet worth no more than 15sp.

A Parent Died From War

A parent of the *character* has been an innocent victim of war. The *character* learned to avoid soldiers and hide when they are around.

Background Cost: 4

Skills

Perception & Vigilance (4)

Stealth (3)

Survival (3)

A Parent Died of a Disease

One of the *character's* parent contracted a disease and passed away from it. The *character* might have contracted the same disease and healed from it.

Background Cost: 2

Skills

Medicine (3)

Mysticism (2)

Natural Healing (4)

Almost Drown

While out on the water, the *character* almost died from drowning. They either manage to save themself, or they have been saved by someone else.

Background Cost: 3

Skills

Seamanship (3)

Swimming (4)

Water or *Lakes & Rivers* (2)

Became an Orphan

The two parents of the *character* died while this one was young. The *character* might have ended up in an orphanage, at a relative or out in the streets.

Background Cost: Free with 2 parent deaths

Skills

Resist Cold or *Resist Heat* (3)

Resist Hunger (3)

Sleight of Hand (3)

Values

The faith of the *character* can be moved 1 step towards *iconoclast* or towards *zealot*.

Resources

The *character* receive 10sp.

Became Seriously Sick

The *character* contracted a serious disease that kept them bed ridden for a long while. They are now healed from this disease.

Background Cost: 3

Skills

Mysticism or *Sorcery* (2)

Natural Healing (4)

Resist Pain (3)

Resources

The *character* received a book worth no more than 1sp.

Been Accused of a Crime

The *character* has been accused of a crime, either rightfully or wrongfully. The *character* might have paid for this crime already, be on the run or manage to prove their innocence.

Background Cost: 4

Skills

Laws & Legal Systems (3)

Perception & Vigilance (3)

Stealth (3)

Been Attacked by Criminals

The *character* has been the victim of some brigands. The

criminals might have been caught or can still be on the run.

Background Cost: 4

Skills

Melee Combat (2)

Natural Healing (3)

Perception & Vigilance (4)

Been Exiled

Either for a crime they committed or just for being disliked by their neighbours, the *character* has been exiled from their home.

Background Cost: 5

Skills

Insult & Intimidation (3)

Survival (3)

Witchcraft (3)

Resources

The *character* receives an *adventurer pack*.

Virtues

The *friendliness* of the *character* can not lean towards *fawning*.

Been Left for Dead

Either after being attacked, after an accident or after a serious infliction, the *character* has been believed to be death and left to rot somewhere.

Background Cost: 5

Skills

Natural Healing (4)

Resist Pain (3)

Sorcery or *Mysticism* (2)

Values

The faith of the *character* can be moved 1 step towards *zealot* or towards *iconoclast*.

Been Raised by a Hermit

The *character* has been raised alone in the wild, by a hermit.

Background Cost: 5

Skills

Botany or *Zoology* (3)

Shamanism or *Witchcraft* (2)

Survival (4)

Trait

Can purchase the *keeper of the old ways trait* or the *in touch with spirits trait* at half price.

Been Severely Burnt

The *character* suffered severe burns on a major part of their body. They are still scared from the incident but otherwise, does not suffer from the burn any more.

Background Cost: 4

Skills

Fire (2)

Natural Healing (4)

Perception & Vigilance (3)

Been to a Good School

The *character* received a superior education. It might be due to rich parent or simply due to luck.

Background Cost: 3

Skills

Deduction & Logic (3)

Knowledge (3)

Science (3)

Been to an Orphanage

Either because their parent died or because they were incapable or unwilling to take care of them, the *character* has been raised in an orphanage.

Background Cost: 2

Skills

Brawling (2)

Insult & Intimidation (4)

Resist Hunger (3)

Values

The faith of the *character* can be moved 1 step towards *iconoclast* or towards *zealot*.

Born a Noble

The *character* won the lottery of birth and was born legitimately to a noble family. They have been prepared from a young age to become a noble themself as they grow old.

Background Cost: 5

Skills

Heraldry & Nobility (4)

Laws & Legal Systems (3)

Melee Combat (2)

Career Path

Can start with the *government* or *military career path*.

Resources

The *character* starts with an extra 1gp.

A luxurious outfit.

Born a Slave

The *character* was born from slave parents. Their childhood was one of hardship and little else. They manage in one way or another to get their freedom.

Background Cost: 5

Skills

Lifting & Pushing (4)

Resist Hunger (3)

Resist Pain (3)

Career Path

Can start with the *primary career path*.

Entered an Elementalism or Wizardry Academy

The character managed to gain a place in a magic academy as an apprentice.

Background Cost: 5

Skills

Elementalism or *Wizardry* (4)

Knowledge (2)

Science (3)

Career Path

Can start with the *scholar career path*.

Trait

Can purchase the *command of the elements trait* or the *arcane initiate trait* at half price.

Resources

The *character* can start with a spellbook containing 3 spells.

An austere outfit.

Got a Child

The *character* is now a parent. The child can be illegitimate or not, leaves with the *character* are not.

Background Cost: 1

Skills

> *Cooking* (3)
>
> *Perception & Vigilance* (3)
>
> *Resist Fatigue* (3)

Has a Rich Relative

The *character* has someone in their family with a lot of money. They benefited from those riches receiving numerous gift while growing up.

Background Cost: 3

Skills

> *Appraise* (4)
>
> *Charm & Persuasion* (3)
>
> *Luck* (3)

Resources

The *character* starts with an extra 1gp.

A fashionable outfit.

Joined a Religious Order

The *character* joined either a cult or a mainstream religious organisation. They may still be part of the organisation or not.

Background Cost: 4

Skills

> *Confidence & Ego* (3)

> *Mysticism* (2)
>
> *Religions* (4)

Career Path

Can start with the *religious career path*.

Trait

Can purchase the *witness of the gods trait* at half-price.

Values

The faith of the *character* is moved 1 step towards *zealot*.

Resources

The *character* can start with a gospel book.

An austere outfit.

Joined a Street Gang

The *character* joined a criminal street gang. They have committed some petty crimes while in this gang. They might be still part of this gang or not.

Background Cost: 3

Skills

> *Brawling* (2)
>
> *Insult & Intimidation* (3)
>
> *Sleight of Hand* (4)

Career Path

Can start with the *criminal career path.*

Values

The honour of the *character* is lowered by 1.

The morality of the *character* is lowered by 1.

Resource

The *character* receives a knife or a dagger.

Killed Someone

Either is self-defence, by accident or otherwise, the *character* killed someone.

Background Cost: 5

Skills

> *Detect Motive* (3)
>
> *Insult & Intimidation* (4)
>
> *Melee Combat* or *Range Combat* (2)

Lost a Parent Due to Exposure or Starvation

One of the *character's* parent died from either starvation or exposure. The *character* might have suffer from the lack of appropriate protection from the element or from a lack of food but managed to survive.

Background Cost: 4

Skills

> *Elementalism* or Mysticism *(2)*
>
> *Resist Hunger* (4)
>
> *Resist Cold* or *Resist Heat* (3)

Mother Died in Childbirth

The mother of the *character* died giving birth to them or to a younger sibling. The *character* grew up without a mother and had to learn to be more self-reliant.

Background Cost: 4

Skills

> *Confidence & Ego* (4)
>
> *Cooking* (3)
>
> *Medicine* (2)

Neglectful Childhood

The parents of the *character* took very little care of them.

Background Cost: 2

Skills

> *Resist Hunger* (4)
>
> *Sleight of Hand* (4)
>
> *Thrown* or *Slings* (2)

Saw a Monster

The *character* saw an epic monster and survived to tell the tale.

Background Cost: 4

Skills

> *Confidence & Ego* (2)
>
> *Perception & vigilance* (4)
>
> *Zoology* (3)

Values

The faith of the *character* can be moved 1 step towards *iconoclast* or towards *zealot*.

Spent Time in Jail

Rightfully or wrongfully, the *character* has spent some time in jail. They might have been released after their time was served, or they might have escaped.

Background Cost: 4

Skills

> *Brawling* (2)
>
> *Insult & Intimidation* (4)
>
> *Resist Hunger* or *Resist Pain* (3)

Career Path

Can start with the *criminal career path.*

Violent Childhood

The parents of the *character* where violent and beat up the *character* while they were growing up.

Background Cost: 3

Skills

> *Brawling* (2)
>
> *Insult & Intimidation* (4)
>
> *Resist Pain* or *Resist Shock* (3)

Trait

Can purchase the *fearless trait* at half price.

Witnessed a Miracle

The *character* witnessed an undeniable miracle.

Background Cost: 4

Skills

> *Confidence & Ego* (3)
>
> *Mysticism* (2)
>
> *Religions* (4)

Trait

Can purchase the *witness of the gods trait* at half price.

Values

The faith of the *character* is moved 1 step towards *zealot*.

Occupations

Players can choose one or more previous occupations for their *characters*. Each occupation must be undertaken for a certain number of years to grant any benefits, therefore making the *characters* older.

Occupations are divided in career path: Arts, Commerce, Crafts, Criminal, Government, Maritime, Military, Primary, Religious, Scholar, Service and Unemployed. Some occupations fall under two career paths.

Previous occupation are optional.

Actor

Career Path: Arts

Being on a stage, reciting line, playing a character is the trade of the actor.

Cost

The cost varies based on the previous *career path*:

> Arts: 5
>
> Commerce: 10
>
> Crafts: 10
>
> Criminal: 8
>
> Government: 9
>
> Maritime: 10
>
> Military: 8
>
> Primary: 10
>
> Religious: 8
>
> Scholar: 10
>
> Service: 8
>
> Unemployed: 7

Skills

Gain *experience* in the following *skills*:

> *Acting* (4)

> *Charm & Persuasion* (3)
>
> *Confidence & Ego* (2)

Resources

The *character* starts with the following resources:

> A fashionable outfit.
>
> 7sp.

Age

To gain benefits from this occupation it must have been performed for 2 years.

Altar Boy

Career Path: Religious

The role of the altar boy is to help in the religious ceremony and serve the priest in different ways.

Cost

The cost varies based on the previous *career path*:

> Arts: 8
>
> Commerce: 10
>
> Crafts: 10
>
> Criminal: 9
>
> Government: 10
>
> Maritime: 8
>
> Military: 8
>
> Primary: 5
>
> Religious: N/A
>
> Scholar: 9
>
> Service: 5
>
> Unemployed: 5

Skills

Gain *experience* in the following *skills*:

> *Detect Motive* (2)

Religions (2)

Sleight of Hand (3)

Resources

The *character* starts with the following resources:

A religious symbol worth no more than 5cp,

An austere outfit.

1sp.

Age

To gain benefits from this occupation it must have been performed for 2 years.

Apothecary

Career Path: Scholar or Service

Apothecaries prepare remedies for patients and practice medicine based on concoction and ointment.

Cost

The cost varies based on the previous *career path*:

Arts: 10

Commerce: 9

Crafts: 8

Criminal: 11

Government: 10

Maritime: 11

Military: 11

Primary: 11

Religious: 8

Scholar: 5

Service: 5

Unemployed: N/A

Skills

Gain *experience* in the following *skills*:

Alchemy & Chemistry (4)

Botany (3)

Medicine(3)

Resources

The *character* starts with the following resources:

A white linen robe,

A book of common remedy worth no more than 18sp,

15sp.

Age

To gain benefits from this occupation it must have been performed for 5 years.

Apprentice

Career Path: Crafts

An entry level job for future craftsman, the apprentice will take care of all the simple and dirty tasks of the shop.

Cost

The cost varies based on the previous *career path*:

Arts: 4

Commerce: 2

Crafts: N/A

Criminal: 4

Government: 4

Maritime: 4

Military: 2

Primary: 2

Religious: 4

Scholar: 4

Service: 2

Unemployed: 2

Skills

Gain *experience* in the following *skills*:

> *Detect Motive* (3)
>
> *Lifting & Pushing* (2)
>
> *Crafting* (2)

Resources

The *character* starts with the following resources:

> An artisan outfit.
>
> Tools of the trade worth no more than 1sp,
>
> 1sp.

Age

To gain benefits from this occupation it must have been performed for 2 years.

Archer / Arbalestier

Career Path: Military

Support troops for the knight, archer and arbalestier are the range specialists.

Cost

The cost varies based on the previous *career path*:

> Arts: 10
>
> Commerce: 8
>
> Crafts: 8
>
> Criminal: 7
>
> Government: 11
>
> Maritime: 8
>
> Military: 5
>
> Primary: 7
>
> Religious: 10
>
> Scholar: 10
>
> Service: 10
>
> Unemployed: 7

Skills

Gain *experience* in the following *skills*:

> *Bows* or *Crossbows & Firearms* (4)
>
> *Reflex* (3)
>
> *Resit Pain* or *Resist Shock* (2)

Resources

The *character* starts with the following resources:

> A short bow, long bow, light crossbow or heavy crossbow,
>
> 10sp.

Age

To gain benefits from this occupation it must have been performed for 3 years.

Armourer

Career Path: Crafts or Military

A specialised craftsman building arms and armours

Prerequisite

Must have at least 1 previous occupation in crafts or in military.

Cost

The cost varies based on the previous *career path*:

> Arts: N/A
>
> Commerce: N/A
>
> Crafts: 5
>
> Criminal: N/A
>
> Government: N/A
>
> Maritime: N/A
>
> Military: 5
>
> Primary: N/A
>
> Religious: N/A
>
> Scholar: N/A
>
> Service: N/A

Unemployed: N/A

Skills

Gain *experience* in the following *skills*:

>*Melee Combat* (2)
>
>*Metalworking* (4)
>
>*Resist Heat* (3)

Resources

The *character* starts with the following resources:

>Blacksmith tools worth no more than 15sp,
>
>An artisan outfit,
>
>15sp.

Age

To gain benefits from this occupation it must have been performed for 3 years.

Service: 2

Unemployed: 2

Skills

Gain *experience* in the following *skills*:

>*Arts & Performance* (2)
>
>*Confidence & Ego* (3)
>
>*Resist Hunger* (2)

Resources

The *character* starts with the following resources:

>Artistic material worth no more than 10sp,
>
>1sp.

Age

To gain benefits from this occupation it must have been performed for 3 years.

Aspiring Artist

Career Path: Arts

Before experiencing fame and success, an artist can only aspire to be discovered.

Cost

The cost varies based on the previous *career path*:

>Arts: N/A
>
>Commerce: 2
>
>Crafts: 2
>
>Criminal: 2
>
>Government: 3
>
>Maritime: 2
>
>Military: 2
>
>Primary: 3
>
>Religious: 4
>
>Scholar: 4

Assassin

Career Path: Criminal

Assassins kill targets for money.

Cost

The cost varies based on the previous *career path*:

>Arts: 10
>
>Commerce: 10
>
>Crafts: 10
>
>Criminal: 5
>
>Government: 10
>
>Maritime: 10
>
>Military: 7
>
>Primary: 10
>
>Religious: 10
>
>Scholar: 10
>
>Service: 10

Unemployed: 9

Skills

Gain *experience* in the following *skills*:

Brawling (3)

Perception & Vigilance (3)

Stealth (3)

Resources

The *character* starts with the following resources:

A dagger,

A black wool cloak,

10sp.

Morality

The morality of the *character* moves 2 steps towards evil.

Age

To gain benefits from this occupation it must have been performed for 5 years.

Banker

Career Path: Commerce

Banker protects people money and valuable and lend money with interest.

Prerequisite

Must have at least 2 previous occupations in commerce.

Cost

The cost varies based on the previous *career path*:

Arts: N/A

Commerce: 8

Crafts: N/A

Criminal: N/A

Government: N/A

Maritime: N/A

Military: N/A

Primary: N/A

Religious: N/A

Scholar: N/A

Service: N/A

Unemployed: N/A

Skills

Gain *experience* in the following *skills*:

Appraise (4)

Detect Motive (4)

Heraldry & Nobility (3)

Resources

The *character* starts with the following resources:

A fashionable outfit,

2gp.

Age

To gain benefits from this occupation it must have been performed for 5 years.

Beadle

Career Path: Religious

Beadle works for a religious organisation, cleaning their establishment and doing most repairs.

Cost

The cost varies based on the previous *career path*:

Arts: 10

Commerce: 9

Crafts: 6

Criminal: 9

Government: 10

Maritime: 9

Military: 9

Primary: 6

Religious: 5

Scholar: 10

Service: 6

Unemployed: 7

Skills

Gain *experience* in the following *skills*:

Woodworking (2)

Lifting & Pushing (3)

Religions (4)

Resources

The *character* starts with the following resources:

Woodworking tools worth no more than 10sp,

5sp.

Age

To gain benefits from this occupation it must have been performed for 4 years.

Beggar

Career Path: Unemployed

Every city have its share of beggar. They live off the generosity of others.

Cost

The cost varies based on the previous *career path*:

Arts: 6

Commerce: 10

Crafts: 9

Criminal: 6

Government: 10

Maritime: 7

Military: 6

Primary: 7

Religious: 7

Scholar: 10

Service: 10

Unemployed: 5

Skills

Gain *experience* in the following *skills*:

Charm & Persuasion (3)

Resist Cold or Resist Heat (2)

Resist Hunger (4)

Resources

The *character* starts with the following resources:

An austere outfit,

A quarterstaff.

Age

To gain benefits from this occupation it must have been performed for 3 years.

Blacksmith

Career Path: Crafts

A craftsman doing all kind of metal work.

Cost

The cost varies based on the previous *career path*:

Arts: 10

Commerce: 8

Crafts: 5

Criminal: 9

Government: 10

Maritime: 9

Military: 8

Primary: 7

Religious: 10

Scholar: 10

Service: 9

Unemployed: 9

Skills

Gain *experience* in the following *skills*:

Appraise (2)

Metalworking (4)

Resist Heat (3)

Resources

The *character* starts with the following resources:

Blacksmithing tools worth no more than 15sp,

An artisan outfit,

13sp.

Age

To gain benefits from this occupation it must have been performed for 4 years.

Burglar

Career Path: Criminal

Burglars are specialist at breaking and entering locations without being seen and robbing anything of value.

Cost

The cost varies based on the previous *career path*:

Arts: 10

Commerce: 9

Crafts: 10

Criminal: 5

Government: 11

Maritime: 9

Military: 8

Primary: 10

Religious: 10

Scholar: 10

Service: 10

Unemployed: 8

Skills

Gain *experience* in the following *skills*:

Mechanics (2)

Perception & Vigilance (3)

Stealth (4)

Resources

The *character* starts with the following resources:

A black simple outfit.

3 lockpicks,

7sp.

Morality

The morality of the *character* moves 1 steps towards evil.

Age

To gain benefits from this occupation it must have been performed for 5 years.

Camp Servant / Squire

Career Path: Military

Either following a knight around, taking care of their armour and feeding them while their out on campaign or staying at a military camp doing all kind of ingrate tasks.

Cost

The cost varies based on the previous *career path*:

Arts: 8

Commerce: 5

Crafts: 5

Criminal: 8

Government: 9

Maritime: 7

Military: N/A

Primary: 5

Religious: 9

Scholar: 11

Service: 10

Unemployed: 5

Skills

Gain *experience* in the following *skills*:

Cooking (3)

Heraldry & Nobility (2)

Melee Combat (2)

Resources

The *character* starts with the following resources:

A 1-handed sword,

7sp.

Age

To gain benefits from this occupation it must have been performed for 2 years.

Criminal: 10

Government: 10

Maritime: 8

Military: 8

Primary: 6

Religious: 9

Scholar: 10

Service: 9

Unemployed: 7

Skills

Gain *experience* in the following *skills*:

Appraise (2)

Engineering & Physics (3)

Woodworking (4)

Resources

The *character* starts with the following resources:

An artisan outfit,

Woodworking tools worth 15sp,

10sp.

Age

To gain benefits from this occupation it must have been performed for 4 years.

Carpenter

Career Path: Crafts

A craftsman specialised in woodworking.

Cost

The cost varies based on the previous *career path*:

Arts: 10

Commerce: 9

Crafts: 5

Cavalryman

Career Path: Military

Mounted soldiers of common birth. They are usually not as well armoured as knight and do not own their mount.

Cost

The cost varies based on the previous *career path*:

Arts: NA

Commerce: N/A

    Crafts: N/A

    Criminal: N/A

    Government: N/A

    Maritime: N/A

    Military: 5

    Primary: N/A

    Religious: N/A

    Scholar: N/A

    Service: N/A

    Unemployed: N/A

Skills

Gain *experience* in the following *skills*:

    1-Handed Swords or
    1-Handed Axes & Maces (3)

    Polearms (3)

    Riding (4)

Resources

The *character* starts with the following resources:

    A spear,

    15sp.

Age

To gain benefits from this occupation it must have been performed for 4 years.

Chieftain / Mayor

Career Path: Government

Chieftain in orcish and troll's society and mayor in lowlander society are selected amongst their peers for their individual qualities. It is not a hereditary position but really based on merits.

Prerequisite

Must have at least 2 previous occupations.

Only available to Lowlander, Orcs, Goblins and Trolls.

Cost

The cost varies based on the previous *career path*:

    Arts: 12

    Commerce: 8

    Crafts: 8

    Criminal: 12

    Government: 8

    Maritime: 10

    Military: 8

    Primary: 8

    Religious: 11

    Scholar: 12

    Service: 12

    Unemployed: N/A

Skills

Gain *experience* in the following *skills*:

    Charm & Persuasion or
    Insult & intimidation (4)

    Confidence & Ego (4)

    Melee Combat (2)

Resources

The *character* starts with the following resources:

    A decorated sword worth 2gp,

    15sp.

Age

To gain benefits from this occupation it must have been performed for 5 years.

Clerk

Career Path: Government

An entry level job for government position. Usually very boring, tedious and repetitive tasks.

Cost

The cost varies based on the previous *career path*:

Arts: 5

Commerce: 5

Crafts: 5

Criminal: 7

Government: N/A

Maritime: 6

Military: 6

Primary: 6

Religious: 5

Scholar: 5

Service: 5

Unemployed: 7

Skills

Gain *experience* in the following *skills*:

Charm & Persuasion (2)

Detect Motive (3)

Insult & Intimidation (2)

Resources

The *character* starts with the following resources:

A quill and a note book,

10sp.

Age

To gain benefits from this occupation it must have been performed for 2 years.

Conman

Career Path: Criminal

Conmen abuse the confidence of their victim to take their money.

Cost

The cost varies based on the previous *career path*:

Arts: 8

Commerce: 8

Crafts: 10

Criminal: 5

Government: 8

Maritime: 10

Military: 10

Primary: 10

Religious: 8

Scholar: 8

Service: 8

Unemployed: 9

Skills

Gain *experience* in the following *skills*:

Charm & Persuasion (4)

Detect Motive (3)

Insult & Intimidation (2)

Resources

The *character* starts with the following resources:

A fashionable outfit,

5sp.

Honour

The *honour* of the *character* moves 1 steps towards dishonourable.

Age

To gain benefits from this occupation it must have been performed for 4 years.

Cook

Career Path: Service

Cooks prepare food for other people in exchange of money.

Cost

The cost varies based on the previous *career path*:

> Arts: 7
>
> Commerce: 7
>
> Crafts: 8
>
> Criminal: 8
>
> Government: 10
>
> Maritime: 9
>
> Military: 9
>
> Primary: 8
>
> Religious: 8
>
> Scholar: 10
>
> Service: 5
>
> Unemployed: 8

Skills

Gain *experience* in the following *skills*:

> *Botany* (2)
>
> *Cooking* (4)
>
> *Foraging & Hunting* (3)

Resources

The *character* starts with the following resources:

> 15sp worth of food and drinks,
>
> 10sp.

Age

To gain benefits from this occupation it must have been performed for 3 years.

Dancer

Career Path: Arts

An artist using as a medium the movement of their own body.

Cost

The cost varies based on the previous *career path*:

> Arts: 5
>
> Commerce: 10
>
> Crafts: 10
>
> Criminal: 8
>
> Government: 10
>
> Maritime: 9
>
> Military: 8
>
> Primary: 10
>
> Religious: 8
>
> Scholar: 10
>
> Service: 9
>
> Unemployed: 7

Skills

Gain *experience* in the following *skills*:

> Acrobatics (3)
>
> *Dancing* (4)
>
> *Confidence & Ego* (2)

Resources

The *character* starts with the following resources:

> A hand fan,
>
> A mask,
>
> A veil,
>
> 7sp.

Age

To gain benefits from this occupation it must have been performed for 3 years.

Deck Hand

Career Path: Maritime

An entry level job on a ship. The deck hand do all the jobs other won't do.

Cost

The cost varies based on the previous *career path*:

Arts: 8

Commerce: 7

Crafts: 5

Criminal: 6

Government: 8

Maritime: N/A

Military: 5

Primary: 5

Religious: 10

Scholar: 10

Service: 7

Unemployed: 5

Skills

Gain *experience* in the following *skills*:

1-Handed Swords or
1-Handed Axes & Maces (2)

Lifting & Pushing (2)

Seamanship (3)

Resources

The *character* starts with the following resources:

1-handed sword or 1-handed axe,

7sp.

Age

To gain benefits from this occupation it must have been performed for 5 years.

Diplomat

Career Path: Government

The role of the diplomat is to maintain and establish relations between different kingdoms or nations.

Cost

The cost varies based on the previous *career path*:

Arts: 9

Commerce: 8

Crafts: 10

Criminal: N/A

Government: 5

Maritime: 9

Military: 9

Primary: 11

Religious: 7

Scholar: 9

Service: 9

Unemployed: 11

Skills

Gain *experience* in the following *skills*:

Charm & Persuasion (3)

Detect Motive (3)

Knowledge (3)

Resources

The *character* starts with the following resources:

1gp worth of maps,

15sp.

Age

To gain benefits from this occupation it must have been performed for 8 years.

Drunk

Career Path: Unemployed

Every village seems to have resident who seems to never be sober.

Cost

The cost varies based on the previous *career path*:

Arts: 5

Commerce: 7

Crafts: 8

Criminal: 6

Government: 8

Maritime: 6

Military: 5

Primary: 9

Religious: 8

Scholar: 9

Service: 8

Unemployed: 5

Skills

Gain *experience* in the following *skills*:

Brawling (2)

Insult & Intimidation (3)

Resist Poison (4)

Resources

The *character* starts with the following resources:

A small keg containing 4cp worth of alcoholic beverage,

2sp.

Age

To gain benefits from this occupation it must have been performed for 2 years.

Elementalist

Career Path: Scholar

A magic user specialised in the elven tradition of control of the elements.

Prerequisite

Must have at least 1 previous occupation as a scholar.

Cost

The cost varies based on the previous *career path*:

Arts: N/A

Commerce: N/A

Crafts: N/A

Criminal: N/A

Government: N/A

Maritime: N/A

Military: N/A

Primary: N/A

Religious: N/A

Scholar: 8

Service: N/A

Unemployed: N/A

Skills

Gain *experience* in the following *skills*:

Elementalism (3)

Resist Cold (3)

Resist Heat (3)

Resources

The *character* starts with the following resources:

An austere outfit,

10sp.

Age

To gain benefits from this occupation it must have been performed for 8 years.

Engineer

Career Path: Scholar

Engineer develop cranes and mills and help design the tallest building.

Prerequisite

Must have at least 1 previous occupation as a scholar.

Cost

The cost varies based on the previous *career path*:

>Arts: N/A

>Commerce: N/A

>Crafts: N/A

>Criminal: N/A

>Government: N/A

>Maritime: N/A

>Military: N/A

>Primary: N/A

>Religious: N/A

>Scholar: 5

>Service: N/A

>Unemployed: N/A

Skills

Gain *experience* in the following *skills*:

>*Deduction & Logic* (3)

>*Engineering & Physics* (4)

>*Mechanics* (2)

Resources

The *character* starts with the following resources:

>Compass, rulers, squares and plumb,

>15sp.

Age

To gain benefits from this occupation it must have been performed for 5 years.

Farm Hand

Career Path: Primary

An entry level job for farm job. Farm hand do all the dirty and ingrate task on the farm.

Cost

The cost varies based on the previous *career path*:

>Arts: 7

>Commerce: 8

>Crafts: 5

>Criminal: 6

>Government: 9

>Maritime: 5

>Military: 5

>Primary: N/A

>Religious: 5

>Scholar: 7

>Service: 5

>Unemployed: 5

Skills

Gain *experience* in the following *skills*:

>*Botany* (2)

>*Lifting & Pushing* (3)

>*Taming & Training* (2)

Resources

The *character* starts with the following resources:

>7sp.

Age

To gain benefits from this occupation it must have been performed for 2 years.

Fence

Career Path: Commerce or Criminal

A fence is the specialist of trading in stolen goods.

Cost

The cost varies based on the previous *career path*:

Arts: 9

Commerce: 5

Crafts: 10

Criminal: 5

Government: 9

Maritime: 8

Military: 10

Primary: 10

Religious: 10

Scholar: 10

Service: 10

Unemployed: 8

Skills

Gain *experience* in the following *skills*:

Appraise (4)

Charm & Persuasion (3)

Detect Motive (2)

Resources

The *character* starts with the following resources:

Scale and weight,

Magnifying glass,

1gp5sp

Morality

The morality of the *character* moves 1 steps towards evil.

Age

To gain benefits from this occupation it must have been performed for 5 years.

First Mate

Career Path: Maritime

The right hand of the captain on a ship.

Prerequisite

Must have at least 2 previous maritime occupations.

Cost

The cost varies based on the previous *career path*:

Arts: N/A

Commerce: N/A

Crafts: N/A

Criminal: N/A

Government: N/A

Maritime: 8

Military: N/A

Primary: N/A

Religious: N/A

Scholar: N/A

Service: N/A

Unemployed: N/A

Skills

Gain *experience* in the following *skills*:

1-Handed Swords (3)

Insult & Intimidation (4)

Navigation (3)

Resources

The *character* starts with the following resources:

A sailor outfit,

1-handed swords,

A telescope.

10sp

Age

To gain benefits from this occupation it must have been performed for 6 years.

Fisherman

Career Path: Maritime or Primary

Fishermen go on the sea and river to catch fish and sell it in the market.

Cost

The cost varies based on the previous *career path*:

Arts: 10

Commerce: 8

Crafts: 7

Criminal: 6

Government: 10

Maritime: 5

Military: 8

Primary: 5

Religious: 10

Scholar: 11

Service: 10

Unemployed: 7

Skills

Gain *experience* in the following *skills*:

Foraging & Hunting (4)

Swimming (3)

Seamanship (2)

Resources

The *character* starts with the following resources:

A sailor outfit,

A fishing rod and a net,

A small row boat,

7sp.

Age

To gain benefits from this occupation it must have been performed for 3 years.

Gambler

Career Path: Unemployed

Professional gambler, living of wining at games of chance.

Cost

The cost varies based on the previous *career path*:

Arts: 8

Commerce: 8

Crafts: 9

Criminal: 7

Government: 9

Maritime: 7

Military: 7

Primary: 10

Religious: 10

Scholar: 10

Service: 8

Unemployed: 5

Skills

Gain *experience* in the following *skills*:

Detect Motive (3)

Luck (4)

Sleight of Hand (2)

Polearms or *Crossbows & Firearms* (3)

Perception & Vigilance (4)

Resources

The *character* starts with the following resources:

A set of marked cards,

Loaded dice,

15sp.

Resources

The *character* starts with the following resources:

A gambeson,

A horn,

7sp.

Age

To gain benefits from this occupation it must have been performed for 5 years.

Age

To gain benefits from this occupation it must have been performed for 4 years.

Guard

Career Path: Military

Somebody hired to protect a person or a location.

Cost

The cost varies based on the previous *career path*:

Arts: 11

Commerce: 10

Crafts: 9

Criminal: 8

Government: 11

Maritime: 8

Military: 5

Primary: 7

Religious: 9

Scholar: 11

Service: 10

Unemployed: 7

Skills

Gain *experience* in the following *skills*:

Detect Motive or *Insult & Intimidation* (2)

Guide

Career Path: Service

Guide are hired to escort people in inhospitable and unfamiliar terrain.

Cost

The cost varies based on the previous *career path*:

Arts: 9

Commerce: 8

Crafts: 9

Criminal: 9

Government: 11

Maritime: 9

Military: 7

Primary: 9

Religious: 8

Scholar: 10

Service: 5

Unemployed: 8

Skills

Gain *experience* in the following *skills*:

Geography (3)

Navigation (4)

Riding (2)

Resources

The *character* starts with the following resources:

A sturdy outfit

1gp worth of maps,

A sextant,

A pack horse,

5sp.

Age

To gain benefits from this occupation it must have been performed for 5 years.

Hermit

Career Path: Scholar or Unemployed

The hermit abandon society to live on their own in the wild.

Cost

The cost varies based on the previous *career path*:

Arts: 8

Commerce: 9

Crafts: 8

Criminal: 7

Government: 10

Maritime: 8

Military: 7

Primary: 9

Religious: 7

Scholar: 7

Service: 10

Unemployed: 5

Skills

Gain *experience* in the following *skills*:

Athleticism (2)

Resist Cold or *Resist Heat* (3)

Survival (4)

Resources

The *character* starts with the following resources:

A quarterstaff,

An austere outfit,

An adventurer pack,

1gp worth of books.

Age

To gain benefits from this occupation it must have been performed for 8 years.

Highwayman

Career Path: Criminal

Highwaymen specialised in ambushing travellers on the road to take their money and valuable.

Cost

The cost varies based on the previous *career path*:

Arts: 7

Commerce: 9

Crafts: 9

Criminal: 5

Government: 11

Maritime: 9

Military: 6

Primary: 8

Religious: 11

Scholar: 11

Service: 9

Unemployed: 7

Skills

Gain *experience* in the following *skills*:

Insult & Intimidation (3)

Melee Combat or *Range Combat* (3)

Stealth (3)

Morality

The morality of the *character* moves 2 steps towards evil.

Resources

The *character* starts with the following resources:

A sturdy outfit,

A 1-handed sword, axe or mace or a short bow or light crossbow,

A black wool cloak,

10sp.

Age

To gain benefits from this occupation it must have been performed for 3 years.

Hunter

Career Path: Primary

Hunter goes in the wild to kill animals to sell the meat at the market.

Cost

The cost varies based on the previous *career path*:

Arts: 10

Commerce: 9

Crafts: 7

Criminal: 8

Government: 11

Maritime: 9

Military: 5

Primary: 5

Religious: 10

Scholar: 11

Service: 9

Unemployed: 7

Skills

Gain *experience* in the following *skills*:

Polearms or *Range Combat* (3)

Resist Cold or *Resist Heat* (2)

Survival (4)

Resources

The *character* starts with the following resources:

A sturdy outfit,

A spear or a short bow,

A hunting dog,

10sp.

Age

To gain benefits from this occupation it must have been performed for 4 years.

Illuminator

Career Path: Arts

Illuminators are the specialist of book embellishment.

Cost

The cost varies based on the previous *career path*:

Arts: 5

Commerce: 10

Crafts: 5

Criminal: 10

Government: 10

Maritime: 10

Military: 9

Primary: 10

Religious: 5

Scholar: 5

Service: 9

Unemployed: 9

Skills

Gain *experience* in the following *skills*:

Drawing & Painting (4)

Linguistic (2)

Scribing (3)

Resources

The *character* starts with the following resources:

A collection of quills and inks worth 1gp,

A magnifying glass,

15sp.

Age

To gain benefits from this occupation it must have been performed for 4 years.

Inquisitor

Career Path: Government or Religious

The role of the inquisitor is to find and punish religious heretics or political agitators.

Prerequisite

Must have at least 1 previous occupation in religion or in government.

Cost

The cost varies based on the previous *career path*:

Arts: N/A

Commerce: N/A

Crafts: N/A

Criminal: N/A

Government: 8

Maritime: N/A

Military: N/A

Primary: N/A

Religious: 8

Scholar: N/A

Service: N/A

Unemployed: N/A

Skills

Gain *experience* in the following *skills*:

Insult & Intimidation (3)

Religions (3)

Torture (3)

Resources

The *character* starts with the following resources:

A fashionable outfit,

A set of torturer tools,

1gp.

Age

To gain benefits from this occupation it must have been performed for 8 years.

Jailer

Career Path: Government or Military

The role of the jailer is to keep criminals locked-up.

Cost

The cost varies based on the previous *career path*:

Arts: 11

Commerce: 10

Crafts: 10

Criminal: N/A

Government: 5

Maritime: 8

Military: 5

Primary: 10

Religious: 10

Scholar: 11

Service: 10

Unemployed: 8

Skills

Gain *experience* in the following *skills*:

Detect Motive (2)

Insult & Intimidation (3)

Perception & Vigilance (4)

Resources

The *character* starts with the following resources:

A pair of manacles,

A club,

12sp.

Age

To gain benefits from this occupation it must have been performed for 4 years.

Jeweller

Career Path: Crafts

A craftsman specialised in fine detailed and decorative work, usually with precious metals and stones.

Prerequisite

Must have at least 1 previous occupation in crafts.

Cost

The cost varies based on the previous *career path*:

Arts: N/A

Commerce: N/A

Crafts: 8

Criminal: N/A

Government: N/A

Maritime: N/A

Military: N/A

Primary: N/A

Religious: N/A

Scholar: N/A

Service: N/A

Unemployed: N/A

Skills

Gain *experience* in the following *skills*:

Appraise (2)

Metalworking (4)

Stonecutting (4)

Resources

The *character* starts with the following resources:

Jewellery tools,

A magnifying glass,

1gp.

Age

To gain benefits from this occupation it must have been performed for 3 years.

Knight

Career Path: Military

A mounted fighter, often time of noble birth. They are usually heavily armoured and own their own horse. Being knighted is a

common way for military veteran to enter nobility, at the lowest level.

Prerequisite

Must have at least 2 previous military occupations.

Cost

The cost varies based on the previous *career path*:

> Arts: N/A
>
> Commerce: N/A
>
> Crafts: N/A
>
> Criminal: N/A
>
> Government: N/A
>
> Maritime: N/A
>
> Military: 8
>
> Primary: N/A
>
> Religious: N/A
>
> Scholar: N/A
>
> Service: N/A
>
> Unemployed: N/A

Skills

Gain *experience* in the following *skills*:

> *Heraldry & Nobility* (3)
>
> *Melee Combat* (4)
>
> *Riding* (3)

Resources

The *character* starts with the following resources:

> A maille hauberk and gambeson,
>
> A closed helmet,
>
> A riding horse.

Age

To gain benefits from this occupation it must have been performed for 5 years.

Lawyer

Career Path: Service

Lawyers represent other people in matter of justice.

Cost

The cost varies based on the previous *career path*:

> Arts: 8
>
> Commerce: 8
>
> Crafts: 10
>
> Criminal: 10
>
> Government: 8
>
> Maritime: 11
>
> Military: 10
>
> Primary: 11
>
> Religious: 8
>
> Scholar: 7
>
> Service: 5
>
> Unemployed: 11

Skills

Gain *experience* in the following *skills*:

> *Charm & Persuasion* (3)
>
> *Deduction & Logic* (2)
>
> *Laws & Legal Systems* (4)

Resources

The *character* starts with the following resources:

> A fashionable outfit,
>
> A book of laws,
>
> 15sp.

Age

To gain benefits from this occupation it must have been performed for 8 years.

Lumberjack

Career Path: Primary

Lumberjacks goes into the woods to cut down trees to sell them as lumber.

Cost

The cost varies based on the previous *career path*:

Arts: 10

Commerce: 9

Crafts: 6

Criminal: 9

Government: 11

Maritime: 10

Military: 9

Primary: 5

Religious: 11

Scholar: 11

Service: 9

Unemployed: 7

Skills

Gain *experience* in the following *skills*:

1-Handed Axes & Maces (2)

Lifting & Pushing (4)

Woodworking (3)

Resources

The *character* starts with the following resources:

A warm outfit,

A felling axe,

10sp.

Age

To gain benefits from this occupation it must have been performed for 2 years.

Mason

Career Path: Crafts

A craftsman specialised in working with stone, usually for building purpose.

Cost

The cost varies based on the previous *career path*:

Arts: 10

Commerce: 9

Crafts: 5

Criminal: 9

Government: 10

Maritime: 10

Military: 8

Primary: 6

Religious: 10

Scholar: 10

Service: 9

Unemployed: 7

Skills

Gain *experience* in the following *skills*:

Appraise (2)

Lifting & Pushing (3)

Stonecutting (4)

Resources

The *character* starts with the following resources:

Stone cutting tools,

An artisan outfit,

15sp.

Age

To gain benefits from this occupation it must have been performed for 3 years.

Miner

Career Path: Primary

Miners goes in the belly of the world to extract ore and precious stones.

Cost

The cost varies based on the previous *career path*:

Arts: 10

Commerce: 9

Crafts: 6

Criminal: 7

Government: 11

Maritime: 8

Military: 7

Primary: 5

Religious: 10

Scholar: 11

Service: 8

Unemployed: 6

Skills

Gain *experience* in the following *skills*:

1-Handed Axes & Maces (2)

Lifting & Pushing (4)

Stonecutting (3)

Resources

The *character* starts with the following resources:

A pickaxe,

A lantern hat,

10sp.

Age

To gain benefits from this occupation it must have been performed for 2 years.

Musician

Career Path: Arts

Musicians will perform in tavern for money or on the street for donations.

Cost

The cost varies based on the previous *career path*:

Arts: 5

Commerce: 10

Crafts: 9

Criminal: 8

Government: 10

Maritime: 8

Military: 8

Primary: 9

Religious: 8

Scholar: 10

Service: 9

Unemployed: 7

Skills

Gain *experience* in the following *skills*:

Charm & Persuasion (3)

Confidence & Ego (2)

Music & Singing (4)

Resources

The *character* starts with the following resources:

1gp worth of musical instruments,

7sp.

Age

To gain benefits from this occupation it must have been performed for 3 years.

Navigator

Career Path: Maritime

On a ship, the navigator is a primordial role. They are the specialists of knowing where they are and where to go.

Prerequisite

Must have at least 1 previous maritime occupation.

Cost

The cost varies based on the previous *career path*:

Arts: N/A

Commerce: N/A

Crafts: N/A

Criminal: N/A

Government: N/A

Maritime: 5

Military: N/A

Primary: N/A

Religious: N/A

Scholar: N/A

Service: N/A

Unemployed: N/A

Skills

Gain *experience* in the following *skills*:

Geography (3)

Navigation (4)

Seamanship (3)

Resources

The *character* starts with the following resources:

1gp worth of maps,

A sextant,

A magnifying glass,

15sp.

Age

To gain benefits from this occupation it must have been performed for 4 years.

Noble / Patriarch

Career Path: Government or Military

Noble in high-men and elven society and patriarch in highlander society are the rulers of their respective society. There is different level of nobility and every family knows their place in the hierarchy.

Usually, nobility is hereditary but it is possible to become a noble or a patriarch by long successful military career or by faithful government works.

Prerequisite

Must have at least 2 previous occupation in government or the military or the *born noble* life events.

Cost

The cost varies based on the previous *career path*:

Arts: N/A

Commerce: N/A

Crafts: N/A

Criminal: N/A

Government: 8

Maritime: N/A

Military: 8

Primary: N/A

Religious: N/A

Scholar: N/A

Service: N/A

Unemployed: N/A

Skills

Gain *experience* in the following *skills*:

Heraldry & Nobility (4)

Laws & Legal Systems (2)

Melee Combat (3)

Resources

The *character* starts with the following resources:

2-handed sword,

A luxurious outfit,

1gp.

Age

To gain benefits from this occupation it must have been performed for 5 years.

Opera Composer

Career Path: Arts

Opera composer must have a good grasp of writing, music and choreography.

Prerequisite

Must have at least 1 previous occupation in arts.

Cost

The cost varies based on the previous *career path*:

Arts: 8

Commerce: N/A

Crafts: N/A

Criminal: N/A

Government: N/A

Maritime: N/A

Military: N/A

Primary: N/A

Religious: N/A

Scholar: N/A

Service: N/A

Unemployed: N/A

Skills

Gain *experience* in the following *skills*:

Arts & Performance (4)

Music & Singing (3)

Oratory & Poetry (3)

Resources

The *character* starts with the following resources:

Quill and ink,

10sp of parchment,

15sp.

Age

To gain benefits from this occupation it must have been performed for 5 years.

Outcast

Career Path: Unemployed

Outcast lives on the margin of society, usually not by choice. They might not have committed any crime but are disliked by their neighbour.

Cost

The cost varies based on the previous *career path*:

Arts: 8

Commerce: 9

Crafts: 8

Criminal: 5

Government: 10

Maritime: 9

Military: 8

Primary: 8

Religious: 11

Scholar: 11

Service: 9

Unemployed: 5

Scholar: 6

Service: 5

Unemployed: 3

Skills

Gain *experience* in the following *skills*:

Detect Motive (3)

Insult & Intimidation (2)

Survival (4)

Skills

Gain *experience* in the following *skills*:

Brawling (3)

Detect Motive (2)

Insult & intimidation (2)

Resources

The *character* starts with the following resources:

An adventurer pack,

A quarterstaff,

7sp.

Resources

The *character* starts with the following resources:

A knife,

A mace or an axe,

7sp.

Age

To gain benefits from this occupation it must have been performed for 1 years.

Age

To gain benefits from this occupation it must have been performed for 3 years.

Outlaw

Career Path: Criminal

Outlaw is a special status for criminals. An outlaw is no longer protected by the laws and it is therefore legal to cause them harm.

Cost

The cost varies based on the previous *career path*:

Arts: 5

Commerce: 5

Crafts: 5

Criminal: N/A

Government: 6

Maritime: 4

Military: 4

Primary: 5

Religious: 6

Painter

Career Path: Arts

An artist using as medium paint and canvas.

Cost

The cost varies based on the previous *career path*:

Arts: 5

Commerce: 9

Crafts: 8

Criminal: 9

Government: 10

Maritime: 9

Military: 8

Primary: 10

Religious: 8

Scholar: 10

Service: 9

Unemployed: 7

Skills

Gain *experience* in the following *skills*:

Botany or *Zoology* (2)

Drawing & Painting (4)

Perception & Vigilance (3)

Resources

The *character* starts with the following resources:

Paint brushes and paints,

A linen apron,

7sp.

Age

To gain benefits from this occupation it must have been performed for 3 years.

Peasant

Career Path: Primary

Peasant works the land to produce food.

Cost

The cost varies based on the previous *career path*:

Arts: 9

Commerce: 9

Crafts: 8

Criminal: 9

Government: 11

Maritime: 9

Military: 8

Primary: 5

Religious: 9

Scholar: 11

Service: 9

Unemployed: 8

Skills

Gain *experience* in the following *skills*:

Botany or *Zoology* (3)

Crafting (3)

Taming & Training (3)

Resources

The *character* starts with the following resources:

A draught horse,

A hoe,

7sp.

Age

To gain benefits from this occupation it must have been performed for 5 years.

Physician

Career Path: Scholar or Service

Physician practice medicine based on surgery and blood-letting.

Cost

The cost varies based on the previous *career path*:

Arts: 10

Commerce: 8

Crafts: 9

Criminal: 11

Government: 10

Maritime: 11

Military: 11

Primary: 11

Religious: 8

Scholar: 5

Service: 5

Unemployed: N/A

Skills

Gain *experience* in the following *skills*:

Medicine (4)

Torture (3)

Zoology (3)

Resources

The *character* starts with the following resources:

A white robe,

A long nosed mask,

Surgery tools,

15sp.

Age

To gain benefits from this occupation it must have been performed for 8 years.

Pickpocket

Career Path: Criminal

Pickpockets specialise in taking things from other people's pocket without them noticing.

Cost

The cost varies based on the previous *career path*:

Arts: 10

Commerce: 10

Crafts: 10

Criminal: 5

Government: 10

Maritime: 10

Military: 8

Primary: 9

Religious: 10

Scholar: 10

Service: 9

Unemployed: 7

Skills

Gain *experience* in the following *skills*:

Perception & Vigilance (3)

Sleight of Hand (4)

Stealth (2)

Morality

The morality of the *character* moves 1 steps towards evil.

Resources

The *character* starts with the following resources:

A dagger,

7sp.

Age

To gain benefits from this occupation it must have been performed for 3 years.

Pikeman

Career Path: Military

A support troops for the knights, pikeman are the anti cavalry specialists.

Cost

The cost varies based on the previous *career path*:

Arts: 10

Commerce: 8

Crafts: 8

Criminal: 7

Government: 10

Maritime: 8

Military: 5

Primary: 7

Religious: 10

Scholar: 10

Service: 10

Unemployed: 7

Skills

Gain *experience* in the following *skills*:

Polearms (4)

Reflex (3)

Resist Pain or *Resist Shock* (2)

Resources

The *character* starts with the following resources:

A spear,

10sp.

Age

To gain benefits from this occupation it must have been performed for 2 years.

Pirate

Career Path: Criminal or Maritime

Terror on the high sea, scourge of the maritime trading and of the coastal cities.

Cost

The cost varies based on the previous *career path*:

Arts: 10

Commerce: 10

Crafts: 10

Criminal: 5

Government: 11

Maritime: 5

Military: 8

Primary: 9

Religious: 10

Scholar: 11

Service: 10

Unemployed: 8

Skills

Gain *experience* in the following *skills*:

1-Handed Swords or
1-Handed Axes & Maces (3)

Insult & Intimidation (3)

Seamanship (3)

Morality

The morality of the *character* moves 2 steps towards evil.

Resources

The *character* starts with the following resources:

A sailor outfit,

A 1-handed sword or an axe,

10sp.

Age

To gain benefits from this occupation it must have been performed for 3 years.

Playwright

Career Path: Arts

Before the actor can perform a play, somebody has to write it; this is the playwright.

Cost

The cost varies based on the previous *career path*:

Arts: 5

Commerce: 10

Crafts: 8

Criminal: 8

Government: 10

Maritime: 10

Military: 8

Primary: 9

Religious: 7

Scholar: 7

Service: 9

Unemployed: 7

Commerce: 10

Crafts: 9

Criminal: 7

Government: 10

Maritime: 8

Military: 8

Primary: 10

Religious: 7

Scholar: 10

Service: 9

Unemployed: 7

Skills

Gain *experience* in the following *skills*:

Acting (2)

Oratory & Poetry (4)

Scribing (3)

Skills

Gain *experience* in the following *skills*:

Confidence & Ego (2)

Oratory & Poetry (4)

Scribing (3)

Resources

The *character* starts with the following resources:

Quill and ink,

10sp worth of parchment,

7sp.

Resources

The *character* starts with the following resources:

Quill and ink,

10sp worth of parchment,

7sp.

Age

To gain benefits from this occupation it must have been performed for 3 years.

Age

To gain benefits from this occupation it must have been performed for 3 years.

Poet

Career Path: Arts

An artist using languages as their medium.

Cost

The cost varies based on the previous *career path*:

Arts: 5

Priest

Career Path: Religious

Priest are official in a religious organisation, responsible for performing the different ceremonies.

Prerequisite

Must have at least 2 previous religious occupation.

Cost

The cost varies based on the previous *career path*:

Arts: N/A

Commerce: N/A

Crafts: N/A

Criminal: N/A

Government: N/A

Maritime: N/A

Military: N/A

Primary: N/A

Religious: 8

Scholar: N/A

Service: N/A

Unemployed: N/A

Skills

Gain *experience* in the following *skills*:

Charm & Persuasion (3)

Mysticism (2)

Religions (4)

Resources

The *character* starts with the following resources:

An austere outfit,

A religious symbol worth no more than 1gp,

A book of gospel,

10sp.

Age

To gain benefits from this occupation it must have been performed for 8 years.

Prostitute

Career Path: Criminal or Service

Prostitutes offer companionship and sex in exchange of money. In some culture the profession is illegal while in other it is well respected.

Cost

The cost varies based on the previous *career path*:

Arts: 5

Commerce: 9

Crafts: 10

Criminal: 5

Government: 10

Maritime: 10

Military: 8

Primary: 9

Religious: 9

Scholar: 9

Service: 5

Unemployed: 5

Skills

Gain *experience* in the following *skills*:

Charm & Persuasion (4)

Detect Motive (3)

Sleight of Hand (2)

Resources

The *character* starts with the following resources:

A fashionable outfit,

A dagger,

1gp

Age

To gain benefits from this occupation it must have been performed for 1 years.

Scholar

Career Path: Scholar

Scholars spend their time learning and researching. They are often consulted by the wealthy and powerful for all kind of academic matters.

Cost

The cost varies based on the previous *career path*:

Arts: N/A

Commerce: N/A

Crafts: N/A

Criminal: N/A

Government: N/A

Maritime: N/A

Military: N/A

Primary: N/A

Religious: N/A

Scholar: 5

Service: NA

Unemployed: NA

Skills

Gain *experience* in the following *skills*:

Deduction & Logic (2)

Knowledge (4)

Science (3)

Resources

The *character* starts with the following resources:

4gp worth of books,

10sp.

Age

To gain benefits from this occupation it must have been performed for 5 years.

Scientist

Career Path: Scholar

Scientist spend their time researching the natural world. They have a very methodical approach and like to categorize things.

Cost

The cost varies based on the previous *career path*:

Arts: N/A

Commerce: N/A

Crafts: N/A

Criminal: N/A

Government: N/A

Maritime: N/A

Military: N/A

Primary: N/A

Religious: N/A

Scholar: 5

Service: N/A

Unemployed: N/A

Skills

Gain *experience* in the following *skills*:

Deduction & Logic (3)

Knowledge (2)

Science (4)

Resources

The *character* starts with the following resources:

4gp worth of books,

10sp.

Age

To gain benefits from this occupation it must have been performed for 5 years.

Scout

Career Path: Military

Scouts are an invaluable part of an army. They are useful to keep track of hat the enemy is doing.

Cost

The cost varies based on the previous *career path*:

> Arts: 9
>
> Commerce: 10
>
> Crafts: 10
>
> Criminal: 7
>
> Government: 11
>
> Maritime: 9
>
> Military: 5
>
> Primary: 10
>
> Religious: 11
>
> Scholar: 11
>
> Service: 10
>
> Unemployed: 8

Skills

Gain *experience* in the following *skills*:

> *Perception & Vigilance* (4)
>
> *Riding* (2)
>
> *Stealth* (3)

Resources

The *character* starts with the following resources:

> A black wool cloak,
>
> A magnifying glass,
>
> 10sp.

Age

To gain benefits from this occupation it must have been performed for 3 years.

Scribe

Career Path: Crafts

Scribe spend their time writing and copying books. Nobles often keep a scribe on staff to write all their letters and keep their records.

Cost

The cost varies based on the previous *career path*:

> Arts: 8
>
> Commerce: 9
>
> Crafts: 5
>
> Criminal: 10
>
> Government: 7
>
> Maritime: 9
>
> Military: 9
>
> Primary: 10
>
> Religious: 6
>
> Scholar: 7
>
> Service: 8
>
> Unemployed:9

Skills

Gain *experience* in the following *skills*:

> *Appraise* (2)
>
> *Drawing & Painting* (3)
>
> *Scribing* (4)

Resources

The *character* starts with the following resources:

> Quill and ink,
>
> 10sp worth of parchment,
>
> 10sp.

Age

To gain benefits from this occupation it must have been performed

for 5 years.

Sculptor

Career Path: Arts

An artist working with three-dimensional material, either clay, wood, stone or metal.

Cost

The cost varies based on the previous *career path*:

Arts: 5

Commerce: 10

Crafts: 5

Criminal: 9

Government: 10

Maritime: 10

Military: 8

Primary: 9

Religious: 9

Scholar: 9

Service: 9

Unemployed: 7

Skills

Gain *experience* in the following *skills*:

Stonecutting (4)

Metalworking (2)

Woodworking (3)

Resources

The *character* starts with the following resources:

Chisel and hammer,

An artisan outfit,

7sp.

Age

To gain benefits from this occupation it must have been performed for 4 years.

Shaman

Career Path: Religious

A magic user specialised in the contact with spirits of nature and of ancestors.

Cost

The cost varies based on the previous *career path*:

Arts: 10

Commerce: 10

Crafts: 9

Criminal: 8

Government: 8

Maritime: 8

Military: 9

Primary: 6

Religious: 5

Scholar: 9

Service: 9

Unemployed: 8

Skills

Gain *experience* in the following *skills*:

Resist Hunger (2)

Resist Poison (3)

Shamanism (4)

Resources

The *character* starts with the following resources:

3 objects used for focus,

10sp.

Age

To gain benefits from this occupation it must have been performed for 8 years.

Shepherd

Career Path: Primary

Shepherds are responsible of a herd of sheep or goats. They will bring them to pasture and protect them from predators.

Cost

The cost varies based on the previous *career path*:

> Arts: 10
>
> Commerce: 10
>
> Crafts: 9
>
> Criminal: 7
>
> Government: 10
>
> Maritime: 7
>
> Military: 7
>
> Primary: 5
>
> Religious: 7
>
> Scholar: 10
>
> Service: 8
>
> Unemployed: 5

Skills

Gain *experience* in the following *skills*:

> *Perception & Vigilance* (4)
>
> *Slings* (2)
>
> *Taming & Training* (4)

Resources

The *character* starts with the following resources:

> A sling,
>
> A quarterstaff,
>
> 7sp.

Age

To gain benefits from this occupation it must have been performed for 3 years.

Shipwright

Career Path: Crafts

Shipwrights are the ones designing and building ships.

Cost

The cost varies based on the previous *career path*:

> Arts: 10
>
> Commerce: 9
>
> Crafts: 5
>
> Criminal: 10
>
> Government: 10
>
> Maritime: 7
>
> Military: 8
>
> Primary: 7
>
> Religious: 10
>
> Scholar: 10
>
> Service: 10
>
> Unemployed: 8

Skills

Gain *experience* in the following *skills*:

> *Appraise* (2)
>
> *Seamanship* (3)
>
> *Woodworking* (4)

Resources

The *character* starts with the following resources:

> 15sp worth of woodworking tools,
>
> 15sp.

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Age

To gain benefits from this occupation it must have been performed for 4 years.

Siege Engineer

Career Path: Military or Scholar

An engineer specialised in siege warfare. They design and build trebuchets, catapults, ballistas, siege towers and the like.

Prerequisite

Must have at least 1 previous occupation in military or as scholar.

Cost

The cost varies based on the previous *career path*:

Arts: N/A

Commerce: N/A

Crafts: N/A

Criminal: N/A

Government: N/A

Maritime: N/A

Military: 5

Primary: N/A

Religious: N/A

Scholar: 5

Service: N/A

Unemployed: N/A

Skills

Gain *experience* in the following *skills*:

Engineering & Physics (4)

Mechanics (3)

Woodworking (3)

Resources

The *character* starts with the following resources:

15sp worth of woodworking tools,

A magnifying glass,

A measuring stick,

A notebook,

Quill and ink,

10sp.

Age

To gain benefits from this occupation it must have been performed for 4 years.

Sorcerer

Career Path: Unemployed

A magic user gaining their power from deal they made with dark powers.

Cost

The cost varies based on the previous *career path*:

Arts: 10

Commerce: 10

Crafts: 10

Criminal: 7

Government: 11

Maritime: 9

Military: 9

Primary: 10

Religious: 11

Scholar: 8

Service: 10

Unemployed: 5

Skills

Gain *experience* in the following *skills*:

Charm & Persuasion (2)

Detect Motive (3)

Sorcery (4)

Resources

The *character* starts with the following resources:

A dagger,

1gp.

Age

To gain benefits from this occupation it must have been performed for 8 years.

Student

Career Path: Scholar

Before becoming a scholar, most people will first be a student for a number of years.

Cost

The cost varies based on the previous *career path*:

Arts: 5

Commerce: 5

Crafts: 5

Criminal: 8

Government: 8

Maritime: 7

Military: 7

Primary: 5

Religious: 5

Scholar: N/A

Service: 5

Unemployed: 5

Skills

Gain *experience* in the following *skills*:

Knowledge (2)

Resist Fatigue (3)

Science (2)

Resources

The *character* starts with the following resources:

An austere outfit,

Quill and ink,

A notebook,

7sp.

Age

To gain benefits from this occupation it must have been performed for 2 years.

Tailor

Career Path: Crafts

A craftsman specialised in making clothes.

Cost

The cost varies based on the previous *career path*:

Arts: 8

Commerce: 8

Crafts: 5

Criminal: 10

Government: 10

Maritime: 10

Military: 9

Primary: 9

Religious: 10

Scholar: 10

Service: 9

Unemployed: 9

Skills

Gain *experience* in the following *skills*:

Appraise (2)

Heraldry & Nobility (3)

Tailoring (4)

Resources

The *character* starts with the following resources:

Needles, thread and scissors,

4gp worth of fashionable clothes,

15sp.

Age

To gain benefits from this occupation it must have been performed for 4 years.

Appraise (4)

Brawling (2)

Insult & Intimidation (3)

Resources

The *character* starts with the following resources:

Scale and weight,

15sp.

Age

To gain benefits from this occupation it must have been performed for 4 years.

Tax Collector

Career Path: Government

One of the most hated professional, responsible for taking the people's money to bring it back to the ruler of the region.

Cost

The cost varies based on the previous *career path*:

Arts: 10

Commerce: 7

Crafts: 10

Criminal: N/A

Government: 5

Maritime: 10

Military: 6

Primary: 10

Religious: 11

Scholar: 11

Service: 8

Unemployed: 10

Skills

Gain *experience* in the following *skills*:

Torturer

Career Path: Government or Military

Torturers are specialist in inflicting pain in their victims.

Cost

The cost varies based on the previous *career path*:

Arts: 11

Commerce: 11

Crafts: 11

Criminal: 8

Government: 5

Maritime: 10

Military: 8

Primary: 11

Religious: 8

Scholar: 11

Service: 11

Unemployed: 10

Skills

Gain *experience* in the following *skills*:

Detect Motive (3)

Insult & Intimidation (2)

Torture (4)

Morality

The morality of the *character* moves 2 steps towards evil.

Resources

The *character* starts with the following resources:

A set of torturer tools,

A black cowl,

7sp.

Age

To gain benefits from this occupation it must have been performed for 4 years.

Trader

Career Path: Commerce

Traders make a profit from taking goods where they are abundant and cheap and selling them where they are in demands and more expensive.

Cost

The cost varies based on the previous *career path*:

Arts: 10

Commerce: 5

Crafts: 5

Criminal: 8

Government: 10

Maritime: 5

Military: 8

Primary: 8

Religious: 10

Scholar: 10

Service: 8

Unemployed: 7

Skills

Gain *experience* in the following *skills*:

Appraise (4)

Charm & Persuasion (4)

Detect Motive (4)

Resources

The *character* starts with the following resources:

Scale and weight,

A pack horse,

1gp.

Age

To gain benefits from this occupation it must have been performed for 4 years.

Wanderer

Career Path: Unemployed

Wanderers spend their time travelling from place to place, never staying in the same location for long.

Cost

The cost varies based on the previous *career path*:

Arts: 10

Commerce: 10

Crafts: 9

Criminal: 6

Government: 10

Maritime: 8

Military: 7

Primary: 8

Religious: 7

Scholar: 7

Service: 10

Unemployed: 5

Skills

Gain *experience* in the following *skills*:

> *Geography* (4)
>
> *Navigation* (3)
>
> *Sheltering* (2)

Resources

The *character* starts with the following resources:

> A quarterstaff,
>
> An adventurer pack,
>
> 7sp.

Age

To gain benefits from this occupation it must have been performed for 5 years.

Warband Musician

Career Path: Arts or Military

Musicians accompanying an army, to intimidate the enemy, transmit order, help in marching, etc.

Prerequisite

Must have at least 1 previous occupation in arts or military.

Cost

The cost varies based on the previous *career path*:

> Arts: 5
>
> Commerce: N/A
>
> Crafts: N/A
>
> Criminal: N/A
>
> Government: N/A
>
> Maritime: N/A
>
> Military: 5
>
> Primary: N/A
>
> Religious: N/A

> Scholar: N/A
>
> Service: N/A
>
> Unemployed: N/A

Skills

Gain *experience* in the following *skills*:

> *Insult & Intimidation* (4)
>
> *Melee Combat* (2)
>
> *Music & Singing* (4)

Resources

The *character* starts with the following resources:

> 1gp worth of musical instruments,
>
> 7sp.

Age

To gain benefits from this occupation it must have been performed for 3 years.

Witch

Career Path: Arts

A magic user specialised in the ancient tradition of the high-men. They can use their power to create potions and wands imbued with supernatural properties.

Prerequisite

Must have at least 1 previous occupation as a scholar.

Cost

The cost varies based on the previous *career path*:

> Arts: N/A
>
> Commerce: N/A
>
> Crafts: N/A
>
> Criminal: N/A
>
> Government: N/A
>
> Maritime: N/A

Military: N/A

Primary: N/A

Religious: N/A

Scholar: 8

Service: N/A

Unemployed: N/A

Skills

Gain *experience* in the following *skills*:

Resist Poison (3)

Thrown (2)

Witchcraft (4)

Resources

The *character* starts with the following resources:

A spellbook containing 3 spells,

3 Empty bottle,

2 wands,

A cloak,

7sp.

Age

To gain benefits from this occupation it must have been performed for 8 years.

Wizard

Career Path: Arts

A magic used specialised in the modern tradition of the high-men. They practice a very cerebral type of magic, requiring a lot of study and preparation.

Prerequisite

Must have at least 1 previous occupation as a scholar.

Cost

The cost varies based on the previous *career path*:

Arts: N/A

Commerce: N/A

Crafts: N/A

Criminal: N/A

Government: N/A

Maritime: N/A

Military: N/A

Primary: N/A

Religious: N/A

Scholar: 8

Service: N/A

Unemployed: N/A

Skills

Gain *experience* in the following *skills*:

Alchemy & Chemistry (3)

Linguistic (2)

Wizardry (4)

Resources

The *character* starts with the following resources:

A spellbook containing 5 spells,

7sp.

Age

To gain benefits from this occupation it must have been performed for 8 years.

Reasons to go on Adventure

Leaving everything behind and living the life of an adventurer is quite an uncommon decision. The *character* might have been pushed to this life against their will, or they could have been longing for excitement for a while.

Could Not Make a Profit in their Trade

The *character* failed to make a living performing their previous occupation. They might have been not focused enough, be in a location where there was no demand or simply not skilled enough.

The *character* must have at least one previous occupation.

Background Cost

This background can be picked at no cost by all races and origins.

Skills

The player can place 2 *experience points* in 9 *skills* not granted by their previous occupations.

Lost their Family or Tribe to Starvation or Exposure

Extreme conditions made the *character* the last survivor of their family or tribe, every other member succumbing to starvation or exposure.

Background Cost

This background can be picked at the cost of 1 *background points* by all races and origins.

Skills

Gain *experience* in the following *skills*:

> *Confidence & Ego* (2)
>
> *Mysticism* (2)

> *Resist Cold* or *Resist Heat* (4)
>
> *Resist Hunger* (4)
>
> *Resist Pain* (3)
>
> *Survival* (3)

Lost their Family or Tribe to War or Bandits

The *character* lost their family or tribes in violent circumstances, either as innocent victim of war or of a group of bandits.

Background Cost

This background can be picked at the cost of 2 *background points* by all races and origins.

Skills

Gain *experience* in the following *skills*:

> *Insult & Intimidation* (3)
>
> *Melee Combat* or *Sorcery* (2)
>
> *Perception & Vigilance* (4)
>
> *Resist Pain* (3)
>
> *Stealth* (3)
>
> *Torture* (3)

Lost their Land due to Climate

Either due the long winter coming or to a drought, the land of the *character* could not produce anything any more. They abandoned the worthless land and left in the hope of finding some other way of making a living.

The *character* must come from an appropriate background or previous occupation.

Background Cost

The cost varies based on where was the *character* raised.

High-Men City: N/A

High-Men Town: 4

High-Men Village: 1

Highlander Citadel: N/A

Lowlander Village: 1

Orcish Hamlet: 1

Elven Village: N/A

Faun Community: N/A

Troll Camp: N/A

In the wild: 0

Skills

Gain *experience* in the following *skills*:

Botany (3)

Geography (2)

Resist Cold or *Resist Heat* (4)

Resist Hunger (4)

Survival (2)

Zoology (3).

Lost their Land due to Bandits or an Invasion

It became too dangerous for the *character* to farm their land. Bandits or a hostile force have taken over the region where the *character* lived. They abandon their land and left in the hope of finding a new way of making a living.

The *character* must come from an appropriate background or previous occupation.

Background Cost

The cost varies based on where was the *character* raised.

High-Men City: N/A

High-Men Town: 5

High-Men Village: 2

Highlander Citadel: N/A

Lowlander Village: 3

Orcish Hamlet: 3

Elven Village: N/A

Faun Community: N/A

Troll Camp: N/A

In the wild: 0

Skills

Gain *experience* in the following *skills*:

Botany (4)

Melee Combat or *Range Combat* (2)

Perception & Vigilance (4)

Stealth.(2)

Survival (2)

Zoology (4)

Lost their Wealth due to a Bad Deal or Gambling

The *character* got involved in a bad deal or gambled more than they should. They lost a significant part of their wealth and decided to go on adventure to run away from the shame and to rebuild themself.

Background Cost

The cost varies based on where was the *character* raised.

High-Men City: 1

High-Men Town: 1

High-Men Village: 4

Highlander Citadel: 2

Lowlander Village: 2

Orcish Hamlet: 3

Elven Village: 5

Faun Community: 5

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Troll Camp: N/A

In the wild: N/A

Sleight of Hand (3)

Stealth (3)

Survival (3)

Skills

Gain *experience* in the following *skills*:

Appraise (4)

Brawling (2)

Charm & Persuasion (3)

Detect Motive (3)

Luck (3)

Previous Occupation

The *character* must have at least one previous occupation on the *criminal* career path.

Honour and Morality

Either the *honour* or the *morality* of the *character* is reduced by 2 ranks.

Rightfully Accused of a Crime

The *character* had to leave their home town either to escape justice or on exile as a punishment due to a crime they committed.

Background Cost

The cost varies based on where was the *character* raised.

High-Men City: 1

High-Men Town: 2

High-Men Village: 2

Highlander Citadel: 1

Lowlander Village: 3

Orcish Hamlet: 1

Elven Village: 1

Faun Community: 2

Troll Camp: 4

In the wild: N/A

Skills

Gain *experience* in the following *skills*:

Insult & Intimidation (4)

Melee Combat or *Range Combat* (2)

Perception & Vigilance (3)

Wrongfully Accused of a Crime

The *character* had to leave their home town due to have been accused of a crime they didn't commit. They might be on the run or on exile, at the choice of the player.

Background Cost

The cost varies based on where was the *character* raised.

High-Men City: 1

High-Men Town: 4

High-Men Village: 4

Highlander Citadel: 3

Lowlander Village: 5

Orcish Hamlet: 1

Elven Village: 2

Faun Community: 4

Troll Camp: 3

In the wild: N/A

Skills

Gain *experience* in the following *skills*:

Brawling (2)

Deduction & Logic (3)

Detect Motive (3)

Laws & Legal System (4)

Perception & Vigilance (3)

Stealth (3)

Shame

The *character* has been in a terribly embarrassing situation, forcing them to self exile to avoid having to confront the witness of their shame.

Background Cost

The cost varies based on where was the *character* raised.

High-Men City: 5

High-Men Town: 3

High-Men Village: 2

Highlander Citadel: 1

Lowlander Village: 2

Orcish Hamlet: 1

Elven Village: 2

Faun Community: 4

Troll Camp: 3

In the wild: N/A

Skills

Gain *experience* in the following *skills*:

Confidence & Ego (2)

Detect Motive (4)

Insult & Intimidation (3)

Oratory & Poetry (3)

Resist Pain (3)

Stealth (3)

Sent on a Mission

The *character* has been tasked with some quest or mission. This mission could come from a noble, a community leader, a parent or any other source with some authority over the *character*.

The nature of the mission need to be defined by the player and approved by the *GM*.

Background Cost

The cost varies based on where was the *character* raised.

High-Men City: 5

High-Men Town: 4

High-Men Village: 3

Highlander Citadel: 4

Lowlander Village: 3

Orcish Hamlet: 3

Elven Village: 4

Faun Community: 2

Troll Camp: 2

In the wild: N/A

Skills

Gain *experience* in the following *skills*:

Riding (2)

3 *skills* from previous occupations (2)(3)(4)

Wanderlust

The *character* left for adventure out of boredom or curiosity for the world. The desire to see the world got the best of the *character*.

Background Cost

The cost varies based on where was the *character* raised.

High-Men City: 0

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High-Men Town: 1

High-Men Village: 2

Highlander Citadel: 0

Lowlander Village: 0

Orcish Hamlet: 2

Elven Village: 0

Faun Community: 0

Troll Camp: 0

In the wild: 0

Skills

Gain *experience* in the following *skills*:

Athleticism (3)

Confidence & Ego (3)

Luck (3)

Resist Fatigue (3)

Resist Hunger (3)

Riding (3)

Main Motivation

Different *characters* can have very similar background but very different motivation driving their decisions.

The motivation of a *character* should inform the role-play of the player.

Profit

The *character* is motivated by the prospect of increasing their wealth. They will be more likely to go on an adventure if there is a monetary reward for doing so.

Being motivated by profit does not necessarily mean the *character* is greedy; they can be very lavish and generous and in need of a regular income to maintain their lifestyle.

Background Cost

The cost varies based on the race of the *character*.

> *High-Man*: 0
>
> *Highland Half-Man*: 0
>
> *Lowland Half-Man*: 3
>
> *Orc*: 3
>
> *Goblin*: 0
>
> *Hobgoblin*: 2
>
> *Elf*: 4
>
> *Faun*: 5
>
> *Troll*: 1

Skills

Gain *experience* in the following *skills*:

> *Appraise* (4)
>
> *Charm & Persuasion* (4)
>
> *Crafting* (2)
>
> *Detect Motive* (4)
>
> *Knowledge* (2)
>
> *Sorcery* (2)

Power

The *character* is out to increase their power. They're will be more likely to go on an adventure if they can gain some artefact of power or be rewarded in some sort that will give them power over others or over nature.

Background Cost

The cost varies based on the race of the *character*.

> *High-Man*: 0
>
> *Highland Half-Man*: 2
>
> *Lowland Half-Man*: 5
>
> *Orc*: 2
>
> *Goblin*: 4
>
> *Hobgoblin*: 5
>
> *Elf*: 4
>
> *Faun*: 5
>
> *Troll*: 0

Skills

Gain *experience* in the following *skills*:

> *Confidence & Ego* (4)
>
> *Detect Motive* (3)
>
> *Elementalism*, *Melee Combat*, *Sorcery* or *Wizardry* (2)
>
> *Heraldry & Nobility* (3)
>
> *Insult & Intimidation* (4)
>
> *Resist Fatigue* (2)

Faith

The *character* is either motivated by spreading their faith or by precept of their faith pushing them to adventure. They will be more likely to go on adventure if the goal is aligned with their faith or if it allows them to proselytise.

Background Cost

The cost varies based on the race of the *character*.

>*High-Man*: 0

>*Highland Half-Man*: 4

>*Lowland Half-Man*: 5

>*Orc*: 5

>*Goblin*: 5

>*Hobgoblin*: 5

>*Elf*: 3

>*Faun*: 2

>*Troll*: 6

Skills

Gain *experience* in the following *skills*:

>*Confidence & Ego* (3)

>*Mysticism* (2)

>*Oratory & Poetry* (3)

>*Religions* (4)

>*Resist Fatigue* (3)

>*Resist Hunger* (3)

Justice

The *character* want to see justice in the world, either for themself of for others. They roam the land trying to right wrongs.

This motivation is particularly adequate for *characters* which have been wrongly accused of crime of with parent wrongfully executed.

Background Cost

The cost varies based on the race of the *character*.

>*High-Man*: 2

>*Highland Half-Man*: 1

>*Lowland Half-Man*: 3

>*Orc*: 3

>*Goblin*: 5

>*Hobgoblin*: 0

>*Elf*: 3

>*Faun*: 3

>*Troll*: 6

Skills

Gain *experience* in the following *skills*:

>*Charm & Persuasion* (3)

>*Deduction & Logic* (3)

>*Detect Motive* (4)

>*Knowledge* (2)

>*Laws & Legal Systems* (4)

>*Melee* Combat, Range *Combat* or *Mysticism* (2)

Vengeance

Somebody wronged the character, and they are now out to get revenge. They might not be able to get it immediately, they might have to get stronger or to investigate their nemesis but always in the back of their head the idea of vengeance is driving them.

Background Cost

The cost varies based on the race of the *character*.

>*High-Man*: 1

>*Highland Half-Man*: 1

>*Lowland Half-Man*: 3

>*Orc*: 0

>*Goblin*: 2

>*Hobgoblin*: 0

>*Elf*: 2

>*Faun*: 4

>*Troll*: 0

Skills

Gain *experience* in the following *skills*:

Confidence & Ego (3)

Detect Motive (4)

Melee Combat, Range Combat or *Sorcery* (2)

Resist Fatigue (3)

Tracking (4)

Redemption

The *character* did something wrong in their past they feel guilt or shame for and are trying to redeem themself. Whenever the *character* can see a way to work towards making up for their past sins they will take it.

Background Cost

The cost varies based on the race of the *character*.

High-Man: 2

Highland Half-Man: 0

Lowland Half-Man: 1

Orc: 2

Goblin: 4

Hobgoblin: 3

Elf: 2

Faun: 2

Troll: 5

Skills

Gain *experience* in the following *skills*:

Charm & Persuasion (3)

Confidence & Ego (3)

Detect Motive (4)

First-Aid or *Medicine* (3)

Laws & Legal Systems (3)

Mysticism (2)

Renown

The *character* is out to make a name for themself, to bring glory to their name. Defeating powerful beast and enemies, saving important people, being the deciding factor in a war are all ways the *character* will pursue to be renown has a hero.

Background Cost

The cost varies based on the race of the *character*.

High-Man: 0

Highland Half-Man: 3

Lowland Half-Man: 5

Orc: 0

Goblin: 4

Hobgoblin: 0

Elf: 5

Faun: 4

Troll: 0

Skills

Gain *experience* in the following *skills*:

Athleticism (3)

Charm & Persuasion (3)

Confidence & Ego (4)

Detect Motive (3)

Heraldry & Nobility (3)

Melee Combat, Range Combat or *wizardry* (2)

Fame

The *character* wants to be famous as an artist or an entertainer. They roam the land looking for inspiration and a public. They

might follow another party member as a good source of material to write about.

Background Cost

The cost varies based on the race of the *character*.

High-Man: 2

Highland Half-Man: 6

Lowland Half-Man: 1

Orc: 5

Goblin: 5

Hobgoblin: 5

Elf: 1

Faun: 3

Troll: 6

Skills

Gain *experience* in the following *skills*:

Acrobatics (4)

Arts & Performance (4)

Confidence & Ego (4)

Detect Motive (2)

Sleight of Hand (2)

Thrown (2)

Helping People

The *character* has a profound desire to help the poor and the suffering, healing the in juried and feeding the hungry. They travel the land looking for ways to bring good to the world.

Background Cost

The cost varies based on the race of the *character*.

High-Man: 3

Highland Half-Man: 5

Lowland Half-Man: 2

Orc: 5

Goblin: 5

Hobgoblin: 5

Elf: 1

Faun: 0

Troll: N/A

Skills

Gain *experience* in the following *skills*:

Arts & Performance (2)

Cooking (4)

Detect Motive (2)

First-Aid or *Medicine* (4)

Resist Hunger (4)

Witchcraft (2)

Joining Nobility

The *character* is of low birth but is determined to become a noble. Would it be through marriage or through being elevated due to their deeds, they will die a noble and leave the title to their descendants.

Background Cost

The cost varies based on the race of the *character*.

High-Man: 0

Highland Half-Man: 0

Lowland Half-Man: 6

Orc: 6

Goblin: 5

Hobgoblin: 4

Elf: 2

Faun: 6

Troll: 0

Skills

Gain *experience* in the following *skills*:

Charm & Persuasion (3)

Confidence & Ego (4)

Detect Motive (3)

Heraldry & Nobility (4)

Laws & Legal Systems (2)

Melee Combat (2)

Knowledge

The *character* desire to learn about the world. They roam the world in order to expand their knowledge. Books are good but first-hand experience is better.

Background Cost

The cost varies based on the race of the *character*.

High-Man: 2

Highland Half-Man: 2

Lowland Half-Man: 4

Orc: 5

Goblin: 0

Hobgoblin: 3

Elf: 2

Faun: 0

Troll: 6

Skills

Gain *experience* in the following *skills*:

Appraise (2)

Deduction & Logic (3)

Elementalism or *Wizardry* (2)

Knowledge (4)

Science (4)

Laws & Legal Systems (3)

Pushing Physical Limit

The *character* thrives for a physical challenge. They want their body to be at peak performance. They roam the world looking for challenge to push themself and prove that nothing can stop them.

Background Cost

The cost varies based on the race of the *character*.

High-Man: 4

Highland Half-Man: 3

Lowland Half-Man: 5

Orc: 0

Goblin: 6

Hobgoblin: 0

Elf: 6

Faun: 4

Troll: 0

Skills

Gain *experience* in the following *skills*:

Acrobatics (4)

Athleticism (4)

Confidence & Ego(3)

Melee Combat or *Range Combat* (2)

Resist Fatigue (3)

Resist Pain (3)

Exploration

The *character* wants to see the world and discover exotic locations. They will be more likely to go on adventure if this one is likely to take them somewhere they never been.

Background Cost

The cost varies based on the race of the *character*.

    High-Man: 3

    Highland Half-Man: 5

    Lowland Half-Man: 0

    Orc: 2

    Goblin: 1

    Hobgoblin: 3

    Elf: 3

    Faun: 0

    Troll: 6

Skills

Gain *experience* in the following *skills*:

    Athleticism (3)

    Geography (4)

    Perception & Vigilance (3)

    Resist Cold (2)

    Resist Heat (2)

    Survival (4)

Traits

Traits are what really makes a *character* unique. They often inform role-play or allow a *character* to bend the normal rules of the game.

Some *traits* can only be purchased at character creation, other can only be purchased later in game, some can be purchase at either occasions.

Some traits are negative and will either be given by the *GM* due to some in-game circumstances or can be bought at *character* creation to gain some additional *background points*.

Aloof

The *character* is unfriendly and distant.

Effect

The *experience points* needed to increase *persona* and all *persona* dependant *skills* is multiplied by 1½.

Prerequisite

Persona not greater than 5.

Cost

-8 *Background points*.

Animal Whisperer

The *character* has a special affinity with animals.

Effect

Every *taming & training* test dealing with non-intelligent animals (*erudition* lower than 4) have their *MoSes* doubled.

Every *riding* test while mounting a non-intelligent animals (*erudition* lower than 4) have their *MoSes* doubled.

Every *tracking* test to track non-intelligent animals (*erudition* lower than 4) have their *MoSes* doubled.

Prerequisite

Must have at least 2 ranks in *taming & training.*

Cost

12 *experience points* from *taming & training* or 4 *background points*.

Arcane Initiate

The *character* received some instruction in *wizardry*.

Effect

The *character* can cast wizard spell.

Prerequisite

Must gain *wizardry* experience from *mentoring* or been to a wizardry academy.

Cost

8 *experience points* from *wizardry* or 8 *background points*.

Ascetic

The *character* trained themselves to go a long time without food.

Effect

Every *MoS* on a *resist hunger* test count for 2 *MoSes*.

The *character* only need 1 meal a day.

Prerequisite

2 ranks in *resist hunger*.

Cost

12 *experience points* from *resist hunger* or 4 *background points*.

Assassin

The *character* is deadly when unseen.

Effect

Whenever the *character* attack a target unaware of their presence, their attack receive +1d.

Prerequisite

Must have at least 2 ranks in *stealth*.

Cost

12 *experience points* from *stealth* or 8 *background points*.

Beast of Burden

The *character* can carry an impressive amount of weight without any penalty.

Effect

The *encumbrance limit* of the *character* is calculated as if they were one *size* bigger.

Prerequisite

Power and *constitution* greater than 7.

Cost

8 *experience points* either from *power*, *constitution* or a mix of both or 4 *background points*.

Berserker

While in combat, the *character* can enter a terrifying rage that will keep them going without fear or fatigue and ignoring pain.

Effect

While in combat, if the *character* receive damage they enter a *berserker rage*.

While in a *berserker rage* the following effects take place:

- A *character* must attack in melee the first enemy target they can on every round, if they can reach a target.

- Every *hit* scored on an attack must be used for damage.

- The player must add at least one die to their dice-pool by spending spirit points if possible.

- *Dice pools* are not limited by the number of *spirit points*.

- The *character* ignores damage effects.

At the end of a *berserker rage* the *character* will most likely be out of *spirit points* until the *spirit surge* (if they are on the winning side). The number of *spirit points* gained is doubled.

Prerequisite

Must have a *persona* and a *constitution* greater than 7 and at least 2 *ranks* in a *melee combat specialities*.

Cost

12 *experience points* from *melee combat* or 4 *background points*.

Blade Dancer

The *character* can dance while in combat, armed with a blade, creating a deadly whirlwind of sharp steel.

Effect

While in combat, the player can make a *dancing open-ended test*. For every *MoS* obtained, one die can be added to a melee attack dice-pool in the next round. The number of bonus dice then diminished by 1 per round until the *dice pool* is back to normal.

Prerequisite

At least 2 ranks in *dancing* and 1 ranks in a *melee combat specialities*.

Cost

8 *experience points* from *dancing* and 4 *experience points* from *melee combat* or 10 *background points*.

Blind

The *character* cannot see.

Effect

2 *MoSes* are subtracted from every *perception & vigilance* and *agility* based test relying on sight.

The *character* does not receive any additional penalty from low light or darkness.

Prerequisite

None.

Cost

-8 *background cost.*

Blind Sight

The c*haracter* does not rely on sight to perceive the world and do not suffer as much from darkness or blindness.

Effect

The penalty from low light are ignored.

The penalty from darkness are halved.

The penalty from blindness are halved.

This *trait* can be taken twice to completely negate the effect from darkness and blindness.

Prerequisite

At least 2 ranks in *perception & vigilance*.

Cost

12 *experience points* from *perception & vigilance* or 8 *background points*.

Born Underground

The *character* is born deep underground and is at home in such environment.

Effect

Every *spirit* loss is halved while underground but double while outside.

Prerequisite

None.

Cost

4 *background cost*.

Bound to a Dark Pact

The *character* made some dealing with some dark powers.

Effect

The *character* can cast sorcerer spell.

Prerequisite

Must summon a representative from one of the *sorcery specialities* with the *sorcery ritual summon master* (which does not require this *trait*).

Cost

4 *experience points* from *sorcery* or 8 *background points*.

Child of the Wild

The *character* is born in the wilderness and is at ease in that environment.

Effect

Every *spirit* loss is halved while in wilderness but double while in

a city.

Prerequisite

None.

Cost

4 *background points*.

Clumsy

The *character* lack dexterity.

Effect

The *experience points* needed to increase *agility* and all *agility* dependant *skills* is multiplied by 1½.

Prerequisite

Agility not greater than 5.

Cost

-8 *Background points*.

Combat Caster

The *character* is used to cast spell in difficult situations, while being threaten by enemies.

Effect

The *character* can cast spells without provoking *attack of opportunity*.

Prerequisite

Must have at least 2 *ranks* in a *melee combat speciality*.

Cost

8 *experience points* from *melee combat* or 8 *background points*.

Command of the Elements

The *character* has leant to control the elements with their mind to produce impressive effects.

Effect

The *character* can cast elementalist spells.

Prerequisite

Must be initiated with the *five death rituals* (details in the *magic* chapter) or have been to an elementalism academy.

Cost

5 *experience points* from *elementalism* or 8 *background points*.

Cool Headed

The *character* can keep a cool head when flirt with or insulted.

Effect

Taunts targeting the *character* receives -2 *MoSes*.

Tests to charm the *character* receives -2 *MoSes*.

Prerequisite

The *character* cannot lean towards *vanity*.

At least 2 ranks in *detect motive*.

Cost

12 *experience points* from *detect motive*.

Creature of the Dark

The *character* is at ease while in darkness.

Effect

Every *spirit* loss is halved while in darkness but doubled while in

bright sun.

Prerequisite

None.

Cost

4 *background points*.

Dark Vision

The *character* can see in total darkness.

Effect

Penalties due to low light or darkness is ignored.

Prerequisite

None.

Cost

Cannot be purchased.

Deaf

The *character* can not hear.

Verbal communication with the *character* is impossible.

Effect

2 *MoSes* are subtracted from every *Perception & Vigilance* test based on hearing.

Insult & intimidation and *charm & persuasion* test targeting the *character* receives -2 *MoSes*.

Prerequisite

None.

Cost

-4 *background points*.

Dynamo

The *character* can keep going longer than most people.

Effect

Every *MoSes* rolled on a *resist fatigue* test count for double.

Prerequisite

At least 2 ranks in *resist fatigue*.

Cost

12 *experience points* from *resist fatigue* or 4 *background points*.

Erudite

The *character* is well learned in *wizardry* and can prepare their spell more efficiently.

Effect

When preparing *wizardry* spell, each roll takes 15 minutes instead of 20.

Prerequisite

At least 2 ranks in *wizardry*.

Cost

12 *experience points* from *wizardry*.

Expert at it

The *character* is an expert in some fields.

Effect

When picking this trait, the player must chose a skill associated with it.

Ounce per day, the player can reroll the dice giving no *MoSes* on a test with the associated *skill*.

Prerequisite

At least 3 ranks in the associated *skill*.

Cost

16 *experience points* from the associated *skill*.

Eyes Behind the Head

The *character* has an uncanny sense of what is happening behind them.

Effect

The penalty from being attacked from the flank is ignored and the penalty from being attacked from the back is reduced by half.

Prerequisite

At least 2 ranks in *perception & vigilance*.

Cost

12 *experience points* from *perception & vigilance* or 8 *background points*.

Fast Learner

The *character* can learn new *skills* with more ease than most people.

Effect

Getting the first rank in a *skill* only cost 3 *experience points* instead of 4.

Prerequisite

None.

Cost

4 *experience points* from *erudition* and/or *sagacity* or 10 *background points*.

Fearless

The *character* is particularly brave and cold-blooded.

Effect

Every *spirit* loss and *dice pool* reduction due to fear or intimidation is halved.

Prerequisite

At least 2 ranks in *confidence & ego*. The *character* cannot lean towards *cowardice*.

Cost

12 *experience points* from *confidence & ego* or 8 *background points*.

Fearsome

The *character* presence is terrifying.

Effect

Every intimidation test receive +2 *MoSes* but charm test receive -2 *MoSes*.

Prerequisite

At least 2 ranks in *insult & intimidation*.

Cost

8 *experience points* from *insult & intimidation* or 8 *background points*.

Feeble

The *character* is sickly and of poor health.

Effect

The *experience points* needed to increase *constitution* and all *constitution* dependant *skills* is multiplied by 1½.

Prerequisite

Constitution not greater than 5.

Cost

-8 *Background points*.

Fist of Iron

The *character* punches can do a lot of damage.

Effect

The damage dice from unarmed strike is *power* instead of *power – 2*.

Prerequisite

At least 2 ranks in *Brawling*.

Cost

4 *experience points* from *power* or 10 *background points*.

Fist of Steel

The *character* punches can do an incredible amount of damage.

Effect

The damage dice from unarmed strike is *power + 2* instead of *power – 2*.

Prerequisite

Fist of Iron trait.

Cost

6 *experience points* from *power* or 5 *background points*.

Foolish

The *character* lacks common sense and good judgement.

Effect

The *experience points* needed to increase *sagacity* and all *sagacity* dependant *skills* is multiplied by 1½.

Prerequisite

Sagacity not greater than 5.

Cost

-8 *Background points*.

Glory in Combat

The *character* truly feels like glory is to be earn in combat. Defeating their enemies make them feel great.

Effect

The *spirit points* gained from a *spirit surge* are doubled.

Prerequisite

The *character* must lean towards *rashness*.

At least 2 ranks in *confidence & ego*.

Cost

12 *experience points* from *confidence & ego* or 8 *background points*.

Greed

The *character* is extremely attached to their material possession and seems to possess a sixth to protect them.

Effect

Every test to extract money or equipment from the *character*, would it be from pickpocketing, haggling, a scam or any other way, receive -2 *MoSes*.

Prerequisite

The *character* must lean towards *stinginess*.

At least 1 rank in *perception & vigilance*.

Cost

8 *experience points* from *perception & vigilance* or 8 *background points*.

Hawkeye

The *character* has a good vision and uses it to their advantage when using range weapons.

Effect

All penalties from *range increment* are reduced by 1.

Prerequisite

At least 2 ranks in a *range combat speciality*.

Cost

12 *experience points* from *range combat* or 8 *background points*.

Heat Conservation

The *character* does not suffer as much from the cold.

Effect

Cold temperature are treated as one level less severe. No temperature is frigid for the *character*.

Prerequisite

At least 2 ranks in *resist cold*.

Cost

12 *experience points* from *resist cold* or 8 *background points*.

Heat Expansion

The *character* does not suffer as much from the heat.

Effect

Hot temperature are treated as one level less severe. No temperature is blistering for the *character*.

Prerequisite

At least 2 ranks in *resist heat*.

Cost

12 *experience points* from *resist heat* or 8 *background points*.

Horned Head

The *character* has horn protruding from their head.

Effect

The *character* can use their horns to attack. This attack is made with *Brawling*. The damage dice of the horns is *power* and the type is either *bludgeoning* or *piercing*. When gaining this trait, the player must chose the type of damage the horn can do.

The horns give 1 point of *natural protection* against *cutting* and *bludgeoning*.

Helmet must be modified to accommodate the horns.

Prerequisite

None.

Cost

This *trait* cannot be purchased.

In Touch with Spirits

The *character* can contact the spirits of nature and of their ancestors.

Effect

The *character* can cast shamanism spells.

Prerequisite

Must complete a *spirit quest rituals*.

Cost

4 *experience points* from *shamanism* or *8 background points*.

Infertile

The *character* cannot procreate.

Effect

If it is known that the *character* is infertile, they receive -2 *MoSes* on charm test.

Prerequisite

None.

Cost

-2 *background cost.*

Keeper of the Old Ways

The *character knows* the ancient secret of witchcraft.

Effect

The *character* can cast witch spells.

Prerequisite

Must gain *witchcraft* experience from *mentoring*.

Cost

4 *experience points* from *witchcraft* or 8 *background points.*

Light Sleeper

The *character* sleeps with an eye open.

Effect

The penalty on *Perception & Vigilance* test due to sleeping is reduced by half.

Prerequisite

At least 2 ranks in *perception & vigilance*.

Cost

8 *experience points* from *perception & vigilance* or 4 *background points*.

Low Light Vision

The *character* can see better than most in the dark.

Effect

The penalty from *low light* and *darkness* are reduced by 1.

Prerequisite

None.

Cost

This *trait* cannot be purchased.

Lucky

Fate smiles on the *character*.

Effect

Once per day, the player can add the *MoSes* from a *luck* test to any other test.

Prerequisite

At least 1 ranks in *luck*.

Cost

12 *experience points* from *luck* or 12 *background points*.

Masochist

The *character* enjoys pain.

Effect

Every time the *character* receives a *minor injury* they gain 1 *spirit points*.

Every *MoSes* obtained on *resist pain* count for double.

Prerequisite

At least 2 ranks in *resist pain*.

The *character* must lean towards *debauchery*.

Cost

12 *experience points* from *resist pain* or 8 *background points*.

Master at It

The *character* is a master in some skills

Effect

When picking this trait, the player must chose a skill associated with it.

Ounce per day, a test made with the associated *skill* obtained 1 *MoS* for every dice showing 3, 2 *MoSes* for every dice showing 6, 3 *MoSes* for every 9, 4 *MoSes* for every 12, 5 *MoSes* for every 15 and 6 *MoSes* for every 18.

Prerequisite

At least 4 ranks in the associated *skill*.

Must have the *trait expert at it* associated with the *skill*.

Cost

20 *experience points* from the associated *skill*.

Master Brewer

The *character* is experience in the preparation of *witchcraft* spell and can do it more efficiently.

Effect

Whenever the *character* prepares *witchcraft* spells, each rolls take 15 minutes instead of 20.

Prerequisite

At least 2 ranks in *witchcraft*.

Cost

12 *experience points* from *witchcraft*.

Merrymaker

The *character* knows how to cheer up their party members.

Effect

The *spirit* gained from *merrymaking* is doubled.

Prerequisite

At lest 2 *ranks* in *arts & performance*.

Cost

8 *experience points* from *arts & performance* or 6 *background points*.

Natural Talent

The *character* is very apt at a certain *skill*.

Effect

When picking this trait, the player must chose a skill associated with it.

The cost to improve the associated *skill* is the current rank multiplied by 4, instead of the current rank +1, multiplied by 4.

Prerequisite

At least 1 rank in the associated *skill*.

Cost

4 *experience points* from the governing *attributes* of the associated *skill* or 10 *background points*.

Never Give Up

The *character* is particularly persistent when working on a task.

Effect

Once per day, while not in combat, the player can change one *first-fail rolling test* to a *step-back rolling test*.

Prerequisite

Sagacity greater than 5.

Cost

6 *experience points* from *sagacity* of 8 *background points*.

Nimble Feet

The *character* is very mobile.

Effect

Difficult terrain is considered as one degree less severe for the *character*.

Prerequisite

Agility greater than 5.

Cost

4 *experience points* from *agility* or 8 *background points*.

One-Armed

The *character* is missing an arm.

Effect

Every *power* and *agility* based roll have their *MoSes* halved.

Prerequisite

None.

Cost

-12 *background points*.

Point Blank Shooter

The *character* is used deadly with a range weapon when close.

Effect

If the *character* is at half or less the *range increment* of their weapon to their target, they receive an extra die for their attack dice pool.

Prerequisite

At least 2 ranks in a *range combat speciality*.

Cost

12 *experience points* from *range combat* or 8 *background points*.

Precise Strike

The *character* knows the best place to plant a blade to cause the most damage to a target.

Effect

Whenever the *character* rolls for damage against a grappled opponent with a *brawling* attack and a *piercing* or *cutting* weapon, the damage dice receive a +4 bonus.

Prerequisite

Must have at least 2 ranks in *brawling*.

Cost

12 *experience points* from *brawling* or 8 *background points*.

Quick Hands

The *character* can act faster than most people.

Effect

Whenever the *initiative* of the *character* is 3 or higher, they can perform 3 *actions* on their turn, one at their *initiative number*, one at 0, one at the negative of their *initiative number*.

Prerequisite

At least 2 ranks in *reflex*.

Cost

12 *experience points* from *reflex* or 10 *background points*.

Quick Hands II

The *character* can act faster than the vast majority of people.

Effect

Whenever the *initiative* of the *character* is 2 or higher, they can perform 3 *actions* on their turn, one at their *initiative number*, one at 0, one at the negative of their *initiative number*.

Prerequisite

At least 3 ranks in *reflex*.

Must have the *traits quick hands*.

Cost

16 *experience points* from *reflex*.

Quick Hands III

The *character* can act faster than practically anybody.

Effect

Whenever the *initiative* of the *character* is 1 or higher, they can perform 3 *actions* on their turn, one at their *initiative number*, one at 0, one at the negative of their *initiative number*.

Prerequisite

At least 4 ranks in *reflex*.

Must have the *traits quick hands II*.

Cost

20 *experience points* from *reflex*.

Quick Shooter

The *character* is particularly apt at shooting moving target.

Effect

On their *initiative number*, the player can declare a target they are keeping an eye on. If this target perform any action that could cause an *attack of opportunity*, the *character* can shoot at them as a reaction.

Prerequisite

At least 2 ranks in a *range combat speciality*.

Cost

12 *experience points* from *range combat* or 8 *background points*.

Racist

The *character* is extremely prejudiced against one race.

Effect

When gaining this trait the player must chose a race or sub-race.

Whenever the *character* cause a loss of *spirit* to a member of the associated race or sub-race, they gain an equivalent amount of *spirit*.

Prerequisite

None.

Cost

4 *background points*.

Regeneration

The *character* possesses a supernatural rate of regeneration.

Effect

Can make a *natural healing* test after every short rest.

MoSes obtained on all *natural healing* test are doubled.

Prerequisite

None.

Cost

This *trait* cannot be purchased.

Relentless

The *character* keeps going, even in situation that would stop most.

Effect

The *dice pool limit* is 1½ times the current number of *spirit points*.

Prerequisite

At least 2 ranks in *resist fatigue*.

Cost

12 *experience points* from *resist fatigue* or 8 *background points*.

Sadist

The *character* like to inflict pain.

Effect

Every time the *character* inflicts a *major injury* they gain 1 *spirit points*.

1 *spirit points* is gained for every *hits* on a *torture* test.

Prerequisite

At least 1 ranks in *torture*.

The *character* must lean towards *debauchery*.

Cost

12 *experience points* from *torture* or 8 *background points*.

Second Skin of Steel

The *character* is so used to wear armour that they barely feel it any more.

Effect

The *encumbrance* from the worn armour is halved.

Prerequisite

A *constitution* greater than 7 and at least 2 ranks in a *melee combat speciality* or a *range combat speciality*.

Cost

6 *experience points* from constitution or 6 *background points*.

Shield Master

The *character* learned to use a shield most effectively.

Effect

The *character* can use their *shield defence* twice per round.

Prerequisite

Must have at least 2 ranks in *1-handed swords* or *1-handed axes & maces*.

Cost

12 *experience points* from *1-handed swords* or from *1-handed axes & maces* or 8 *background points*.

Short-Sleeper

The *character* need much less sleep than the average person.

Effect

The effect of a full night of sleep are obtained after only 4 hours of sleep.

Prerequisite

At least 2 ranks in *resist fatigue*.

Cost

12 *experience points* from *resist fatigue* or 8 *background points*.

Silent Step

The *character* can move without producing any sound.

Effect

Whenever the *character* is moving stealthily, the opposing *characters* receive -1 *MoS* on their *perception and vigilance* if the *character* is in their rear.

Prerequisite

Must have at least 2 ranks in *stealth*.

Cost

8 *experience points* from *stealth* or 6 *background points*.

Slow Learner

The *character* has a hard time learning new things.

Effect

The *experience points* needed to increase *erudition* and all *erudition* dependant *skills* is multiplied by 1½.

Prerequisite

Erudition not greater than 5.

Cost

-8 *Background points*.

Spell Singer

The *character* can chant their magical incantations for greater effects.

Effect

The player can make a *singing open-ended test*. For every *MoS* obtained on that test, one die can be added to a dice-pool to cast a spell on the next round.

On the subsequent rounds, the number of bonus dice is reduced by 1 until the dice pool is back to normal.

Prerequisite

At least 2 ranks in *singing* and 1 rank in a magic *skill*.

Cost

8 *experience points* from *singing* and 4 *experience points* from a magic *skill* or 10 *background points*.

Spirit Tree

The *character* is spiritually linked to a specific tree essence.

Effect

Whenever the *character* spend a long rest in a tree of the essence they are linked to, every gain of *spirit* and health is doubled.

Prerequisite

Must be an elf.

Cost

Cannot be purchased.

Strong Grip

When the character holds on something, they don't let go easy.

Effect

1 additional *hit* is required to *disarm* the *character*.

Prerequisite

A *power* greater than 7.

Cost

6 *experience points* from *power* or 6 *background points*.

Sun Worshipper

The *character* is at ease in the sun.

Effect

Every *spirit* loss is halved while in bright sun but doubled while in darkness.

Prerequisite

None.

Cost

4 *background points*.

Terrifying Battle Cry

The *character* has developed a battle cry that can freeze the blood of their enemy.

Effect

Whenever the *character* has to roll *initiative* before entering combat, the *character* can *intimidate* an opponent. The *intimidate*

roll has its own dice-pool.

Prerequisite

Must have at least 2 ranks in *intimidate*.

Cost

12 *experience points* in *intimidate* or 8 *background points*.

Thrower

The *character* is skilled in throwing anything.

Effect

The penalty for throwing non-throwing weapon is reduced by 1.

Prerequisite

Must have at least 2 ranks in *throwing*.

Cost

8 *experience points* in *throwing* or 5 *background points*.

Thrower II

The *character* is highly skilled in throwing anything.

Effect

The penalty for throwing non-throwing weapon is reduced by 2.

Prerequisite

Must have the trait thrower.

Cost

12 *experience points* in *throwing* or 8 *background points*.

Tough

The *character* is particularly resistant to damage.

Effect

Once per combat, the *character* can ignore an injury causing 1 *injury box*.

Prerequisite

Must have at least 2 ranks in *resist pain*.

Cost

8 *experience points* from *resist pain* or 6 *background points*.

Turning to Stone

The *character's* skin is turning to stone, granting extra protection but reducing agility.

Effect

Every time the *character* heal back from being *incapacitated*, they gain +1 natural armour against *piercing* and *cutting* but their *agility* is reduced by 2.

If the *agility* of the *character* is reduced to 0, they completely turn to stone.

Prerequisite

Must be a troll.

Cost

Cannot be purchased.

Two Weapons Fighting Master

The *character* is skilled in two weapons fighting.

Effect

When the *character* does two attacks on the same initiative number with two weapons, they suffer no penalty on the second attack.

Prerequisite

Must have at least 2 ranks in *1-handed swords* or in *1-handed axes & maces*.

Cost

8 *experience points* from *1-handed swords* or *1-handed axes & maces* or 6 *background points*.

Urban

The *character* is born in the city and is at ease in that environment.

Effect

Every *spirit* loss is halved while in a city but double while in wilderness.

Prerequisite

None.

Cost

4 *background points*.

Weak

The *character* lack strength.

Effect

The *experience points* needed to increase *power* and all *power* dependant *skills* is multiplied by 1½.

Prerequisite

Power not greater than 5.

Cost

-8 *Background points*.

Witness of the Gods

The *character* witnessed a miracle or has been touched by the gods in some way.

Effect

The *character* can cast *mysticism* spell.

Prerequisite

Must have at least 2 ranks in *religions* or witnessed a miracle.

Cost

8 *experience points* from *religions* or 8 *background points*.

Zealot

The *character* is deeply religious and can connect with their gods more efficiently.

Effect

Whenever the *character* prays to gain *mysticism* favour, each roll takes 15 minutes instead of 20.

Prerequisite

At least 2 *ranks* in *mysticism*.

Cost

12 *experience points* from *mysticism*.

Virtues

The *virtues* are what define a *character's* personality. *There are 5 virtues*, each wedged between two vices; one vice for the lack of the *virtue*, the other for the excess.

Virtues are more statics than *honour* and *morality* but can change if the *character* consistently act in a way contrary to their current *virtues* rating.

Each *character* start with 5 *virtues points*. The player must spend those points to pick where their *character* stand on the scale of each of the *virtues*. Picking a vice cost 0. Picking mid-way between a vice and a *virtue* cost 1. Picking a *virtue* cost 2. Some *backgrounds* have *virtues* requirement.

Courage

Courage is being able to overcome fear.

The lack of *courage* is *cowardice*. A coward is afraid of most situations and let the fear control them.

An excess of *courage* is *rashness*. A rash *character* will run into danger without thinking of the consequences.

Coward *character* receive malus to any *confidence & ego* test to resist frightening situation or intimidation. This malus is -2 *MoSes* for *characters* on the extreme end of *cowardice* and -1 for *characters* leaning towards *cowardice*.

Cowards will also lose *spirit* when they stay in a dangerous situation. *Characters* at the extreme end of *cowardice* will lose 4 *spirit points* when unable to avoid a dangerous situation. This loss is reduced to 2 for *characters* leaning towards *cowardice*.

Rash *characters* receive malus to any *detect motive* test to resist a *taunt*. This malus is -2 *MoSes* for *characters* at the extreme end of *rashness* and -1 for *character* leaning towards *rashness*.

Rash *characters* also lose *spirit* when forced to avoid danger. *Characters* on the extreme end of *rashness* will lose 4 *spirit points* while the *characters* leaning towards *rashness* will lose only 2.

Friendliness

Friendliness is being able to threat people adequately.

The lack of *friendliness* is *surliness*. A surly *character is unnecessarily unpleasant.*

An excess of *friendliness* is *fawning*. A *fawning character* will abuse flattery and display an exaggerated affection towards most people.

Surly *character* receive malus to *charm & persuasion* test; -2 *MoSes* for *character* on the extreme end of *surliness*, -1 *MoS* for *character* leaning towards *surliness*.

Surly *character* lose *spirit* in social situation (the other members of the party do not count); 4 *spirit points* for *character* on the extreme end of *surliness* and -2 *spirit points* for *character* leaning towards *surliness*.

Fawning characters receive malus to *insult & intimidation* test; -2 *MoSes* for *characters* on the extreme end of *fawning* and -1 *MoS* for *characters* leaning towards *fawning*.

Fawning character lose *spirit* if they are deprived of social contacts. *Characters* on the extreme end of *fawning* lose 4 *spirit points* every day they do not see anybody outside of their party. *Characters* leaning towards *fawning* will lose 2 *spirit points* in such a situation.

Generosity

Generosity is about not being overly concerned or tied down to one's possession. It is not used as meaning charity.

A lack of *generosity* lead to *stinginess* and avarice. A stingy *character* will tend to needlessly cumulate wealth and hold to it.

An excess of *generosity* is *lavishness*. A lavish *character* will spend money without counting, for them and the people around them. They tend to live in the present and forget about the future.

Niggardly *characters* must make a *confidence & ego* test when losing money or material or when giving it away. The *difficulty level* for this test depend on the value of the item(s) lost and the wealth of the *character*. If the item represent roughly ⅕ of the wealth of the *character*, the *difficulty level* is 1. If the value is roughly ¼, the *difficulty level* is 2. If the value is roughly ⅓, the *difficulty level* is 3. If the value is roughly ½, the *difficulty level* is 4. If the value is more than ½ of the wealth of the *character*, the *difficulty level* is 5. *Characters* at the extreme end of stinginess lose 4 *spirit points* per missing *MoS*. *Characters* leaning towards *stinginess* lose 2 *spirit points* per missing *MoS*.

Lavish *characters* receive malus to *appraise* test and to *resist fatigue* while sleeping in poor sleeping conditions. This malus is -2 *MoSes* for *characters* at the extreme end of *lavishness* while it is -1 *MoS* for *characters* leaning towards *lavishness*.

Stingy *characters* lose *spirit* when paying full price for an item or

if they are forced to purchase something more expensive than the cheapest option (example: not getting the cheapest room in an inn). *Characters* at the extreme end of *stinginess* will lose 4 *spirit points* while those leaning towards *stinginess* will lose 2.

Lavish *characters* lose *spirit* when settling for less than the best when they purchase something form them or for someone else. Example: Not getting the fancier room in the inn of the most elaborately decorated sword from the blacksmith.

This lose of *spirit* is of 4 points for *characters* and the extreme end of *lavishness* and 2 points for *characters* leaning towards *lavishness*.

Dignity

Dignity represents the pride and self-respect of a *character*.

The lack of *dignity* is *meekness*. Meek *characters* are not self-assertive and then to let other run them over.

The excess of *dignity* is *vanity*. Vain *characters* see themselves in a very positive light and tend to think that they are a magnificent and that the world should recognize and serve them.

Meek *characters* receive malus to every *arts & performance* test. This malus is -2 for *characters* at the extreme end of *meekness* and -1 for *characters* leaning towards *meekness*.

Vain *characters* receive malus to *detect motive* to resist *charm & persuasion*. This malus is -2 for *characters* at the extreme end of *vanity* and -1 for *characters* leaning towards *vanity*.

Meek *characters* lose *spirit* when they are the centre of attention or when they have to lead. This *spirit* lose is of 4 *spirit points* for *characters* at the extreme end of *meekness* and of 2 for *characters* leaning towards *meekness*.

Vain *characters* lose *spirit* when they are ignored or when their input is rejected by the leader. This *spirit* lose is of 4 *spirit points* for *characters* at the extreme end of *vanity* and of 2 for *characters* leaning towards *vanity*.

Temperance

Temperance represents the self-control towards pleasure of the flesh, notably sex, food and alcohol.

A lack of *temperance* leads to *debauchery*. A debauched *character* will have a hard time resisting temptations.

An excess of *temperance* leads to *insensibility*. An insensitive *character* has a hard time enjoying carnal pleasures.

Debauched *characters* receive malus to *resit hunger*, *resist fatigue* and *resist pain* test. This malus is of -2 for *characters* at the extreme end of *debauchery* and -1 for *characters* leaning towards *debauchery*.

Insensitive *characters* receive malus to *charm & persuasion* and *detect motive* test. This malus is of -2 for *characters* at the extreme end of *insensitivity* and -1 for *characters* leaning towards *insensitivity*.

Debauched *characters* lose *spirit* when they spend more than 6 days without a feast, without getting drunk or without having sex.

This lose of *spirit* is of 4 points for *characters* and the extreme end of *debauchery* and 2 points for *characters* leaning towards d*ebauchery*.

Characters on the extreme end of *insensitivity* can not regain *spirit* from artistic performance, feast or intimate time. *Characters* leaning towards *insensitivity* gains only half the normal *spirit* from those source.

Finishing Touches

After picking the *skills*, *virtues*, *honour* and *morality* there is only a few details left to finish up the *character*. Those details are either based on previous decisions or don't have any mechanical incidence on play and are solely for role-play purpose.

Spending Experience Points

The skills and attributes *experience points* gained from background should be spent to gain ranks or to purchase *traits*, if the prerequisite are met.

To gain a rank in a *skill*, a player must spend a number of *experience points* equal to the current rank plus 1, times 4.

Example: To raise a *skill* from 0 to 1, the player must spend 4 *experience points* ((0+1)*4). To raise it to rank 2, an additional 8 *experience points* must be invested ((1+1)*4).

Every time a *skill* gain a rank, the controlling *attribute* gains 2 *experience points*. If there is more than one controlling *attributes*, the experience can be distributed at the player desire.

To raise an *attribute*, a player must spend an amount of *experience points* equal to the current level of the *attribute*.

After purchasing experience points, the player can go back to purchase traits.

Attributes Focus

Every *character* has one attribute on which they focus. Every dice pool for a *skill* governed by this attribute receive an extra die.

Maximum Spirit

The maximum number of *spirit points* of a *character* at creation time is equal to the sum of the *character's constitution, persona* and *sagacity*.

Every time the *character* gains a point of *constitution, persona* or *sagacity,* the maximum *spirit points* increase as well.

Some circumstances and events can change the *maximum spirit points* of the *character* and therefore break the link with the 3 *attributes.*

Maximum Encumbrance

The maximum *encumbrance* of a *character* depends on their *power,* their *constitution* and on their *size*.

Small characters have a maximum *encumbrance* equals to their *power* plus their *constitution*, multiplied by 1½.

Medium characters have a maximum *encumbrance* equals to their *power* plus their *constitution*, multiplied by 2.

Large characters have a maximum *encumbrance* equals to their *power* plus their *constitution*, multiplied by 2½.

Huge characters have a maximum encumbrance equals to their power plus their constitution, multiplied by 3.

Name

The players can pick any name for their *character*. In each race description, a list of common names for that race will be given.

GM should be free to refuse silly names or names unfit for the setting.

Gender

This has no impact on the gameplay. Players are free to pick whatever gender they want for their *characters*.

GM should feel free to impose restrictions if they feel uncomfortable with players having a *character* of the opposite gender.

Equipment

Some equipment is gained through the background choices but most will have to be bought with the money attributed by their backgrounds.

The available equipment with their associated price can be found in the adventuring book.

-Book 3-

Spells

Spells Per Skills

Elementalism

Aether
Aether Guardian

Dementia

Detect Magic

Hold Person

Inspire

Mind Reading

Read Aura

Air
Air Guardian

Chilling Breath

Control Wind

Feather Fall

Fly

Mist Form

Slashing Wind

Earth
Merge With Stone

Petrify

Pillar of Stone

Shape Stone

Stalagmites

Stone Guardian

Stone Skin

Fire
Control Fire

Create Fire

Fiery Body

Fireball

Flame Guardian

Protection from Cold

Wall of Flames

Water
Control Water

Create Water

Ice Shard

Liquefy

Protection From Fire

Water Guardian

Water Shield

Mysticism

Bless & Curse
Bane

Bless Weapon

Divine Disfavour

Divine Protection

Inspire

Mending

Protection From Good / Evil

Cure & Heal
Cure Affliction

Cure Disease

Cure Light Wound

Cure Major Wound

Cure Poison

Heal Spirit

Spells

Revive

Stop Bleeding

Divination

Detect Disease & Poison

Golden Path

Identify

Read Aura

Read Mind

Scrying

Tongue Speaking

Necromancy

Control Undead

Destroy Undead

Detect Undead

Raise Dead

Resurrection

Sphere of Death & Decay

Talk to the Dead

Retribution

Blades of God

Chilling Breath

Holy Spear

Ray of Light

Sacred Flame

Smite

Spiritual Hammer

Shamanism

Ancestors

Ancient Guardian

Ancient Inspiration

Golden Path

Identify

Message

Possession

Scrying

Beasts

Beast Form

Beast Guardian

Haste

Razor Claws

Speak with Beasts

Venom

Wings

Lakes & Rivers

Control Water

Ice Shards

Rain Dance

River from a Jug

Water Breathing

Water Shield

Watery Tunnel

Mountains & Rocks

Merge With Stone

Petrify

Pillar of Earth

Shape Stone

Stalagmites

Stone Guardian

Stone Skin

Plants & Trees

Bark Skin

Camouflage

Entangling Roots

Forest Guidance

Grasping Vines

Miraculous Growth

Tree Guardian

Sorcery

Abyssal

Planar Gate

Razor Claws

Summon Cerberus

Summon Demon

Summon Fiend

Summon Imp

Wings

Blood

Blood Dart

Blood Letting

Boiling Blood

Dominate Person

Hold Person

Life Drain

Revive

Chaos

Beast Form

Blink

Disintegrate

Mending

Regenerate

Reshape

Shatter

Death

Control Undead

Destroy Undead

Finger of Death

Plague

Putrefy

Raise Dead

Sphere of Death & Decay

The Unknown

Alter Memory

Dementia

Identify

Read Aura

Read Mind

Scrying

Telepathy

Witchcraft

Boons & Jinxes

Balm of Mental Acuity

Balm of Physical Abilities

Elixir of Motivation

Fumes of Mental Inadequacy

Fumes of Physical Deficiency

Pendant of Chance

Pin of Malchance

Charms

Brew of Convincing

Spells

Fumes of Anger

Fumes of Appeasement

Fumes of Confusion

Fumes of Terror

Love Philtre

Philtre of Bravery

Flares & Wards

Explosive Phial

Fumes of Warding Against Burning

Fumes of Warding Against Freezing

Fumes of Warding Against Good / Evil

Piercing Needles

Poisonous Fumes

Wand of Lightning

Polymorphism

Beast Form

Change Appearance

Change Into Monster

Feral Senses

Flying Vehicle

Mist Form

Razor Claws

Third Eye

Golden Path

Golden Path

Identify

Read Aura

Read Mind

Scrying

True Sight

Wizardry

Abjuration

Alarm

Anti-Magic Sphere

Armour

Barricade

Counter Spell

Detect Magic

Magic Lock

Protection Against Cold

Protection Against Curse

Protection Against Fear

Protection Against Fire

Protection Against Poison

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Arcane Mansion

Arcane Message

Conjure Beast

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Conjure Mount

Conjure Object

Create Food & Water

Entangling Roots

Flash Jump

Invisible Servant

Planar Gate

Spirit Hand

Swarm of Flies

Teleportation

Wall of Blades

Enchantment

Badger's Toughness

Bull's Strength

Cat's Grace

Charm Person

Dominate Beast

Dominate Monster

Dominate Person

Empower Weapon

Enlarge

Fearsome Aura

Fly

Fox's Wisdom

Heroic Aura

Owl's Knowledge

Peacock's Presence

Evocation

Acid Spray

Arcane Dart

Chain Lightning

Disintegration

Field of Smoke

Fireball

Flying Razors

Light

Lightning Strike

Poisonous Cloud

Ray of Frost

Ruin Object

Shockwave

Sun Blast

Unseen Punch

Illusion

Clone Image

Blur Presence

Change Appearance

Disguise Terrain

False Echo

Improved Invisibility

Invisibility

Major Illusion

Mass Disguise

Mental Voice

Minor Image

Project Speech

Silence

Vision

Zone of Silence

Spells Description

Acid Spray

The caster spit a spray of acid hitting and burning everything in a line.

Effect

> **Target:** Up to 1 per *hit*.
>
> **Range:** Close
>
> **Area of Effect:** Line, 1 metre per *hit*.
>
> **Duration:** Instantaneous.

1d6 per hit at the start of the line, reducing by 1 die per metre.

For example, a caster scoring 4 *hits* on casting will have a 4 metres spray. A character 3 metres from the caster would receive 2d6 chemical damage (4d6 at 1 metre, 3d6 at 2 metre, 2d6 at 3 metres, etc.).

Casting

Shamanism: Lakes & Rivers

> **Focus:** A phial of bog water
>
> **Casting:** 2 *MoS*

Witchcraft: Fumes & Phials

> **Preparation:** 6 MoSes
>
> **Charge:** 5
>
> **Support:** Phial

Wizardry: Evocation

> **Preparation:** 4 *MoSes*
>
> **Casting:** 1 *MoS*

Aerial Guardian

Effect

Casting

Aether Guardian

Effect

Casting

Elementalism: Aether

> **Spirit Cost:**
>
> **Casting:**

Alarm

The caster will be mentally notice if someone trespasses on a location or touch an object.

Effect

> **Target:** An object or a location.
>
> **Range:** Touch.
>
> **Area of Effect:** Sphere, 1 metre per *hit* spent to increase the radius. If the target is an object, no *hits* need to be spent on the *area of effect*.
>
> **Duration:** Depends on the number of hits spent: 1 hits for 24 hours, 2 hits for a week, 3 hits for a month, 4 hits for a year, 5 hits for a decade, 6 hits for a century, 7 hits for a millennium.

If a *character* enter the targeted location or touch the targeted object, the caster is mentally notified. If the caster is sleeping, they are awakened.
The caster can decide to exclude non sentient *character* from the alarm if they so desire.

Casting

Wizardry: Abjuration

> **Preparation:** 2 *MoSes*

> **Casting:** 1 *MoSes*

Alter Memory

The caster can change the memory of a target. This last one will believe this new memory to be completely genuine.

Effect

> **Target:** One *character*.

> **Range:** Hearing distance.

> **Area of Effect:** None.

> **Duration:** Permanent.

For every hit, 5 minutes of the target memory can be modified at the will of the caster.

Casting

Elementalism: Aether

> **Spirit Cost:** 5

> **Casting:** 4 *Moses*

Sorcery: The Unknown

> **Life Debt:** 4

> **Casting:** 4 *MoSes*

Ancient Guardian

Anti-Magic Sphere

No magic can be cast inside the sphere or penetrate the Anti-Magic Sphere.

Effect

> **Target:** Location.

> **Range:** Sight.

> **Area of Effect:** Sphere, one metre per *hit*.

> **Duration:** Concentration.

All spells cast inside the *anti-magic sphere* or entering it fails.

The caster cannot cast any other spell while maintaining the sphere.

Casting

Wizardry: Abjuration

> **Preparation:** 2 *MoSes*

> **Casting:** 1 *MoSes*

Arcane Dart

A magical dart shoot from the caster hand and automatically hit the target.

Effect

> **Target:** One *character*.

> **Range:** Sight.

> **Area of Effect:** None.

> **Duration:** Instantaneous.

For every *hit*, the arcane dart cause 1d4 piercing damage to the target.

Casting

Witchcraft: Staffs & Wands

> **Preparation:** 3 MoSes

> **Charge:** 6

> **Support:** Staff or Wand

Wizardry: Evocation

> **Preparation:** 1 *MoS*

> **Casting:** 0 *MoS*

Arcane Mansion

The caster creates a portal to a magnificent mansion where they and their ally can rest for a while.

Effect

Target: Location.

Range: Close.

Area of Effect: None.

Duration: Maintained, 6 hours per *hit*.

Nobody can enter the mansion but the people the caster desire to grant them access.

Once inside the mansion, the *characters* can eat and sleep in safety.

Casting

Wizardry: Conjuration

Preparation: 4 *MoSes*

Casting: 5 *MoSes*

Arcane Message

A script of paper is instantaneously transported to its recipient, if this one is on the same plane of existence.

Target

One *character*.

Effect

Target: One known *character*.

Range: Anywhere on the same plane.

Area of Effect: None.

Duration: Instantaneous.

For every *hit*, the message can contain one proposition. The spell can be cast before the message is written.

Casting

Wizardry: Conjuration

Preparation: 2 *MoSes*

Casting: 5 *MoSes*

Armour

A magical force surround the target and protect them from harm.

Effect

Target: One *character*.

Range: Touch.

Area of Effect: None.

Duration: 1 hour per *hit* spent on duration.

Hits can be spent to increase protection against *piercing*, *cutting* and *bludgeoning* damage by 1 per *hit*.

Mysticism: Bless & Curse

Favour: 4

Casting: 4 *MoSes*

Witchcraft: Balms & Potions

Preparation: 6 MoSes

Charge: 4

Support: Balm

Wizardry: Abjuration

Preparation: 3 *MoSes*

Casting: 2 *MoSes*

Badger's Toughness

The target become very resilient and can keep going in the harshest environment.

Effect

Target: One *character*.

Range: Touch.

Area of Effect: None.

Duration: Until the target sleeps.

For every *hit*, the target constitution is increased by 2.

Casting

Shamanism: Beast

Focus: Badger's Claw

Casting: 2 *MoSes*

Witchcraft: Balms & Potions

Preparation: 6 *MoSes*

Charge: 6

Support: Balm

Wizardry: Enchantment

Preparation: 4 *MoSes*

Casting: 2 *MoSes*

Bane

A dark energy submerge the target, making it difficult for them to act.

Effect

Target: One *character*.

Range: Sight.

Area of Effect: None.

Duration: One round per *hits*.

On the next round, the dice pool of the target is reduced by the number of hits. The target's dice pool recover one die per round until it is back to normal.

Casting

Mysticism: Bless & Curse

Favour: 2

Casting: 3 *MoSes*

Sorcery: the Unknown

Life Debt: 3

Casting: 3 *MoSes*

Witchcraft: Fumes & Phials

Preparation: 4 *MoSes*

Charge: 4

Support: Fumes

Bark Skin

The caster skin turn to a thick hard bark.

Effect

Target: One *character*.

Range: Touch.

Area of Effect;`None.

Duration: 1 hour.

The target's protection against cutting, piercing and bludgeoning is increased by 1 per *hits*.

Burning damage are increased by 1.

MoSes on stealth test made while in the forest are doubled.

Casting

Shamanism

Focus: A piece of bark

Casting: 2 MoSes

Witchcraft: Curios

Preparation: 4 MoSes

Charge: 4

Support: Wooden mask

Barricade

A wall of roots and vines raises from the ground and block the way of those stuck behind it.

Effect

Target: Location.

Range: Sight.

Area of Effect: Line, 1 metre per *hits*.

Duration: Permanent.

The wall is 1 metre thick, offer ¾ cover to those behind it and is impossible to cross.

Casting

Shamanism: Plants & Trees

Focus: Piece of tree roots

Casting: 2 *MoSes*

Wizardry: Abjuration

Preparation: 4 *MoSes*

Casting: 2 *MoSes*

Beast Form

Would it be to fight or to be inconspicuous, changing oneself into an animal can be very useful.

Effect

Target: One *character*.

Range: Touch.

Area of Effect: None.

Duration: Maintained, 1 hour per *hit*.

The target turn into an animal.

While in animal form, the caster keep their mental attributes and injury boxes but gain the skills and physical attributes of the animals they turn too. The caster cannot turn into a sentient being or in a unnatural monsters.

Casting

Shamanism: Beasts

Focus: A piece of the animal ton turn into

Casting: 2 MoSes

Witchcraft: Curios

Preparation: 4 MoSes

Charge: 6

Support: Cloak with element of the beast to turn into.

Beast Guardian

Blades of God

A mystical energy emerge from the hand of the caster, fly towards a target and slice them.

Effect

Target: One *character*.

Range: Sight.

Area of Effect: None.

Duration: Instantaneous.

The blades cause 1d6 *cutting* damage per *hit* to the target.

Casting

Mysticism: Retribution

Favour: 4

Casting: 3 *MoSes*

Bless Weapon

A weapon is imbued by divine energy and become deadlier than any normal weapon could.

Effect

Target: One weapon.

Range: Touch.

Area of Effect: None.

Duration: 1 *round* per *hit.*

Whenever the weapon cause damage, 1 dice is added.

Casting

Mysticism: Bless & Curse

> **Favour:** 2
>
> **Casting:** 1 *MoS*

Blink

The caster disappear and reappear in a flash in a different location.

Effect

> **Target:** Self.
>
> **Range:** Movement speed of the caster.
>
> **Area of Effect:** None.
>
> **Duration:** Maintained, 1 *round* per *hit*.

At the start of every turn, the caster can be instantaneously transported to a new location chosen by the caster. Moving in this way does not cause *attack of opportunity*. The new location must be no further than the *movement speed* of the caster. Obstacle and difficult terrain are ignored. Blinking use all the caster movement.

Casting

Sorcery: Chaos

> **Life debt:** 2
>
> **Casting:** 3 *MoSes*

Blood Dart

The caster turns its blood into a piercing projectile.

Effect

> **Target:** One *character*.
>
> **Range:** Sight.
>
> **Area of Effect:** None.
>
> **Duration:** Instantaneous

The caster must have at least 1 injury. The dart hits its target, causing 1d6 *piercing* damage per *hit*.

Casting

Sorcery: Blood

> **Life Debt:** 1
>
> **Casting:** 2 *MoSes*

Blood Letting

The caster can cause a *bleeding major injury* to a target to cure them from many ailments.

Effect

> **Target:** One *Character*.
>
> **Range:** Touch.
>
> **Area of Effect:** None.
>
> **Duration:** Instantaneous.

The target is cure from all poisons, curses and diseases. The target can also heal 1 *injury box* per *hit*.

Casting

Sorcery: Blood

> **Life Debt:** 1
>
> **Casting:** 2 *MoS*

Blur Presence

The caster appearance become blurry and hard to define.

Effect

> **Target:** Self.
>
> **Range:** Touch.
>
> **Area of Effect:** None.
>
> **Duration:** Maintained, 1 *round* per *hit*.

Every attack made against the caster receive -2 *MoSes*.

Casting:

Sorcery: Chaos

Life Debt: 2

Casting: 3 *MoSes*

Wizardry: Illusion

Preparation: 3 *MoSes*

Casting: 3 *MoSes*

Boiling Blood

The caster takes advantage of a bleeding wounds of the target to gain access to their blood and make it boil from the inside.

Effect

Target: One *character*.

Range: Sight.

Area of Effect: None.

Duration: Instantaneous.

The target must have at least 1 *bleeding wounds*. They receive 1d10 *burning* damage per *hit.*

Casting

Sorcery: Blood

Life Debt: 4

Casting: 2 *MoSes*

Brew of Convincing

The *character* drinking the *brew of convincing* can't help but agree with the creator of the potion.

Effect

Target: One *character.*

Range: Touch

Area of Effect: None

Duration: 1 minute per *hits*.

The drinker of the brew will agree with anything the caster says, as long as it doesn't endanger them or their ally.

The potion can be dissimulated in another drink.

Any agreement reached while under the influence of the potion will remain valid in the mind of the affected *character* even after the effect fade.

Casting

Witchcraft: Balms & Potions

Preparation: 2 *MoSes*

Charge: 3

Support: Potion

Bull's Strength

The target become very strong.

Effect

Target: One *character*.

Range: Touch.

Area of Effect: None.

Duration: Last until the target sleeps.

For every *hit*, the target's *power* is increased by 2.

Casting

Shamanism: Beast

Focus: Bull's horn

Casting: 2 *MoSes*

Witchcraft: Balms & Potions

Preparation: 6 *MoSes*

Charge: 6

Support: Balm

Wizardry: Enchantment

Preparation: 4 *MoSes*

Casting: 2 *MoSes*

Camouflage

The target skin and clothes take the appearance of the wilderness surrounding them.

Effect

Target: One *character*.

Range: Touch.

Area of Effect: None.

Duration: Maintained, 1 minute per *hit*.

The *MoSes* on every stealth roll are doubled. Must be in a natural setting.

Casting

Shamanism: Plants & Trees

Focus: Plants from the surrounding

Casting: 3 *MoSes*

Witchcraft: Curios

Preparation: 4 *MoSes*

Charge: 6

Support: Crown of vines and branches from the area.

Cat's Grace

The target become very nimble.

Effect

Target: One *character*.

Range: Touch.

Area of Effect: None.

Duration: Last until the target sleeps.

For every *hit*, the target *agility* is increased by 2.

Casting

Shamanism: Beast

Focus: Cat's Tail

Casting: 2 *MoSes*

Witchcraft: Balms & Potions

Preparation: 6 *MoSes*

Charge: 6

Support: Balm

Wizardry: Enchantment

Preparation: 4 *MoSes*

Casting: 2 *MoSes*

Chain Lightning

An electrical arc shoot from the hands of the caster and hit a number of target.

Effect

Target: One *character* per *hit*.

Range: Sight.

Area of Effect: None.

Duration: Instantaneous.

The lighting hit a target causing 1d6 burning damage per *hit*. The closest *character* from the target will receive 1d6 burning damage per *hit* minus 1. The lightning keep jumping from target to target until the number of target equals the number of *hits* and the last target receive only 1d6 damage.

Example: A wizard cast *chain lighting* and score 4 *hits*. Their first target receive 4d6 *burning* damage. The *character* the closest to this target will receive 3d6 *burning* damage. The next *character* closest to this new victim will receive 2d6 *burning* damage. The next *character* closest to this last target will receive 1d6 *burning* damage. The lighting then stop there.

A *character* can not be hit twice by the same *chain lighting*. If two or more *characters* are standing at the same distance from the target, the lighting will jump to one randomly.

Casting

Shamanism: Ancestors

Focus: A skull from an ancestor.

Casting: 4 *MoSes*

Mysticism: Retribution

> **Favour:** 5

> **Casting:** 3 *MoSes*

Witchcraft: Staffs & Wands

> **Preparation:** 6 *MoSes*

> **Charge:** 4

> **Support:** Staff

Wizardry: Evocation

> **Preparation:** 6 *MoSes*

> **Casting:** 3 *MoSes*

Change Appearance

The target takes the appearance of another person of the caster's choice.

Effect

> **Target:** One *character*.

> **Range:** Touch.

> **Area of Effect:** None.

> **Duration:** Depends on the number of *hits*; 1 minute for 1 *hit*, 1 hour for 2 *hits*, 1 day for 3 *hits*, 1 week for 4 *hits*, 1 month for 5 *hits*, 1 year for 6 *hits* or more. The spell can be dispelled at any time by the caster.

The person can be a specific individual or somebody completely made up.

Casting

Sorcery: Chaos

> **Life Debt:** 3

> **Casting:** 5 *MoSes*

Witchcraft: Curios

> **Preparation:** 5 *MoSes*

> **Charge:** 3

> **Support:** Cowl

Wizardry: Illusion

> **Preparation:** 3 *MoSes*

> **Casting:** 4 *MoSes*

Change Into Monster

The target is transformed into a monster of the caster's choice.

Effect

> **Target:** One *character*.

> **Range:** Touch.

> **Area of Effect:** None.

> **Duration:** One hour. Can be dispelled by the caster at any time.

Allowable monster to change to are *atrocities*, *fantastical beast* and *giants*. The number of *hits* must be equal or greater to the number of *injury boxes* of the monster.

Casting

Sorcery: Chaos

> **Life Debt:** 5

> **Casting:** 5 *MoSes*

Witchcraft: Curios

> **Preparation:** 5 *MoSes*

> **Charge:** 4

> **Support:** Mask of the monster

Charm Person

The target becomes very friendly and loyal to the caster and will do whatever is in their power to please the caster.

Effect

> **Target:** One *character*.

> **Range:** Hearing distance.

> **Area of Effect:** None.

> **Duration:** Permanent, details below.

The condition for the charm to be broken depend on the number of *hits* scored by the caster.

On 1 *hit*, the spell is broken if the caster demands something against the target's self-interest.

On 2 *hits*, the spell is broken if the caster demands something against the nature of the target.

On 3 *hits*, the spell is broken if the caster takes hostile actions against the ally of the target.

On 4 *hits*, the spell is broken if the caster ask the target to take hostile actions against their allies.

On 5 *hits*, the spell is broken if the caster takes hostile actions against the target.

On 6 *hits* or more, the spell can only be dispelled by magic.

Casting

Elementalism: Aether

Spirit Cost: 5

Casting: 3 *MoSes*

Sorcery: the Unknown

Life Debt: 2

Casting: 3 *MoSes*

Witchcraft: Balms & Potions

Preparation: 3 *MoSes*

Charge: 4

Support: Potion

Wizardry: Enchantment

Preparation: 4 *MoSes*

Casting: 3 *MoSes*

Chilling Breath

A cold wind is expelled from the caster mouth, causing damage to anyone in front of them, at close or mid range.

Effect

Target: Every *character* inside the *area of effect*.

Range: Close.

Area of Effect: Cone.

Duration: Instantaneous.

The targets receive 1d6 freezing damage per *hit*. The targets must do a *resist cold* test with a *difficulty level* equal to the number of *hits* on the damage roll. For every missing *MoS* their *dice pool* is reduced by 1 die, recovering 1 die per round.

Casting

Elementalism: Air

Spirit Cost: 3

Casting: 3 *MoSes*

Mysticism: Retribution

Favour: 3

Casting: 3 *MoSes*

Wizardry: Evocation

Preparation: 2 *MoSes*

Casting: 3 *MoSes*

Clone Image

Mirror images of the caster appear and are indistinguishable from the original. The images are non-material; if a *character* tries to touch an image, they will go through and the illusion is revealed. The caster can share their movement between them and their images.

Effect

Target: Self.

Range: Touch.

Area of Effect: 1 metre radius.

Duration: 1 minute.

1 image appears for every *hit*. The images will manifest in a 1-metre radius around the caster.

Casting

Wizardry: Illusion

Preparation: 3 *MoSes*

Casting: 3 *MoSes*

Conjure Beast

An animal is teleported to the caster to serve them for up to an hour.

Effect

Target: None.

Range: Touch.

Area of Effect: None.

Duration: 1 hour.

The animal to be conjured cannot have more *injury boxes* than the number of *hits*.

Casting

Shamanism: Beasts

Focus: A piece from the beast to be summoned

Casting: 2 *MoSes*

Wizardry: Conjuration

Preparation: 3 *MoSes*

Casting: 2 *MoSes*

Conjure Monster

A monster is teleported to the caster to serve them for up to an hour.

Effect

Target: None.

Range: Touch.

Area of Effect: None.

Duration: 1 hour.

The monster to be conjured cannot have more *injury boxes* than the number of *hits*.

Allowable monsters to conjure are *atrocities, fantastical beast* or *giants*.

Casting

Wizardry: Conjuration

Preparation: 5 *MoSes*

Casting: 4 *MoSes*

Conjure Mount

The caster can summon a mount of their choice.

Effect

Target: None.

Range: Touch.

Area of Effect: None.

Duration: Maintained, 2 hours per *hit*.

The mount is of any type but is not war trained.

Casting

Shamanism: Beasts

Focus: A piece from the mount to be summoned

Casting: 1 *MoSes*

Wizardry: Conjuration

Preparation: 2 *Mo*Ses

Casting: 1 *MoSes*

Conjure Object

The caster can have an object of their choice teleported to them for up to an hour.

Effect

Target: None.

Range: Touch.

Area of Effect: None.

Duration: 1 hour.

The object encumbrance can be not greater than the number of *hits*

scored.

Casting

Wizardry: Conjuration

Preparation: 2 *MoSes*

Casting: 2 *MoSes*

Control Fire

The caster can control fire, either to have it grows or to extinguish it. If the caster have the fire spread, they can control the exact location where the fire travel.

Effect

Target: A nearby source of fire.

Range: Sight.

Area of Effect: None.

Duration: Concentration.

The caster can extinguish 1 metre of fire or spread fire by 1 metre per *hit*. The caster can also have a flame lower or raise in intensity.

Casting

Elementalism: Fire

Spirit Cost: 1

Casting: 1 *MoSes*

Control Undeads

The caster gain control of surrounding undeads.

Effect

Target: Mindless undeads.

Range: Hearing distance.

Area of Effect: None.

Duration: Permanent.

For every *hit*, 2 *injury boxes* worth of mindless undeads can be controlled.

Casting

Mysticism: Necromancy

Favour: 4

Casting: 2 *MoSes*

Sorcery: Death

Life Debt: 2

Casting: 1 *MoSes*

Control Water

The caster can control water, control its flow and its temperature.

Effect

Target: Nearby water.

Range: Sight.

Area of Effect: None.

Duration: Concentration.

For every *hit*, the caster can control the flow of 1 metre cube of water. The caster can stop or accelerate the flow, change the direction, even if it goes against physics.

The caster can also change the temperature of the water; with one *hit*, they can bring tepid water to almost freezing or boiling, almost freezing to frozen, boiling to steam.

Casting

Elementalism: Water

Spirit Cost: 1

Casting: 1 *MoSes*

Shamanism: Lakes & Rivers

Focus: Small bottle half full of water

Casting: 3 *MoSes*

Control Wind

The caster can control the flow of air around them.

Effect

Target: The air around.

Range: Touch.

Area of Effect: None.

Duration: Concentration.

For every *hit*, the caster can change the speed of the wind by 10km/h. They can also change the direction of the wind b y spending 1 *hit* per cardinal direction to change (1 *hit* to change from north to east, 1 *hit* to change from east to south, etc).

Casting

Elementalism: Air

Spirit Cost: 1

Casting: 1 *MoSes*

Counter Spell

The caster can disrupt the casting of a spell by another caster.

Effect

Target: A *character* casting a spell.

Range: Sight.

Area of Effect: None.

Duration: Instantaneous.

The *hits* scored on the *counter spell* are subtracted from the *hits* cumulated by the targeted caster. If the *hits* of the targeted caster fall to 0 or below, the spell is lost.

Casting

Wizardry: Abjuration

Preparation: 4 *MoSes*

Casting: 0 *MoS*

Create Fire

The caster can create a flame in the palm of their hand.

Effect

Target: Self.

Range: Touch.

Area of Effect: None.

Duration: 1 minute per hit.

The caster can hold and control the flame without burning themself for 1 minute per *hit*. After this time, if the flame hasn't been transfer to some combustible material, the flame die.

Casting

Elementalism: Fire

Spirit Cost: 1

Casting: 1 *MoS*

Sorcery: Abyssal

Life Debt: 1

Casting: 2 *MoSes*

Create Food & Water

The caster create bread, fruits, meat and water.

Effect

Target: Location.

Range: Touch.

Area of Effect: None.

Duration: Instantaneous.

For every *hit*, one ration of food and water is created.

Casting

Mysticism: Bless & Curse

Favour: 1

Casting: 1 *MoS*

Wizardry: Conjuration

Preparation: 1 *MoS*

Casting: 3 *MoS*

Create Water

Fresh water flows from the hand of the caster.

Effect

Target: Self.

Range: Touch.

Area of Effect: None.

Duration: Instantaneous.

For every *hit*, 1 litre of fresh water is created.

Casting

Elementalism: Water

Spirit Cost: 1

Casting: 1 *MoS*

Shamanism: Lakes & Rivers

Focus: Sponge

Casting: 3 *MoSes*

Cure Affliction

The caster can cure a target from blindness, deafness or dementia.

Effect

Target: One *character*.

Range: Touch.

Area of Effect: None.

Duration: Instantaneous

One affliction can be removed for each *hit*.

Casting

Mysticism: Cure & Heal

Favour: 4

Casting: 5 *MoSes*

Witchcraft: Balms & Potions

Preparation: 6 *MoSes*

Charge: 1

Support: Potion

Cure Disease

The caster can cure any disease afflicting a target.

Effect

Target: One *character*.

Range: Touch.

Area of Effect: None.

Duration: Instantaneous.

For every *hit*, one disease can be cured.

Casting

Mysticism: Cure & Heal

Favour: 4

Casting: 5 *MoSes*

Shamanism: Plants & Trees

Focus: Therapeutic herbs (get destroyed)

Casting: 6 *MoSes*

Witchcraft: Balms & Potions

Preparation: 4 *MoSes*

Charge: 1

Support: Potion

Cure Light Wound

The caster can heal minor injury from a target.

Effect

Target: One *character.*

Range: Touch.

Area of Effect: None.

Duration: Instantaneous.

For every *hit*, the target can untick one *minor injury box*. The *injury boxes* must not be on the same line as a ticked *major injury box*.

Casting

Mysticism: Cure & Heal

> **Favour:** 2
>
> **Casting:** 3 *MoSes*

Shamanism: Plants & Trees

> **Focus:** Therapeutic herbs (get destroyed)
>
> **Casting:** 4 *MoSes*

Witchcraft: Balms & Potions

> **Preparation: 5** *MoSes*
>
> **Charge:** 3
>
> **Support:** Potion

Cure Major Wound

The caster can heal major injury from a target.

Effect

> **Target:** One *character*.
>
> **Range:** Touch.
>
> **Area of Effect:** None.
>
> **Duration:** Instantaneous.

For every *hit*, the target can untick one *major injury box* or a *bleeding* box.

Casting

Mysticism: Cure & Heal

> **Favour:** 4
>
> **Casting: 5** *MoSes*

Shamanism: Plants & Trees

> **Focus:** Therapeutic herbs (get destroyed)
>
> **Casting:** 6 *MoSes*

Witchcraft: Balms & Potions

> **Preparation:** 6 *MoSes*
>
> **Charge:** 2
>
> **Support:** Potion

Cure Poison

The caster can cure a target from a poison they have been affected with.

Effect

> **Target:** One *character*.
>
> **Range:** Touch.
>
> **Area of Effect:** None.
>
> **Duration:** Instantaneous.

The target can do a resist poison test and add the *hits* from the *cure poison* spell to their result.

Casting

Mysticism: Cure & Heal

> **Favour:** 2
>
> **Casting: 2** *MoSes*

Shamanism: Plants & Trees

> **Focus:** Therapeutic herbs (get destroyed)
>
> **Casting:** 2 *MoSes*

Witchcraft: Balms & Potions

> **Preparation: 5** *MoSes*
>
> **Charge:** 4
>
> **Support:** Potion

Dementia

The caster twists the spirit of a target.

Effect

> **Target:** One *character*.

Range: Hearing distance.

Area of Effect: None.

Duration: Maintained, 1 round per *hit*.

While demented, the target acts at random; they will move according the scatter rule and attack anything in their way, friend or foe.

Casting

Elementalism: Aether

Spirit Cost: 3

Casting: 2 *MoSes*

Shamanism: Ancestors

Focus: Skull from an ancestor

Casting: 3 *MoSes*

Sorcery: The Unknown

Life Debt: 2

Casting: 2 *MoSes*

Destroy Undead

The caster can deal damage to all surrounding undeads.

Effect

Target: Every undeads in range.

Range: Centred on the caster.

Area of Effect: Sphere, 1 metre radius per *hit*.

Duration: Instantaneous.

For every *hit*, 1d12 *burning* damage is caused to every undeads in a 1-metre radius. This damage is reduced by 1 die every metre.

Example: A caster rolls 4 hits, causing 4d12 damage to every undeads in a 1-metre radius, 3d12 to every undeads in a 2-metre radius, 2d12 to undeads in a 3-metre radius, etc.

Casting

Mysticism: Necromancy

Favour: 2

Casting: 1 *MoS*

Sorcery: Death

Life Debt: 4

Casting: 2 *MoS*

Detect Disease & Poison

The caster can sense and identify any disease or poison affecting a person or object.

Effect

Target: One *character* or object.

Range: Close.

Area of Effect: None.

Duration: Instantaneous.

If the number of *hits* is equal to the detection *difficulty level* of the disease or the poison, the caster detect there is a disease or a poison. If the number of *hits* is greater than the detection *difficulty level*, the caster identify the disease or poison.

Casting

Mysticism: Divination

Favour: 1

Casting: 2 *MoSes*

Shamanism: Plants & Trees

Focus: Burning incense.

Casting: 2 *MoSes*

Sorcery: Blood

Life Debt: 3

Casting: 2 *MoSes*

Witchcraft: Third Eye

Preparation: 2 *MoSes*

Charge: 3

Support: Any reflective or transparent surface

Detect Magic

The caster will see a glow surrounding every object imbued with magic.

Effect

> **Target:** Self.
>
> **Range:** Sight.
>
> **Area of Effect:** None.
>
> **Duration:** Maintained, 1 minute per *hit*.

The spell reveals the presence of magic but does not give information about the nature of this magic.

Casting

Mysticism: Divination

> **Favour:** 2
>
> **Casting:** 3. *MoSes*

Sorcery: The Unknown

> **Life Debt:** 1
>
> **Casting:** 3 *MoSes*

Witchcraft: Third Eye

> **Preparation:** 4 *MoSes*
>
> **Charge:** 3
>
> **Support:** Any reflective or transparent surface

Wizardry: Abjuration

> **Preparation:** 4 *MoSes*
>
> **Casting:** 3 *MoSes*

Detect Undead

The caster will sense the presence of any undead nearby.

> **Target:** Self.
>
> **Range:** Centred on the caster.
>
> Area of Effect: Sphere, 100-metres radius per *hit*.

> **Duration:** 1 minute.

The caster can feel the direction and the distance of the undeads. They also have an idea of the power level of the undeads and their numbers.

Casting

Mysticism: Necromancy

> **Favour:** 2
>
> **Casting:** 2 *MoSes*

Sorcery: Death

> **Life Debt:** 1
>
> **Casting:** 2 *MoSes*

Disguise

The target appears as somebody else of the caster choice.

Effect

> **Target:** One *character*.
>
> **Range:** Touch.
>
> **Area of Effect:** None.
>
> **Duration:** Maintained, 1 hour per *hit*.

The appearance and voice of the caster can be changed as the caster desire.

Casting

Sorcery: Chaos

> **Life Debt:** 1
>
> **Casting:** 3 *MoSes*

Witchcraft: Curios

> **Preparation:** 4 *MoSes*
>
> **Charge:** 3
>
> **Support:** A cowl

Wizardry: Illusion

> **Preparation:** 4 *MoSes*
>
> **Casting:** 3 *MoSes*

Disguise Terrain

The caster can create an illusion to have a terrain appears as something different.

Effect

>**Target:** Location
>
>**Range:** Sight
>
>**Area of Effect:** 10m³ + 10m³ per *hit* spent.
>
>**Duration:** 1 hour. 1 *hit* can be spent to increase to 1 day, 2 *hits* for 1 week, 3 *hits* for a month, 4 *hits* for a year, 5 *hits* for a decade, 6 *hits* for a century.

The illusion cannot be touched. The illusion covers sight, sound and smell.

Casting

Sorcery: The Unknown

>**Life Debt:** 1
>
>**Casting:** 3 *MoSes*

Wizardry: Illusion

>**Preparation:** 2 *MoSes*
>
>**Casting:** 2 *MoSes*

Disintegrate

A ray hit the target and cause their flesh to decay.

Effect

>**Target:** One *character*.
>
>**Range:** 10 metres + 10 metres per *hit* spent.
>
>**Area of Effect:** None.
>
>**Duration:** Instantaneous.

For every *hit* not spent to increase the range, 1d12 of *decaying* damage is caused to the target. The target can do a *reflex* roll to reduce the number of dice used for damage; for every *MoS* on that roll, one die of damage is cancelled.

Casting

Mysticism: Retribution

>**Favour:** 4
>
>**Casting:** 5 *MoSes*

Sorcery: Chaos

>**Life Debt:** 3
>
>**Casting:** 4 *MoSes*

Witchcraft: Staffs & Wands

>**Preparation:** 4 *MoSes*
>
>**Charge:** 2
>
>**Support:** Staff or wand

Wizardry: Evocation

>**Preparation:** 3 *MoSes*
>
>*Casting: 5 MoSes*

Dispel Magic

Divine Disfavour

Divine Protection

Dominate

The caster can crush the will of a target and force them to perform an action.

Effect

>**Target:** One *character*.

Range: Hearing distance.

Area of Effect: None.

Duration: Concentration.

The target of the spell can do a *confidence & ego* roll as a free action to oppose the spell.

The caster can command the target to perform an action. The command cannot have more words than the number of *hits* scored on casting. The target must obey the command.

The target must understand the language spoken by the caster.

Casting

Elementalism: Aether

Spirit Cost: 4

Casting: 3 *MoSes*

Mysticism: Bless & Curse

Favour: 4

Casting: 4 *MoSes*

Sorcery: Abyssal

Life Debt: 2

Casting: *4 MoSes*

Elixir of Motivation

Empower Weapon

The targeted weapon become much deadlier than normal.

Effect

Target: One weapon.

Range: Touch.

Area of Effect: None.

Duration: Concentration.

The weapon damage is increase by 1 per *hit*.

Casting

Mysticism: Retribution

Favour: 1

Casting: 2 *MoSes*

Sorcery: Blood

Life Debt: 1

Casting: 2 *MoSes*

Witchcraft: Curios

Preparation: 4 *MoSes*

Charge: 2

Support: A weapon

Wizardry: Enchantment

Preparation: 4 *MoSes*

Casting: 2 *MoSes*

Enlarge

The target becomes much bigger than their normal size

Effect

Target: One *character*.

Range: Touch.

Area of Effect: None.

Duration: 1 minute plus 1 minute per *hit* spent.

The target becomes one size bigger. *Hits* can be spent to make the target even bigger: 2 *hits* for two size larger, 4 *hits* for 3 size larger, 8 *hits* for 4 size larger.

Casting

Sorcery: Chaos

Life Debt: 1

Casting: 3 *MoSes*

Witchcraft: Balms & Potions

Preparation: 3 *MoSes*

Charge: 2

Support: Potion

Wizardry: Enchantment

Preparation: 2 *MoSes*

Casting: 3 *MoSes*

Entangling Roots

Roots grows from the ground and entangle every hostile characters in an area.

Effect

Target: Location.

Range: Sight.

Area of Effect: Sphere, 2 metres per *hit*.

Duration: 1 hour.

Every hostile *characters* in the area of effect of the spell have their movement speed reduced to 0. On their turn, they can make an attack against the root; if they succeed at causing 2 cutting damage to the roots, they are free but the roots still represent a medium impediment.

Shamanism: Plants & Trees

Focus: A piece of tree root

Casting: 2 *MoSes*

Explosive Phial

A small bottle that will explode upon breaking.

Effect

Target: Location or *character*.

Range: Touch.

Area of Effect: Sphere, 1 metre per *hit*.

Duration: Instantaneous

The explosion will cause 1d8 *bludgeoning* damage per *hit* at the point of impact, going down by 1 die every metre away from the centre.

A *character* caught in the radius of the explosion can do a *reflex* roll to move away from the point of impact; for every *MoS* on that roll, the *character* can move 1 metre away from the centre of the explosion.

Casting

Witchcraft: Fumes & Phials

Preparation: 3 *MoSes*

Charge: 3

Support: Phial

False Echo

Fearsome Aura

The target appears terrifying to every hostile creatures near them.

Effect

Target: One *character*.

Range: Sight.

Area of Effect: Sphere, 10 metres radius.

Duration: Maintained, one round per *hit*.

Every hostile *characters* inside the area of effect of the spell must spend one *spirit points* for every die used to preform an action against the target or for every metre moved towards the target.

Casting

Elementalism: Aether

Spirit Cost: 3

Casting: 2 *MoSes*

Mysticism: Bless & Curse

Favour: 2

Casting: 2 *MoSes*

Shamanism: Ancestors

Focus: Ashes from an ancestor (get destroyed)

Casting: 2 *MoSes*

Sorcery: The Unknown

Life Debt: 1

Casting: 2 *MoSes*

Witchcraft: Balms & Potions

Preparation: 4 *MoSes*

Charge: 3

Support: Potion

Wizardry: Illusion

Preparation: 4 *MoSes*

Casting: 2 *MoSes*

Feather Fall

The fall of a target can be slowed significantly to reduce the damage taken.

Effect

Target: One *character* plus one *character* per *hit* spent.

Range: Sight.

Area of Effect: None.

Duration: Maintained, 1 minute per *hit* spent.

The targets fall 90 metre in 1 minute. If they hit the ground during the effect of the spell, they take no damage.

Casting

Elementalism: Air

Spirit Cost: 3

Casting: 1 *MoS*

Shamanism: Beasts

Focus: A feather

Casting: 1 *MoS*

Sorcery: Chaos

Life Debt: 1

Casting: 1 *MoS*

Wizardry: Abjuration

Preparation: 4 *MoSes*

Casting: 1 *MoS*

Feral Senses

The caster sense of smell, sight and hearing are increased.

Effect

Target: Self.

Range: Touch.

Area of Effect: None.

Duration: Maintained, 1 hour per *hit* spent.

For every *hit* not spent on duration, the caster can add 1 die to every *vigilance & perception* roll.

Casting

Shamanism: Beasts

Focus: An eagle's eye, a bear's nose or a wolf's ear

Casting: 2 *MoSes*

Sorcery: Abyssal

Life Debt: 1

Casting: 2 *MoSes*

Field of Smoke

A thick black smoke fill the air, chocking every character staying in it.

Effect

Target: Location.

Range: Sight.

Area of Effect: Sphere, 3 metres plus 2 metres per *hit* plus radius, 2 metres.

Duration: Concentration.

A thick black cloud of smoke fill a sphere of 3-metres plus 2-

metres per hit. Everybody caught if that sphere is considered *chocked* (as described in the grappling rules). *Characters* inside the sphere are considered in darkness. Less thick smoke fills a radius of 2 metres around the sphere and cause low light.

Casting

Elementalism: Air

Spirit Cost: 3

Casting: 3 *MoSes*

Shamanism: Ancestors

Focus: Ash from an ancestor (get destroyed)

Casting: 3 *MoSes*

Sorcery: Abyssal

Life Debt: 1

Casting: 3 *MoSes*

Witchcraft: Fumes & Phials

Preparation: 4 *MoSes*

Charge: 3

Support: Fumes

Fiery Body

The caster body becomes engulfed by flames.

Effect

Target: Self.

Range: Touch.

Area of Effect: None.

Duration: Maintained, 2 rounds per *hit*.

The flames cause no harm to the caster but will cause burning damage to anybody else touching the caster; 1d12 burning damage if the caster is hit or hit at close range, 3d12 if the caster is grappled. While the spell is in effect, the caster is immune to burning damage.

Casting

Elementalism: Fire

Spirit Cost: 5

Casting: 2 *MoSes*

Sorcery: Abyssal

Life Debt: 2

Casting: 3 *MoSes*

Wizardry: Evocation

Preparation: 4 *MoSes*

Casting: *3* MoSes

Finger of Death

The caster borrows the power of death itself, making their touch extremely deadly.

Effect

Target: One *character.*

Range: Touch.

Area of Effect: None.

Duration: Instantaneous.

The target receive 2d20 decay damage per *hit*. The target can do a *confidence & ego* roll and subtract their *MoSes* from the damage roll. If the target is made *incapacitated* from this spell, they instantaneously die.

Casting

Mysticism: Necromancy

Favour: 6

Casting: 4 *MoSes*

Sorcery: Death

Life Debt: 4

Casting: 4 *MoSes*

Fireball

A ball of fire explode, burning everyone in the blast radius.

Effect

Target: Location.

Range: Sight.

Area of Effect: Sphere, 1 metre radius per *hit*.

Duration: Instantaneous

The fireball cause 1d12 burning damage per *hit* at the point of impact, reducing by 1 die every metre away from the centre of the sphere. Each *character* caught in the blast radius can do a *reflex* roll to move away from the centre of the explosion.

Casting

Elementalism: Fire

Spirit Cost: 4

Casting: 3 *MoSes*

Sorcery: Abyssal

Life Debt: 2

Casting: 4 *MoSes*

Witchcraft: Staffs & Wands

Preparation: 5 *MoSes*

Charge: 3

Support: Staff

Wizardry: Evocation

Preparation: 4 *MoSes*

Casting: 4 *MoSes*

Flame Guardian

Flaming Blade

The targeted blade become engulfed with fire.

Effect

Target: Any balded weapon.

Range: Touch.

Area of Effect: None.

Duration: Concentration.

Whenever *piercing* or *cutting* damage is caused with the weapon, 1 die of *burning* damage can be added to the roll. The size of the die depends on the number of *hits*: d4 for1 *hit*, d6 for 2 *hits*, d8 for 3 *hits*, d10 for 4 *hits*, d12 for 5 *hits*, d20 for 6 *hits*.

The blade also cast light around the wielder. For every *hit* the blade cast light in a 5 metres radius plus 5 metres of low light.

Casting

Elementalism: Fire

Spirit Cost: 2

Casting: 1 *MoS*

Mysticism: Retribution

Favour: 2

Casting: 2 *MoSes*

Sorcery: Abyssal

Life Debt: 2

Casting: 2 *MoSes*

Witchcraft: Curios

Preparation: 4 *MoSes*

Charge: 2

Support: Any bladed weapon

Wizardry: Enchantment

Preparation: 3 *MoSes*

Casting: 2 *MoSes*

Flash Jump

The caster can teleport in an instant to any location they can see.

Effect

Target: Self.

Range: Sight.

Area of Effect: None.

Duration: Instantaneous.

Hits have no effect.

Casting

Sorcery: Chaos

Life Debt: 1

Casting: 2

Wizardry: Conjuration

Preparation: 3 *MoSes*

Casting: 2 *MoSes*

Fly

The caster can fly freely in the air.

Effect

Target: Self.

Range: Touch.

Area of Effect: None.

Duration: Maintained, 1 round per *hit*.

While the spell is in effect, the caster can move in the air at twice their movement speed.

Casting

Elementalism: Air

Spirit Cost: 5

Casting: 3 *MoSes*

Wizardry: Enchantment

Preparation: 5 *MoSes*

Casting: 4 *MoSes*

Flying Razors

Magical blades appears from the hand of the caster and fly to hit a target.

Effect

Target: One *character*.

Range: 10 metres plus 10 metres per *hit* spent.

Area of Effect: None.

Duration: Instantaneous.

For every *hit* not spent on range, the razors cause 1d6 *cutting* damage.

Casting

Mysticism: Retribution

Favour: 1

Casting: 2 *MoSes*

Wizardry: Evocation

Preparation: 2 *MoSes*

Casting: 2 *MoSes*

Flying Vehicle

The caster can create a flying vehicle which can carry one or more people.

Effect

Target: An object which can carry at least one *character*.

Range: Touch.

Area of Effect: None.

Duration: Concentration.

1 *hit* per *character* carried is needed to take-off.

Casting

Elementalism: Air

Spirit Cost: 3

Casting: 3 *MoSes*

Sorcery: Chaos

Life Debt: 2

Casting: 4 *MoSes*

Witchcraft: Curios

> **Preparation:** 5 *MoSes*
>
> **Charge:** 1
>
> **Support:** Any object which could carry at least one *character*.

Wizardry: Enchantment

> **Preparation:** 4 *MoSes*
>
> **Casting:** 4 *MoSes*

Forest Guidance

Fox's Wisdom

The target becomes much wiser.

Effect

> **Target:** One *character*.
>
> **Range:** Touch.
>
> **Area of Effect:** None.
>
> **Duration:** Last until the target sleeps.

For every *hit*, the target's *wisdom* is increased by 2.

Casting

Shamanism: Beast

> **Focus:** Fox's tail
>
> **Casting:** 2 *MoSes*

Witchcraft: Balms & Potions

> **Preparation:** 6 *MoSes*
>
> **Charge:** 6
>
> **Support:** Balm

Wizardry: Enchantment

> **Preparation:** 4 *MoSes*

> **Casting:** 2 *MoSes*

Fumes of Anger

Every *character* caught in the fumes of anger will be overcome with an uncontrollable rage.

Effect

> **Target:** Location.
>
> **Range:** Sight.
>
> **Area of Effect:** Sphere, 1 metre per *hit*.
>
> **Duration:** 1 minute.

Every *character* starting a round in the fumes must attack the closest *characters* to them. The attack can either be made with *range combat* or *melee combat*. The player must purchase at least one die with their spirit *points* every round if possible. Their dice pool is not limited by their number of *spirit points*. No other action than *melee combat* and *range combat* can be taken. Every *hit* scored on a *melee combat* attack must be used for damage.

Casting

Witchcraft: Fumes & Phials

> **Preparation:** 4 *MoSes*
>
> **Charge:** 3
>
> **Support:** Fumes

Fumes of Appeasement

Any *characters* caught in the fumes of appeasement lose the will to fight.

Effect

> **Target:** Location.
>
> **Range:** Sight.
>
> **Area of Effect:** Sphere,1 metre per *hit*.
>
> **Duration:** 1 minute.

Every *character* starting their turn in the fumes cannot take any hostile action towards another *character*.

Casting

Witchcraft: Fumes & Phials

Preparation: 4 *MoSes*

Charge: 3

Support: Fumes

Fumes of Confusion

Any *characters* caught in the fumes of confusion will act in a disorganized manner.

Effect

Target: Location.

Range: Sight.

Area of Effect: Sphere, 1 metre per *hit*.

Duration: 1 minute.

Every *character* starting their turn in the fumes will move randomly, according to the scatter rule. If the *character* encounter an obstacle during their movement, they will finish the rest of their movement in a different random direction. If they encounter another *character* while moving, they will do a melee attack against that *character*.

Casting

Witchcraft: Fumes & Phials

Preparation: 4 *MoSes*

Charge: 3

Support: Fumes

Fumes of Mental Inadequacy

Any *character* caught in the fumes of mental inadequacy have their *erudition*, *persona* and *sagacity* reduced.

Effect

Target: Location.

Range: Sight.

Area of Effect: Sphere,1 metre per *hit*.

Duration: 1 minute.

Every *character* starting their turn in the fumes have their *erudition*, *persona* and *sagacity* reduced to 4.

Casting

Witchcraft: Fumes & Phials

Preparation: 4 *MoSes*

Charge: 3

Support: Fumes

Fumes of Physical Deficiency

Any *character* caught in the fumes of physical deficiency have their *power*, *agility* and *constitution* diminished.

Effect

Target: Location.

Range: Sight.

Area of Effect: Sphere,1 metre per *hit*.

Duration: 1 minute.

Every *character* starting their turn in the fumes have their *agility*, *power* and *constitution* reduced to 4.

Casting

Witchcraft: Fumes & Phials

Preparation: 4 *MoSes*

Charge: 3

Support: Fumes

Fumes of Terror

Any *character* caught in the fumes of terror is filled with fear.

Effect

Target: Location.

Range: Sight.

Area of Effect: Sphere, 1 metre per *hit*.

Duration: 3 rounds.

Every *character* starting their turn in the fumes lose 2 *spirit points* per *hit*. Their *dice pool* is also reduced by 1 die per *hit*. They must spend 1 *spirit point* to move 1 metre towards an hostile *character*.

Casting
Witchcraft: Fumes & Phials

Preparation: 5 *MoSes*

Charge: 4

Support: Fumes

Fumes of Warding Against Burning

No flames can burn inside the fumes of warding against burning.

Effect
Target: Location.

Range: Sight.

Area of Effect: Sphere, 1 metre per *hit*.

Duration: 1 minute.

Every non-magical flames are extinguished while in the fumes.

Every *burning damage* roll is reduced by two dies per *hit*.

Casting
Witchcraft: Fumes & Phials

Preparation: 2 *MoSes*

Charge: 2

Support: Fumes

Fumes of Warding Against Freezing

Every *character* in the fumes of warding against freezing feels surrounded by a comfortable warmth.

Effect
Target: Location.

Range: Sight.

Area of Effect: Sphere, 1 metre per *hit*.

Duration: 1 minute.

Every non-magical ice in the fumes melt.

Every *freezing damage* roll is reduced by two dies per *hit*.

Casting
Witchcraft: Fumes & Phials

Preparation: 2 *MoSes*

Charge: 2

Support: Fumes

Fumes of Warding Against Evil

Every *character* with an evil morality or leaning towards evil standing in the fumes of warding against evil is hinder in their capacity to act.

Effect
Target: Location.

Range: Sight.

Area of Effect: Sphere, 1 metre per *hit*.

Duration: 1 minutes.

Every evil character starting their turn in the fumes lose 2 spirit points per hit and have their dice-pool reduced by 2 dice per *hit*.

Characters leaning towards evil starting their turn in the fumes lose 1 *spirit point* per *hit* and have their *dice pool* reduced by 1 die per *hit*.

Casting
Witchcraft: Fumes & Phials

Preparation: 5 *MoSes*

Charge: 4

Support: Fumes

Golden Path

The caster can see a path of golden light leading them to a desired location, *character* or object.

Effect

Target: Location, familiar *character* or familiar object.

Range: Anywhere on the same plane of existence.

Area of Effect: None.

Duration: Maintained,1 hour per *hit*.

The caster can think of a location, a *character* or an object and a golden trail of light will guide them to it. For *character* and object, they must specific and the caster must be familiar with them. A caster cannot target "a guard" or "a sword" but can target a specific guard they know or a specific sword they encountered.

Casting

Elementalism: Aether

Spirit Cost: 2

Casting: 4 *MoSes*

Mysticism: Divination

Favour Cost: 2

Casting: 3 *MoSes*

Shamanism: Ancestors

Focus: The skull of an ancestor

Casting: 4 *MoSes*

Sorcery: the Unknown

Life Debt: 1

Casting: 4 *MoSes*

Witchcraft: Third Eye

Preparation: 3 *MoSes*

Charge: 6

Support: Any transparent object

Grasping Vines

Vines grow from a targeted location and is controlled by the caster. This one can use them to attack any *character* nearby.

Effect

Target: Location.

Range: Sight.

Area of Effect: Sphere, 6 metres.

Duration: Concentration.

The vines can attack *characters* inside the area of effect. The attack are of type *brawling*, are considered at *close* range and have a dice-*pool of 1 die per hit.*

Casting

Shamanism: Plants & Trees

Focus: A piece of vine

Casting: 2 *MoSes*

Haste

The target gain a supernatural speed and can move and act in a flash.

Effect

Target: One *character.*

Range: Touch.

Area of Effect: None.

Duration: One round per *hit*.

The target can act three time in a round, at their initiative number plus 2, at their initiative and at their initiative number -2. Any of those actions can be delayed. For each of those actions the target has a fresh *dice pool*. Any of those *dice pool* can be split for an additional action.

Casting

Mysticism: Bless & Curse

Favour: 3

Casting: 3 *MoSes*

Sorcery: Blood

> **Life Debt:** 1
>
> **Casting:** 3 *MoSes*

Witchcraft: Curios

> **Preparation:** 5 *MoSes*
>
> **Charge:** 3
>
> **Support:** A pair of boots

Wizardry: Enchantment

> **Preparation:** 5 *MoSes*
>
> **Casting:** 3 *MoSes*

Heal Spirit

The caster can instantly restore the spirit of a target.

Effect

> **Target:** One *character*.
>
> **Range:** Touch.
>
> **Area of Effect:** None.
>
> **Duration:** Instantaneous.

For every *hit* the target regain 5 *spirit points*.

Casting

Elementalism: Aether

> **Spirit Cost:** 2
>
> **Casting:** 2 *MoSes*

Mysticism: Cure & Heal

> **Favour:** 1
>
> **Casting:** 2 *MoSes*

Shamanism: Plants &Trees

> **Focus:** Incense (get destroyed)
>
> **Casting:** 2 *MoSes*

Sorcery: The Unknown

Life Debt: 1

> **Casting:** 3 *MoSes*

Witchcraft: Balms &Potions

> **Preparation:** 4 *MoSes*
>
> **Charge:** *4*
>
> **Support:** Potion

Heroic Aura

Every ally close to the target is inspired and perform better.

Effect

> **Target:** One *character*.
>
> **Range:** Sight.
>
> **Area of Effect:** Sphere, 2 metres per *hit*.
>
> **Duration:** 1 minute.

Every allied *character* inside the area of effect (including the target) receive 1 additional die to all their *dice pool* based on their focused ability.

Casting

Mysticism: Bless & Curse

> **Favour:** 2
>
> **Casting:** 2 *MoSes*

Shamanism: Ancestors

> **Focus:** A weapon belonging to an ancestor
>
> **Casting:** 2 *MoSes*

Sorcery: Blood

> **Life Debt:** 1
>
> **Casting:** 2 *MoSes*

Hold Person

The target cannot act and become almost paralysed.

Effect

Target: One *character*.

Range: Sight.

Area of Effect: None.

Duration: Maintained, 1 round per *hit.*

The movement speed of the target become 0. The target cannot make any action or reaction that require a roll. They can still roll for free action.

Casting

Elementalism: Aether

Spirit Cost: 4

Casting: 3 *MoSes*

Mysticism: Bless & Curse

Favour: 3

Casting: 3 *MoSes*

Sorcery: Blood

Life Debt: 2

Casting: 3 *MoSes*

Witchcraft: Staffs & Wands

Preparation: 6 *MoSes*

Charge: 5

Support: Staff or wand

Wizardry: Enchantment

Preparation: 5 *MoSes*

Casting: 3 *MoSes*

Holy Spear

A spear of light appears in the hand of the caster.

Effect

Target: Self.

Range: Touch.

Area of Effect: None.

Duration: Concentration.

The holy spear function like a normal spear but add 1 die to every *polearms* roll made with it and 1d6 *burning* damage to every damage roll. If the spear is used against undeads, the *burning* damage is 2d8 instead.

Hits have no effect.

Casting

Mysticism: Retribution

Favour: 5

Casting: 5 *MoSes*

Ice Shard

Shards of ice appears from the hand of the caster and fly towards the target.

Effect

Target: One *character*.

Range: Sight.

Area of Effect: None.

Duration: Instantaneous.

The shard cause 1d6 *piercing* damage per *hit* plus 1d6 *freezing* damage.

Casting

Elementalism: Water

Spirit Cost: 2

Casting: 2 *MoSes*

Mysticism: Retribution

Favour: 1

Casting: 3 *MoSes*

Shamanism: Lakes & Rivers

Focus: A few drops of water

Casting: 2 *MoSes*

Witchcraft: Staffs & Wands

Preparation: 4 *MoSes*

Charge: 3

Support: Staff or Wand

Wizardry: Evocation

Preparation: 4 *MoSes*

Casting: 3 *MoSes*

Identify

The caster can gain information on a magical object and learn about its nature.

Effect

Target: An object.

Range: Touch.

Area of Effect: None.

Duration: Instantaneous.

For every *hit*, one magical property is revealed to the caster.

Casting

Mysticism: Divination

Favour: 2

Casting: 4 *MoSes*

Shamanism: Ancestors

Focus: The skull of an ancestor

Casting: 4 *MoSes*

Sorcery: The Unknown

Life Debt: 1

Casting: 4 *MoSes*

Witchcraft: Third Eye

Preparation: 5 *MoSes*

Charge: 3

Support: Any transparent object.

Improved Invisibility

The target can become invisible and can act without revealing themself.

Effect

Target: One *character*.

Range: Sight.

Area of Effect: None.

Duration: Maintained, 1 round per *hit*.

Any *perception & vigilance* made to see the target receive -3 *MoSes*. Malus for dim light and darkness does not add up to this penalty.

If the invisible *character* perform a melee attack against another *character*, this last one can do a *perception & vigilance* test without any penalty as a free action. For every *hit* on this roll, the *character* knows the location of the invisible *character* for one round.

Casting

Elementalism: Air

Spirit Cost: 5

Casting: 5 *MoSes*

Sorcery: Chaos

Life Debt: 3

Casting: 5 *MoSes*

Witchcraft: Curios

Preparation: 8 *MoSes*

Charge: 3

Support: A cloak with hood

Wizardry: Illusion

Preparation: 8 *MoSes*

Casting: 5 *MoSes*

Inspire

The target of the spell is inspired and can out perform their usual self.

Effect

> **Target:** One *character*.
>
> **Range:** Hearing distance.
>
> **Area of Effect:** None.
>
> **Duration:** Until the end of the scene.

For every *hit* the target can add one *die* to one roll.

Casting

Mysticism: Bless & Curse

> **Favour:** 2
>
> **Casting:** 2 *MoSes*

Shamanism: Ancestors

> **Focus:** The skull of an ancestor
>
> **Casting:** 2 *MoSes*

Witchcraft: Fumes & Phials

> **Preparation:** 4 *MoSes*
>
> **Charge:** 3
>
> **Support:** Fumes

Wizardry: Enchantment

> **Preparation:** 4 *MoSes*
>
> **Casting:** 2 *MoSes*

Invisibility

The target becomes invisible.

Effect

> **Target:** One *character*.
>
> **Range:** Sight.
>
> **Area of Effect:** None.
>
> **Duration:** Maintained, 1 round per *hit*.

Any *perception & vigilance* made to see the target receive -3 *MoSes*. Malus for dim light and darkness does not add up to this penalty.

If the target perform an action or a reaction they are revealed.

Casting

Elementalism: Air

> **Spirit Cost:** 3
>
> **Casting:** 2 *MoSes*

Sorcery: Chaos

> **Life Debt:** 1
>
> **Casting:** 2 *MoSes*

Witchcraft: Curios

> **Preparation:** 4 *MoSes*
>
> **Charge:** 3
>
> **Support:** A cloak with hood

Wizardry: Illusion

> **Preparation:** 4 *MoSes*
>
> **Casting:** 2 *MoSes*

Invisible Servant

Life Drain

The caster can steal the life force of the target.

Effect

> **Target:** One *character*.
>
> **Range:** 2 metres.
>
> **Area of Effect:** None.
>
> **Duration:** Maintained, 1 round per *hit*.

Every round the spell is maintained, the caster cause 1d12 *decay*

damage to the target. For every 2 injuries caused in this way, the caster regain 2 *spirit points* and can untick one *injury box*.

Casting

Mysticism: Necromancy

> **Favour:** 4
>
> **Casting:** 3 *MoSes*

Sorcery: Death

> **Life Debt:** 2
>
> **Casting:** 2 *MoSes*

Light

The caster can have a light appears on an object.

Effect

> **Target:** One object.
>
> **Range:** Sight.
>
> **Area of Effect:** None.
>
> **Duration:** 1 hour per *hit*.

The object cast light in a 10 metres radius plus low light in an additional 10 metres.

Casting

Elementalism: Fire

> **Spirit Cost:** 1
>
> **Casting:** 1 *MoSes*

Mysticism: Bless & Curse

> **Favour:** 1
>
> **Casting:** 1 *MoSes*

Sorcery: Abyssal

> **Life Debt:** 1
>
> **Casting:** 1 *MoSes*

Witchcraft: Curios

> **Preparation:** 1 *MoSes*

> **Charge:** 2
>
> **Support:** Any hand held object.

Wizardry: Illusion

> **Preparation:** 1 *MoSes*
>
> **Casting:** 1 *MoSes*

Lightning Bolt

A bolt of lightning shoot from the hand of the caster and hit a target.

Effect

> **Target:** Location.
>
> **Range:** Sight.
>
> *Area of Effect: Line, 2-metres per hit*.
>
> **Duration:** Instantaneous

Every *character* caught in the line receive 1d6 *burning* damage per *hit*. *Character* wearing metal armour receive 1d8 *burning* damage per *hit* instead of d6s.

Casting

Mysticism: Retribution

> **Favour:** 3
>
> **Casting:** 3 *MoSes*

Sorcery: Abyssal

> **Life Debt:** 2
>
> **Casting:** 3 *MoSes*

Witchcraft: Staffs & Wands

> **Preparation:** 6 *MoSes*
>
> **Charge:** 3
>
> **Support:** Staff or Wand

Wizardry: Evocation

> **Preparation:** 6 *MoSes*
>
> **Casting:** 3 *MoSes*

Lightning Strike

A lightning fall from the sky and strike a target. This spell can only be used outside and can't be used under a clear sky.

Effect

Target: One *character*.

Range: Sight.

Area of Effect: None.

Duration: Instantaneous.

The target receive 1d20 *burning* damage per *hit*.

Casting

Mysticism: Retribution

Favour: 4

Casting: 5 *MoSes*

Shamanism: Ancestors

Focus: Skull of an ancestor

Casting: 5 *MoSes*

Liquefy

The target is transformed into a puddle of water.

Effect

Target: One *character*.

Range: Sight.

Area of Effect: None.

Duration: Maintained, 1 round per *hit*.

The target of the spell, while in a liquid form, can move but cannot do any other action, except if the caster turn themselves into water, they can roll to maintain the spell.

If the spell is cast against an unwilling target, the target can do a *confidence & ego* rolling test and subtract every *MoSes* from the casting roll. Ounce they are liquefied, they cannot roll anymore.

Casting

Elementalism: Water

Spirit Cost: 4

Casting: 3 *MoSes*

Shamanism: Lakes & Rivers

Focus: A piece of melting ice

Casting: 3 *MoSes*

Sorcery: Chaos

Life Debt: 2

Casting: 4 *MoSes*

Love Philtre

Any *character* drinking the love philtre will fall in love with the first person of the gender they are usually attracted too they see.

Effect

Target: One *character*.

Range: Touch.

Area of Effect: None.

Duration: 1 day for 1 *hit*, 1 week for 2 *hits*, 1 month for 3 *hits*, 1 year for 5 *hits*, 1 decade for 6 *hits*, 1 century for 7 *hits*.

The philtre can be dissimulated in a drink. The target can do a *resist poison* roll as a free action to reduce the number of *hits* they're affected by.

Casting

Witchcraft: Balms & Potions

Preparation: 5 *MoSes*

Charge: 3

Support: Potion

Magic Lock

Any container targeted by the magic lock spell cannot be opened

by any natural means.

Effect

    Target: A container.

    Range: Touch.

    Area of Effect: None.

    Duration: Permanent.

The container can be opened with the unlock spell or the dispel magic spell. The number of *hits* obtained while casting the magic lock are subtracted from the casting of those spells.

Casting

Mysticism: Bless & Curse

    Favour: 2

    Casting: 3 *MoSes*

Sorcery: Chaos

    Life Debt: 1

    Casting: 3 *MoSes*

Witchcraft: Curios

    Preparation: 5 *MoSes*

    Charge: 2

    Support: A container.

Wizardry: Enchantment

    Preparation: 5 *MoSes*

    Casting: 3 *MoSes*

Major Illusion

The caster can create an illusion which can move, make sounds and smell but can't be touched.

Effect

    Target: Location.

    Range: Sight.

    Area of Effect: Sphere, 2 metres per *hit*.

    Duration: Concentration.

The illusion must be contained inside the area of effect of the spell.

Casting

Sorcery: The Unknown

    Life Debt: 2

    Casting: 5 *MoSes*

Wizardry: Illusion

    Preparation: 6 *MoSes*

    Casting: 4 *MoSes*

Mass Disguise

The caster can transform multiple targets appearance.

Effect

    Target: One *character* per *hit* spent.

    Range: Touch.

    Area of Effect: None.

    Duration: Maintained, 1 hour per *hit* spent.

The *hits* must be shared between the number of *characters* transformed and the duration of the spell.

Every *character* has their appearance and voice changed at the desire of the caster.

Casting

Sorcery: Chaos

    Life Debt: 2

    Casting: 4 *MoSes*

Wizardry: Illusion

    Preparation: 4 *MoSes*

    Casting: 4 *MoSes*

Mending

The caster can magically repair an object.

Effect

Target: One object.

Range: Touch.

Area of Effect: None.

Duration: Instantaneous.

If the caster is trying to fix a weapon, one point of damage per *hit* is repaired. A weapon cannot become better than its original state through this process.

If the caster is trying to repair an armour, the protection from *piercing, cutting* and *bludgeoning* is restored by 1 point. An armour cannot become better than its original state through this process.

If the caster is trying to restore a different kind of object, the *GM* decide the number of *hits* required to fix the object, depending on the size of the object and it's state.

Casting

Mysticism: Cure & Heal

Favour: 2

Casting: 3 *MoSes*

Mental Voices

The caster can deliver a message mentally to one or more targeted *characters*.

Effect

Target: One *character* per *hit*.

Range: Sight.

Area of Effect: None.

Duration: Concentration.

The communication is one way; the caster can transmit a message but cannot read the mind of the targets.

Casting

Elementalism: Aether

Spirit Cost: 2

Casting: 2 *MoSes*

Sorcery: The Unknown

Life Debt: 1

Casting: 2 *MoSes*

Merge With Stone

The caster can disappear in a stone structure big enough to encompass them.

Effect

Target: Self.

Range: Touch.

Area of Effect: None.

Duration: Maintained, 1 round per *hit*.

If the caster fail to maintain the spell while inside the stone, they are pushed out and take 2d12 *bludgeoning* damage.

Casting

Elementalism: Earth

Spirit Cost: 4

Casting: 2 *MoSes*

Shamanism: Mountains & Rocks

Support: A rock with an *encumbrance* of at least 1

Casting: 2 *MoSes*

Message

The caster can magically send a message to anyone on the same plane of existence.

Effect

Target: One *character*.

Range: Anywhere on the same plane of existence.

Area of Effect: None.

Duration: Instantaneous.

The message can contain two words per *hit*.

The caster must know the recipient of the message.

Casting

Witchcraft: Curios

Preparation: 3 *MoSes*

Charge: 3

Support: A piece of paper

Wizardry: Conjuration

Preparation: 3 *MoSes*

Casting: 1 *MoSes*

Mind Reading

The caster can read the mind of the target.

Effect

Target: One *character*.

Range: 5 metres.

Area of Effect: None.

Duration: Maintained,1 round per *hit*.

The target can do a *confidence & ego* roll per round as an action to oppose the spell. As long as the caster scores hit, they can get the answer to one question per round.

Casting

Elementalism: Aether

Spirit Cost: 5

Casting: 3 *MoSes*

Sorcery: The Unknown

Life Debt: 2

Casting: 3 *MoSes*

Minor Image

The caster can create a visual illusion.

Effect

Target: Location.

Range: Sight.

Area of Effect: Sphere, 2 metres per *hit*.

Duration: Concentration.

The minor image is visual only, cannot move, has no sound or smell and cannot be touched.

The image must be contained within the area of effect.

Casting

Sorcery: The Unknown

Life Debt: 1

Casting: 2 *MoSes*

Wizardry: Illusion

Preparation: 2 *MoSes*

Casting: 1 *MoS*

Miraculous Growth

The caster can have the plants in a targeted area grow instantaneously.

Effect

Target: Location.

Range: Touch.

Area of Effect: Sphere, 1 metre per *hit* spent.

Duration: Instantaneous.

Hits can be spent to change the rate at which the plants grow; for 1 *hit* the plants grow as if one season passed, 2 *hits* give 1 year of growth, 3 *hits* give one decade, 4 *hits* give one century.

Casting

Shamanism: Plants & Trees

Focus: An acorn from an oak at least 100 years old

Casting: 1 *MoS*

Mist Form

The target is turned into mist and air.

Effect

Target: One *character*.

Range: Touch.

Area of Effect: None.

Duration: Maintained, 1 round per *hit*.

The target can decide to turn back to their regular form at any moment by spending an action.

While in mist form, the target cannot take any damage and can move through small cracks and holes. Their movement speed is 3 metres per round.

Casting

Elementalism: Air

Spirit Cost: 5

Casting: 4 *MoSes*

Sorcery: Chaos

Life Debt: 2

Casting: 5 *MoSes*

Owl's Knowledge

The target become very wise.

Effect

Target: One *character*.

Range: Touch.

Area of Effect: None.

Duration: Last until the target sleeps.

For every *hit*, the target *sagacity* is increased by 2.

Casting

Shamanism: Beast

Focus: Owl's feather

Casting: 2 *MoSes*

Witchcraft: Balms & Potions

Preparation: 6 *MoSes*

Charge: 6

Support: Balm

Wizardry: Enchantment

Preparation: 4 *MoSes*

Casting: 2 *MoSes*

Peacock's Presence

The target become very charismatic.

Effect

Target: One *character*.

Range: Touch.

Area of Effect: None.

Duration: Last until the target sleeps.

For every *hit*, the target *persona* is increased by 2.

Casting

Shamanism: Beast

Focus: Peacock's feather

Casting: 2 *MoSes*

Witchcraft: Balms & Potions

Preparation: 6 *MoSes*

Charge: 6

Support: Balm

Wizardry: Enchantment

Preparation: 4 *MoSes*

Casting: 2 *MoSes*

Pendant of Chance

The bearer of this necklace can use its power to increase their luck.

Effect

Target: One *character*.

Range: Touch.

Area of Effect: None.

Duration: Instantaneous.

The wearer's luck is increased by 2. The wearer can expend 1 charge from the necklace to add the *MoSes* from a luck roll to any other roll. When all the charges are expended, the pendant become non-magical.

Casting

Witchcraft: Curios

Preparation: 5 *MoSes*

Charge: 5

Support: A pendant

Petrify

The target is turned to stone.

Effect

Target: One *character*.

Range: Touch.

Area of Effect: None.

Duration: Permanent.

The target can do a *resist fatigue* roll as a free action every round to oppose the spell, until the spell is successful.

Casting

Elementalism: Earth

Spirit Cost: 10

Casting: 8 *MoSes*

Mysticism: Bless & Curse

Favour: 15

Casting: 10 *MoSes*

Shamanism: Mountains & Rocks

Focus: A rock with an *encumbrance* of at least 1

Casting: 8 *MoSes*

Sorcery: Chaos

Life Debt: 4

Casting: 10 *MoSes*

Philtre of Bravery

Any *character* drinking the philtre of bravery is filled with courage.

Effect

Target: One *character*.

Range: Touch.

Area of Effect: None.

Duration: Until the target sleeps.

For every *hit* one die is added to every *confidence & ego dice pool*. Every *MoS* on a *confidence & ego* roll is doubled.

Casting

Witchcraft: Balms & Potions

Preparation: 5 *MoSes*

Charge: 3

Support: Potion

Piercing Needles

A series of large needles fly from the hand of the caster towards multiple targets.

Effect

Target: Up to one per *hit*.

Range: Sight.

Area of Effect: None.

Duration: Instantaneous.

For every *hit* one needle is created and can be directed towards a target, causing 1d12 *piercing* damage. More than one needle can be sent to a single *character.*

Casting

Mysticism: Retribution

Favour: 3

Casting: 3 *MoSes*

Shamanism: Plants & Trees

Focus: A piece of rose woods

Casting: 3 *MoSes*

Pillar of Stone

The caster can make pillars of stone spur from the ground.

Effect

Target: Locations, up to one per *hit*.

Range: Sight.

Area of Effect: None.

Duration: Permanent.

For every *hit* one metre of pillar can be raised. The caster can decide to create a single pillar 1 metre tall per *hit* or to separate the *hits* between multiple pillars.

If a pillar is created under a *character*, this one can do a *reflex* roll to move away; for every *MoS* they can move one metre.

If a *character* is crushed between a pillar and the ceiling, they receive 3d12 *bludgeoning* damage.

Casting

Elementalism: Earth

Spirit Cost: 3

Casting: 3 *MoSes*

Shamanism: Mountains & Rocks

Focus: A rock with an *encumbrance* of at least 1

Casting: 4 *MoSes*

Pin of Malchance

The wearer of the pin of malchance see their luck abandon them.

Effect

Target: One *character*.

Range: Touch.

Area of Effect: None.

Duration: Permanent.

Every *luck* roll made by the wearer of the pin receive -1 *MoS* per *hit*.

The pin can be placed on a *character* without them knowing by succeeding at a *sleight of hand* test opposed by a *perception & vigilance* roll.

Casting

Witchcraft: Curios

Preparation: 2 *MoSes*

Charge: 2

Support: A small pin

Planar Gate

The caster open a gate to a different plane of existence.

Effect

Target: Location.

Range: Touch.

Area of Effect: None.

Duration: Until one *character* per *hit* passed through.

The caster must have knowledge of the destination they are trying to reach. For every *hit*, one *character* can cross the gate, in one direction or the other.

Casting

Sorcery: Abyssal

Life Debt: 4

Casting: 6 *MoSes*

Wizardry: Conjuration

Preparation: 10 *MoSes*

Casting: 6 *MoSes*

Poisonous Cloud

The caster creates a cloud of poisonous gas.

Effect

Target: Location.

Range: Sight.

Area of Effect: Sphere, 1 metre per *hit*.

Duration: 1 minute.

A *character* in the centre of the cloud will take 1d8 *poisonous* damage per *hit*. The damage is reduced by 1 die per metre away from the centre.

A *character* can avoid taking damage by holding their breath but doing so make them *choked*; every round they must make a *resist fatigue* test with a difficulty equal to the number of round they have been holding their breath. On a failure they fall unconscious.

Casting

Elementalism: Air

Spirit Cost: 2

Casting: 2 *MoSes*

Shamanism: Plants & Trees

Focus: Incense

Casting: 3 *MoSes*

Witchcraft: Fumes & Phials

Preparation: 5 *MoSes*

Charge: 4

Support: Fumes

Possession

But all the

Project Speech

Protection Against Cold

Protection Against Curse

Protection Against Fear

Protection Against Fire

Protection Against Poison

Protection Against Scrying

Protection from Cold

Razor Claws

Protection From Fire

Read Aura

Protection From Good / Evil

Read Mind

Putrefy

Regenerate

Rain Dance

Reshape

Raise Dead

Resurrection

Ray of Frost

Revive

Ray of Light

River from a Jug

Ruin Object

Silence

Sacred Flame

Slashing Wind

Sanctuary

Smite

Scrying

Speak with Beasts

Shape Stone

Sphere of Death & Decay

Shatter

Spirit Hand

Shield

Spiritual Hammer

Shockwave

Stalagmites

Stone Guardian

Swarm of Flies

Stone Skin

Talk to the Dead

Stop Bleeding

Telepathy

Summon Cerberus

Teleportation

Summon Demon

Tongue Speaking

Summon Fiend

Tree Guardian

Summon Imp

True Sight

Sun Blast

Unlock

Unseen Punch

Water Shield

Venom

Watery Tunnel

Vision

Wings

Wall of Blades

Zone of Silence

Wall of Flames

Wand of Lightning

Water Breathing

Water Guardian

-Book 4-
Adventuring

Life on the Roads

Adventurers constantly face dangers and hurdle while on the road. There can be all kinds of obstacles standing in the way of the *characters*. It can be as simple as a big tree blocking a road or a more serious problem like wide river blocking the escape from a group of strong enemies. One thing is for certain, the life on an adventurer is not one of comfort.

Encumbrance

Adventurers need a lot of things while out on the road or deep in a dungeon. Unfortunately, what one can carry is limited.

Every object has an encumbrance rating; this is a representation of how cumbersome the object is. Encumbrance represent both the weight and the size of an object.

Each *character* has an encumbrance limit; this is the amount of material they can carry without any penalty. This limit depends on the *power* and *constitution* of the *character* as well as on their *size*.

Micro characters can carry their *power* plus their *constitution*, multiplied by half.

Mini characters can carry their *power* plus their *constitution*.

Small characters can carry their *power* plus their *constitution*, multiplied by one and a half.

Medium characters can carry their *power* plus their *constitution*, multiplied by two.

Large characters can carry their *power* plus their *constitution*, multiplied by two and a half.

Huge and larger *characters* can carry their *power* plus their *constitution*, multiplied by three.

A *character* carrying between their encumbrance limit and one and a half time their encumbrance limit suffer from a 1 die malus to all their *power* and *agility* test.

A *character* carrying between one and half time and two times their encumbrance limit suffer from a 2 dice malus to all their *power* and *agility* test and have their movement speed cut in half.

A *character* carrying between two and three times their encumbrance limit have their movement speed reduced to 2 metres per round and can not do any *power* or *agility* test.

Characters cannot carry more than 3 times their encumbrance limit.

Running

There are many reasons to run while adventuring. It can be running from someone or after someone, running to charge an enemy, running to reach something in a timely manner, the circumstances for running abound.

Running is divided in 3 types depending on the size and scope of the actions.

Sprint

Sprint is for the short bursts of running happening in a round.

Sprint is done by a *running open-ended test*. For every *MoS* the *character* can add half their movement speed to their movement.

Example: A *character* with a *movement speed* of 9 metres decide to run. The player makes a *running* test and obtained 3 *successes*. The *character* can therefore move 23 metres (9 metres + (3 * 4.5 metres) = 22.5, rounded to 23 metres).

Chase

Chase is for the situations where a *character* try to catch up to another in sight and when the exact position is not that important for the gameplay.

The *GM* should give a number of *MoSes* head start for the *character* being chased. A good rules of thumb is 1 per 10 metres of distance from the character chasing. If the chased *character* start running before the chaser, the *GM* can add one *running* test to their advantage.

Once the chase is initiated, each player do a *running versus rolling test*. Every time the chased *character* scores *hits*, they increase the distance between them and the chaser. If the chaser scores *hits*, they distance is reduced.

If the chaser rolls a complete failure, they lose sight of the target and the chase is over.

If the total number of *MoSes* obtained by the chaser is equal or greater to the number of *MoSes* obtained by the chased *character* plus their head start, the chaser catch up with his target.

No *character* can make more running roll for a chase than their *constitution* score.

Pursuit

Pursuit is for the situation where a party is trying to catch up to another party without having a visual on them. Pursuit can last many hours or even days.

Pursuit is done as a *versus composed test* between the pursuer and the pursued. The pursuer makes a roll for *running*, *tracking* and *resist fatigue* and total the number of *MoSes*. The pursued roll for *navigation*, *running* and *resist fatigue*. The pursued can decide to replace both *navigation* and *running* with *stealth* if they decide to cover their tracks. If they do so, the *tracking MoSes* of the pursuer are halved.

The *GM* determines a head start for the pursued in hours.

If the pursuer's MoSes are equal to those of the pursued, the distance between the two remain the same.

If the pursuer scores *hits*, the distance between the two parties is reduced. Every *hit* allows the pursued to reduce the head start by 2 hours.

If the pursued scores *hits*, the distance is increased. Every *hit* increase the head start by 2 hours.

If the pursuer have a complete failure, they lose tracks of their target.

Climbing

When you can't go around an obstacle, nor under, nor through, going over can seem to be the solution. In order to do so you need *climbing*.

MoSes on a *climbing* test represent the distance climbed with the roll. Different types of surfaces represent different level of challenge to climb. Here are a few of the most common time of climbing and how they affect the rolls.

Tree: The *character* can climb 1 metre per *MoS*.

Rough natural cliff*:* 1 MoS is needed not to fall. For every 2 *MoSes* the *character* can climb 1 metre.

Smooth Cliff or Rough Wall*:* 1 *MoS* is needed not to fall. For every 3 *MoSes* the *character* can climb 1 metre.

Smooth Wall: 1 *MoS* is needed not to fall. For every 4 *MoSes* the *character* can climb 1 metre.

Complete failure makes the *character* fall and receive fall damage as described below.

A wet surface, strong winds or other adverse conditions can add to the number of *MoSes* needed not to fall.

Jumping

Whether a *character* wants to traverse a chasm or just want to get on top of a table quickly, jumping is bound to happen while adventuring.

Horizontal Jumping

The distance a *character* can jump horizontally depends on the movement used before the jump.

No movement used: Can jump 1 metre plus 1 metre for every 3 *MoSes*.

Half movement used: Can jump 1 metre plus 1 metre for every 2 *MoSes*.

All movement used: Can jump 1 metre plus 1 metre for every *MoS*.

All movement used plus running: Can jump 1 metre plus 1 metre for every *MoS*. Can add 1 die to the *jumping dice pool* for every *MoS* used for *running*.

Vertical Jumping

A *character* can jump vertically half a metre plus half a metre for every 3 *MoSes*.

Moving Heavy Objects

Placing heavy objects in the way of a *character* can be a good way to slow them down. Blocking a road with a big tree, lowering down a portcullis, rolling a boulder in front of the entrance of a cave, all those situations require moving heavy objects.

Lifting

A *character* can lift 45kg plus 45kg per *MoS*.

Pushing

For a flat object or an object which cannot roll, the *character* can push 45kg + 45kg per *MoS*.

For an object which can roll, the *character* can push 90kg plus 90kg per *MoS*.

Swimming

When a *character* end up in water, no test is needed to stay afloat. To move around in water with speed, a *swimming* test maybe asked by the *GM*. The *character* can move half their *movement speed* plus 1 metre per *MoS*.

If the *character* is in running water, the current might takes them in a direction at a certain number of metre per rounds. This can work for or against the *characters*.

If the *character* carry a lot of material, the *GM* can ask for a test to stay afloat. 1 *MoS* would be needed if the *character* carry more than half their *maximum encumbrance*, 2 *MoSes* if they carry more than their *maximum encumbrance*, 3 *MoSes* if they carry more than one and a half times their *maximum encumbrance*, etc.

Falling

Falling is bound to happen while adventuring. It could be from a dangerous pit trap or simply from clumsiness.

The damage taken from falling depends on the height of the fall and on the size of the creature.

For every metre fallen after the first one, one die of damage should be rolled. The type of dice to be rolled is a function of the size of the *character*:

> **Micro:** d4
>
> **Mini:** d4
>
> **Small:** d6
>
> **Medium:** d8
>
> **Large:** d10
>
> **Huge and larger:** d12

The type of damage is *bludgeoning* and is reduced by protection worn by the *character*.

Acrobatics

A falling *character* can make an *acrobatics* test to try to land and reduce damage taken. For every *MoS* on this test, the dice pool for falling damage is reduced by one.

Camping

When making camp for a long rest, a few steps are needed to have the full benefit from a good night of sleep.

Sheltering

Sheltering is preparing a camp for the night, to grant minimum comfort to the sleeping *characters*. It includes making a fire and creating a temporary shelter.

For every *MoS* on a *step-back rolling test*, one *character* can be sheltered. Every roll takes 1 hour.

Sheltered *characters* gain twice as much *spirit points* from sleeping.

Getting Food and Cooking

When sleeping in the wild, a *character* can make a *foraging & hunting step-back rolling test*. Each roll takes one hour. Every *MoS* can feed one person.

A *character* can take foraged food and make a feast out of it. For every *MoS* on a c*ooking step-back rolling test*, 2 portions of food are expended and one person is fed. Every *character* fed can make a *confidence & ego* test and regain 1 *spirit points* per *MoS*. *Hits* on the *cooking* test can be distributed amongst the participant of the feast and added to the result of their *confidence & ego* test.

Merrymaking

One or more *character* can participate in merrymaking. To do so, they roll any speciality of *arts & performance* as a *step-back rolling open-ended test*. For every *MoS*, one participant or spectator of the *merrymaking* can regain 2 *spirit points*.

Standing Guard

Camping in the wild is not always the safest thing to do. For that reason, a party will often have somebody standing guard.

At the start of a guard watch, the player must make a *perception & vigilance* test and a *resist fatigue* test. For every hour spent on watch, one *MoS* is subtracted from the *resist fatigue* or *perception & vigilance* test.

If *character* tries to sneak on the party, their *stealth* is compared to the current *perception & vigilance* of the watch.

Sleeping

This is usually the main reason to make camp. After 6 hours of

sleep, a *character* can make a *natural healing* test for every lines of injury with a difficulty *level* equals to the number of *injury boxes* ticked on that line. If the test is successful, one *injury box* on that line is unchecked. For every hit, one additional box on the same line can be unchecked.

If the *character* is uninjured (after any *natural healing* test), they can regain half their *constitution* worth of *spirit points*.

Travelling

Being on the road is generally to get somewhere.

To abstract long travel, the party can do a *navigation* test with a *difficulty level* equals to the number of days the trip should take. For every missing *MoS*, the trip takes an extra day. This test can be assisted. Circumstances can modify the *difficulty level* of this test; following a road, a stream or a coast will halve the *difficulty level* while crossing a desert or a forest will double it.

Each *character* must also do a *resist fatigue* test with a *difficulty level* equals to the actual number of days travelled. For every missing *MoS*, 2 *spirit point* is lost.

The *GM* can decide to interrupt the travel with one or more encounters.

Maps

Each map come with a precision score. If the party possesses a map of the region they are travelling in, they can add to their navigation test the precision score of the map.

Hiding and Sneaking Around

When a *character* desire to hide, a *stealth open-ended test* is made. S*tealth* tests are opposed by *perception & vigilance* tests. In case of a tie, the hidden *character* remains hidden if the opponent is not actively looking for hidden *character* but is discovered if the opponent is actively looking.

Example: A thief hiding from unaware passer-by will have the advantage and win tie. If a guard on duty then pass, the guard will have the advantage and win the tie.

If a hidden *character* try to move without being seen, the *MoS* from their *stealth* test is reduced by 1 every time they move half their *movement speed*. Once they are done moving, they can make another *stealth* test to hide in their new position if they so desire.

Example: A thief roll to hide from a guard and score 4 *MoSes*. The *GM* rolls for the guard secretly and scores 2 *MoSes*. The thief then wants to move 9 metres to a new hiding spot, their whole *movement speed*. The stealth score of the thief is therefore reduced by 2 and equals the result of the guard. Since the guard is actively looking for intruder, they win the tie. The thief is caught.

The *GM* can decide to grant environmental bonus and malus to either the *character* hiding or to those spotting them.

Extreme Weather

Adventuring can often bring *character* in location with extreme weather conditions. Being in such inhospitable environments can take a toll on the spirit of an adventurer.

The longer a *character* spends in extreme weather the more they are likely to suffer from exposure. There are 3 levels of extreme weather for cold and 3 levels for warmth.

A *character* spending a prolonged time in extreme weather must make either a *resist cold* or *resist heat* test. The *difficulty level* of this test depends on the time spent and the level of weather. The *difficulty* is cumulative. For every missing *MoS*, the *character* lose 1 *spirit point*, for every 2 missing *MoSes*, the *character* suffer a minor injury.

Cold: Below 10º Celsius; *Difficulty level* 1 per 2 hours.

Freezing: Below 0º Celsius; *Difficulty level* 1 per hour.

Frigid: Below -15º Celsius; *Difficulty level* 1 per ½ hour.

Hot: Above 30º Celsius; *Difficulty level* 1 per 2 hours.

Scorching: Above 40º Celsius; *Difficulty level* 1 per hour.

Blistering: Above 50º Celsius; *Difficulty level* 1 per ½ hour.

Example: A *character* is in cold temperature for 2 hours. They must make a test with a *difficulty level* of 1. After another 2 hours, another test is required with a *difficulty level* of 2. The temperature then drop to freezing. After 1 hour, a new test is needed with a difficulty level of 3.

Cities, Towns and Civilization

In some case, civilization represent a comforting respite, in other, it can be more dangerous than the most remote wilderness. Some *characters* will thrive in such environment while others will try to spend as little time as possible in cities and towns.

Commerce

Commerce is often the heart of civilization. Characters need gears and equipment to go on adventures and need to unload treasure they gained on previous endeavour, therefore, they will have to deal with merchants.

Appraising

Before trying to sell an object, it is useful to estimate its price. To do so, an *appraise* test is made. This test can be *assisted, halved*. The difficulty *level* for this test depends on the rarity of the objects:

Common every day items: 0 (Food items, regular clothes, farming tools, utensils, etc)

Specialised items: 1 (Weapons, armour, traps, musical instruments, etc)

Luxurious common items: 2 (Fancy clothes, decorated utensils or tools, etc)

Luxurious specialised items: 3 (Decorated weapons or armour, decorated musical instruments, etc)

Art objects: 4 (Sculpture, painting, tapestry, etc)

Identified magical items: 5 (magical weapons, magical armour, magical musical instruments, etc)

It is impossible to *appraise* an unidentified magical item. Magic user can identify a magical item with the *identify* spell.

For every missing *MoS* on an *appraise* test, the *character* underestimate the value of the object they want to sell (unless they have the greed trait which make them overestimate the price) or overestimate the value of an object they want to acquire (again, inverted if greedy).

1 missing MoS: Off by ¼

2 missing MoS: Off by ½

3 missing MoS: Off by ¾

4 or more missing MoS: Believe the object to be worthless or invaluable.

If a lot of item is to be *appraised*, the *difficulty level* is of the rarest object.

Haggling

Ounce a *character* has an idea, good or bad, of the price of an item, they can try to haggle for it. Haggling is done by a *charm & persuasion opposed test*. Each *character* must have an estimated value of the objects. The rolls will determine the final price of the transaction the two party agree upon.

In case of tie, the final price is halfway through both estimated values.

If the seller scores 1 *hit*, the final price is about ¾ towards the highest of both estimates.

If the seller scores 2 *hits*, the final price equals the highest of both estimates.

If the seller scores 3 *hits*, the final price equals 1½ time the highest estimates.

If the seller scores 4 *hits* or more, the final price equals 2 time the highest estimates.

If the buyer scores 1 *hits*, the final price is about ¾ towards the lowest of both estimates.

If the buyer scores 2 *hits*, the final price equals the lowest of both estimate.

If the buyer scores 3 *hits*, the final price equals ¾ of the lowest of both estimate.

If the buyer scores 4 *hits* or more, the final price equals ½ of the lowest of both estimates.

Although it is customary, no *character* is ever forced to haggle; they can decide to simply pay the asking price or sell for what is offered.

If more than one objects is purchased, the appraisal and the haggling should only be done ounce for the lot.

Inns

Having a comfortable bed for the night can be one of the most soothing thing after many night on the road. Having a long rest in an inn triple the amount of *spirit point* gained (half *constitution*

times 3). If the inn is particularly sumptuous, the *spirit* gained from a long rest is quadrupled.

Taverns

Spending time in a tavern, drinking, eating and singing, can be a good way for *characters* to relax and take their mind of the hardship of adventuring. One must be careful with alcohol though, abusing it will affect their *attributes*.

Alcoholic beverages does not all have the same alcohol content; it will require a different amount of different drinks to consume one portion of alcohol.

> **Beer, Cider and Ale:** ½ litre represent one portion of alcohol.

> **Wine:** ¼ litre represent one portion of alcohol.

> **Spirit:** ⅛ litre represent one portion of alcohol.

When a *character* has been drinking, whenever it is relevant to know how affected they have been, a *resist poison* test should be made. The *difficulty level* of this test is equals to the number of portion of alcohol the *character* drank. For every missing *MoS*, the *character* lose 1 points of *agility*, *power*, *erudition* and *sagacity* and gain 1 rank in *confidence & ego*. Those modifications are temporary and will disappear as the *character* sober up.

To sober up, a *character* must first stop drinking. Whenever it is relevant to know up much to sobered up, the player can roll a *resist poison* test with a *difficulty level* equals to the number of portion of alcohol consumed minus 1 per hour since the last drink. For every *hit*, the *character* regain 1 point of *agility*, *power*, *erudition* and *sagacity* and lose 1 rank of *confidence & ego*, until the effect of the alcohol are dissipated.

Example: A *character* drank 1 litres of beer and half a litre of spirit, making it 6 portions. They rolled a *resist poison* test and scored 3 *MoSes*, missing 3 to reach the *difficulty level*. Their *agility*, *power*, *erudition* and *sagacity* is reduced by 3 and their *confidence & ego* is increase by the same amount.

4 hours after the last drink, it is relevant to know how drunk the *character* is. The *difficulty* of a *resist poison* test is now 2 (6-4). They scores 3 *MoSes*, giving them 1 *hit*. The *character* regain 1 point of *agility*, *power*, *erudition* and *sagacity* and lose 1 rank of *confidence & ego*.

Pickpocketing

Sometime, acquiring something in a legitimate way is impossible or unpleasant; in those situations a *character* can try to pickpocket the holder of the desire items.

To pickpocket, a *character* must see the item to be stolen. The thief makes a *sleight of hand* test against a *perception & vigilance* test from the target. In case of a tie the target detect the attempt, unless they are being actively distracted by a third *character*.

Half the object encumbrance (rounded down) is added to the *perception & vigilance* roll of the target.

Example: A thief tries to steal a dagger from a noble. An accomplice of the thief make a scene to distract the noble, giving the advantage to the thief. The noble rolls *perception & vigilance* and obtained 2 *MoSes*. The dagger has an encumbrance of 1 and ½ rounded down equals 0 so, no bonus is added. The thief must roll 2 or more *MoSes* on a *sleight of hand* test to be successful. They roll 1 *MoS*; the thief get caught!

Picking Locks

Locks are made to keep people out, but they can't keep everybody out, there will always be those who can pick locks.

Every lock has a difficulty level associated with them.

> **Easy locks:** Between 1 and 5

> **Moderate locks:** Between 6 and 10

> **Hard locks:** Between 11 and 15

> **Extreme locks:** Over 16

To pick a lock, a *character* must make a *sleight of hand first-fail rolling test* against the *difficulty level* of the lock. Each roll take 1 round.

A *character* must have a lockpick to attempt to pick a lock. In case of a *complete failure* on one of the rolls, the lockpick breaks.

Diseases

Cities, with their high population density, are the perfect environment for the spread of diseases.

When exposed to a contagious disease, a *character* must make a *natural healing* test to resist contracting this disease. The *difficulty level* depend on the disease. It is noted as the *contagiousness*.

If the test is failed, the *character* become afflicted by the disease. When suffering from a disease, a *character* can do a *natural healing step-back rolling test* with one roll per day to try to recover from the disease. An ally can assist the recovery with *medicine* test. The *MoSes* are added to the *natural healing* test. Each *medicine* roll take one hour. Only one roll per day can be made. The *difficulty level* to recover from the disease is noted as *recovery*.

Flu

The flu is a very common disease. Most of the time the flu is not too serious but it will drain the spirit of a *character*.

> **Contagiousness:** 4
>
> **Recovery:** 21
>
> **Detection difficulty:** 1
>
> **Effect:** The *character* cannot recover *spirit* from sleeping. All other *spirit* recovery is halved.

Leprosy

A terrible disease causing muscle atrophy, skin insensitivity, blindness and decay of the cartilaginous tissue. The symptom of the disease takes years but the symptom are irreversible through natural means.

> **Contagiousness:** 1
>
> **Recovery:** Once contracted, there is no recovery.
>
> **Detection difficulty:** 1
>
> **Effect:** Every *resist pain* and *insult & intimidation* test have their *MoSes* doubled. *Charm & persuasion* test have their *MoSes* halved. Every year, the *agility* and *power* of the *character* are reduced by 1. Every year, the *character* must do a *natural healing* test with a *difficulty level* of 1. In case of a failure on this test, the *character* becomes blind.

Plague

Known as the black death, the plague can decimate a city in a matter of weeks.

> **Contagiousness:** 5
>
> **Recovery:** 25
>
> **Detection difficulty:** 3

> **Effect:** At the start of every day, one *injury box* must be ticked. Every *natural healing* test to recover from injuries have their *MoSes* halved.

Pox

The pox main negative effect is the itchy blisters covering the bodies.

> **Contagiousness:** 2
>
> **Recovery:** 15
>
> **Detection difficulty:** 1
>
> **Effect:** Every *charm & persuasion* test have their *MoSes* halved. Every non constitution based *rolling test* receive -1 *MoS* on every roll.

Syphilis

A sexually transmitted disease, the syphilis will overtime drive a *character* insane.

> **Contagiousness:** 3, must have sexual intercourse with a carrier.
>
> **Recovery:** Once contracted, there is no recovery.
>
> **Detection difficulty:** 5
>
> **Effect:** Every *erudition, persona* and *sagacity* based test receive -1 *MoS* for every year the *character* has been afflicted with syphilis.

Poison

When a *character* want to cause harm to someone but would rather avoid direct confrontation, they can use poison.

A poisoned *character* can do a *resist poison step-back rolling test* to shrug off the effect. Each poison have a *frequency* at which the target can roll for their *resist poison* test and where the effect is going to be applied. Each poison also have a *difficulty level* to be attained to shrug it off.

For example, a *character* is poisoned with slow acting poison with a *frequency* of 1 day and a *difficulty level* of 8. After 1 day of the poison being administrated, the *character* makes a *resist poison* test and scored 3 *MoSes*. Since the *difficulty level* is not met, the effect of the poison is applied. The next day, the *character* gets to roll again and score 2 *MoSes*, for a total of 5. Still, the *difficulty level* is not met so the effect is applied a second time. On the third day, the *character* rolls 3 *MoSes*, for a total of 8. The *difficulty*

level is met, the poison lose its effectiveness.

Poison can be administrated orally or through the bloodstream, usually by coating a blade.

Long Boiled Slug Spit

This fast acting poison will make the target feels nauseous and tired.

>**Frequency:** 1 round

>**Recovery:** 6

>**Detection difficulty:** 2

>**Effect:** -2 *spirit points*.

Strangler

This unreliable poison will prevent a *character* from breathing and drop them dead without leaving any trace.

>**Frequency:** 1 hours

>**Recovery:** 9

>**Detection difficulty:** 5

>**Effect:** Can roll 1d4 for every hour the poison has been administrated. If 1 *MoS* is scored, the *character* choke to death. Losses are added to the *recovery* of the victim.

Black Bile

This poison will have its target die slowly in a painful death.

>**Frequency:** 1 hours

>**Recovery:** 20

>**Detection difficulty:** 1

>**Effect:** Receive 1d8 poisonous damage.

Mind Veil

This poison target the mind of the victim, making their brain completely non-functional.

>**Frequency:** 1 day

>**Recovery:** 12

>**Detection difficulty:** 4

>**Effect:** *Erudition*, *persona* and *sagacity* are reduced by 2.

Constrictor

This poison have the muscles of the target contract and become hard as rock.

>**Frequency:** 1 hour

>**Recovery:** 15

>**Detection difficulty:** 3

>**Effect:** *Agility* and *Power* are reduced by 2.

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Delving into Caves and Dungeons

Whether it is to find long-lost treasure or to fight some villains and monster who took residence there, adventurers are often drawn to all kind of deep caves and forgotten ruins.

Low Light and Darkness

Being in low light or in darkness can be a factor in many situations, from fighting to simply finding your way.

Characters are considered in low light if they are outside at night on a full night moon, if they are in a cave with a candle, or in similar situations.

Characters are considered in darkness if they are outside, on a cloudy moonless night, in a cave without a light or in similar situations.

Every test relying on sight made while in low light receive -1 *MoS*. This malus is increased to -2 *MoSes* if in darkness.

Torches, Lanterns and Candles

When venturing in the dark, it is a good idea to bring a light source. Each type of light source have their own characteristic.

> **Candles:** Typical candles last for 5 hours and give low light to up to a 5-metres radius. They are blown out fairly easily and can't stay lit in the rain.

> **Torches:** They last for about 1 hours and give light to a radius of 5 metres and low light for an additional 5 metres. They cannot stay lit in heavy rain.

> **Lantern:** Lantern last for up to 5 hours. They function on oil and can be recharged. They give light to a radius of up to 5 metres plus an additional 5 metres of low light.

> **Bullseye Lantern:** Bullseye lantern last for up to 5 hours. They function on oil and can be recharged. They emit a cone of light 10 metres long plus an additional 5 metres of low light.

Traps

When locks are not enough, traps can be used to punish would be intruders.

Every laid traps come with three *difficulty level*; the first one is to detect the trap, the second one to understand it and the last to disarm it.

Spotting Traps

Traps can be spotted by a *perception & vigilance* test against the *detection difficulty* of the trap. This *difficulty* often comes from a *stealth* test from the person who laid the trap. If the *character* is actively looking for a trap, they have the advantage, if not, on a tie they fail to detect the trap. This *perception & vigilance* test is not a free action; if the *character* is doing something else requiring a roll, the number of dice used is subtracted from the *perception & vigilance* roll.

Disarming Traps

Once a trap is detected, a *character* can try to disarm it. They must first understand the trap. To do, they must roll a *mechanics step-back rolling test* against the trap's *complexity*. Each roll takes one round.

Once they understood the trap, they can actually try to disarm it. Each trap has a way of being disarmed; the *skill* to be used and the *difficulty level* will be detailed in the trap description. The disarm process is always a *first-fail rolling test*. In case of failure, the trap is sprung and get the *character* trying to disarm it.

Pit Trap

A simple hole in the ground covered with leaves and branches or frail planks of wood.

> **Detection:** *Stealth* -1 *MoS*

> **Complexity:** 0

> **Disarm:** *Lifting & pushing, difficulty level* 6

> **Effect:** To be effective, the trap must be at least 1 metres deep. Any *character* falling inside suffer fall damage.

> Spike can be placed at the bottom of the pit, doubling the number of dice rolled for damage and changing the type to *piercing*.

Bear Trap

Steel toothed jaws that will bite anyone stepping on them.

> **Detection:** *stealth*

> **Complexity:** 2

> **Disarm:** *Sleight of hand, difficulty level* 3

Effect: The *character* receive 2d8 *piercing damage*. If the bear trap is linked to a chain, the *character* is restrained by this chain.

Spring Propelled Darts

Dissimulated in small hole in a wall, statue or furniture, those darts will automatically be shot at any *character* triggering the trap.

Detection: *Stealth*

Complexity: 6

Disarm: *Sleight of hand*, *difficulty level* 6

Effect: Darts fly in direction of the *character* triggering the trap. This has the effect of a range attack against the character. The attack is of 3d8, any *hits* cause 1d6 *piercing* damage.

Poisonous Needle

Hidden directly in a lock, the poisonous needle will stab anyone trying to pick the lock without disabling the trap first.

Detection: 4

Complexity: 8

Disarm: *Sleight of hand*, *difficulty level* 8

Effect: The needle prick the *character* triggering the trap and inflict them with a poison, most often the black bile.

Moving Walls

Once triggered, this trap will make the walls a room move towards each other, eventually crushing anyone in the room.

Detection: *Stealth*

Complexity: 3

Disarm: 6

Effect: Ounce the trap is sprung, all the door of the room get locked and the wall start moving at a speed of 1 metre per round. Ounce the wall start moving, it is too late to disarm the trap. At this point, the only hope of the *characters* is to unlock one of the door and escape.

Narrow Bridges and Ledges

Getting around in a cave or a dungeon in ruined is not always a simple affair. Deep chasm, wild river, pungent ooze or flowing lava can all be found in those inhospitable environments. To avoid or cross those obstacles, adventurers sometime have no better option than a narrow bridge or ledge.

To move on such a narrow surface, an *acrobatics first-fail rolling test* is required. For every *MoS* on this test, the *character* can move 1 metre. In case of the failure, the *character* falls. Each roll takes 1 round.

A wet or slippery surface will subtract 1 *MoS* per roll.

Equipment

Adventuring is a risky business and one would be a fool to undertake such an occupation without the proper equipment.

One can never know for sure what will be needed while questing, there are some staples you should never venture without but there is only so much that can be carried; choices have to be made.

Weapons

Even if one hope to never have to use it, it would be unwise to adventure without at least one weapon.

Balanced Knife

Carrying a knife is useful in so many situations, a balanced knife has the advantage of being easily thrown.

Skill: *Brawling* / *Throwing*

Range: Close / Far (5m)

Damage: *Power + 2*

Damage Type: *Piercing* / *Cutting*

Encumbrance: 1

Price: 1sp 2cp

Bayonet

A spike fitted at the end of a musket used when out of ammo or when forced to melee combat.

Skill: *Polearms*

Range: *Medium*

Damage: *Power + 2*

Damage Type: *Piercing*

Encumbrance: 1

Price: 5sp

Blunderbuss

Invented by the goblins, these firearms sacrifice accuracy for reloading speed.

Skill: Crossbows *& Firearms (Agility)* -1 *MoS*

Range: Far (15m)

Damage: d20

Damage Type: *Piercing*

Encumbrance: 7

Special: Fine Motor Reload (1/1), Unreliable

Price: 2gp

Buckler

The smallest of shield, bucklers are a good choice for the adventurers desiring some protection without taking on too much encumbrance.

Skill: *1-handed swords* / *1-handed axes & maces*

Range: Close

Damage: *Power*

Damage Type: *Bludgeoning*

Encumbrance: 2

Special: Shield Defence (1)

Price: 10sp

Club

A simple large piece of hardwood, probably the oldest weapon ever designed, still in use today by people with little means.

Skill: *1-handed axes & clubs*

Range: Medium

Damage: *Power + 2*

Damage Type: *Bludgeoning*

Encumbrance: 7

Price: 5cp

Daggers and Knife

Carrying a knife or a dagger is very common. Those tools have a thousand and one utility, one of them being a weapon. Include roundel daggers, hunting knives, bollock daggers, tanto, etc.

Skill: *Brawling*

Range: Close

Damage: *Power + 2*

Damage Type: *Piercing* / *Cutting*

Encumbrance: 1

Price: 1sp

Firearms Stock

The butt-end of a firearm can be used as a bludgeoning weapon when forced to fight in melee.

Skill: *Polearms*

Range: Medium

Damage: *Power* + 2

Damage Type: *Bludgeoning*

Encumbrance: N/A

Price: N/A

Flail

Evolved from a farming tool, the flail found its place on the battlefield as specialized anti-armour weapon.

Skill: *1-handed axes & maces*

Range: Medium

Damage: *Power* + 6

Damage Type: *Bludgeoning*

Encumbrance: 6

Special: Dangerous weapon

Price: 2gp

Great Sword

Over 2 metres long, those huge blades are more polearms than swords.

Skill: *Polearms* / *2-handed swords* -1d

Range: Medium / Long

Damage: *Power* + 6

Damage Type: *Piercing* / *Cutting*

Encumbrance: 8

Special: 2-Handed

Price: 1gp 15sp

Heavy Crossbow

Those very powerful crossbow are so strong that they cannot be reloaded by hand; a windlass is needed to pull the string back. This make them very slow to operate but their deadliness

compensate.

Skill: *Crossbows & firearms (Agility)*

Range: Far (50m)

Damage: d20

Damage Type: *Piercing*

Encumbrance: 12

Special: Fine Motor Reload (1,1), 2-Handed

Price: 2gp

Javelin

A light pole with a sharp iron spike on one end, javelins are made to be thrown at a target.

Skill: *Thrown* / *Polearms* - 1d

Range: Medium / Far (10m)

Damage: *Power* + 4

Damage Type: *Piercing*

Encumbrance: 5

Price: 1sp

Kanabo

A large wooden club with metal studs or bands, requiring two hands to wield. A favourite of the trolls,

Skill: *Polearms*

Range: Medium

Damage: *Power* + 6

Damage Type: *Bludgeoning*

Encumbrance: 9

Special: 2-Handed

Price: 1sp

Large Shield

Although very cumbersome, the large shield offer excellent protection against arrows and can definitely give an edge in melee.

Skill: *1-handed axes & maces* / *1-handed swords*

Range: **M**edium

Damage: *power* + 2

Damage Type: *Bludgeoning*

Encumbrance: 2

Special: Shield Defence (2), Hide Behind Shield

Price: 1gp

Light Crossbow

Those crossbows are light enough to be reloaded by hand by a strong *character* but are usually reloaded using a goat foot lever.

Skill: *Crossbows & firearms (Agility)*

Range: Far (35m)

Damage: d12

Damage Type: *Piercing*

Encumbrance: 8

Special: Fine Motor Reload (1), Brute Strength Reload (2), 2-Handed

Price: 1gp 10sp

Longbow

Those huge bows, measuring over 2 metres when unstrung, with a draw weight of over 100kg, are deadly in the hand of someone strong enough to draw them fully.

Skill: *Bows*

Range: Far (50m)

Damage: *Power* + 6

Damage Type: *Piercing*

Encumbrance: 8

Special: 2-Handed

Price: 15sp

Mace

Particularly efficient against heavy armour or against skeleton, this simple weapon is not to be taken lightly.

Skill: *1-handed axes & maces*

Range: Medium

Damage: *Power* + 4

Damage Type: *Bludgeoning*

Encumbrance: 5

Price: 15sp

Musket

A deadly weapon designed by the goblins, slow to load but one shot can be deadly.

Skill: *Crossbows & firearms* (*Agility*)

Range: Far (35m)

Damage: d20

Damage Type: *Piercing*

Encumbrance: 7

Special: Fine Motor Reload (2/2), Unreliable, 2-Handed

Price: 2gp 10sp

One Handed Axe

Axe comes in many shapes and forms but all function similarly enough to be grouped together. Include bearded axes, boarding axes, tabarzin, etc.

Skill: *1-handed axes & maces*

Range: Medium

Damage: *Power* + 4

Damage Type: *Cutting* / *Bludgeoning* - 1

Encumbrance: 5

Special: Hook

Price: 5sp

One Handed Sword

Swords come in many shapes and forms but all function similarly enough to be grouped together. Include arming swords, scimitar, talwar, etc.

Skill: *1-handed swords*

Range: Medium

Damage: *Power* + 4

Damage Type: *Piercing* / *Cutting*

Encumbrance: 5

Special: Half-Swording

Price: 15sp

Pistol

A small one handed firearms, not as powerful or precise as a musket but much more portable.

> **Skill:** *Crossbows & firearms* (*Agility*)
>
> **Range:** Far (15m)
>
> **Damage:** d12
>
> **Damage Type:** *Piercing*
>
> **Encumbrance:** 3
>
> **Special:** Fine Motor Reload (2/2), Unreliable
>
> **Price:** 2gp

Poleaxe

A long haft armed at one end with an axe blade, a hammer face and a spike, the poleaxe is a very versatile and deadly weapon.

> **Skill:** *Polearms*
>
> **Range:** Long
>
> **Damage:** *Power* + 6
>
> **Damage Type:** *Piercing* / *Cutting* / *Bludgeoning*
>
> **Encumbrance:** 10
>
> **Special:** Lever, Hook, 2-Handed
>
> **Price:** 1gp

Quarterstaff

A 2-metres-long pole of hardwood, sometimes capped with iron, the quarterstaff might not look like much but can be deadly in the right hand.

> **Skill:** *Polearms*
>
> **Range:** Medium / Long
>
> **Damage:** *Power* + 2
>
> **Damage Type:** *Bludgeoning*
>
> **Encumbrance:** 8
>
> **Special:** Lever, 2-Handed
>
> **Price:** 10sp

Short Bow

Designed for hunting, the short bow is strong enough to take down a beast but is not very efficient against armour.

> **Skill:** *Bows*
>
> **Range:** Far (35m)
>
> **Damage:** *Power* + 2
>
> **Damage Type:** *Piercing*
>
> **Encumbrance:** 6
>
> **Special:** 2-Handed
>
> **Price:** 5sp

Sledgehammer

A heavy piece of iron at the end of a shaft, the sledgehammer is not the most gracious of weapon but nobody wants to be hit by one.

> **Skill:** *Polearms*
>
> **Range:** Medium
>
> **Damage:** *Power* + 8
>
> **Damage Type:** *Bludgeoning*
>
> **Encumbrance:** 16
>
> **Special:** 2-Handed
>
> **Price:** 1gp

Sling

A very portable weapon, a sling is a simple piece of rope with a pocket to throw rocks and bullets at high speed.

> **Skill:** *Slings*
>
> **Range:** Far (10m)
>
> **Damage:** d6
>
> **Damage Type:** *Bludgeoning*
>
> **Encumbrance:** 0
>
> **Price:** 5cp

Spear

A sharp blade at the end of a long pole, spears can be used either in one or two hands or can be thrown.

> **Skill:** *Polearms* / *Thrown* - 1d
>
> **Range:** Long / Medium / Far (5m)
>
> **Damage:** *Power* +4 / *Power* + 6 (2-Handed)
>
> **Damage Type:** *Piercing* / *Cutting*

Encumbrance: 9

Special: Lever

Price: 2sp 3cp

Spiked Mace

Those maces have long sharp spike covering their heads.

Skill: *1-handed axes & maces*

Range: Medium

Damage: *Power* + 4

Damage Type: *Piercing* / *Bludgeoning*

Encumbrance: 5

Price: 1gp

Tomahawk

A light axe made to be used one handed or thrown.

Skill: *1-handed axes & maces* / *thrown*

Range: Medium / Far (5m)

Damage: *Power* + 4

Damage Type: *Cutting* / *Bludgeoning - 2*

Encumbrance: 3

Special: Hook

Price: 10sp

Two Handed Sword

Two handed swords come in many shapes and forms but all function similarly enough to be grouped together. Include longswords, katanas, lang messer, etc.

Skill: *2-handed swords*

Range: Medium

Damage: *Power* + 6

Damage Type: *Piercing* / *Cutting*

Encumbrance: 6

Special: Half-Swording, Murder Stroke, 2-Handed

Price: 1gp

Warhammer

A haft armed with on one side a hammer face, on the other a sharp spike.

Skill: *1-handed axes and maces*

Range: Medium

Damage: *Power* + 4

Damage Type: *Piercing* / *Bludgeoning*

Encumbrance: 4

Special: Hook

Price: 15sp

Weapon Specials

Weapon specials are either restrictions, features or special attacks a weapon has.

2-Handed

The weapon require two hands to be used. If a *character* tries to use such a weapon one handed, 2 dice are subtracted from their attack dice pool.

Brute Strength Reload

The weapon can be reloaded by brute strength. A *lifting & pushing* test will be needed, the *difficulty level* will be noted in parenthesis next to the special name.

Fine Motor Reload

The weapon requires fine motor skill to be reloaded. One or more sleight of hand test will be needed. The *difficulty level* of each test will be noted in parentheses next to the special name.

Half-Swording

The *character* can grab the blade of the weapon with their off-hand and make attack at close range without penalty. Such attacks cause *piercing* damage. Two hands are needed to perform this technique.

Hide Behind Shield

A *character* can forego their action to hide behind their shield. While hiding, they are considered at ¾ cover. If they attack or perform any other action requiring them to roll, they lose the benefit of this special.

Hook

The *character* can disarm an opponent with 3 *hits* instead of 4.

Lever

The *character* can use the haft of their weapon to trip the

opponent. On a successful attack, they can spend 3 *hits* to make their opponent *prone*. This attack can only be used at medium or close range.

Murder Stroke

The *character* can grab their swords by the tip and hit their opponent with the pommel. This attack cause *power + 4 bludgeoning* damage.

Shield Defence

Once per round, the *character* can negate a number of hits on their opponent attack equal to the value of the shield defence. This value is noted in parentheses next to the special name, The shield defence cannot be divided between multiple attacks.

Unreliable

If the *character* scores losses on an attack with the weapon, this one become unusable. It will remain so until the *character* takes time to fix it. This will be done via a *sleight of hand step-back rolling test* with a difficulty *level* equals to twice the number of losses rolled on the attack. Each roll to fix the weapon takes 20 minutes.

Armours

One way to increase one's chance of survival while adventuring is to wear armour. Armour can be cumbersome and uncomfortable but it can be a literal life saver.

Encumbrance is given for when the armour is worn and, in parentheses, unworn.

Arm Harness

Protecting from the shoulder to the hand, the arm harness consist of articulated plates completely encasing the arms.

> **Body Part:** Arms, hands
>
> **Protection:** *Piercing:* ½ *Cutting:* ½ *Bludgeoning:* ½
>
> **Encumbrance:** 2 (4)
>
> **Price:** 4gp

Arming Cap

A padded coif made of multiple layer of linen. Often worn under a helmet, sometimes on its own.

> **Body Part:** Head

> **Protection:** *Piercing:* 0 *Cutting:* 0 *Bludgeoning:* ½
>
> **Encumbrance:** 1 (1)
>
> **Price:** 2sp

Breastplate

A harden shell protecting the torso of the wearer. One of the best piece or armour money can buy. Often worn on top of a maille hauberk and a gambeson.

> **Body Part:** Torso
>
> **Protection:** *Piercing:* 1 *Cutting:* 2 *Bludgeoning:* 1
>
> **Encumbrance:** 5 (7)
>
> **Price:** 7gp

Coat of Plates

A leather jerkin with plates riveted on the inside. Often worn on top of a gambeson.

> **Body Part:** Torso
>
> **Protection:** *Piercing:* ½ *Cutting:* 2 *Bludgeoning:* ½
>
> **Encumbrance:** 3 (6)
>
> **Price:** 5gp

Full Plate Suit

The best protection money can buy, a full plate of suit completely encases the wearer in steel. This is the master piece of the *highlander*. It includes a breastplate, a arms harness, a leg harness, a closed helmet, a maille hauberk and a gambeson.

> **Body Part:** Full body
>
> **Protection:** *Piercing:* 4½ *Cutting:* 7 *Bludgeoning:* 4
>
> **Encumbrance:** 22 (31)
>
> **Price:** 20gp 14sp

Gambeson

A jacket made of multiple layers of linen stitch together. It is the most basic form of protection and is often worn under more expensive armour. It is also a good choice for situations where wearing metal armour would be too conspicuous.

> **Body Part:** Torso, arms
>
> **Protection:** *Piercing:* ½ *Cutting:* 1 *Bludgeoning:* 1
>
> **Encumbrance:** 3 (5)

Price: 2gp 2sp

Greaves

A piece of metal formed to cover the shin of the wearer.

Body Part: Legs

Protection: *Piercing: ½ Cutting: ½ Bludgeoning:* 0

Encumbrance: 2 (3)

Price: 12sp

Helmet, Closed

Protecting one's head is a priority; the closed helmet is the best way to do it. Often worn over an arming cap. Closed helmet generally have a visor that can be raised, transforming the helmet into an open face helmet or a semi-closed. Includes the sallet and bevor, the burgonet, the bascinet, etc.

While wearing a closed helmet, the penalty from flanking and rearing are increased by 1 and every *resist fatigue* test receive -1 *MoS*.

Body Part: Head, face

Protection: *Piercing:* 1 *Cutting:* 1 *Bludgeoning:* 1

Encumbrance: 3 (5)

Price: 1gp 2sp

Helmet, Open Face

When one's want to protect their head without sacrificing their vision, the open face helmet is a good option. Often worn over an arming cap. Includes kettle helmet, cervelliere, nasal helmet, etc.

Body Part: Head

Protection: *Piercing:* 0 *Cutting:* 1 *Bludgeoning:* 1

Encumbrance: 2 (3)

Price: 15sp

Helmet, Semi Closed

A compromise between the closed and open face helmet, the semi closed helmet protect the head and half the face but leave the mouth free for better breathing. Usually worn with an arming cap. Includes the spectacle helmet, the sallet without bevor, etc.

While wearing a semi-closed helmet, the penalty from flanking and rearing are increased by 1.

Body Part: Head, face

Protection: *Piercing: ½ Cutting:* 1 *Bludgeoning:* 1

Encumbrance: 3 (4)

Price: 19sp

Leg Harness

Protecting from the thighs to the feet, the leg harness consist of articulated plates completely encasing the legs.

Body Part: Legs, feet

Protection: *Piercing: ½ Cutting: ½ Bludgeoning: ½*

Encumbrance: 2 (4)

Price: 3gp

Linothorax

A linothorax consist of multiple layer of linen and leather glued together.

Body Part: Torso

Protection: *Piercing:* 1 *Cutting:* 1 *Bludgeoning:* 0

Encumbrance: 5 (6)

Price: 12sp

Maille Hauberk

A multitude of steel rings riveted together to form a tight mesh covering the torso and the arms. Usually worn over a gambeson.

Body Part: Torso, arms

Protection: *Piercing:* 1 *Cutting:* 2 *Bludgeoning:* 0

Encumbrance: 6 (5)

Price: 5gp

Vambraces

A piece of metal formed to cover the forearm or the wearer.

Body Part: Arms

Protection: *Piercing: ½ Cutting: ½ Bludgeoning:* 0

Encumbrance: 2 (3)

Price: 12sp

Clothing

Social norms require people to wear clothes while in public.

Worn clothes does not count in the encumbrance of the character.

Artisan Outfit

Includes leather shoes, wool trousers, linen shirt, leather apron, wide brim felt hat or leather shoes, a wool gown, a linen apron and a linen coif.

> **Encumbrance:** 7
>
> **Price:** 4sp 8cp

Austere Outfit

Includes leather sandals and a wool robe with hood.

> **Encumbrance:** 3
>
> **Price:** 1sp 5cp

Elven outfit

Includes canvas pointy shoes, large silk trousers, a linen shirt, a silk jacket and a wool cloak.

> **Encumbrance:** 5
>
> **Price:** 1gp

Fashionable Outfit

Includes leather shoes, wool trousers, a linen shirt, a wool vest, a wool cloak, a wool flat cap or a velvet shoes and a silk veil.

> **Encumbrance:** 6
>
> **Price:** 18sp

Festival Outfit

Includes leather shoes, corduroy trousers, a linen shirt, a corduroy vest, a corduroy jacket and a felt wide brim hat or velvet shoes, velvet gown and a silk veil.

> **Encumbrance:** 7
>
> **Price:** 12sp 4cp

Light Outfit

Includes canvas shoes, linen trousers, a linen shirt and a silk scarf or leather sandals, linen gown and a silk veil.

> **Encumbrance:** 4
>
> **Special:** +!d to *resist heat* test, -1 *MoS* to *resist cold* test.
>
> **Price:** 4sp

Luxurious Outfit

Includes velvet shoes, silk trousers, silk shirt, velvet vest, wool and fur cloak and a velvet flat cap or velvet shoes, silk and velvet gown, cone hat with silk veil.

> **Encumbrance:** 8
>
> **Special:** +1d to *charm & persuasion*
>
> **Price:** 3gp 8sp

Orcish Outfit

Includes leather boots, large wool trousers and a sheepskin vest or leather boots, a wool gown and a sheepskin vest.

> **Encumbrance:** 5
>
> **Price:** 2sp

Sailor Outfit

Includes leather boots, wool trousers, wool shirt, wool jacket and a wool hat.

> **Encumbrance:** 7
>
> **Price:** 4sp

Simple Outfit

Includes leather shoes, wool trousers, a linen shirt and a straw wide brim hat or leather shoes, a wool gown and a linen coif.

> **Encumbrance:** 6
>
> **Price:** 4sp

Sturdy Outfit

Includes leather boots, leather trousers, a linen shirt, leather vest, a leather trench coat and a leather tricorn.

> **Encumbrance:** 8
>
> **Price:** 10sp

Warm Outfit

Includes fur boots, fur trousers, a wool shirt, a fur jacket, a fur cloak and a fur hat.

> **Encumbrance:** 10

Special: +1d to *resist cold*, -1 *MoS* to *Resist heat*.

Price: 1gp

Animals

Either for their meat or for the service they provide, some animals have been domesticated.

Cat

Cats have never really been domesticated, but they developed a mutually beneficial relationship with people.

> **Price:** 8cp
>
> **Bestiary page: 288**

Chicken

A flightless bird kept for its meat and eggs.

> **Price:** 5cp
>
> **Bestiary page:**

Dog

The first animal to have been domesticated, dogs can now be found in every culture. They are used to hunt, protect herds, guard location and keep company.

> **Price:** 1sp
>
> **Bestiary page:** 288

Dog, Pack

A large dog by the lowlander to carry things.

A pack dog can carry up to 22 encumbrance points. Its speed is 12 metres per round.

> **Price:** 5sp
>
> **Bestiary page:**

Dog, Riding

Large dogs bred by the lowlander woods folk, big enough to carry a small *character*.

A riding dog can carry a small *character* and up to 6 encumbrance points. Its speed is 12 metres per round.

> **Price:** 2gp

Bestiary page:

Dog, War

A riding dog that has been trained to go in combat with a rider.

A war dog can carry a small *character* and up to 6 encumbrance points. Its speed is 12 metres per round.

> **Price:** 18gp
>
> **Bestiary page:**

Giant Boar

Those large boars are bred by the orcs has mounts that can be ridden in combat.

A giant boar can carry a medium *character* and up to 10 encumbrance points. Its speed is 15 metres per round.

> **Price:** 22gp
>
> **Bestiary page:**

Goat

An animal kept for their milk and their meat.

> **Price:** 9sp
>
> **Bestiary page:**

Horse, Pack

A horse used to carry goods and material.

A pack horse can carry up to 44 encumbrance points. Its speed is 15 metres per rounds.

> **Price:** 15sp
>
> **Bestiary page:**

Horse, Riding

A horse trained to be ridden.

> **Price:** 2gp 10sp
>
> **Bestiary page:**

Horse, War

A large horse trained to be ridden in combat.

> **Price:** 22gp
>
> **Bestiary page:**

Ox

A large animal, the male being used for farm work, the female kept for the milk, both used for meat.

>**Price:** 5gp

>**Bestiary page:**

Pig

Pigs are bred and kept solely for their meat.

>**Price:** 15sp

>**Bestiary page:**

Pony, Draught

A small horse used for farm work or to pull carts.

>**Price:** 15sp

>**Bestiary page:**

Pony, Pack

A small horse used to carry goods and material.

>**Price:** 10sp

>**Bestiary page:**

Pony, Riding

A small horse trained to be ridden.

>**Price:** 1gp 15sp

>**Bestiary page:**

Transportation & Vehicles

Walking is not the best option for long travel. *Characters* can purchase or hire different means of transportation to easily reach far off destination.

Bridge

Most bridge have a toll to pay to be traversed. This toll is used to pay for the maintenance of the bridge and to recuperate the cost of building.

>**Toll price:** 2cp for every person, 1cp for every horse, 3cp for carts of stagecoaches.

Carrack

Those large sail ships are used for long sea travel and for the transport of goods. *Characters* can pay for a passage on such a ship, hire a ship to go where they desire or, if they are wealthy enough, purchase their own carrack.

A carrack requires at least 25 people to function properly and will often be manned by 80 people.

A carrack can travel an average of 125km a day.

>**Price for passage:** 1sp / day

>**Price for hire:** 2gp / day

>**Price for purchase:** 82gp 10sp

Carriage

A carriage is a closed vehicle pulled by 4 horses. It can carry 4 people on the inside and 4 more on the outside (two in the front and two in the back).

A carriage can also carry 60 encumbrance points and can travel 100km a day.

>**Price for a ride:** 8cp / hour

>**Price for hire:** 15sp / day

>**Price for purchase:** 20gp (Not including the horses)

Cart

A simple vehicle pulled by two horses or oxen, used to carry goods and material over short distance.

A cart pulled by two draught horses or by two oxen can travel 75km a day and carry goods and material worth 80 encumbrance points.

>**Price:** 5sp (does not include horses nor oxen)

Ferry

Many rivers do not have bridge and people must rely on a ferry to cross them.

The price of a ferry ride can vary depending on the width of the river, the current, the season, etc. The price given here is typical for a small calm river.

>**Price for a person and their mount:** 4cp

Row Boat

A small boat with oars. Can be operated by a single person and can carry up to 6 people (rower included).

With a rower in good health, a row boat can travel 8km an hour.

After every hour of travel, the rower must make a *resist fatigue* test with a *difficulty level* equals to the number of hours travelled. For every missing *MoS*, the travel speed is reduced by 1km/hour.

> **Price:** 8sp

Sloop

Sloops are small sail ships. Their high speed and manoeuvrability often makes them a favourite of pirates. They can be easily crewed by 10 people (or by as little as 5) and can carry up to 30.

Sloop can travel an average of 175km in a day, depending on the winds and current.

> **Price for passage:** 1sp / day
>
> **Price for hire:** 1gp 5sp / day
>
> **Price for purchase:** 55gp

Wagon

A large covered cart used for longer travel or the transportation of goods. It is pulled by a pair of horses or oxen.

A wagon can carry up to 6 people and 90 encumbrance points and can travel 65km a day.

> **Price:** 10sp (does not include horses nor oxen)

Services

Food and Drinks

Miscellaneous

Magical Equipment

-Book 5-
Bestiary

A Book of Monsters & Villains

In order to have an interesting game, the *GM* needs to offer challenge to the other players. One common type of challenge for the players to overcome is combat.

For combat to remain interesting and challenging over time, it is important to vary the type of opponents and antagonists. To help the *GM* propose a wide variety of enemies, here is a list of different beasts, monsters, villains and other *character* (regrouped by general family or type) to stand in the way of the player.

More *characters* will be offered on the WinterDawn website (WinterDawnRPG.com) overtime. Feel free to visit the online bestiary if you do not find what you desire in those pages.

Any *GM* can also create their own monsters, either by modifying the one present in this book or from the WinterDawn website or from scratch by picking and choosing *attributes*, *skills*, *traits* and equipment appropriate for the creature being designed.

Animals

PLACE HOLDER TEXT

Ant, Giant

Badger

Bat

Bat, Giant

Bear, Black

Bear, Brown

Bear, Polar

Bird, Chicken

Bird, Crow

Bird, Eagle

Bird, Ostrich

Bird, Owl

Bird, Sparrow	**Coyote**
Bird, Turkey	**Crab, Giant**
Bird, Vulture	**Crocodile**
Bison	**Deer**
Camel	**Dog**
Cat	**Dolphin**
Centipede, Giant	**Donkey**
Cow	**Elephant**

Fish, Large

Fish, Shark

Fly, Swarm

Fox

Frog, Giant

Goat

Horse, Pack

PLACE HOLDER TEXT

Attribute

Agility 6, Power 14, *Constitution* 12

Erudition 2, *Persona* 6, *Sagacity 6*

Skills

Athleticism (PO) 4

Reflex (AG) 2

Resist Fatigue (CO) 2

Taming & Training (PE) 1

Traits

Quadruped

Miscellaneous

Speed: 15

Size: Large

Maximum Spirit: 24

Injury: (4+1)*2

Weapons

Bite: *Brawling, Close,* POW, *Cutting*

Hooves: *Brawling, Close,* POW, *Bludgeoning*

Personality

Honour: Neutral

Morality: Neutral

Faith: Neutral

Braveness: Leaning Coward

Dignity: Leaning Vain

Friendliness: Friendly

Generosity: Lavish

Temperance: Leaning Debauched

Horse, Riding

PLACE HOLDER TEXT

Attribute

Agility 8, Power 14, *Constitution* 12

Erudition 2, *Persona* 6, *Sagacity 6*

Skills

Athleticism (PO) 3

Reflex (AG) 2

Resist Fatigue (CO) 2

Bestiary

Riding (AG) 3

Taming & Training (PE) 2

Traits

Quadruped

Miscellaneous

Speed: 15

Size: Large

Maximum Spirit: 24

Injury: (4+1)*2

Weapons

Bite: *Brawling*, *Close*, POW, *Cutting*

Hooves: *Brawling, Close,* POW, *Bludgeoning*

Personality

Honour: Neutral

Morality: Neutral

Faith: Neutral

Braveness: Leaning Coward

Dignity: Leaning Vain

Friendliness: Friendly

Generosity: Lavish

Temperance: Leaning Debauched

Horse, War

PLACE HOLDER TEXT

Attribute

Agility 8, Power 14, Constitution 12

Erudition 2, Persona 6, Sagacity 6

Skills

Athleticism (PO) 4

Melee Combat (AG/PO) 1

Reflex (AG) 3

Resist Fatigue (CO) 3

Riding (AG) 3

Taming & Training (PE) 2

Traits

Quadruped

Miscellaneous

Speed: 15

Size: Large

Maximum Spirit: 24

Injury: (4+1)*2

Weapons

Bite: *Brawling*, *Close*, POW, *Cutting*

Hooves: *Brawling, Close,* POW, *Bludgeoning*

Personality

Honour: Neutral

Morality: Neutral

Faith: Neutral

Braveness: Brave

Dignity: Leaning Vain

Friendliness: Friendly

Generosity: Lavish

Temperance: Leaning Debauched

Lion

Moose

Narwhal

Octopus, Giant	**Snake, Large**
Panther	**Spider, Giant**
Pig	**Squirrel**
Pig, Wild	**Tortoise, Large**
Raccoon	**Turtle, Large**
Rat, Giant	**Whale**
Rhinoceros	**Wolf**
Scorpion, Giant	**Yack**

Zebra

Animated Objects

Chair of Constriction

Clockwork Man

Devouring Puddle

Flying Weapon

Gargoyle

Golem, Clay

Golem, Flesh

Golem, Steel

Golem, Stone

Guardian Door, Steel

Guardian Door, Stone

Guardian Door, Wood

Living Armour

Mimic

Scarecrow

Gorgon

Arcane

Harpy

Genie

Jinn

Hydra

Atrocities

Basilisk

Kraken

Behemoth

Leviathan

Capricorn

Tarrasque

Demons and Devils

Chimera

Cat Sìth

Divine

Cockatrice

Faes

Fantastical Beasts

Centaur

Griffon

Manticore

Mermaid

Minotaur

Naga

Pegasus

Phoenix

Roc

Sasquatch

Sphinx

Unicorn

Warg

Yeti

Giants

Ogre

Oni

Goliath

Stonecoat

Giant

Vulcanian

Titan

Cyclops

Etitn

Jötunn

Humans

PLACE HOLDER TEXT

Ash Man

Commoner

Guard, Rookie

PLACE HOLDER TEXT

Attribute

> *Agility 6, Power* 6, *Constitution* 6
>
> *Erudition* 6, *Persona* 6, *Sagacity 6*

Skills

> *Athleticism (PO)* 1
>
> *Detect Motive (SA)* 1
>
> *Insult & Intimidation (PE)* 2
>
> *Melee Combat (AG/PO)* 2
>
> *Perception & Vigilance (SA)* 2
>
> *Range Combat (AG/PO)* 2

Miscellaneous

Speed: 9

Size: Medium

Maximum Spirit: 18

Injury: (2+1)*2

Weapons

Can use any weapons, usually carry a 1-handed sword and either a light crossbow or a poleaxe.

1-Handed Sword: *1-handed sword*, Medium, POW + 4, *Cutting / Piercing*, special: *Half-Swording*

Light Crossbow: *Crossbows &Firearms*, Far (35m), d12, *Piercing*, special: *fine motor reload (1) / brute strength reload (2) / two handed*

Poleaxe: *Polearms*, Long, POW + 6, *Cutting / Piercing / Bludgeoning*, special: *lever / hook / two handed*

Armour

Kettle Helmet: *P:* 0 / *C:* 1 / *B:* 1

Gambeson: *P: ½ / C:* 1 / *B:* 1

Personality

Honour: Leaning Honourable

Morality: Leaning Good

Faith: Neutral

Braveness: Brave

Dignity: Leaning Vain

Friendliness: Leaning Surly

Generosity: Leaning Stingy

Temperance: Leaning Debauched

Wealth

Carried:

CP: 2d20 (0 to 10)

SP: 1d4 (0 to 1)

Guard, Veteran

PLACE HOLDER TEXT

Attribute

Agility 6, Power 8, *Constitution* 8

Erudition 6, *Persona* 8, *Sagacity 8*

Skills

Athleticism (PO) 1

Detect Motive (SA) 2

Insult & Intimidation (PE) 3

Melee Combat (AG/PO) 3

Perception & Vigilance (SA) 3

Miscellaneous

Speed: 9

Size: Medium

Maximum Spirit: 24

Injury: (2+1)*3

Weapons

Can use any weapons, usually carry a 1-handed sword and either a light crossbow or a poleaxe.

1-Handed Sword: *1-handed sword*, Medium, POW + 4, *Cutting / Piercing*, special: *Half-Swording*

Light Crossbow: *Crossbows &Firearms*, Far (35m), d12, *Piercing*, special: *fine motor reload (1) / brute strength reload (2) / two handed*

Poleaxe: *Polearms*, Long, POW + 6, *Cutting / Piercing / Bludgeoning*, special*: lever / hook / two handed*

Armour

Kettle Helmet: *P:* 0 / *C:* 1 / *B:* 1

Gambeson: *P: ½ / C:* 1 / *B:* 1

Personality

Honour: Honourable

Morality: Leaning Good

Faith: Neutral

Braveness: Brave

Dignity: Leaning Vain

Friendliness: Leaning Surly

Generosity: Leaning Stingy

Temperance: Leaning Debauched

Wealth

   Carried:

       CP: 2d20 (0 to 10)

       SP: 2d6 (0 to 2)

Highwayman

Highwayman, Chief

Knight

Orcs

PLACE HOLDER TEXT

Chieftain

Farmer

Goblin Marksman

Goblin Tinkerer

Goblin Trader

Raider

Planar

Bast

Cynocephal

Elemental, Aether

Elemental, Air

Elemental, Earth

Elemental, Fire

Elemental, Water

Shapeshifters

Doppelgänger

Werebear

Werewolf

Undeads

PLACE HOLDER TEXT

Banshee

PLACE HOLDER TEXT

Attribute

Agility 10, *Power* 8, *Constitution* 8

Erudition 3, *Persona* 12, *Sagacity* 6

Skills

Insult & Intimidation (PE) 5

Melee Combat (AG/PO) 4

Reflex (AG) 4

Traits

Ethereal

Fearsome Battle Cry

Undead

Miscellaneous

Speed: flying 12

Size: Medium

Maximum Spirit: 26

Injury: (3+1)*2

Weapons

Claws: *Brawling*, *Close*, POW, *Cutting*

Personality

Honour: Dishonourable

Morality: Evil

Faith: Leaning Zealot

Braveness: Rash

Dignity: Meek

Friendliness: Surly

Generosity: Stingy

Temperance: Insensitive

Notes

Scream: When intimidating, the *banshee* MoS are doubled.

Death Knight

PLACE HOLDER TEXT

Attribute

Agility 10, *Power* 12, *Constitution* 10

Erudition 6, *Persona* 12, *Sagacity* 8

Skills

Confidence & Ego (PE/SA) 5

Insult & Intimidation (PE) 4

Melee Combat (AG/PO) 5

Perception & Vigilance (SA) 4

Riding (AG) 4

Sorcery (PE) 2

Traits

Undead

Miscellaneous

Speed: 9

Size: Medium

Maximum Spirit: 30

Injury: (3+1)*3

Weapons

Longsword: *2-Handed Swords / 1-Handed Swords -1, close -1 / Medium, POW +4, Piercing / Cutting / Bludgeoning -2, Half-Swording / Murder stroke*

Can use any weapons.

Armour

Full Plate Suit: p: 4½ c: 7 b: 4

Can use any armour.

Personality

Honour: Honourable

Morality: Evil

Faith: Zealot

Braveness: Brave

Dignity: Vain

Friendliness: Surly

Generosity: Stingy

Temperance: Insensitive

Wealth

Carried:

CP: 2d10 (0 to 4)

SP: 4d20 (0 to 20)

GP: 3d6 (0 to 3)

Draugr

PLACE HOLDER TEXT

Attribute

Agility 6, *Power 8*, *Constitution 8*

Erudition 3, *Persona 6*, *Sagacity 6*

Skills

Athleticism (PO) 4

Melee Combat (AG/PO) 3

Perception & Vigilance (SA) 2

Reflex (AG) 4

Traits

Mindless

Undead

Miscellaneous

Speed: 6

Size: Medium

Maximum Spirit: 17

Injury: (3+1)*2

Weapons

Bite: *Brawling*, *Close*, POW, P*iercing*

Personality

Honour: Honourable

Morality: Evil

Faith: Leaning Zealot

Braveness: Rash

Dignity: Meek

Friendliness: Surly

Generosity: Stingy

Temperance: Insensitive

Floating Skull

PLACE HOLDER TEXT

Attribute

Agility 6, *Power* 4, *Constitution* 6

Erudition 10, *Persona* 10, *Sagacity* 10

Skills

Charm & Persuasion (PE) 3

Deduction & Logic (SA) 4

Detect Motive (SA) 4

Insult & Intimidation (PE) 2

Knowledge (ER) 5

Reflex (AG) 2

Wizardry (ER) 3

Traits

Brittle

Fleshless

Levitating

Undead

Miscellaneous

Speed: floating 9

Size: Mini

Maximum Spirit: 26

Injury: (2+1)*2

Weapons

Bite: *Brawling, Close,* POW, P*iercing*

Personality

Honour: Neutral

Morality: Neutral

Faith: Leaning Zealot

Braveness: Leaning Coward

Dignity: Leaning Vain

Friendliness: Leaning Fawning

Generosity: Stingy

Temperance: Leaning Debauched

Ghoul

PLACE HOLDER TEXT

Attribute

Agility 6, *Power* 10, *Constitution* 10

Erudition 3, *Persona* 3, *Sagacity* 4

Skills

Athleticism (PO) 2

Melee Combat (AG/PO) 2

Perception & Vigilance (SA) 2

Stealth (AG) 3

Traits

Mindless

Undead

Miscellaneous

Speed: 9

Size: Medium

Maximum Spirit: 17

Injury: (3+1)*2

Weapons

Bite: *Brawling, Close,* POW, P*iercing*

Claws: *Brawling, Close, POW, piercing*

Personality

Honour: Honourable

Morality: Evil

Faith: Leaning Zealot

Braveness: Leaning Coward

Dignity: Meek

Friendliness: Surly

Generosity: Stingy

Temperance: Insensitive

Lich

PLACE HOLDER TEXT

Attribute

Agility 6, Power 4, Constitution 6

Erudition 12, Persona 10, Sagacity 8

Skills

Knowledge (ER) 3

Perception & Vigilance (SA) 2

Sorcery (PE) 4

Wizardry (ER) 4

Traits

Arcane Initiate

Undead

Miscellaneous

Speed: 9

Size: Medium

Maximum Spirit: 24

Injury: (3+1)*3

Personality

Honour: Leaning Dishonourable

Morality: Evil

Faith: Leaning Zealot

Braveness: Leaning Coward

Dignity: Vain

Friendliness: Surly

Generosity: Stingy

Temperance: Insensitive

Wealth

Carried:

CP: 4d12 (0 to 12)

SP: 6d20 (0 to 30)

GP: 3d6 (0 to 3)

In lair:

CP: 2d10 (0 to 4)

SP: 4d20 (0 to 20)

GP: 3d20 (0 to 15)

Skeleton

The remains of a dead man once all the flesh has rotten away, reanimated by a dark energy, skeletons are usually instructed with a simple command; defend an area, kill all living, protect a treasure, etc.

Attribute

Agility 7, Power 8, Constitution 6

Erudition 3, Persona 10, Sagacity 6

Skills

Acrobatics (AG) 1

Athleticism (PO) 1

Confidence & Ego (PE/SA) 3

Melee Combat (AG/PO) 2

Perception & Vigilance (SA) 2

Range Combat (AG/PO) 2

Reflex (AG) 2

Traits

Fleshless

Mindless

Undead

Miscellaneous

Speed: 9

Size: Medium

Max Spirit: 22

Injury: (2+1)*2

Weapons

Can use any weapons. Usually carry old and damaged weapons.

Armour

Natural: p: 2 c: 2 b: 0

Can use any armour. Usually wear incomplete and damage armour, if any.

Personality

Honour: Honourable

Morality: Evil

Faith: Leaning Zealot

Braveness: Rash

Dignity: Vain

Friendliness: Surly

Generosity: Stingy

Temperance: Insensitive

Skeleton, Lieutenant

PLACE HOLDER TEXT

Attribute

Agility 8, Power 8, Constitution 6

Erudition 6, Persona 10, Sagacity 6

Skills

Acrobatics (AG) 1

Athleticism (PO) 1

Confidence & Ego (PE/SA) 4

Melee Combat (AG/PO) 3

Perception & Vigilance (SA) 3

Range Combat (AG/PO) 3

Reflex (AG) 3

Traits

Fleshless

Undead

Miscellaneous

Speed: 9

Size: Medium

Maximum Spirit: 22

Injury: (3+1)*2

Weapons

Can use any weapons. Usually carry a sword and shield.

Armour

Natural: p: 2 c: 2 b: 0

Can use any armour. Usually wear a gambeson. or a breast plate.

Personality

Honour: Honourable

Morality: Evil

Faith: Leaning Zealot

Braveness: Brave

Dignity: Vain

Friendliness: Surly

Generosity: Stingy

Temperance: Insensitive

Wealth

Carried:

CP: 2d20 (0 to 10)

Notes

Usually encountered with 2 to 10 *skeletons*.

Can control nearby *skeletons*.

Vampire

PLACE HOLDER TEXT

Attribute

Agility 12, Power 10, Constitution 10

Erudition 8, Persona 8, Sagacity 6

Skills

Acrobatics (AG) 3

Athleticism (PO) 3

Charm & Persuasion (PE) 4

Confidence & Ego (PE/SA) 4

Detect Motive (SA) 3

Knowledge (ER) 3

Melee Combat (AG/PO) 4

Natural Healing (CO) 5

Perception & Vigilance (SA) 5

Resist Cold (CO) 4

Reflex (AG) 5

Wizardry (ER) 2

Traits

Undead

Miscellaneous

Speed: 12

Size: Medium

Maximum Spirit: 24

Injury: (4+1)*3

Weapons

Bite: *Brawling, Close,* POW, *Piercing, Life Stealing*

Claws: *Brawling, Close,* POW, *Piercing*

Can use any weapons.

Armour

Can use any armour.

Personality

Honour: Leaning dishonourable

Morality: Evil

Faith: Leaning Zealot

Braveness: Brave

Dignity: Vain

Friendliness: Friendly

Generosity: Leaning Stingy

Temperance: Debauched

Wealth

Carried:

CP: 2d20 (0 to 10)

SP: 2d12 (0 to 6)

GP: 1d6 (0 to 1)

In lair:

CP: 2d20 (0 to 10)

SP: 4d20 (0 to 20)

GP: 3d12 (0 to 9)

Vampire, Old

PLACE HOLDER TEXT

Attribute

Agility 12, Power 12, Constitution 12

Erudition 8, Persona 8, Sagacity 6

Skills

Acrobatics (AG) 3

Athleticism (PO) 3

Charm & Persuasion (PE) 4

Confidence & Ego (PE/SA) 4

Detect Motive (SA) 4

Knowledge (ER) 5

Melee Combat (AG/PO) 5

Natural Healing (CO) 5

Perception & Vigilance (SA) 5

Resist Cold (CO) 4

Reflex (AG) 5

Wizardry (ER) 4

Traits

Undead

Miscellaneous

Bestiary

Speed: 15

Size: Medium

Maximum Spirit: 26

Injury: (4+2)*3

Weapons

Bite: *Brawling*, *Close*, POW*, piercing, life stealing*

Claws: *Brawling*, *Close*, POW, *piercing*

Can use any weapons.

Armour

Can use any armour.

Personality

Honour: Leaning dishonourable

Morality: Evil

Faith: Leaning Zealot

Braveness: Brave

Dignity: Vain

Friendliness: Leaning Surly

Generosity: Stingy

Temperance: Leaning Debauched

Wealth

Carried

SP: 4d20 (0 to 20)

GP: 3d6 (0 to 3)

In lair:

SP: 6d20 (0 to 30)

GP: 3d20 (0 to 15)

Wraith

PLACE HOLDER TEXT

Attribute

Agility 6, *Power* 10, *Constitution* 10

Erudition 3, *Persona* 3, *Sagacity* 4

Skills

Athleticism (PO) 2

Melee Combat (AG/PO) 2

Perception & Vigilance (SA) 2

Stealth (AG) 3

Traits

Ethereal

Undead

Miscellaneous

Speed: 12

Size: Medium

Maximum Spirit: 17

Injury: (3+1)*2

Weapons

Claws: *Brawling, Close, POW, cutting*

Can use any weapons in an ethereal form.

Personality

Honour: Dishonourable

Morality: Evil

Faith: Leaning Zealot

Braveness: Rash

Dignity: Meek

Friendliness: Surly

Generosity: Stingy

Temperance: Insensitive

Zombie

PLACE HOLDER TEXT

Attribute

Agility 4, *Power* 10, *Constitution* 10

Erudition 3, *Persona* 3, *Sagacity* 3

Skills

Athleticism (PO) 2

Melee Combat (AG/PO) 1

Traits

Mindless

Undead

Miscellaneous

Speed: 6

Size: Medium

Maximum Spirit: 16

Injury: (4+1)*2

Weapons

Bite: *Brawling*, *Close*, POW, P*iercing*

Unarmed: *Brawling, Close, POW* -2*, piercing*

Personality

Honour: Honourable

Morality: Evil

Faith: Leaning Zealot

Braveness: Rash

Dignity: Meek

Friendliness: Surly

Generosity: Stingy

Temperance: Insensitive

Vegetal

Blodeuwedd

Treefolk

Dryad

Wyrms

PLACE HOLDER TEXT

Dragon, Compassion

PLACE HOLDER TEXT

Attribute

Agility 12, Power 20, *Constitution 1*0

Erudition 10, *Persona* 20, *Sagacity 2*0

Skills

Athleticism (PO) 2

Charm & Persuasion (PE) 5

Detect Motive (SA) 4

Melee Combat (AG/PO) 2

Perception & Vigilance (SA) 2

Range Combat (AG/PO) 3

Witchcraft (ER/SA) 5

Traits

Poisonous Breath

Miscellaneous

Speed: 12, flying 24

Size: Colossal

Maximum Spirit: 50

Injury: (4+2)*4

Weapons

Claws: *Brawling, Close, POW, Cutting*

Bite: *Brawling, Close, POW, Piercing*

Breath: *Thrown, Far(10m), Poisonous, AoE: Cone, Poison (2d6)*

Armour

Natural: p: 4 c: 4 b: 4 *poison*: 4

Personality

Honour: Honourable

Morality: Good

Faith: Leaning Zealot

Braveness: Brave

Dignity: Meek

Friendliness: Leaning Fawning

Generosity: Leaning Lavish

Temperance: Tempered

Wealth

In lair:

CP: 2d20 * 2 (0 to 20)

SP: 6d20 * 2 (0 to 60)

GP: 6d20 * 2 (0 to 60)

Dragon, Courage

PLACE HOLDER TEXT

Attribute

*Agility 12, Power 20, Constitution 2*0

*Erudition 10, Persona 20, Sagacity 1*0

Skills

Athleticism (PO) 3

Confidence & Ego (PE) 5

Insult & Intimidation (SA) 2

Melee Combat (AG/PO) 3

Perception & Vigilance (SA) 2

Range Combat (AG/PO) 3

Sorcery (PE) 4

Traits

Fire Breath

Miscellaneous

Speed: 12, flying 24

Size: Colossal

Maximum Spirit: 50

Injury: (4+2)*4

Weapons

Claws: *Brawling, Close, POW, cutting*

Bite: *Brawling, Close, POW, piercing*

Breath: *Thrown, Far(10m), Burning, AoE: Cone*

Armour

Natural: p: 4 c: 4 b: 4 *burning:* 4

Personality

Honour: Honourable

Morality: Good

Faith: Leaning Iconoclast

Braveness: Brave

Dignity: Meek

Friendliness: Leaning Fawning

Generosity: Leaning Lavish

Temperance: Tempered

Wealth

In lair:

CP: 2d20 * 2 (0 to 20)

SP: 6d20 * 2 (0 to 60)

GP: 6d20 * 2 (0 to 60)

Dragon, Honour

PLACE HOLDER TEXT

Attribute

Agility 12, Power 20, Constitution 20

Erudition 10, Persona 10, Sagacity 20

Skills

Athleticism (PO) 2

Charm & Persuasion (PE) 5

Detect Motive (SA) 4

Melee Combat (AG/PO) 5

Perception & Vigilance (SA) 2

Range Combat (AG/PO) 4

Traits

Ice Breath

Miscellaneous

Speed: 12, flying 24

Size: Colossal

Maximum Spirit: 50

Injury: (4+2)*4

Weapons

Claws: Brawling, Close, POW, cutting

Bite: Brawling, Close, POW, piercing

Breath: Thrown, Far(10m), Freezing, AoE: Cone

Armour

Natural: p: 4 c: 4 b: 4 freezing: 4

Personality

Honour: Honourable

Morality: Good

Faith: Neutral

Braveness: Brave

Dignity: Leaning Vain

Friendliness: Leaning Surly

Generosity: Leaning Stingy

Temperance: Leaning Insensitive

Wealth

In lair:

CP: 2d20 * 2 (0 to 20)

SP: 6d20 * 2 (0 to 60)

GP: 6d20 * 2 (0 to 60)

Dragon, Humility

PLACE HOLDER TEXT

Attribute

Agility 12, Power 20, Constitution 10

Erudition 10, Persona 10, Sagacity 20

Skills

Athleticism (PO) 2

Detect Motive (SA) 2

Melee Combat (AG/PO) 2

Perception & Vigilance (SA) 2

Range Combat (AG/PO) 3

Shamanism (ER/SA) 5

Stealth (AG) 3

Traits

Pestilence Breath

Miscellaneous

Speed: 12, flying 24

Size: Colossal

Maximum Spirit: 50

Injury: (4+2)*4

Weapons

Claws: Brawling, Close, POW, cutting

Bite: Brawling, Close, POW, piercing

Breath: *Thrown, Far(10m), Decay, AoE-Radius (1m/hits)*

Pestilence Breath

Armour

Natural: p: 4 c: 4 b: 4 *decay*: 4

Personality

Honour: Honourable

Morality: Good

Faith: Leaning Zealot

Braveness: Leaning Coward

Dignity: Meek

Friendliness: Friendly

Generosity: Leaning Stingy

Temperance: Tempered

Wealth

In lair:

CP: 2d20 * 2 (0 to 20)

SP: 6d20 * 2 (0 to 60)

GP: 6d20 * 2 (0 to 60)

Dragon, Justice

PLACE HOLDER TEXT

Attribute

Agility 12, Power 20, Constitution 10

Erudition 10, Persona 10, Sagacity 20

Skills

Athleticism (PO) 2

Detect Motive (SA) 2

Melee Combat (AG/PO) 2

Perception & Vigilance (SA) 2

Range Combat (AG/PO) 3

Shamanism (ER/SA) 5

Stealth (AG) 3

Traits

Miscellaneous

Speed: 12, flying 24

Size: Colossal

Maximum Spirit: 50

Injury: (4+2)*4

Weapons

Claws: *Brawling, Close, POW, cutting*

Bite: *Brawling, Close, POW, piercing*

Breath: *Thrown, Far(10m), Freezing, AoE-Line*

Armour

Natural: p: 4 c: 4 b: 4 *freezing*: 4

Personality

Honour: Honourable

Morality: Good

Faith: Neutral

Braveness: Brave

Dignity: Leaning Vain

Friendliness: Leaning Surly

Generosity: Leaning Stingy

Temperance: Leaning Insensitive

Wealth

In lair:

CP: 2d20 * 2 (0 to 20)

SP: 6d20 * 2 (0 to 60)

GP: 6d20 * 2 (0 to 60)

Dragon, Spirituality

PLACE HOLDER TEXT

Attribute

Agility 12, Power 20, Constitution 20

Erudition 10, Persona 10, Sagacity 20

Skills

    Athleticism (PO) 2

    Knowledge (ER) 3

    Melee Combat (AG/PO) 2

    Mysticism (PE/SA) 5

    Perception & Vigilance (SA) 2

    Range Combat (AG/PO) 3

Traits

    Fire Breath

Miscellaneous

    Speed: 12, flying 24

    Size: Colossal

    Maximum Spirit: 50

    Injury: (4+2)*4

Weapons

    Claws: *Brawling, Close, POW, cutting*

    Bite: *Brawling, Close, POW, piercing*

    Breath: *Thrown, Far(10m), Burning, AoE-Line*

Armour

    Natural: p: 4 c: 4 b: 4 *burning*: 4

Personality

    Honour: Honourable

    Morality: Good

    Faith: Zealot

    Braveness: Brave

    Dignity: Meek

    Friendliness: Friendly

    Generosity: Leaning Stingy

    Temperance: Leaning Insensitive

Wealth

    In lair:

        CP: 2d20 * 2 (0 to 20)

        SP: 6d20 * 2 (0 to 60)

        GP: 6d20 * 2 (0 to 60)

Dragon, Truth

PLACE HOLDER TEXT

Attribute

    Agility 12, Power 20, *Constitution 1*0

    Erudition 20, *Persona* 10, *Sagacity 2*0

Skills

    Athleticism (PO) 2

    Detect Motive (SA) 5

    Elementalism (ER/PE) 5

    Knowledge (ER) 5

    Melee Combat (AG/PO) 2

    Perception & Vigilance (SA) 2

    Range Combat (AG/PO) 3

    Science (ER) 5

Traits

    Ice Breath

Miscellaneous

    Speed: 12, flying 24

    Size: Colossal

    Maximum Spirit: 50

    Injury: (4+2)*4

Weapons

    Claws: *Brawling, Close, POW, cutting*

    Bite: *Brawling, Close, POW, piercing*

    Breath: *Thrown, Far(10m), Freezing, AoE-Cone*

Armour

    Natural: p: 4 c: 4 b: 4 *freezing*: 4

Personality

    Honour: Honourable

    Morality: Good

Faith: Neutral

Braveness: Brave

Dignity: Leaning Vain

Friendliness: Leaning Surly

Generosity: Leaning Stingy

Temperance: Insensitive

Wealth

In lair:

CP: 2d20 * 2 (0 to 20)

SP: 6d20 * 2 (0 to 60)

GP: 6d20 * 2 (0 to 60)

Drake, Avarice

Drake, Gluttony

Drake, Luxury

Drake, Pestilence

Drake, Trickery

Drake, Vanity

Drake, Wrath

Wyvern

-Book 6-

Setting: The World of Gorund

A Changing World

"It is a cold year. Colder than any year in living memory but this has been true for every year for the past decade. The crops yield can barely sustained the remaining population. Soon, we will all have to leave for the south. I'm afraid this migration will not be possible without conflicts. "

-From the journal Bjorn, a Northerner

The world of Gorund is entering a new ice age. The land in the north are getting covered by a permanent sheet of ice. This change causes massive migration which comes with conflicts.

The Races of Gorund

The Continents of Gorund

Meinsleind

Faeshore

The Regions of Meinsleind

The Riverlands

The North

The Sea of Sand

The Great Wall

Harrar

The Scorched Lands

The Navel of the World

-Book 7-
Appendices

Attributes, Skills and Difficulty

Attributes Level		Skills Level		Difficulty Level	
< 4	Deplorable	0	Untrained	0	Routine
4 - 5	Weak	1	Novice	1	Easy
6 - 7	Average	2	Intermediate	2	Moderate
8 - 9	Strong	3	Advanced	3	Difficult
10 - 11	Exceptional	4	Specialist	4	Very Difficult
12 - 19	Heroic	5	Elite	5	Near Impossible
20 +	Inhuman	6 +	Master	6 +	Legendary

Athleticism

Running	Jumping (Standing)
*½ movement * MoSes*	1m + (1m * (*MoSes* / 3))
Climbing	**Jumping (Running Start)**
-Tree: 1m * *MoSes* -Rough cliff: -1 *MoS,* (1m * (*MoSes* / 2)) -If climbing a smooth cliff: -1 *MoS,* (1m * (*MoSes* / 3)) -Rough wall: -1 *MoS,* (1m * (*MoSes* / 3)) -Smooth wall: -1 *MoS,* (1m * (*MoSes* / 4))	*- ½ movement used: 1m + (1m * (MoSes / 2))* -All *movement* used: 1m + (1m * (MoSes)) -All *movement* used and running: 1m + (1m * (*MoSes* + *Hits* from running test*))*
Swimming	**Jumping (Vertical)**
½ movement + (1m * *MoSes*)	½ metre + (½ metre * (*MoSes* / 3))
Lifting	**Pushing**
45kg + (45kg * *MoSes*)	-Something flat: 45kg + (45kg * *MoSes*) -Something round: 90kg + (90kg * *MoSes*)

Combat Cheat Sheet

Combat Effect

1 Hit	-Move 1 metre in the range of attack of the target without attack of opportunity. -Negate 1 Shield Defence. -If the attacker, roll 1 dice of damage.
2 Hits	-Move the target 1 metre. Do not cause attack of opportunity. -Lower the initiative of the target by 1. -If the defender, roll 1 dice of damage.
3 Hits	-Push the target of a ledge.
4 Hits	-Disarm the target. Additional hits can be spend to send the weapon flying in a random direction. The weapon land 1 metre away per additional hit spent.

The target lose 1 spirit point per hit scored against them.

Brawling Effect

1 Hit	-If grappled, become the grappler. -If the grappler, move with the grappled character 1 metre.
2 Hits	-Grapple the target. -If the grappler, throw the grappled character to the ground. Can pinned the character are not. -If pinned, reverse the situation. -If chocked, break the choke.
3 Hits	-If the grappler, choke the grappled character.

Brawling Status

Grappler	-Can only attack the grappled character. -Receive -1 MoS on non Brawling attacks. -Cannot use shield defence.
Grappled	-Same as for grappler. -Mouvement speed reduced to 0. -Every agility and power based actions receive -1 MoS.
Pinned	-Same as for grappled. -Prone. -Additional 1 MoS is subtracted to agility and power actions.
Chocked	-Every round must make a resist fatigue test with a difficulty level equals to the number round chocked. On a failed, the character become unconscious.

Damage Effect

Cutting	Bleeding wound level 1
Piercing	Bleeding wound level 2
Bludgeoning	Stunned

Wound Effect

Bleeding	Subtract 1 die from every agility and power dice pool or 1 bleeding wound is aggravated by 1 level. If a bleeding wound level 3 is aggravated, the character become incapacitated and start bleeding to death.
Stunned	Make a resist shock test as a free action. The number of MoSes obtained on that test is the limit of the dice pool for the next round. This limit is increased by 1 on subsequent rounds.
Bleeding to Death	Make a natural healing test. The character die after a number of minutes equals to the number of MoSes obtained on that test.
Unconscious	The character regained consciousness by obtaining 10 MoSes on a resist shock step-back rolling test (if made unconscious by a bludgeoning weapon) or on a resist fatigue step-back rolling test (if chocked to unconsciousness).
Dead	An ally can try to re-animate the character by succeeding a first-aid static test or a medicine first-fail rolling test with a difficulty level equals to the number of minutes the character has been dead.

Common Cause of Attack of Opportunity

Range attack
Moving
Casting Spell
Dodge Roll
Using a Consumable
Reloading a Weapon
Fixing a Wound

Damage to Armour

A player can permanently reduce the protection of a piece of armour for all type of damage by 1 instead of ticking an injury box.

Common Combat Actions

Melee Attack
Range Attack
Casting a Spell
Acrobatics Action
Athleticism Action
Heal a Wound or Injury
Rerolling Initiative
Intimidation
Persuasion
Interact with the Environment
Use a Consumable

Range Difference

Receive -1 MoS per range outside of weapon's range.

Combat Cheat Sheet

Cover

¼	+ 1 shield Defence
½	+ 2 Shield Defence
¾	+ 3 Shield Defence
Full	Can not be attacked Can not attack

Size Malus and Bonus for Range Attacks

Micro	-2
Mini	-1
Small	0
Medium	0
Large	+1
Huge and more	+2

Range Increment

Every time the range increment of a range weapon is passed, 1 MoS is subtracted from the attack roll.

Attack of Opportunity

+1d is granted to a player allowed to perform an attack of opportunity.

Range of Attack

Close	1 metre
Mid	2 metres
Long	3 metres
Far	Depend on the weapon

Difficult Terrain

Minor	- 1 metres to movement speed. - 1 MoS to running
Medium	- 3 metres to movement speed. - 2 MoSes to running
Severe	- 5 metres to movement speed. - 3 MoSes to running
Extreme	Movement speed reduced to 1 metres. Acrobatics or Athleticism test to move more.

Manoeuvres

Charge	Must be at least at a distance equals to the movement speed. Roll a running test, the unused MoSes can be added to the attack hits. Charge can not disarm. The target is entitled to an attack of opportunity.
Defensive Stance	The MoSes from an melee combat can be saved until the start of the next turn and spend to oppose attacks made against the character.
Dodge Roll	Every MoS from an acrobatics test allow a character to move 1 metre by dodge rolling. Every metre moved in this way subtract 1 MoS from every range attack made against the character.
Kick-Up Prone	Get up from prone with an acrobatics test. Every MoS reduced the movement needed by 1 metres. Take 2 metres of movement to get prone, half movement to get up. Movement speed is halved. Receive -2 MoSes on attacks (except for crossbow & firearms which receive +1 to the speciality). Range attacks suffer a -1 MoS when targeting prone character and range increment malus is doubled.
Reassess the Situation	Can reroll initiative either with reflex or perception & vigilance. Must use the new initiative number, even if it is worse.
Inspire	Can distribute amongst ally at hearing distance 1 spirit points per MoS on a Oratory & Poetry test.
Intimidate	For every MoS on an Insult & Intimidation, the target loses 2 spirit points. If the target of the intimidation takes an aggressive action against the character, their dice pool is reduced by 1 for every hits on the Insult & Intimidation roll. This malus is reduced by 1 on every round. Intimidation function as a far range weapon with an range increment of 5 metres.
Taunt	For every MoS on an Insult & Intimidation, the target loses 2 spirit points. If the target of the taunt any actions other than an aggressive one towards the character, their dice pool is reduced by 1 per hit on the Insult & Intimation roll. This malus is reduce by 1 per round.
Shield Wall	Two or more characters with shield with the special hide behind shield can lock their shield together and increase their shield defence by 1 for frontal attacks but cannot use the shield while flanked or reared. The characters can only move together, at the lowest initiative number but can attack at their regular initiative.
Throwing Non-Range Weapons	Small objects and weapons which can be more or less contained in one hand receive -1 MoS and have a range increment of 5 metres. Medium objects and weapons which are used with one hand receive -2 MoSes and have a range increment of 4 metres. Large objects and weapons which usually require two hands to use receive -3 MoSes and have a range increment of 3 metres.
Two Weapons Fighting	If equipped with two one handed weapons, can make two attacks at the same initiative number. The first attack receive -1 MoS, the second receive -2 MoSes.

Combat Cheat Sheet

Hex Scatter Grid

Front

1 2

6 ⬆ 3

Flank Flank

5 4

Rear

Square Scatter Grid

Front

1 2 3

8 ⬆ 4

Flank Flank

7 6 5

Rear
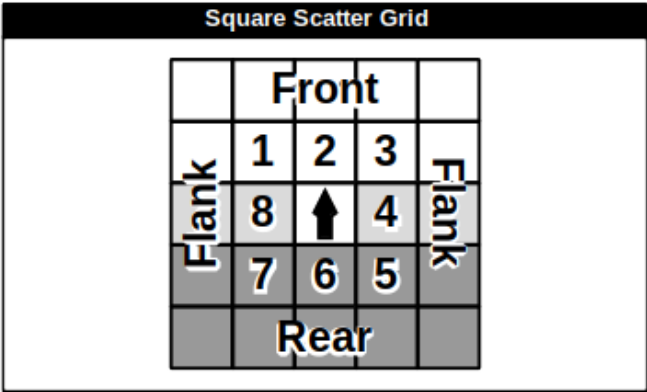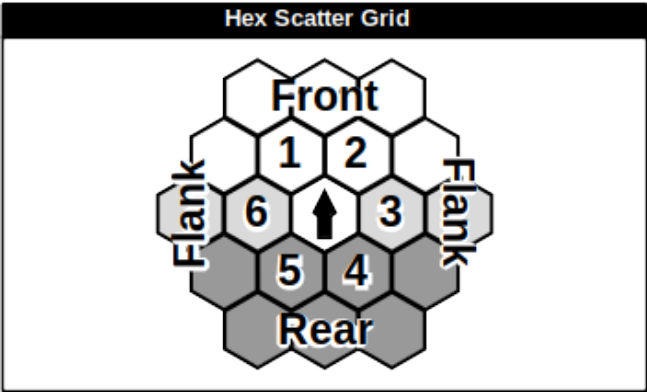
Combat

Melee Attack Manoeuvres and Options	
Cost	**Manoeuvres**
1 Hits	-Move 1 metre in the *range of attack* of the target without *attack of opportunity*. -Negate 1 Shield Defence. -If the attacker, roll 1 dice of damage.
2 Hits	-Move the target 1 metre. Do not cause *attack of opportunity*. -Lower the *initiative* of the target by 1. -If the defender, roll 1 dice of damage.
3 Hits	-Push the target of a ledge.
4 Hits	-Disarm the target. Additional *hits* can be spent to send the weapon flying in a random direction. The weapon land 1 metre away per additional *hit* spent.
The target lose 1 *spirit point* per *hit* scored against them.	

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Brawling Manoeuvres	
Cost	**Manoeuvres**
1 Hits	-If *grappled*, become the *grappler*. -If the *grappler*, move with the *grappled character* 1 metre.
2 Hits	-*Grapple* the target. -If the *grappler*, *throw* the *grappled character* to the ground. Can *pinned* the *character* are not. -If *pinned*, reverse the situation. -If *chocked*, break the *choke*.
3Hits	--If the *grappler*, choke the *grappled character*.

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Brawling Effects	
Status	**Effect**
Grappler	-Can only attack the *grappled character*. -Receive -1 *MoS* on non *Brawling* attacks. -Cannot use *shield defence*.
Grappled	-Same as for *grappler*. -Movement *speed* reduced to 0. -Every *agility* and *power* based actions receive -1 *MoS*.
Pinned	-Same as for *grappled*. -*Prone*. -Additional 1 *MoS* is subtracted to *agility* and *power* actions.
Chocked	-Every round must make a *resist fatigue* test with a *difficulty level* equals to the number round *chocked*. On a failed, the *character* become *unconscious*.

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Damage Effect of Major Injuries	
Injury	**Effect**
Piercing	Bleeding wound level 1
Cutting	Bleeding wound level 2
Bludgeoning	Stunned

Details on page 66

Wound Effects	
Wound	**Effect**
Bleeding	Subtract 1 die from every *agility* and *power dice pool* or 1 *bleeding* wound is aggravated by 1 level. If a *bleeding wound* level 3 is aggravated, the *character* become incapacitated and start *bleeding to death*.
Stunned	Make a *resist shock* test as a free action. The number of *MoSes* obtained on that test is the limit of the *dice pool* for the next round. This limit is increased by 1 on subsequent rounds.
Bleeding to Death	Make a *natural healing* test. The *character* die after a number of minutes equals to the number of *MoSes* obtained on that test.
Unconscious	The *character* regained consciousness by obtaining 10 *MoSes* on a *resist shock step-back rolling test* (if made unconscious by a *bludgeoning* weapon) or on a *resist fatigue step-back rolling test* (if *chocked* to unconsciousness).
Dead	An ally can try to re-animate the *character* by succeeding a *first-aid static test* or a *medicine first-fail rolling test* with a *difficulty level* equals to the number of minutes the *character* has been dead.

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Damage to Armour

A player can permanently reduce the protection of a piece of armour for all type of damage by 1 instead of ticking an *injury box*.

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Attack of Opportunity

An additional dice is granted to a player allowed to perform an *attack of opportunity.*

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Common Causes of Attack of Opportunity
Range attack
Moving

Common Causes of Attack of Opportunity
Casting Spell
Dodge Roll
Using a Consumable
Reloading a Weapon
Fixing a Wound

Details on page 66

Common Combat Actions
Melee Attack
Range Attack
Casting a Spell
Acrobatics Action
Athleticism Action
Heal a Wound or Injury
Rerolling Initiative
Intimidation
Persuasion
Interact with the Environment
Use a Consumable

Details on page

Range of Attack	
Close	1 metre
Medium	2 metre
Long	3 metre
Far	Depend on the weapon

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Range of Attack Difference
Receive -1 *MoS* per range difference.

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Size Malus for Range Attacks	
Micro	-2
Mini	-1
Small	0
Medium	0
Large	1
Huge and more	2

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Range Increment
Every time the *range increment* of a range weapon is passed, 1 *MoS* is subtracted from the attack roll.

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High Ground	Low Ground
+1 *active defence*	- 1 *active defence*

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Cover	
¼	+ 1 *shield Defence*
½	+ 2 *Shield Defence*
¾	+ 3 *Shield Defence*
Full	Can not be attacked Can not attack
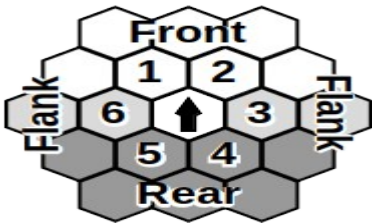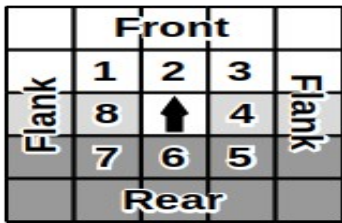
Details on page 66

Difficult Terrain	
Minor	- 1 metres to *movement speed.* - 1 *MoS* to *running*
Medium	- 3 metres to *movement speed.* - 2 *MoSes* to *running*

Severe	- 5 metres to *movement speed.* - 3 *MoSes* to *running*
Extreme	*Movement speed* reduced to 1 metres. *Acrobatics* or *Athleticism* test to move more.

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Combat Manoeuvres

Charge	Must be at least at a distance equals to the *movement speed*. Roll a *running* test, the unused *MoSes* can be added to the attack *hits*. *Charge* can not *disarm*. The target is entitled to an *attack of opportunity*.
Defensive Stance	The *MoSes* from a *melee combat* can be saved until the start of the next turn and spend to oppose attacks made against the *character*.
Dodge Roll	Every *MoS* from an *acrobatics* test allow a *character* to move 1 metre by *dodge rolling*. Every metre moved in this way subtract 1 *MoS* from every range attack made against the *character*.
Kick-Up	Get up from *prone* with an *acrobatics* test. Every *MoS* reduced the *movement* needed by 1 metres.
Prone	Take 2 metres of *movement* to get prone, half *movement* to get up. *Movement speed* is halved. Receive -2 *MoSes* on attacks (except for *crossbow & firearms* which receive +1 to the *speciality)*. Range attacks suffer a -1 MoS when targeting *prone* character and *range increment* malus is doubled.
Reassess the Situation	Can reroll *initiative* either with *reflex* or *perception & vigilance*. Must use the new *initiative* number, even if it is worse.
Inspire	Can distribute amongst ally at hearing distance 1 *spirit points* per *MoS* on an *Oratory & Poetry* test.
Intimidate	For every *MoS* on an *Insult & Intimidation*, the target loses 2 *spirit points*. If the target of the *intimidation* takes an aggressive action against the *character*, their *dice pool* is reduced by 1 for every *hits* on the *Insult & Intimidation* roll. This *malus* is reduced by 1 on every round. *Intimidation* function as a *far range* weapon with a *range increment* of 5 metres.
Taunt	For every *MoS* on an *Insult & Intimidation*, the target loses 2 *spirit points*. If the target of the *taunt* any actions other than an aggressive one towards the *character*, their *dice pool* is reduced by 1 per *hit* on the I*nsult & Intimation* roll. This malus is reduce by 1 per round.
Shield Wall	Two or more *characters* with shield with the special *hide behind shield* can lock their shield together and increase their *shield defence* by 1 for frontal attacks but cannot use the shield while flanked or reared. The *characters* can only move together, at the lowest *initiative* number but can attack at their regular *initiative*.
Throwing Non-Range Weapons	Small objects and weapons which can be more or less contained in one hand receive -1 *MoS* and have a *range increment* of 5 metres. Medium objects and weapons which are used with one hand receive -2 *MoSes* and have a *range increment* of 4 metres. Large objects and weapons which usually require two hands to use receive -3 *MoSes* and have a *range increment* of 3 metres.
Two Weapons Fighting	If equipped with two one handed weapons, can make two attacks at the same *initiative* number. The first attack receive -1 *MoS,* the second receive -2 *MoSes*.

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Hex Grid Scatter Direction	Square Grid Scatter Direction

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Health

Spirit

Common Cause of Spirit Loss	
Fighting	1 *spirit point* lost per *hits* on an attack to the *character*. If an ally become *incapacitated*, must make a *Confidence & ego* test. D*ifficulty* = 2 * number of *incapacitated* allies. 1 *spirit point* lost per missing *MoS*. If 2 + people than the opposing side, - 2 to *difficulty*. If the opposing side has 2 + people, + 2 to *difficulty*.
Complete Failure	*Confidence & ego* test. *Difficulty* = ranks of the *skill* failed + *losses* (up to 6). 1 *spirit point* lost per missing *MoS*.
Death of an Ally or Friend	On the news of a death, make a *Confidence & ego* test. 1 *spirit point* is lost per missing *MoS*. *Difficulty* = 2 for acquaintances, 4 for friends/relatives, 6 for party members/close relatives. - 2 to *difficulty* if the relationship was unfriendly. If said farewell, *difficulty* * ½.
Insult and Intimidation	*Insult & intimidation* is opposed by *Confidence & ego*. If the *insult & intimidation* test get more *MoSes*, the target lose 1 *spirit point* per *MoS* on the *insult & intimidation* test.
Long Travel	On a *resist fatigue* test, 1 *spirit point* is lost per missing *MoS*. < *encumbrance limit = difficulty* 1 for 2 hours travelled < 1½ * *encumbrance limit = difficulty* 1 for every hour travelled > 1½ * *encumbrance limit = difficulty* 1 for ½ hours travelled.
Lack of Sleep	1 *spirit point* lost per missing *MoS* on a *resist fatigue* test with a *difficulty* of 6 - hours slept in the day. If lack of sleep and long travel, *difficulty* are added.
Lack of Food	On a *resist hunger* test, 1 *spirit point* lost per missing *MoS*. *Difficulty* = 2 – meal eaten during the day. *Difficulty* cumulative from day to day until 2 meal are eaten.
Extreme Weather	See: *extreme weather* chart in the *adventuring* section.
Getting Drunk	1 *spirit point* and 1 *agility*, *power*, *erudition* and *sagacity* is reduced by 1 per missing *MoS* on a *resist poison* test. *Difficulty* is 1 per portion of alcohol drank. 2 hours after the last drink, can test to regain those lost *spirit point* and *attributes*. D*ifficulty* is reduced by 1 every 2 hours.

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Common Way to Regain Spirit Points	
Full Night of Sleep	After a full night of sleep (6 hours of uninterrupted sleep), if the *character* suffer no *major injury* (after any *natural healing* test allowed), they recuperate 1 *spirit point* per *MoS* on a *resist fatigue* test.
Victory	At the end of a combat, every non *incapacitated character* on the victorious side can do a *Confidence & ego* test and recuperate 1 *spirit point* per *MoS*.
Resounding Successes	When rolling a *resounding success*, 1 *spirit point* can be recuperated per *MoS* instead of gaining 1 *experience point*.
Feast	When taking part in a feast, a *character* can regain 1 *spirit point* per *MoS* on a *Confidence & ego* test. If the *character* preparing the feast scored *hits* on his *cooking* test, he can distribute them to the different guests.
Entertainment	*Character(s)* doing an artistic performance can distribute to the audience 1 *spirit point* per *MoS* on their *arts & performance* test.
Love	Spending time with a significant one allow to recuperate 1 *spirit point* per *MoS* on a *Confidence & ego* test.

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Character Creation

Races and Subraces

Race / *Sub-Race*	Cost	Attributes	Skills (ExP)	Traits	Misc.
High-Man	N/A	Array 1: 7, 6, 6, 6, 5, 4 or Array 2: 7, 7, 6, 5, 5, 4	Brawling (2) Detect Motive (3) Linguistic (4) Riding (3) Perception & Vigilance (2)	Natural Talent, Fast learner	Size: Medium Speed: 9m Min. Age: 16
Northerner	1	+6 ExP to Constitution	1-Handed Swords (3) Resist Cold (4) Seamanship (3) Confidence & Ego (2)	Heat Conservation	Cannot lean towards *Cowardice*
Riverlander	0	+6 ExP to Sagacity	Heraldry & nobility (4) Survival (2) Crossbows & Firearms (2) Riding (4)		
Sandman	3	+6 ExP to Persona	Appraise (2) Charm & Persuasion (4) Resist Heat (4) Sorcery (2)	Heat Expansion, ½ Bound to a Dark Pact	Cannot lean towards *Insensitivity*
Highland Half-Man	N/A	Agility 4 Power 7 Constitution 7 Erudition 6 Persona 5 Sagacity 6	Crafting (4) Lifting & Pushing (4) Resist Fatigue (2) Resist Shock (2) Resist Poison (3)	Low light Vision, Beast of Burden	Size: Medium Speed: 7m Min. Age: 23
Deep Dweller	3	+6 ExP to Constitution	Athleticism (4) Brawling (4) Resist Fatigue (2) Stealth (2)	Dark Vision	
Flat Dweller	0	+6 ExP to Sagacity	Appraise (4), Geography (2) Polearms (2) Stonecutting (4)		Cannot lean towards *Debauchery*
Peak Dweller	1	+6 ExP to Erudition	2-Handed Swords (2) Engineering & Physics (4), Knowledge (3) Resist Cold (3)		
Lowland Half-Man	N/A	Agility 7 Power 4 Constitution 5 Erudition 6 Persona 6 Sagacity 7	Cooking (4) Luck (4) Reflex (3) Stealth (2) Sleight of Hand (2)	Low Light Vision, Lucky	Size: Small Speed: 9m Min. Age: 18
Hills Folk	0	+6 ExP to Persona	Arts & Performance (4) Charm & Persuasion (2) Slings (3) Taming & Training (4)		Cannot lean towards *Surliness*

Races and Subraces					
Race / *Sub-Race*	Cost	Attributes	Skills (ExP)	Traits	Misc.
Woods Folk	2	+6 ExP to Sagacity	Bows (2) Perception & vigilance (3) Stealth (3) Survival (4)		
Orc	N/A	Agility 6 Power 7 Constitution 6 Erudition 4 Persona 7 Sagacity 5	Athleticism (4) Confidence & Ego (3) Insult & Intimidation (3) 1-Handed Axes & Maces (3) Resist Pain (2)	Fearsome, Strong Grip	Size: Medium Speed: 9m Min. Age: 15
Black Skinned	3	+6 ExP to Constitution	Brawling (3) Stealth (4) Perception & Vigilance (3) Resist Pain (2)		
Pig Rider	0	+6 ExP to Persona	Resist Poison (3) Polearms (3) Riding (4) Taming & Training (2)		*Honour* move 1 rank towards *Honourable*
Tide Crasher	1	+6 ExP to Constitution	Crossbows & Firearms (3) Resist Cold (3) Seamanship (4) Survival (2)		
Goblin	N/A	Agility 7 Power 4 Constitution 6 Erudition 7 Persona 6 Sagacity 5	Appraise (4) Crossbows & Firearms (2) Knowledge (3) Science (3) Stealth (3)	Dark Vision, Greed	Size: Small Speed: 9m Min. Age: 21
Night	3	+6 ExP to Agility	Brawling (2) Sleight of Hand (4) Stealth (4) Survival (2)		
Ravenous	0	+6 ExP to Constitution	Charm & Persuasion (2) Polearms (3) Resist poison (3) Riding (4)		Cannot lean towards *Lavishness*
Redcap	0	+6 ExP to Sagacity	1-Handed Axes & Maces (2) Confidence & Ego (3) Mechanics (3) Seamanship (4)		
Hobgoblin	N/A	Agility 7 Constitution 6 Persona 7 Sagacity 5	1-Handed Axes & Maces (2) Athleticism (3) Detect Motive (4) Insult & Intimidation (4) Reflex (2)	Fearless, Low Light Vision, Infertile	Size: Medium Speed: 9m Min. Age: 18
Orc Fathered	3	Power 6 Erudition 4	1-Handed Axes & Maces (2) Confidence & Ego (3) Insult & Intimidation (3) Seamanship / Taming & Training (4)		
Goblin Fathered	0	Power 4 Erudition 6	Crossbows & Firearms (2) Knowledge (3) Science (3) Appraise / Mechanics (4)		

Races and Subraces					
Race / *Sub-Race*	**Cost**	**Attributes**	**Skills (ExP)**	**Traits**	**Misc.**
Elf	N/A	Agility 7 Power 6 Constitution 4 Erudition 7 Persona 5 Sagacity 6	Bows (2) Reflex (3) Resist Hunger (4) Stealth (3) Perception & Vigilance (3)	Ascetic, Nimble Feet, Spirit Tree	Size: Medium Speed: 9m Min. Age: 55
Summer Court	0	+6 ExP to Persona	1-Handed Swords (2) Arts & Performance (4) Charm & Persuasion (4) Resist Heat (2)		
Twilight Court	3	+6 ExP to Erudition	Elementalism (2) Knowledge (4) Stealth (3) Resist Fatigue (3)		
Winter Court	1	+6 ExP to Sagacity	2-Handed Swords (2) Detect Motive (3) Perception & Vigilance (4) Resist Cold (3)		
Faun	N/A	Sagacity 7	Crafting (4) Luck (4) Polearms (2) Survival (2) Taming & Training (3)	Animal, Whisperer, Hoofed Feet, Horned Head	Speed: 11m Min. Age: 16
Autumn Born	0	Agility 5 Power 7 Constitution 7 Erudition:4 Persona 6	Athleticism (4) Detect Motive (3) Polearms (2) Resist Cold (3)		Size: Medium
Spring Born	0	Agility 7 Power 4 Constitution 5 Erudition 6 Persona 7	Acrobatics (2) Arts & Performance (2) Slings (2) Stealth (3)		Size: Small
Troll	N/A	Agility 6 Power 7 Constitution 8 Erudition 4 Persona 5 Sagacity 4	1-Handed Axes & Maces (2) Athleticism (3) Insult & Intimidation (3) Resist Pain (3) Natural Healing (4)	Dark Vision, Fearsome, Turning to Stone, Regeneration	Size: Large Speed: 9 Min. Age: 12
Basalt Clan	3	+6 ExP to Sagacity	Brawling (3) Detect Motive (3) Survival (3) Stealth (3)		
Dirt Clan	1	+ 6 ExP to Agility	Acrobatics (3) Cooking (3) Crafting (4) Reflex (3) Thrown (2)		
Granite Clan	0	+6 ExP to Constitution	1-Handed Axes & Maces (2) Resist Cold (3) Resist Pain (3) Resist Shock (4)		
Sand Clan	3	+6 ExP to Persona	Confidence & Ego (3) Insult & Intimidation (3) Perception & Vigilance (4) Polearms (2)		

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Encumbrance

Encumbrance Limit					
Micro	**Mini**	**Small**	**Medium**	**Large**	**Huge and +**
(POW + CON) * ½	(POW + CON) * 1	(POW + CON) * 1½	(POW + CON) * 2	(POW + CON) * 2½	(POW + CON) * 3

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Places of Origin

Places of Origin				
Place	**Cost**	**Skills (ExP)**	**Res. (Worth)**	**Misc.**
High-Men City	High-Men: 0 Highlander: 2 Lowlander: 1 Orc: 3 Goblin: 1 Hobgoblin: 1 Elf: 4 Faun: 3 Troll: 6	Appraise (4) Arts & Performance (2) Charm & Persuasion (2) Insult & Intimidation (4) Linguistic (3) Heraldry & Nobility (3)	Outfit (Wool trousers, linen shirt, leather shoes) (10cp) 4cp	Opt. Trait: Urban Occ.: Commerce, Maritime, Unemployed or Service
High-Men Town	High-Men: 0 Highlander: 3 Lowlander: 2 Orc: 4 Goblin: 3 Hobgoblin: 4 Elf: 4 Faun: 3 Troll: N/A	Brawling (2) Crafting (4) Charm & Persuasion (2) Mechanics (3) Perception & Vigilance (3) Riding (3)	Outfit (Wool trousers, linen shirt, leather shoes) (8cp) 3cp	Occ.: Commerce, Craftsman, Maritime, Service or Primary
High-Men Village	High-Men: 0 Highlander: 5 Lowlander: 4 Orc: N/A Goblin: 5 Hobgoblin: N/A Elf: 6 Faun: 4 Troll: N/A	Athleticism (3) Brawling (2) Crafting (3) Mechanics (3) Riding (3) Taming & Training (4)	Outfit (Wool trousers, linen shirt, leather shoes) (7cp) 5cp	Occ.: Primary
Highlander Citadel	High-Men: 4 Highlander: 0 Lowlander: 6 Orc: N/A Goblin: 6 Hobgoblin: N/A Elf: 6 Faun: 4 Troll: N/A	Appraise (4) Crafting (4) Deduction & logic (3) Detect Motive (3) Melee Combat (2) Perception & Vigilance (2)	Outfit (Velvet trousers, linen shirt, leather boots, fur vest) (12cp) Jewellery (10cp)	Opt. Trait: Born Underground Occ.: Commerce, Craftsman, Military or Scholar

Places of Origin				
Place	**Cost**	**Skills (ExP)**	**Res. (Worth)**	**Misc.**
Lowlander Village	High-Men: 3 Highlander: 3 Lowlander: 0 Orc: 5 Goblin: 4 Hobgoblin: 5 Elf: 4 Faun: 3 Troll: N/A	Arts & Performance (3) Foraging & Hunting (4) Perception & Vigilance (2) Range Combat (2) Stealth (4) Survival (3)	Sling Pipe (3cp) Outfit (corduroy trousers and vest, linen button shirt, leather shoes) (10cp)	Occ.: Arts, Craftsman, Commerce Primary or Service
Orcish Hamlet	High-Men: 3 Highlander: N/A Lowlander: 5 Orc: 0 Goblin: 0 Hobgoblin: 0 Elf: N/A Faun: 4 Troll: 6	Athleticism (4) Confidence & Ego (3) Insult & Intimidation (3) Melee Combat (2) Riding (3) Taming & Training (3)	Tomahawk (10cp) Outfit (wool trousers, sheep vest, sheep moccasins) (6cp)	Occ.: Craftsman, Primary or Military
Elven Village	High-Men: 5 Highlander: N/A Lowlander: 3 Orc: N/A Goblin: N/A Hobgoblin: N/A Elf: 0 Faun: 2 Troll: 5	Acrobatics (3) Arts & Performance (3) Charm & Persuasion (3) Elementalism (2) Knowledge (3) Survival (4)	Outfit (silk trousers, silk long tail shirt, hemp boots) (10cp) Musical instrument (5cp)	Trait: ½ Command of the Elements Occ.:Arts, Primary, Scholar or Government
Faun Community	High-Men: 5 Highlander: N/A Lowlander: 3 Orc: 5 Goblin: 4 Hobgoblin: 6 Elf: 3 Faun: 0 Troll: 5	Arts & Performance (3) Crafting (4) Perception & Vigilance (2) Taming & Training (3) Shamanism (2) Survival (4)	Quarterstaff (5cp) Outfit (sheep vest, linen loincloth) (4cp)	Trait: ½ In Touch With Spirits Occ.: Arts, Craftsman Commerce, Scholar or Primary
Troll Camp	High-Men: 6 Highlander: 6 Lowlander: 6 Orc: N/A Goblin: 4 Hobgoblin: 6 Elf: 5 Faun: 4 Troll: 0	Insult & Intimidation (4) Melee Combat (2) Perception & Vigilance (2) Resist Fatigue (3) Resist Pain (4) Torture (3)	Kanabo (5cp) Large canvas trousers (4cp) 4cp	Opt. Trait: Born Underground Occ.: Craftsman or Military
In the Wild	High-Men: 5 Highlander: 6 Lowlander: 3 Orc: 4 Goblin: 6 Hobgoblin: 3 Elf: 2 Faun: 2 Troll: 3	Perception & Vigilance (3) Resist Cold or Resist Heat (3) Resist Hunger (3) Survival (4) Taming & Training (3) Witchcraft (2)	Short Bow (5cp) Outfit (leather trousers, shirt and moccasins) (10 cp)	Opt. Trait: Child of the Wild, Keeper of the Old Ways Occ.: Unemployed, Criminal or Scholar

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Reasons to Adventure

Reason to Adventure				
Reason	**Cost**	**Skills (ExP)**	**Res. (Worth)**	**Misc.**
Could Not Make a Profit in their Trade	0	2 ExP in 12 skills not granted by previous occupation.		Must have at least one previous occupation.
Lost their Family or Tribe to Starvation or Exposure	1	Confidence & Ego (2) Mysticism (2) Resist Cold or Resist Heat (4) Resist Hunger (4) Resist Pain (3) Survival (3)		
Lost their Family or Tribe to War or Bandits	2	Insult & Intimidation (3) Melee Combat or Sorcery(2) Perception & Vigilance (4) Resist Pain (3) Stealth (3) Torture (3)		
Lost their Land due to Climate	H-M City: N/A H-M Town: 4 H-M Village: 1 H H Citadel: N/A L H Village: 1 O Hamlet: 1 E Village: N/A F Community: N/A T Camp: N/A Wild: 6	Botany (3) Geography (2) Resist Cold or Resist Heat (4) Resist Hunger (4) Survival (2) Zoology (3)		
Lost their Land due to Bandits or an Invasion	H-M City: N/A H-M Town: 5 H-M Village: 2 H H Citadel: N/A L H Village: 3 O Hamlet: 3 E Village: 3 F Community: 3 T Camp: 3 Wild: 4	Botany (4) Melee Combat or Range Combat (2) Perception & Vigilance (4) Stealth (2) Survival (2) Zoology (4)		
Lost their Wealth due to a Bad Deal or Gambling	H-M City: 1 H-M Town: 1 H-M Village: 4 H H Citadel: 2 L H Village: 2 O Hamlet: 3 E Village: 5 F Community: N/A T Camp: N/A Wild: N/A	Appraise (4) Brawling (2) Charm & Persuasion (3) Detect Motive (3) Insult & Intimidation (3) Luck (3)		
Rightfully Accused of a Crime	H-M City: 1 H-M Town: 2 H-M Village: 2 H H Citadel: 1 L H Village: 3 O Hamlet: 1 E Village: 1 F Community: 2 T Camp: 4 Wild: 6	Melee Combat or Range Combat (2) Insult & Intimidation (4) Perception & Vigilance (3) Sleight of Hand (3) Stealth (3) Survival (3)		

Reason to Adventure				
Reason	**Cost**	**Skills (ExP)**	**Res. (Worth)**	**Misc.**
Wrongfully Accused of a Crime	H-M City: 1 H-M Town: 4 H-M Village: 4 H H Citadel: 3 L H Village: 5 O Hamlet: 1 E Village: 2 F Community: 3 T Camp: N/A Wild: 5	Brawling (2) Deduction & Logic (3) Detect Motive (3) Laws & Legal Systems (4) Perception & Vigilance (3) Stealth (3)		
Sent on a Mission	H-M City: 5 H-M Town: 4 H-M Village: 3 H H Citadel: 4 L H Village: 3 O Hamlet: 3 E Village: 4 F Community: 3 T Camp: N/A Wild: 5	Riding (2) Skills from previous occupations (3)(4)		Must have at least one previous occupation.
Wanderlust	H-M City: 5 H-M Town: 4 H-M Village: 3 H H Citadel: 4 L H Village: 3 O Hamlet: 3 E Village: 4 F Community: 2 T Camp: 2 Wild: N/A	Athleticism (3) Confidence & Ego (3) Luck (3) Resist Fatigue (3) Resist Hunger (3) Riding (3)		

Main Motivations

Main Motivations				
Motivation	**Cost**	**Skills (ExP)**	**Res. (Worth)**	**Misc.**
Profit	High-Men: 0 Highlander: 0 Lowlander: 3 Orc: 3 Goblin: 0 Hobgoblin: 2 Elf: 4 Faun: 5 Troll: 1	Appraise (4) Charm & Persuasion (4) Crafting (2) Detect Motive (4) Knowledge (2) Sorcery (2)		
Power	High-Men: 0 Highlander: 0 Lowlander: 6 Orc: 0 Goblin: 4 Hobgoblin: 0 Elf: 6 Faun: N/A Troll: 0	Confidence & ego (4) Detect Motive (3) Elementalism, Melee Combat, Sorcery or Wizardry (2) Heraldry & nobility (3) Insult & Intimidation (4) Resist Fatigue (2)		

Main Motivations				
Motivation	**Cost**	**Skills (ExP)**	**Res. (Worth)**	**Misc.**
Faith	High-Men: 2 Highlander: 3 Lowlander: 6 Orc: 6 Goblin: N/A Hobgoblin: 6 Elf: 2 Faun: 2 Troll: 6	Confidence & Ego (3) Mysticism (2) Oratory & Poetry (3) Religions (4) Resist Fatigue (3) Resist Hunger (3)		
Justice	High-Men: 2 Highlander: 1 Lowlander: 3 Orc: 3 Goblin: 5 Hobgoblin: 0 Elf: 3 Faun: 3 Troll: 6	Charm & Persuasion (3) Deduction & logic (3) Detect Motive (4) Knowledge (2) Laws & Legal Systems (4) Melee Combat, Range Combat or Mysticism (2)		Opt. Trait: Witness of the Gods +4 Cost for the opt. skill and trait.
Vengeance	High-Men: 1 Highlander: 1 Lowlander: 5 Orc: 0 Goblin: 4 Hobgoblin: 0 Elf: 5 Faun: 4 Troll: 0	Confidence & Ego (3) Detect Motive (4) Insult & intimidation (2) Melee Combat, Range Combat or Sorcery (2) Resist Fatigue (3) Tracking (4)		Opt. Trait: Bound to a Dark Pact +4 Cost for the opt. skill and trait.
Renown	High-Men: 0 Highlander: 3 Lowlander: 5 Orc: 0 Goblin: 4 Hobgoblin: 0 Elf: 5 Faun: 4 Troll: 0	Athleticism (3) Charm & Persuasion (3) Confidence & Ego (4) Detect Motive (3) Heraldry & Nobility (3) Melee Combat, Range Combat or Wizardry (2)		
Fame	High-Men: 2 Highlander: 6 Lowlander: 1 Orc: 5 Goblin: 5 Hobgoblin: 5 Elf: 1 Faun: 3 Troll: 6	Acrobatics (4) Arts & Performance (4) Confidence & Ego (4) Detect Motive (2) Sleight of Hand (2) Thrown (2)		
Helping People	High-Men: 3 Highlander: 4 Lowlander: 2 Orc: 5 Goblin: 5 Hobgoblin: 5 Elf: 1 Faun: 0 Troll: N/A	Arts & Performance (2) Cooking (4) Detect Motive (2) First-Aid or Medicine (4) Resist Hunger (4) Witchcraft (2)		Opt. Trait: Keeper of the Old Ways +4 Cost for opt. skill and trait.

Main Motivations				
Motivation	**Cost**	**Skills (ExP)**	**Res. (Worth)**	**Misc.**
Joining Nobility	High-Men: 0 Highlander: 0 Lowlander: 6 Orc: 6 Goblin: 5 Hobgoblin: 4 Elf: 2 Faun: 6 Troll: 0	Charm & Persuasion (3) Confidence & Ego (4) Detect Motive (3) Heraldry & Nobility (4) Laws & Legal Systems (2) Melee Combat (2)		
Knowledge	High-Men: 2 Highlander: 2 Lowlander: 4 Orc: 5 Goblin: 0 Hobgoblin: 3 Elf: 2 Faun: 0 Troll: 6	Appraise (2) Deduction & Logic (3) Elementalism or Wizardry (2) Knowledge (4) Science (4) Laws & Legal Systems (3)		Opt. Trait: Arcane Initiate +4 Cost for opt. skill and trait.
Pushing Physical Limit	High-Men: 4 Highlander: 3 Lowlander: 5 Orc: 0 Goblin: 6 Hobgoblin: 0 Elf: 6 Faun: 4 Troll: 0	Acrobatics (4) Athleticism (4) Confidence & Ego (3) Melee Combat or Range Combat (2) Resist Fatigue (3) Resist Pain (3)		

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Life Events

Life Events				
Event	**Cost**	**Skills (ExP)**	**Res. (Worth)**	**Misc.**
A Parent Been Executed, Rightfully	4	Brawling or Sorcery (2) Insult & Intimidation (4) Perception & Vigilance (3)		
A Parent Been Executed, Wrongfully	5	Detect Motive (3) Deduction & Logic (3) Laws & Legal Systems (3)		
A Parent Been Murdered	5	Deduction & Logic (3) Detect Motive (3) Perception & Vigilance (3)		
A Parent Died at War	4	Melee Combat or Range Combat (3) Heraldry& Nobility (3) Insult & Intimidation (3)		
A Parent Died From War	4	Perception & Vigilance (4) Stealth (3) Survival (3)		
A Parent Died of a Disease	2	Medicine (3) Mysticism (2) Natural Healing (4)		

Life Events				
Event	**Cost**	**Skills (ExP)**	**Res. (Worth)**	**Misc.**
Almost Drown	3	Seamanship (3) Swimming (4) Water or Lakes & Rivers (2)		
Became an Orphan	Free with two parent deaths	Resist Cold or Resist Heat (3) Resist Hunger (3) Sleight of Hand (3)		
Became Seriously Sick	3	Mysticism or Sorcery (2) Natural Healing (4) Resist Pain (3)		
Been Accused of a Crime	4	Laws & Legal Systems (3) Perception & Vigilance (3) Stealth (3)		
Been Attacked by Criminals	4	Melee Combat (2) Natural Healing (3) Perception & Vigilance (4)		
Been Exiled	5	Insult & Intimidation (3) Survival (3) Witchcraft (3)		
Been Left for Dead	5	Natural Healing (4) Resist Pain (3) Sorcery or Mysticism (2)		
Been Raised by a Hermit	5	Botany or Zoology (3) Shamanism or Witchcraft (2) Survival (4)		
Been Severely Burnt	4	Fire (2) Natural Healing (4) Perception & Vigilance (3)		
Been to a Good School	3	Deduction & Logic (3) Knowledge (3) Science (3)		
Been to an Orphanage	2	Brawling (2) Insult & Intimidation (4) Resist Hunger (3)		
Born a Noble	5	Heraldry & Nobility (4) Laws & Legal Systems (3) Melee Combat (2)		
Born a Slave	5	Lifting & Pushing (4) Resist Hunger (3) Resist Pain (3)		
Entered an Elementalism or Wizardry Academy	5	Elementalism or Wizardry (4) Knowledge (2) Science (3)		
Got a Child	1	Cooking (3) Perception & Vigilance (3) Resist Fatigue (3)		
Has a Rich Relative	3	Appraise (4) Charm & Persuasion (3) Luck (3)		
Joined a Religious Order	4	Confidence & Ego (3) Mysticism (2) Religions (4)		

Life Events				
Event	**Cost**	**Skills (ExP)**	**Res. (Worth)**	**Misc.**
Joined a Street Gang	3	Brawling (2) Insult & Intimidation (3) Sleight of Hand (4)		
Killed Someone	5	Detect Motive (3) Insult & intimidation (4) Melee Combat or Range Combat (2)		
Lost a Parent Due to Exposure or Starvation	3	Elementalism or Mysticism (2) Resist Hunger (4) Resist Cold or Resist Heat (3)		
Mother Died in Childbirth	1			
Neglectful Childhood	2	Resist Hunger (4) Sleight of Hand (4) Thrown or Slings (2)		
Saw a Monster	3			
Spent Time in Jail	4	Brawling (2) Insult & Intimidation (4) Resist Hunger or Resist Pain (3)		
Violent Childhood	3	Brawling (2) Insult & Intimidation (4) Resist Pain or Resist Shock (3)		
Witnessed a Miracle	5	Confidence & Ego (3) Mysticism (2) Religions (4)		

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Occupations

Occupations List				
Occupation	**Cost**	**Skills (ExP)**	**Res. (Worth)**	**Misc.**
Arts / Military: Warband Musician	Arts: 5 Craftsman: N/A Commerce: N/A Criminal: N/A Government: N/A Maritime: N/A Military: 5 Primary: N/A Religious: N/A Scholar: N/A Service: N/A Unemployed: N/A	Insult & Intimidation (4) Melee Combat (2) Music & Singing (4)		Must have at least 1 arts or military occupation+ Age: +3

Occupations List				
Occupation	**Cost**	**Skills (ExP)**	**Res. (Worth)**	**Misc.**
Arts: **Error: Reference source not found**	Arts: 5 Craftsman: 10 Commerce: 10 Criminal: 8 Government: 9 Maritime: 10 Military: 8 Primary: 10 Religious: 8 Scholar: 10 Service: 8 Unemployed: 7	Acting (4) Charm & Persuasion (3) Confidence & Ego (2)	Musical instrument, writing material or painting material (5cp) Colourful outfit (12cp) 5cp	Age: +2
Arts: **Illuminator**	Arts: 5 Craftsman: 5 Commerce: 10 Criminal: 10 Government: 10 Maritime: 10 Military: 9 Primary: 10 Religious: 5 Scholar: 5 Service: 9 Unemployed: 9	Drawing & painting (4) Linguistic (2) Scribing (3)		Age: +4
Arts: **Aspiring Artist**	Arts: N/A Craftsman: 0 Commerce: 0 Criminal: 0 Government: 1 Maritime: 0 Military: 0 Primary: 1 Religious: 2 Scholar: 2 Service: 0 Unemployed: 0	Confidence & Ego (3) Detect Motive (2) Arts & Performance (2)		Age: +3
Arts: **Dancer**	Arts: 5 Craftsman: 10 Commerce: 10 Criminal: 8 Government: 10 Maritime: 9 Military: 8 Primary: 10 Religious: 9 Scholar: 10 Service: 9 Unemployed: 7	Acrobatics (3) Dancing (4) Confidence & Ego (2)		Age: +3
Arts: **Musician**	Arts: 5 Craftsman: 9 Commerce: 10 Criminal: 8 Government: 10 Maritime: 8 Military: 8 Primary: 9 Religious: 8 Scholar: 10 Service: 9 Unemployed: 7	Charm & Persuasion (3) Confidence & Ego (2) Music & Singing (4)		Age: +3

Occupations List				
Occupation	**Cost**	**Skills (ExP)**	**Res. (Worth)**	**Misc.**
Arts: Opera Composer	Arts: 8 Craftsman: N/A Commerce: N/A Criminal: N/A Government: N/A Maritime: N/A Military: N/A Primary: N/A Religious: N/A Scholar: N/A Service: N/A Unemployed: N/A	Arts & Performance (4) Music & Singing (3) Oratory & Poetry (3)		Must have at least 1 arts occupation Age: +5
Arts: Painter	Arts: 5 Craftsman: 8 Commerce: 9 Criminal: 9 Government: 10 Maritime: 9 Military: 8 Primary: 10 Religious: 8 Scholar: 10 Service: 9 Unemployed: 7	Botany or Zoology (2) Drawing & Painting (4) Perception & Vigilance (3)		Age: +3
Arts: Playwright	Arts: 5 Craftsman: 8 Commerce: 10 Criminal: 8 Government: 10 Maritime: 10 Military: 8 Primary: 9 Religious: 7 Scholar: 7 Service: 9 Unemployed: 7	Acting (2) Oratory & Poetry (4) Scribing (3)		Age: +3
Arts: Poet	Arts: 5 Craftsman: 9 Commerce: 10 Criminal: 7 Government: 10 Maritime: 8 Military: 8 Primary: 10 Religious: 7 Scholar: 10 Service: 9 Unemployed: 7	Confidence & Ego (2) Oratory & Poetry (4) Scribing (3)		Age: +3
Arts: Sculptor	Arts: 5 Craftsman: 5 Commerce: 10 Criminal: 9 Government: 10 Maritime: 10 Military: 8 Primary: 9 Religious: 9 Scholar: 9 Service: 9 Unemployed: 7	Drawing & Painting (3) Stonecutting (4) Metal Working (2)		Age: +4

Occupations List				
Occupation	**Cost**	**Skills (ExP)**	**Res. (Worth)**	**Misc.**
Commerce: Error: Reference source not found	Arts: 10 Craftsman: 5 Commerce: 5 Criminal: 8 Government: 10 Maritime: 5 Military: 8 Primary: 8 Religious: 10 Scholar: 10 Service: 8 Unemployed: 7	Appraise (4) Charm & Persuasion (4) Detect Motive (4)	Old draught horse worth 9sp Thick wool outfit worth 12cp 35cp	Age: +4
Commerce: Banker	Arts: N/A Craftsman: N/A Commerce: 8 Criminal: N/A Government: N/A Maritime: N/A Military: N/A Primary: N/A Religious: N/A Scholar: N/A Service: N/A Unemployed: N/A	Appraise (4) Detect motive (4) Heraldry & Nobility (3)		Must have at least 2 commerce occupation Age: +5
Craftsman / Military: Armourer	Arts: N/A Craftsman: 5 Commerce: N/A Criminal: N/A Government: N/A Maritime: N/A Military: 5 Primary: N/A Religious: N/A Scholar: N/A Service: N/A Unemployed: N/A	Melee Combat (2) Metalworking (4) Resist Heat (3)		Must have at least 1 craftsman or military occupation Age: +3
Craftsman: Error: Reference source not found	Arts: 10 Craftsman: 5 Commerce: 8 Criminal: 9 Government: 10 Maritime: 9 Military: 8 Primary: 7 Religious: 10 Scholar: 10 Service: 9 Unemployed: 9	Appraise (2) Metalworking (4) Resist Heat (3)	Tool of the trade (8cp) Sturdy outfit with apron (8cp) 5cp	Age: +4
Craftsman: Apprentice	Arts: 2 Craftsman: N/A Commerce: 0 Criminal: 2 Government: 2 Maritime: 2 Military: 0 Primary: 0 Religious: 2 Scholar: 2 Service: 0 Unemployed: 0	Detect Motive (3) Lifting & Pushing (2) 1 skill from another craftsman occupation (2)		Age: +2

		Occupations List		
Occupation	**Cost**	**Skills (ExP)**	**Res. (Worth)**	**Misc.**
Craftsman: Carpenter	Arts: 10 Craftsman: 5 Commerce: 9 Criminal: 10 Government: 10 Maritime: 8 Military: 8 Primary: 6 Religious: 9 Scholar: 10 Service: 9 Unemployed: 7	Appraise (2) Engineering & Physics (3) Woodworking (4)		Age: +4
Craftsman: Jeweller	Arts: NA Craftsman: 8 Commerce: N/A Criminal: N/A Government: N/A Maritime: N/A Military: N/A Primary: N/A Religious: N/A Scholar: N/A Service: N/A Unemployed: N/A	Appraise (2) Metalworking (4) Stonecutting (4)		Must have at least 1 craftsman occupation Age: +3
Craftsman: Mason	Arts: 10 Craftsman: 5 Commerce: 9 Criminal: 9 Government: 10 Maritime: 10 Military: 8 Primary: 6 Religious: 10 Scholar: 10 Service: 9 Unemployed: 7	Appraise (2) Lifting & Pushing (3) Stonecutting (4)		Age: +3
Craftsman: Scribe	Arts: 8 Craftsman: 5 Commerce: 9 Criminal: 10 Government: 7 Maritime: 9 Military: 9 Primary: 10 Religious: 6 Scholar: 7 Service: 8 Unemployed: 9	Appraise (2) Drawing & Painting (3) Scribing (4)		Age: +5
Craftsman: Shipwright	Arts: 10 Craftsman: 5 Commerce: 9 Criminal: 10 Government: 10 Maritime: 7 Military: 8 Primary: 7 Religious: 10 Scholar: 10 Service: 10 Unemployed: 8	Appraise (2) Seamanship (3) Woodworking (4)		Age: +5

Occupations List				
Occupation	**Cost**	**Skills (ExP)**	**Res. (Worth)**	**Misc.**
Craftsman: Tailor	Arts: 8 Craftsman: 5 Commerce: 8 Criminal: 10 Government: 10 Maritime: 10 Military: 9 Primary: 9 Religious: 10 Scholar: 10 Service: 9 Unemployed: 9	Appraise (2) Heraldry & Nobility (3) Tailoring (4)		Age: +4
Criminal / Commerce: Fence	Arts: 9 Craftsman: 10 Commerce: 5 Criminal: 5 Government: 9 Maritime: 8 Military: 10 Primary: 10 Religious: 10 Scholar: 10 Service: 10 Unemployed: 8	Appraise (4) Charm & Persuasion (3) Detect Motive (2)		Age: +5
Criminal / Maritime: Error: Reference source not found	Arts: 10 Craftsman: 10 Commerce: 10 Criminal: 5 Government: 11 Maritime: 5 Military: 8 Primary: 9 Religious: 10 Scholar: 11 Service: 10 Unemployed: 8	Insult & Intimidation (3) 1-Handed Swords or 1-Handed Axes & Clubs (3) Seamanship (3)	Short sword, boarding axe, short box or light crossbow worth 9cp Warm wool outfit worth 12cp 5cp	Age: +3
Criminal / Service: Prostitute	Arts: 5 Craftsman: 10 Commerce: 9 Criminal: 5 Government: 10 Maritime: 10 Military: 8 Primary: 9 Religious: 9 Scholar: 9 Service: 5 Unemployed: 5	Charm & Persuasion (4) Detect Motive (3) Sleight of Hand (2)		Age: +1
Criminal: Error: Reference source not found	Arts: 7 Craftsman: 9 Commerce: 9 Criminal: 5 Government: 11 Maritime: 9 Military: 6 Primary: 8 Religious: 11 Scholar: 11 Service: 9 Unemployed: 7	Insult & Intimidation (3) Melee Combat or Range Combat (3) Stealth (3)	Short sword, boarding axe, short box or light crossbow worth 9cp Worn leather outfit worth 12cp 5cp	Age: +3

Occupations List				
Occupation	**Cost**	**Skills (ExP)**	**Res. (Worth)**	**Misc.**
Criminal: Error: Reference source not found	Arts: 5 Craftsman: 5 Commerce: 5 Criminal: N/A Government: 6 Maritime: 4 Military: 4 Primary: 5 Religious: 6 Scholar: 6 Service: 5 Unemployed: 3	Insult & Intimidation (2) Brawling (3) Detect Motive (2)	Knife or dagger worth 5cp Worn warm outfit worth 12cp 5cp	Age: +3
Criminal: Error: Reference source not found	Arts: 10 Craftsman: 10 Commerce: 9 Criminal: 5 Government: 11 Maritime: 9 Military: 8 Primary: 10 Religious: 10 Scholar: 10 Service: 10 Unemployed: 8	Mechanics (2) Perception & Vigilance (3) Stealth (4)	Knife or dagger worth 5cp Dark linen outfit worth 12cp 5cp	Age: +5
Criminal: Assassin	Arts: 10 Craftsman: 10 Commerce: 10 Criminal: 5 Government: 10 Maritime: 10 Military: 7 Primary: 10 Religious: 10 Scholar: 10 Service: 10 Unemployed: 9	Brawling (3) Perception & Vigilance (3) Stealth (3)		Age: +5
Criminal: Conman	Arts: 8 Craftsman: 10 Commerce: 8 Criminal: 5 Government: 8 Maritime: 10 Military: 10 Primary: 10 Religious: 8 Scholar: 8 Service: 8 Unemployed: 9	Charm & Persuasion (4) Detect Motive (3) Insult & Intimidation (2)		Age: +4
Criminal: Pickpocket	Arts: 10 Craftsman: 10 Commerce: 10 Criminal: 5 Government: 10 Maritime: 10 Military: 8 Primary: 9 Religious: 10 Scholar: 10 Service: 9 Unemployed: 7	Perception & Vigilance (3) Sleight of Hand (4) Stealth (2)		Age: +3

Occupation	Cost	Skills (ExP)	Res. (Worth)	Misc.
Government / Military: **Error: Reference source not found**	Arts: N/A Craftsman: N/A Commerce: N/A Criminal: N/A Government: 8 Maritime: N/A Military: 8 Primary: N/A Religious: N/A Scholar: N/A Service: N/A Unemployed: N/A	Heraldry & Nobility (4) Laws & Legal Systems (2) Melee Combat (3)	A sword worth 20cp Fashionable outfit worth 18cp 15cp	Only available for High-Men and Highlander Must have at least 1 government or military occupation or the Born Noble trait Age: +5
Government / Religious: **Error: Reference source not found**	Arts: N/A Craftsman: N/A Commerce: N/A Criminal: N/A Government: 8 Maritime: N/A Military: N/A Primary: N/A Religious: 8 Scholar: N/A Service: N/A Unemployed: N/A	Insult & Intimidation (3) Religions (3) Torture (3)	Torturer tools worth 20cp Fashionable outfit worth 18cp 15cp	Must have at least 1 government or religious occupation Age: +8
Government: **Error: Reference source not found**	Arts: 12 Craftsman: 8 Commerce: 8 Criminal: 12 Government: 8 Maritime: 10 Military: 8 Primary: 8 Religious: 11 Scholar: 12 Service: 12 Unemployed: N/A	Confidence & Ego (4) Insult & Intimidation (4) Melee Combat (2)	Spear or short sword (1sp) Fine outfit (12cp) 9cp	Only available to Lowlander, Orcs and Trolls Must have at least 2 previous occupations Age: +5
Government: **Error: Reference source not found**	Arts: 9 Craftsman: 10 Commerce: 8 Criminal: N/A Government: 5 Maritime: 9 Military: 9 Primary: 11 Religious: 7 Scholar: 9 Service: 9 Unemployed: 11	Charm & Persuasion (3) Detect Motive (3) Knowledge (3)	Collection of maps worth 18cp Nice outfit worth 22cp 5cp	Age: +8
Government: **Clerk**	Arts: 5 Craftsman: 5 Commerce: 5 Criminal: 7 Government: N/A Maritime: 6 Military: 6 Primary: 6 Religious: 5 Scholar: 5 Service: 5 Unemployed: 5	Charm & Persuasion (2) Detect Motive (3) Insult & intimidation (2)		Age: +2

Occupations List				
Occupation	**Cost**	**Skills (ExP)**	**Res. (Worth)**	**Misc.**
Government: Tax Collector	Arts: 10 Craftsman: 10 Commerce: 7 Criminal: N/A Government: 5 Maritime: 10 Military: 6 Primary: 10 Religious: 11 Scholar: 11 Service: 8 Unemployed: 10	Appraise (4) Brawling (2) Insult & Intimidation (3)		Age: +4
Maritime / Primary: Error: Reference source not found	Arts: 10 Craftsman: 7 Commerce: 8 Criminal: 6 Government: 10 Maritime: 5 Military: 8 Primary: 5 Religious: 10 Scholar: 11 Service: 10 Unemployed: 7	Foraging & Hunting (4) Swimming (3) Seamanship (2)	Small wide row-boat worth 9sp Heavy wool outfit worth 10cp 5cp	Age: +3
Maritime: Deck Hand	Arts: 8 Craftsman: 5 Commerce: 7 Criminal: 6 Government: 8 Maritime: N/A Military: 5 Primary: 5 Religious: 10 Scholar: 10 Service: 7 Unemployed: 5	1-Handed Swords or 1-Handed Axes & Maces (2) Lifting & Pushing (2) Seamanship (3)	Knife or dagger worth 5cp Warm wool outfit worth 12cp 5cp	Age: +5
Maritime: First Mate	Arts: N/A Craftsman: N/A Commerce: N/A Criminal: N/A Government: N/A Maritime: 8 Military: N/A Primary: N/A Religious: N/A Scholar: N/A Service: N/A Unemployed: N/A	1-Handed Swords (3) Insult & intimidation (4) Navigation (3)		Must have at least 2 maritime occupations Age: +6
Maritime: Navigator	Arts: N/A Craftsman: N/A Commerce: N/A Criminal: N/A Government: N/A Maritime: 5 Military: N/A Primary: N/A Religious: N/A Scholar: N/A Service: N/A Unemployed: N/A	Geography (3) Navigation (4) Seamanship (3)		Must have at least 1 maritime occupation Age: +4

Occupations List				
Occupation	**Cost**	**Skills (ExP)**	**Res. (Worth)**	**Misc.**
Military / Scholar: Siege Engineer	Arts: N/A Craftsman: N/A Commerce: N/A Criminal: N/a Government: N/A Maritime: N/A Military: 5 Primary: N/A Religious: N/A Scholar: 5 Service: N/A Unemployed: N/A	Engineering & Physics (4) Mechanics (3) Woodworking (3)		Must have at least 1 scholar or military occupation Age: +4
Military: Error: Reference source not found	Arts: 10 Craftsman: 8 Commerce: 8 Criminal: 7 Government: 10 Maritime: 8 Military: 5 Primary: 7 Religious: 10 Scholar: 10 Service: 10 Unemployed: 7	Polearms (4) Reflex (3) Resist Pain or Resist Shock (2)		Age: +2
Military: Error: Reference source not found	Arts: 11 Craftsman: 9 Commerce: 10 Criminal: 8 Government: 11 Maritime: 8 Military: 5 Primary: 7 Religious: 9 Scholar: 11 Service: 10 Unemployed: 7	Detect Motive or Insult & Intimidation (2) Polearms or Crossbows & Firearms (3) Perception & Vigilance (4)	Sword, axe, spear, bow or crossbow worth 9cp Thick wool outfit worth 12cp 5cp	Age: +4
Military: Archer / Arbalestier	Arts: 10 Craftsman: 8 Commerce: 8 Criminal: 7 Government: 11 Maritime: 8 Military: 5 Primary: 7 Religious: 10 Scholar: 10 Service: 10 Unemployed: 7	Bows or Crossbows & firearms (4) Reflex (3) Resist Pain or Resist Shock (2)		Age: +3
Military: Camp Servant / Squire	Arts: 8 Craftsman: 5 Commerce: 5 Criminal: 8 Government: 9 Maritime: 7 Military: N/A Primary: 5 Religious: 9 Scholar: 11 Service: 10 Unemployed: 5	Cooking (3) Heraldry & Nobility (2) Melee Combat (2)		Age: +2

Occupations List				
Occupation	**Cost**	**Skills (ExP)**	**Res. (Worth)**	**Misc.**
Military: Cavalryman	Arts: N/A Craftsman: N/A Commerce: N/A Criminal: N/A Government: N/A Maritime: N/A Military: 5 Primary: N/A Religious: N/A Scholar: N/A Service: N/A Unemployed: N/A	1-Handed Swords or 1-Handed Axes & Maces (3) Polearms (3) Riding (4)		Must have at least 1 military occupation Age: +4
Military: Knight	Arts: N/A Craftsman: N/A Commerce: N/A Criminal: N/A Government: N/A Maritime: N/A Military: 8 Primary: N/A Religious: N/A Scholar: N/A Service: N/A Unemployed: N/A	Heraldry & Nobility (3) Melee Combat (4) Riding (3)		Must have at least 2 military occupations Age: +5
Military: Scout	Arts: 9 Craftsman: 10 Commerce: 10 Criminal: 7 Government: 11 Maritime: 9 Military: 5 Primary: 10 Religious: 11 Scholar: 11 Service: 10 Unemployed: 8	Perception & Vigilance (4) Riding (2) Stealth (3)		Age: +3
Primary: Error: Reference source not found	Arts: 10 Craftsman: 7 Commerce: 9 Criminal: 8 Government: 11 Maritime: 9 Military: 5 Primary: 5 Religious: 10 Scholar: 11 Service: 9 Unemployed: 7	Polearms or Range Combat (3) Resist Cold or Resist Heat (2) Survival (4)	Bow, arrow or spear worth 8cp (Goblins can take firearm worth 10cp) Dark wool outfit worth 10cp 5cp	Age: +4
Primary: Error: Reference source not found	Arts: 10 Craftsman: 6 Commerce: 9 Criminal: 9 Government: 11 Maritime: 10 Military: 9 Primary: 5 Religious: 11 Scholar: 11 Service: 9 Unemployed: 7	1-Handed Axes & Maces (2) Lifting & Pushing (4) Woodworking (3)		Age: +2

Occupations List				
Occupation	**Cost**	**Skills (ExP)**	**Res. (Worth)**	**Misc.**
Primary: **Error: Reference source not found**	Arts: 10 Craftsman: 6 Commerce: 9 Criminal: 7 Government: 11 Maritime: 8 Military: 7 Primary: 5 Religious: 10 Scholar: 11 Service: 8 Unemployed: 6	1-Handed Axes & Maces (2) Lifting & Pushing (4) Stonecutting (3)	Pickaxe worth 12cp Dirty linen outfit worth 8cp 5cp	Age: +2
Primary: **Error: Reference source not found**	Arts: 9 Craftsman: 8 Commerce: 9 Criminal: 9 Government: 11 Maritime: 9 Military: 8 Primary: 5 Religious: 9 Scholar: 11 Service: 9 Unemployed: 8	Botany or Zoology (3) Crafting (3) Taming & Training (3)	Knife or dagger worth 5cp Worn linen outfit worth 8cp 5cp	Age: +5
Primary: **Error: Reference source not found**	Arts: 10 Craftsman: 9 Commerce: 10 Criminal: 7 Government: 10 Maritime: 7 Military: 7 Primary: 5 Religious: 7 Scholar: 10 Service: 8 Unemployed: 5	Perception & Vigilance (4) Slings (2) Taming & Training (4)	Knife or dagger worth 5cp Warm wool outfit worth 12cp 5cp	Age: +3
Primary: **Farm hand**	Arts: 7 Craftsman: 5 Commerce: 8 Criminal: 6 Government: 9 Maritime: 5 Military: 5 Primary: N/A Religious: 5 Scholar: 7 Service: 5 Unemployed: 5	Botany (2) Lifting & Pushing (3) Taming & Training (2)		Age: +2
Religious: **Error: Reference source not found**	Arts: 10 Craftsman: 9 Commerce: 10 Criminal: 8 Government: 8 Maritime: 8 Military: 9 Primary: 6 Religious: 5 Scholar: 9 Service: 9 Unemployed: 8	Resist Hunger (2) Resist Poison (3) Shamanism (4)	Knife or dagger worth 5cp Colourful outfit worth 12cp 5cp	Age: +8

Occupations List

Occupation	Cost	Skills (ExP)	Res. (Worth)	Misc.
Religious: Error: Reference source not found	Arts: N/A Craftsman: N/A Commerce: N/A Criminal: N/A Government: N/A Maritime: N/A Military: N/A Primary: N/A Religious: 8 Scholar: N/A Service: N/A Unemployed: N/A	Charm & Persuasion (3) Mysticism (2) Religions (4)	Book of gospel worth 20cp Simple outfit worth 8cp 15cp	Must have at least 2 religious occupations Age: +8
Religious: Altar Boy	Arts: 8 Craftsman: 10 Commerce: 10 Criminal: 9 Government: 10 Maritime: 8 Military: 8 Primary: 5 Religious: N/A Scholar: 9 Service: 5 Unemployed: 5	Detect Motive (2) Religions (2) Sleight of Hand (3)		Age: +2
Religious: Beadle	Arts: 10 Craftsman: 6 Commerce: 9 Criminal: 9 Government: 10 Maritime: 9 Military: 9 Primary: 6 Religious: 5 Scholar: 10 Service: 6 Unemployed: 7	Woodworking (2) Lifting & Pushing (3) Religions (4)		Age: +4
Scholar / Service: Error: Reference source not found	Arts: 10 Craftsman: 9 Commerce: 8 Criminal: 11 Government: 10 Maritime: 11 Military: 11 Primary: 11 Religious: 8 Scholar: 5 Service: 5 Unemployed: N/A	Medicine (4) Torture (3) Zoology (3)	Book of anatomy worth 23cp White robe worth 8cp 15cp	Age: +8
Scholar / Service: Apothecary	Arts: 10 Craftsman: 8 Commerce: 9 Criminal: 11 Government: 10 Maritime: 11 Military: 11 Primary: 11 Religious: 8 Scholar: 5 Service: 5 Unemployed: N/A	Alchemy & Chemistry (4) Botany (3) First-Aid (3)		Age: +5

Occupations List				
Occupation	**Cost**	**Skills (ExP)**	**Res. (Worth)**	**Misc.**
Scholar: **Error: Reference source not found**	Arts: N/A Craftsman: N/A Commerce: N/A Criminal: N/A Government: N/A Maritime: N/A Military: N/A Primary: N/A Religious: N/A Scholar: 8 Service: N/A Unemployed: N/A	Botany (3) Resist Poison (2) Witchcraft (4)	Old books of plants and recipes worth 35cp Thick wool robe worth 9cp 5cp	Must have at least 1 scholar occupation Age: +8
Scholar: **Error: Reference source not found**	Arts: N/A Craftsman: N/A Commerce: N/A Criminal: N/A Government: N/A Maritime: N/A Military: N/A Primary: N/A Religious: N/A Scholar: 5 Service: N/A Unemployed: N/A	Mechanics (2) Deduction & Logic (3) Engineering & Physics (4)	Writing material, compass, rulers, square, etc worth 17cp Sturdy outfit worth 12cp 18cp	Must have at least 1 scholar occupation Age: +5
Scholar: **Error: Reference source not found**	Arts: N/A Craftsman: N/A Commerce: N/A Criminal: N/A Government: N/A Maritime: N/A Military: N/A Primary: N/A Religious: N/A Scholar: 8 Service: N/A Unemployed: N/A	Elementalism (3) Resist Cold (3) Resist Heat (3)	Collection of books worth 3sp Sober robe worth 8cp 5cp	Must have at least 1 scholar occupation Age: +8
Scholar: **Error: Reference source not found**	Arts: N/A Craftsman: N/A Commerce: N/A Criminal: N/A Government: N/A Maritime: N/A Military: N/A Primary: N/A Religious: N/A Scholar: 5 Service: N/A Unemployed: N/A	Deduction & Logic (2) Knowledge (4) Science (3)	Collection of books worth 35cp Dusty wool robe worth 7cp 5cp	Must have at least 1 scholar occupation Age: +5
Scholar: **Error: Reference source not found**	Arts: N/A Craftsman: N/A Commerce: N/A Criminal: N/A Government: N/A Maritime: N/A Military: N/A Primary: N/A Religious: N/A Scholar: 5 Service: N/A Unemployed: N/A	Deduction & Logic (3) Knowledge (2) Science (4)	Collection of old books worth 35cp Dusty linen outfit worth 7cp 5cp	Must have at least 1 scholar occupation Age: +5

Occupations List				
Occupation	**Cost**	**Skills (ExP)**	**Res. (Worth)**	**Misc.**
Scholar: Error: Reference source not found	Arts: N/A Craftsman: N/A Commerce: N/A Criminal: N/A Government: N/A Maritime: N/A Military: N/A Primary: N/A Religious: N/A Scholar: 8 Service: N/A Unemployed: N/A	Alchemy & Chemistry (3) Linguistic (2) Wizardry (4)	Spell book worth 35cp Thick wool robe worth 9cp 5cp	Must have at least 1 scholar occupation Age: +8
Scholar: Student	Arts: 5 Craftsman: 5 Commerce: 5 Criminal: 8 Government: 8 Maritime: 7 Military: 7 Primary: 5 Religious: 5 Scholar: N/A Service: 5 Unemployed: 5	Knowledge (2) Resist Fatigue (3) Science (2)		Age: +2 Can gain 1 of the following traits: Arcane Initiate, Command of the Elements or Keeper of the Old Ways
Service: Error: Reference source not found	Arts: 9 Craftsman: 9 Commerce: 8 Criminal: 9 Government: 11 Maritime: 9 Military: 7 Primary: 9 Religious: 8 Scholar: 10 Service: 5 Unemployed: 8	Geography (3) Navigation (4) Riding (2)	Collection of maps worth 18cp Traveller kit Warm wool outfit worth 10cp 5cp	Age: +5
Service: Error: Reference source not found	Arts: 8 Craftsman: 10 Commerce: 8 Criminal: 10 Government: 8 Maritime: 11 Military: 10 Primary: 11 Religious: 8 Scholar: 7 Service: 5 Unemployed: 11	Charm & Persuasion (3) Deduction & Logic (2) Laws & Legal Systems (4)	Book of laws worth 23cp Fashionable outfit worth 18cp 15cp	Age: +8
Unemployed Error: Reference source not found	Arts: 8 Craftsman: 8 Commerce: 9 Criminal: 6 Government: 10 Maritime: 9 Military: 8 Primary: 8 Religious: 11 Scholar: 11 Service: 9 Unemployed: 5	Detect Motive (3) Insult & Intimidation (2) Survival (4)	Knife or dagger worth 5cp Worn warm outfit worth 12cp 5cp	Age: +1

Occupations List				
Occupation	**Cost**	**Skills (ExP)**	**Res. (Worth)**	**Misc.**
Unemployed: Error: Reference source not found	Arts: 10 Craftsman: 10 Commerce: 10 Criminal: 7 Government: 11 Maritime: 9 Military: 9 Primary: 10 Religious: 11 Scholar: 8 Service: 10 Unemployed: 5	Charm & Persuasion (2) Detect Motive (3) Sorcery (4)	Decorated knife worth 35cp Dark wool robe worth 12cp 5cp	Age: +8
Unemployed: Error: Reference source not found	Arts: 5 Craftsman: 8 Commerce: 7 Criminal: 6 Government: 8 Maritime: 6 Military: 5 Primary: 9 Religious: 8 Scholar: 9 Service: 8 Unemployed: 5	Brawling (2) Insult & Intimidation (3) Resist Poison (4)	Worn outfit Previous money is halved.	Age: +2
Unemployed: Error: Reference source not found	Arts: 8 Craftsman: 9 Commerce: 8 Criminal: 7 Government: 9 Maritime: 7 Military: 7 Primary: 10 Religious: 10 Scholar: 10 Service: 8 Unemployed: 5	Detect Motive (3) Luck (4) Sleight of Hand (2)	Dice and cards Fashionable outfit worth 18cp 15cp	Age: +5
Unemployed: Error: Reference source not found	Arts: 10 Craftsman: 9 Commerce: 10 Criminal: 6 Government: 10 Maritime: 8 Military: 7 Primary: 8 Religious: 7 Scholar: 7 Service: 10 Unemployed: 5	Geography (4) Navigation (3) Sheltering (2)	Quarterstaff worth 5cp Warm wool outfit worth 12cp 5cp	Age: +5
Unemployed: Beggar	Arts: 6 Craftsman: 9 Commerce: 10 Criminal: 6 Government: 10 Maritime: 7 Military: 6 Primary: 7 Religious: 7 Scholar: 10 Service: 10 Unemployed: 5	Charm & Persuasion (3) Resist Cold or Resist Heat (2) Resist Hunger (4)		Age: +3

Occupations List

Occupation	Cost	Skills (ExP)	Res. (Worth)	Misc.
Unemployed: Hermit	Arts: 8 Craftsman: 8 Commerce: 9 Criminal: 7 Government: 10 Maritime: 8 Military: 7 Primary: 9 Religious: 7 Scholar: 7 Service: 10 Unemployed: 5	Athleticism (2) Resist Cold or Resist Heat (3) Survival (4)		Age: +8

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Traits

Traits			
Trait	**Effect**	**Cost**	**Prerequisite**
Animal Whisperer	MoSes doubled for Taming & Training MoSes double for Riding MoSes doubled for Tracking animals	12 ExP from Taming & Training or 4 Background points	2 ranks in Taming & Training
Arcane Initiate	Can cast Wizardry spell	8 ExP from Wizardry or 8 Background points	Must gain Wizardry ExP from mentoring.
Ascetic	MoSes doubled for Resist Hunger Only need 1 meal a day	12 ExP from Resist Hunger or 4 Background points	2 ranks in Resist Hunger
Error: Reference source not found			
Beast of Burden	Encumbrance calculated as one size bigger	8 ExP from Power and/or Constitution or 4 Background points	Power and Constitution greater than 7
Berserker	When receiving damage in combat, enter a berserker rage. When in rage: -Must attack in melee the closest target. -Every hits on attack must be used for damage. -Must spend Spirit to add at leas 1 dice to their melee attack if possible. -Dice Pool not limited by Spirit. -Ignore damage effects. -Spirit Surge doubled.	12 ExP from Melee Combat or 4 Background points	Persona and Constitution greater than 7 At least 2 ranks in a Melee Combat speciality
Blade Dancer	Can make a Dancing test. Every MoSes obtained increase the Melee Attack Dice Pool by 1 on the next round, diminishing by 1 on subsequent rounds.	8 ExP from Dancing and 4 ExP from Melee Combat or 10 Background points	2 ranks in Dancing and 1 ranks in a Melee Combat speciality
Blind	-2 MoSes to Perception and Vigilance test based on sight	-8 Background points	

Traits			
Trait	**Effect**	**Cost**	**Prerequisite**
Blind Sight	Ignore Low Light Penalty Halved Darkness penalty Halved Blindness penalty Can be taken twice to completely negate	12 ExP from Perception & Vigilance or 4 Background points	2 ranks in Perception & Vigilance
Born Underground	Spirit loss halved while underground but double while outside	4 Background points	
Bound to a Dark Pact	Can cast Sorcery spells	8 ExP from Sorcery or 8 Background points	Must perform ritual Summon Master
Child of the Wild	Every spirit loss is halved while in the wild but double while in cities	4 Background points	
Clumsy	ExP needed to increase Agility is multiplied by 1½	-8 Background points	Agility no greater than 5
Combat Caster			
Command of the Elements	Can cast Elementalism spells	5 ExP from Elementalism or 8 background points	Must be initiated with the Five Death rituals
Cool Headed	MoSes from Taunt and Charm targeting the character are halved	12 ExP from Detect Motive or 8 Background points	Cannot lean towards Vanity 2 ranks in Detect Motive
Creature of the Dark	Every spirit loss while in darkness are halved but double while in sunlight	4 Background points	
Dark Vision	No penalty from lowlight vision or darkness		
Deaf	-2 MoSes on Perception & Vigilance test based on hearing	-4 Background points	
Dynamo	Every MoSes on Resist Fatigue test are doubled	12 ExP from Resist Fatigue or 4 Background points	2 ranks in Resist Fatigue
Expert at it	Must associate to a skill. Once a day, the dice giving no MoSes on a test can be rerolled.	16 ExP from the associated skills	3 ranks in the associated skill
Eyes Behind the Head	Penalty from being flanked ignored and from being reared halved.	12 ExP from Perception & Vigilance	2 ranks in Perception & Vigilance
Fast Learner	The first rank of skills cost 3 ExP	4 ExP from Erudition and/or Sagacity or 10 Background points	
Fearless	Spirit loss and Dice Pool reduction due to fear or Intimidation is halved.	12 ExP from Confidence & Ego or 8 Background points	2 ranks in Confidence & Ego Cannot lean towards Cowardice
Fearsome	MoSes on Intimidation are doubled but halved for Charm	8 ExP from Insult & Intimidation or 8 Background points	2 ranks in Insult & Intimidation Cannot lean towards Fawning
Fist of Iron	Unarmed strikes do Power damage	4 ExP from Power or 10 Background points	2 ranks in Brawling
Fist of Steel	Unarmed strikes do Power +2 damage	4 ExP from Power or 5 Background points	Fist of Iron trait
Glory in Combat	Spirit points gained from Spirit Surge are doubled	12 ExP from Confidence & Ego or 8 Background points	Must lean towards Rashness

Traits			
Trait	**Effect**	**Cost**	**Prerequisite**
Greed	Every test to extract money from the character receive -2 MoSes	8 ExP from Perception & Vigilance or 8 Background Points	Must lean towards Stinginess 1 ranks in Perception & Vigilance
Hawkeye	Range increment is reduced by 1	12 ExP from Range Combat or 8 Background points	2 ranks in a range combat speciality
Heat Conservation	Cold temperature are considered one level less severe	12 ExP from Resist Cold or 8 Background points	2 ranks in Resist Cold
Heat Expansion	Hot temperature are considered one level less severe	12 Exp from Resist Heat or 8 Background points	2 ranks Resist Heat
Horned Head	Can make horn attack, damage power. Must chose if piercing or bludgeoning when gaining the trait. 1 natural protection against cutting and bludgeoning. Helmet must be modified.		
In Touch with Spirits	Can cast Shamanism spells	4 ExP from Shamanism or 8 Background points	Must complete a Spirit Quest rituals
Infertile	If known, -2 MoSes on Charm test.	-2 Background points	
Keeper of the Old Ways	Can cast Witchcraft spells	4 ExP from Witchcraft or 8 Background points	Must gain Witchcraft ExP from mentoring
Light Sleeper	Penalty on Perception & Vigilance from sleeping is halved	8 ExP from Perception & Vigilance or 4 Background points	2 ranks in Perception & Vigilance
Low Light Vision	Penalty from low light vision is reduced by 1		
Lucky	Once per day can add the MoSes from a Luck test to any other test.	12 ExP from Luck or 12 Background points	1 rank in Luck
Masochist	Gain 1 Spirit Points every time they receive a minor injury	12 ExP from Resist Pain or 8 Background points	2 ranks in Resist Pain
Master at It	Once per day, a test of the associated skill gain 1 MoS on every dice showing 3, 2 MoSes from dice showing 6, 3 MoSes from dice showing 9, etc.	20 ExP in the associated skill	4 ranks in associated Skill. Expert at it trait
Natural Talent	The cost to increase the associated skill is reduced by 2.	4 ExP from governing Attribute or 10 Background points	1 rank in associated skill
Never Give Up	Once per day, while not in combat, one first-fail rolling test can be turn into a step-back rolling test	6 ExP from Sagacity or 8 Background points	Sagacity greater than 5
Nimble Feet	Difficult terrain is considered one level less severe	4 ExP in agility or 8 Background points	Agility greater than 5
Point Blank Shooter	When at half the first range increment of the target, the attack receive an extra MoS	12 ExP from range combat or 8 Background points	2 ranks in Range Combat speciality

Traits			
Trait	**Effect**	**Cost**	**Prerequisite**
Quick Hands	If initiative greater than 3 can do 3 actions; 1 at Initiative, 1 at zero and 1 at negative initiative	12 ExP from Reflex or 10 Background points	2 ranks in Reflex
Quick Hands II	If initiative greater than 2 can do 3 actions; 1 at Initiative, 1 at zero and 1 at negative initiative	16 ExP from Reflex	3 ranks in Reflex Quick Hands trait
Quick Hands III	If initiative greater than 1 can do 3 actions; 1 at Initiative, 1 at zero and 1 at negative initiative	20 ExP from Reflex	4 ranks in Reflex Quick Hands II trait
Quick Shooter	Can declare a target on initiative number and attack at range as an attack of opportunity	12 ExP from Range Combat or 8 Background points	2 ranks in Range Combat speciality
Racist	Must choose a race or sub-race Every spirit loss cause to a member of this race is gained by the character	4 Background points	
Regeneration	Can make a Natural Healing test at every short rest MoSes obtained on a Natural Healing test obtained after a full night of sleep are doubled		
Relentless	The Dice Pool limit is 1½ time the current amount of Spirit points	12 ExP from Resist Fatigue or 8 Background points	2 ranks in Resist Fatigue
Sadist	Gain 1 spirit points every time they inflict a major injury Gain 1 spirit points for every MoS on a Torture test	12 ExP in Torture or 8 Background points	1 ranks in Torture Must lean towards Debauchery
Second Skin of Steel	Encumbrance from worn amour is halved		
Shield Master			
Short-Sleeper	A full night of sleep is only 4 hours	12 ExP from Resist Fatigue or 8 Background points	2 ranks in Resist Fatigue
Silent Step			
Spell Singer			
Strong Grip			

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Spells

	Elementalism Spells		
Spell	**Casting**	**Effect**	**Page**
Aether: **Mind Reading**	Spirit Cost: Casting: Target:		
Aether: **Inspire**			
Aether: **Detect Magic**			
Aether: **Read Aura**			
Aether: **Hold Person**			
Aether: **Dementia**			
Aether: **Aether Guardian**			
Air: **Fly**			
Air: **Slashing Wind**			
Air: **Chilling Breath**			
Air: **Air Guardian**			
Air: **Feather Fall**			
Air: **Control Wind**			
Air: **Mist Form**			
Earth: **Pillar of Stone**			
Earth: **Stalagmites**			
Earth: **Stone Skin**			
Earth: **Stone Guardian**			
Earth: **Shape Stone**			
Earth: **Merge With Stone**			
Earth: **Petrify**			
Fire: **Fireball**			

Elementalism Spells

Spell	Casting	Effect	Page
Fire: Wall of Flames			
Fire: Fiery Body			
Fire: Flame Guardian			
Fire: Protection from Cold			
Fire: Create Fire			
Fire: Control Fire			
Water: Protection From Fire			
Water: Ice Shard			
Water: Water Shield			
Water: Create Water			
Water: Control Water			
Water: Liquefy			
Water: Water Guardian			

Mysticism Spells

Spell	Casting	Effect	Page
Bless & Curse: Bane	**Favour:** 2 **Casting:** 3 MoSes **Target:** Character	The dice pool of the target is reduced by the number of hits on the next round. The target's dice pool recover one die per round until it is back to normal.	
Bless & Curse: Bless Weapon	**Favour:** 3 **Casting:** 3 MoSes **Target:** Weapon	MoSes on every damage roll made with the targeted weapon are doubled for a number of rounds equal to the number of hits.	
Bless & Curse: Divine Disfavour	**Favour:** 2 **Casting:** 3 MoSes **Target:** Character	For a number of round equals to the number of hits, every roll made by the target require a 5 to score a MoS and 10 to score 2 MoSes.	
Bless & Curse: Inspire	**Favour:** 3 **Casting:** 2 MoSes **Target:** Character	The target's dice pool is increased by 1 die per hit on the next round. This bonus is reduced by 1 die every round until the dice pool is back to normal.	
Bless & Curse: Divine Protection	**Favour:** 3 **Casting:** 2 MoSes **Target:** Character	The target gain a number of temporary injury boxes equal to the number of hits. The injury boxes last for the scene or until they are used. When the target receive damage, they can assign part or the totality of the damage to those temporary injury boxes.	

	Mysticism Spells		
Spell	**Casting**	**Effect**	**Page**
Bless & Curse: Mending	**Favour:** 1 **Casting:** 4 MoSes **Target:** Object	A targeted broken object is magically repaired. If a weapon is targeted it loses one damage malus per hits. If an armour is target, it regains one point of protection per hits until it is back to its original protection.	
Bless & Curse: Protection From Good / Evil	**Favour:** 3 **Casting:** 2 MoSes **Target:** Character	The target gain 2 point of protection against all types of damage caused by either an evil or a good character and 1 point of protection against damage from character leaning towards evil or towards good, depending on the morality of the divinity of the caster.	
Cure & Heal: Cure Poison	**Favour:** 3 **Casting:** 3 MoSes **Target:** Character	If the number of hits surpass de difficulty level of the poison, the target is cure of this one.	
Cure & Heal: Cure Disease	**Favour:** 3 **Casting:** 3 MoSes **Target:** Character	If the number of hits is greater than the difficulty level of the disease, the character is cure from this last one.	
Cure & Heal: Cure Light Wound	**Favour:** 3 **Casting:** 3 MoSes **Target:** Character	The target regain one minor injury box per hit.	
Cure & Heal: Cure Major Wound	**Favour:** 4 **Casting:** 4 MoSes **Target:** Character	The target regain one major injury box per hits.	
Cure & Heal: Stop Bleeding	**Favour:** 4 **Casting:** 4 MoSes **Target:** Character	The target can heal one bleeding wound level per hit.	
Cure & Heal: Revive	**Favour:** 5 **Casting:** 3 MoSes **Target:** Character	If the number of hits is greater than the number of minutes the target has been dead, this one is brought back to incapacitated.	
Cure & Heal: Cure Affliction	**Favour:** 5 **Casting:** 5 MoSes **Target:** Character	Can remove the Blind or Deaf trait from the target.	
Cure & Heal: Heal Spirit	**Favour:** 3 **Casting:** 0 MoSes **Target:** Character	The target regain 2 spirit points per hits or, if the maximum spirit has been reduced it can be restored b 1 point per 2 hits.	
Divination: Scrying	**Favour:** 5 **Casting:** 5 MoSes **Target:** Character, Location or Object	The caster can have a 1-minute silent blurry vision of the target. The caster can spend 1 hits to make the vision clear, to get sound or to prolong the vision by another minute.	
Divination: Tongue Speaking	**Favour:** 1 **Casting:** 1 MoS **Target:** Self	The caster can understand, speak and read any language at a basic level. 1 hit allow to understand at an intermediate level and 2 hits at a fluent level.	
Divination: Read Aura	**Favour:** 2 **Casting:** 2 MoSes **Target:** Character	For each hit the caster can learn about either the morality, the honour or one of the virtues of the target.	
Divination: Detect Disease & Poison	**Favour:** 1 **Casting:** 3 MoSes **Target:** Character, Object	The caster can tell if the target or the object is contaminated with a disease or a poison. With 1 hit, they can tell the nature of the disease or poison.	
Divination: Identify	**Favour:** 3 **Casting:** 5 MoSes **Target:** Object	The caster can identify the magical property of an object.	
Divination: Golden Path	**Favour:** 4 **Casting:** 5 MoSes **Target:** Location, Object, Character	The caster sees a luminous trail leading them to the target of the spell. The trail last for 1 hour per hits. The target must be within a day walk of the caster.	
Divination: Read Mind	**Favour:** 5 **Casting:** 3 MoSes **Target:** Character	For every hit the player controlling the caster can ask a question to the player controlling the target. This last one must answer truthfully.	

Mysticism Spells

Spell	Casting	Effect	Page
Necromancy: Raise Dead	**Favour:** 5 **Casting:** 5 MoSes **Target:** Corpse, Pile of Bones	For every hit the caster can raise 3 injury boxes of undead. Piles of bones raise skeleton, corpses raise zombies. They control the undead raised in that way.	
Necromancy: Control Undead	**Favour:** 5 **Casting:** 2 MoSes **Target:** Undeads	For every hit the caster can control 3 injury boxes of undead.	
Necromancy: Destroy Undead	**Favour:** 2 **Casting:** 2 MoSes **Target:** Undeads	For every hit the caster cause a 3 injuries to an undead.	
Necromancy: Detect Undead	**Favour:** 2 **Casting:** 5 MoSes **Target:** None	The caster can sense the presence of undead in a range equivalent to a days walk. 0 hit tell the caster if there is undead or not. 1 hit indicate the distance of those undeads. 2 hits reveals the number of undeads composing each groups. 3 hits reveal the nature of each undead.	
Necromancy: Talk to the Dead	**Favour:** 3 **Casting:** 2 MoSes **Target:** Dead character	For every hit the caster can ask one question to the target. This last one must answer truthfully.	
Necromancy: Resurrection	**Favour:** 5 **Casting:** 5 MoSes **Target:** Dead character	The target is brought back to life, incapacitated, with all their injury boxes ticked. Every hit untick an injury box.	
Necromancy: Sphere of Death & Decay	**Favour:** 5 **Casting:** 4 MoSes **Target:** None	A sphere originating from the caster with a radius equal to 1 metre per hit causes 2d20 decay damage to every character inside the sphere (except the caster).	
Retribution: Spiritual Hammer	**Favour:** 2 **Casting:** 0 MoSes **Target:** Character	A hammer appears next to the target. The casting roll count as a melee attack against the target. This last one can defend has against any melee attack. The hammer do 1d12 bludgeoning damage.	
Retribution: Smite	**Favour:** 2 **Casting:** 1 MoSes **Target:** Character	The caster must make a melee attack on their next round. If the attack is successful, the hits from the spell are added to the hits of the attack.	
Retribution: Ray of Light	**Favour:** 2 **Casting:** 3 MoSes **Target:** Direction	Every character in the direction of the ray of light receive 1d8 burning damage per hit. The ray is stopped by structure and does not damage them.	
Retribution: Sacred Flame	**Favour:** 2 **Casting:** 2 MoSes **Target:** Target	For every hit the arcane dart cause 1d8 burning damage to the target.	
Retribution: Chilling Breath	**Favour:** 1 **Casting:** 2 MoSes **Target:** None	Every character standing at close or mid range in front of the character receive 1d6 freezing damage per hits.	
Retribution: Holy Spear	**Favour:** 2 **Casting:** 3 MoSes **Target:** Character	The target must be at long range. They receive 1d12 piercing damage per hit.	
Retribution: Blades of God	**Favour:** 1 **Casting:** 0 MoSes **Target:** Self	A magic sword appears inn the hand of the caster for 1 round per hit. The sword do 1d12 piercing damage. The caster can use their retribution, their 1-handed swords or their 2-handed swords skill to attack.	

Shamanism Spells

Spell	Casting	Effect	Page
Ancestors: Ancient Guardian	**Focus:** **Casting:** **Target:**		

Shamanism Spells			
Spell	**Casting**	**Effect**	**Page**
Ancestors: Ancient Inspiration	**Focus:** **Casting:** **Target:**		
Ancestors: Identify	**Focus:** **Casting:** **Target:**		
Ancestors: Scrying	**Focus:** **Casting:** **Target:**		
Ancestors: Golden Path	**Focus:** **Casting:** **Target:**		
Ancestors: Message	**Focus:** **Casting:** **Target:**		
Ancestors: Possession	**Focus:** **Casting:** **Target:**		
Beasts: Razor Claws	**Focus:** **Casting:** **Target:**		
Beasts: Beast Form	**Focus:** **Casting:** **Target:**		
Beasts: Beast Guardian	**Focus:** **Casting:** **Target:**		
Beasts: Haste	**Focus:** **Casting:** **Target:**		
Beasts: Wings	**Focus:** **Casting:** **Target:**		
Beasts: Venom	**Focus:** **Casting:** **Target:**		
Beasts: Speak with Beasts	**Focus:** **Casting:** **Target:**		
Lakes & Rivers: Control Water	**Focus:** **Casting:** **Target:**		
Lakes & Rivers: Ice Shards	**Focus:** **Casting:** **Target:**		
Lakes & Rivers: Rain Dance	**Focus:** **Casting:** **Target:**		
Lakes & Rivers: River from a Jug	**Focus:** **Casting:** **Target:**		

Shamanism Spells			
Spell	**Casting**	**Effect**	**Page**
Lakes & Rivers: Water Breathing	**Focus:** **Casting:** **Target:**		
Lakes & Rivers: Water Shield	**Focus:** **Casting:** **Target:**		
Lakes & Rivers: Watery Tunnel	**Focus:** **Casting:** **Target:**		
Mountains & Rocks: Pillar of Earth	**Focus:** **Casting:** **Target:**		
Mountains & Rocks: Merge With Stone	**Focus:** **Casting:** **Target:**		
Mountains & Rocks: Petrify	**Focus:** **Casting:** **Target:**		
Mountains & Rocks: Stalagmites	**Focus:** **Casting:** **Target:**		
Mountains & Rocks: Shape Stone	**Focus:** **Casting:** **Target:**		
Mountains & Rocks: Stone Skin	**Focus:** **Casting:** **Target:**		
Mountains & Rocks: Stone Guardian	**Focus:** **Casting:** **Target:**		
Plants & Trees: Bark Skin	**Focus:** **Casting:** **Target:**		
Plants & Trees: Camouflage	**Focus:** **Casting:** **Target:**		
Plants & Trees: Entangling Roots	**Focus:** **Casting:** **Target:**		
Plants & Trees: Forest Guidance	**Focus:** **Casting:** **Target:**		
Plants & Trees: Grasping Vines	**Focus:** **Casting:** **Target:**		
Plants & Trees: Miraculous Growth	**Focus:** **Casting:** **Target:**		
Plants & Trees: Tree Guardian	**Focus:** **Casting:** **Target:**		

Sorcery Spells

Spell	Casting	Effect	Page
Abyssal: Wings	**Debt Cost:** 2 Abyss Marks **Casting:** 2 MoSes **Target:** Self	The caster grows wings allowing them to fly at twice their movement speed for a number of round equals to the number of hits.	
Abyssal: Razor Claws	**Debt Cost:** 1 Abyss Mark **Casting:** 1 MoS **Target:** Self	Then caster grows claws. Those claws can be used to attack using brawling and cause power + 2 cutting damage at close range. The claws last for 1 minute per hit.	
Abyssal: Planar Gate	**Debt Cost:** 2 Abyss Marks **Casting:** 4 MoSes **Target:** Location	The caster can open a gate to a different plane. The gate remain open for 1 round per hits.	
Abyssal: Summon Cerberus	**Debt Cost:** 2 Abyss Marks **Casting:** 5 MoSes **Target:** Location	A Cerberus is summoned and serve the caster for 1 hour per hit. On failure, the Cerberus appears but his hostile to the caster and his allies.	
Abyssal: Summon Demon	**Debt Cost:** 4 Abyss Marks **Casting:** 7 MoSes **Target:** Location	A demon is summoned and serve the caster for 1 hour per hit. On failure, the demon appears but his hostile to the caster and his allies.	
Abyssal: Summon Fiend	**Debt Cost:** 3 Abyss Marks **Casting:** 6 MoSes **Target:** Location	A fiend is summoned and serve the caster for 1 hour per hit. On failure, the fiend appears but his hostile to the caster and his allies.	
Abyssal: Summon Imp	**Debt Cost:** 1 Abyss Mark **Casting:** 4 MoSes **Target:** Location	An imp is summoned and serve the caster for 1 hour per hit. On failure, the imp appears but his hostile to the caster and his allies.	
Blood: Blood Dart	**Debt Cost:** 1 Minor Injury **Casting:** 1 MoS **Target:** Character	A dart shoot from the caster hand and cause to the target 1d6 piercing damage per hit.	
Blood: Blood Letting	**Debt Cost:** 3 Minor Injuries **Casting:** 3 MoSes **Target:** Character	The target can regain 1 injury box per hit.	
Blood: Boiling Blood	**Debt Cost:** 2 Minor Injuries **Casting:** 3 MoSes **Target:** Characters	For every hit, a character receive 1d20 burning damage.	
Blood: Dominate Person	**Debt Cost:** 3 Minor Injury **Casting:** 3 MoSes **Target:** Character	The target is under the control of the caster for 1 rounds per hit.	
Blood: Revive	**Debt Cost:** 1 Major Injury **Casting:** 5 MoSes **Target:** Dead Character	A dead character is made unconscious if the number of hits is greater than the number of minutes they were dead.	
Blood: Hold Person	**Debt Cost:** 1 Minor Injury **Casting:** 2 MoSes **Target:** Character	The target cannot move for 1 round per hit.	
Blood: Life Drain	**Debt Cost:** 3 Minor Injuries **Casting:** 3 MoSes **Target:** Character	For every hit the target takes 1 minor injury. For every 2 minor injury caused in this way, the caster can heal 1 minor injury.	
Chaos: Blink	**Debt Cost:** **Casting:** **Target:**		
Chaos: Disintegrate	**Debt Cost:** **Casting:** **Target:**		

Sorcery Spells

Spell	Casting	Effect	Page
Chaos: Mending	**Debt Cost:** **Casting:** **Target:**		
Chaos: Beast Form	**Debt Cost:** **Casting:** **Target:**		
Chaos: Regenerate	**Debt Cost:** **Casting:** **Target:**		
Chaos: Reshape	**Debt Cost:** **Casting:** **Target:**		
Chaos: Shatter	**Debt Cost:** **Casting:** **Target:**		
Death: Raise Dead	**Debt Cost:** 4 Death Marks **Casting:** 4 MoSes **Target:** Corpse or Pile of Bones	For every hit the caster can raise 3 injury boxes of undead. Piles of bones raise skeleton, corpses raise zombies. They control the undead raised in that way.	
Death: Finger of Death	**Debt Cost:** 4 Dead marks **Casting:** 1 MoSes **Target:** Self	The next unarmed brawling attack made by the attacker cause 1d20 of decay damage per hit on the spell.	
Death: Sphere of Death & Decay	**Favour:** 5 **Casting:** 4 MoSes **Target:** None	A sphere originating from the caster with a radius equal to 1 metre per hit causes 2d20 decay damage to every character inside the sphere (except the caster).	
Death: Putrefy	**Debt Cost:** 1 Death Mark **Casting:** 1 **Target:** Incapacitated or Dead Character	The target die (if not already dead) and is considered has being dead for 1 month for 1 hit, 1 year for 2 hits, 1 decade for 3 hits (turn the corpse to bones), 1 century for 4 hits.	
Death: Control Undead	**Debt Cost:** 4 Death Marks **Casting:** 3 MoSes **Target:** Undeads	For every hit the caster can control 3 injury boxes of undead.	
Death: Destroy Undead	**Debt Cost:** 4 Death Marks **Casting:** 3 MoSes **Target:** Undeads	For every hit the caster cause a 3 injuries to an undead.	
Death: Plague	**Debt Cost:** **Casting:** **Target:**		
The Unknown: Alter Memory	**Debt Cost:** 15 Spirit Points **Casting:** 5 MoSes **Target:** Character	For every hit, 5 minutes of the target memory can be modified at the will of the caster.	
The Unknown: Identify	**Debt Cost:** 6 Spirit Points **Casting:** 5 MoSes **Target:** Object	The caster can identify the magical property of an object.	
The Unknown: Dementia	**Debt Cost:** 4 Spirit Points **Casting:** 1 MoS **Target:** Character	For every hit, the erudition, persona, sagacity and spirit points of the target is reduced by 2.	
The Unknown: Read Aura	**Debt Cost:** 4 Spirit Points **Casting:** 2 MoSes **Target:** Character	For each hit the caster can learn about either the morality, the honour or one of the virtues of the target.	
The Unknown: Read Mind	**Debt Cost:** 5 Spirit Points **Casting:** 3 MoSes **Target:** Character	For every hit the player controlling the caster can ask a question to the player controlling the target. This last one must answer truthfully.	

Sorcery Spells			
Spell	**Casting**	**Effect**	**Page**
The Unknown: Telepathy	**Debt Cost:** 4 Spirit Cost **Casting:** 2 MoSes **Target:** Character	For every hit, two sentences can be exchanged either from the caster to the target or from the target to the caster.	
The Unknown: Scrying	**Debt Cost:** 10 Spirit Points **Casting:** 5 MoSes **Target:** Location or Object	The caster can have a 1-minute silent blurry vision of the target. The caster can spend 1 hits to make the vision clear, to get sound or to prolong the vision by another minute.	

Witchcraft Spells			
Spell	**Casting**	**Effect**	**Page**
Boons & Jinxes: Balm of Mental Acuity	**Preparation:** 4 MoSes **Support:** Balm **Use:** 0 MoS **Target:** Character	For every hits on preparation, the erudition, persona and sagacity of the target is increased by 1. The effect last for 1 hour per hits on use	
Boons & Jinxes: Balm of Physical Abilities	**Preparation:** 4 MoSes **Support:** Balm **Use:** 0 MoS **Target:** Character	For every hits on preparation, the power, agility and constitution of the target is increased by 1. The effect last for 1 hour per hits on use.	
Boons & Jinxes: Elixir of Motivation	**Preparation:** **Support:** **Use:** **Target:**		
Boons & Jinxes: Fumes of Mental Inadequacy	**Preparation:** **Support:** **Use:** **Target:**		
Boons & Jinxes: Fumes of Physical Deficiency	**Preparation:** **Support:** **Use:** **Target:**		
Boons & Jinxes: Pendant of Chance	**Preparation:** **Support:** **Use:** **Target:**		
Boons & Jinxes: Pin of Malchance	**Preparation:** **Support:** **Use:** **Target:**		
Charms: Brew of Convincing	**Preparation:** **Support:** **Use:** **Target:**		
Charms: Fumes of Anger	**Preparation:** **Support:** **Use:** **Target:**		
Charms: Fumes of Appeasement	**Preparation:** **Support:** **Use:** **Target:**		

Witchcraft Spells			
Spell	**Casting**	**Effect**	**Page**
Charms: Fumes of Confusion	Preparation: Support: Use: Target:		
Charms: Fumes of Terror	Preparation: Support: Use: Target:		
Charms: Love Philtre	Preparation: Support: Use: Target:		
Charms: Philtre of Bravery	Preparation: Support: Use: Target:		
Flares & Wards: Explosive Phial	Preparation: Support: Use: Target:		
Flares & Wards: Fumes of Warding Against Burning	Preparation: Support: Use: Target:		
Flares & Wards: Fumes of Warding Against Freezing	Preparation: Support: Use: Target:		
Flares & Wards: Fumes of Warding Against Good / Evil	Preparation: Support: Use: Target:		
Flares & Wards: Piercing Needles	Preparation: Support: Use: Target:		
Flares & Wards: Poisonous Fumes	Preparation: Support: Use: Target:		
Flares & Wards: Wand of Lightning	Preparation: Support: Use: Target:		
Polymorphism: Change Appearance	Preparation: Support: Use: Target:		

Witchcraft Spells			
Spell	**Casting**	**Effect**	**Page**
Polymorphism: Beast Form	**Preparation:** **Support:** **Use:** **Target:**		
Polymorphism: Mist Form	**Preparation:** **Support:** **Use:** **Target:**		
Polymorphism: Barkskin	**Preparation:** **Support:** **Use:** **Target:**		
Polymorphism: Razor Claws	**Preparation:** **Support:** **Use:** **Target:**		
Polymorphism: Feral Senses	**Preparation:** **Support:** **Use:** **Target:**		
Polymorphism: Flying Vehicle	**Preparation:** **Support:** **Use:** **Target:**		
Third Eye: Identify	**Preparation:** **Support:** **Use:** **Target:**		
Third Eye: Golden Path	**Preparation:** **Support:** **Use:** **Target:**		
Third Eye: Scrying	**Preparation:** **Support:** **Use:** **Target:**		
Third Eye: Golden Path	**Preparation:** **Support:** **Use:** **Target:**		
Third Eye: Read Mind	**Preparation:** **Support:** **Use:** **Target:**		
Third Eye: Read Aura	**Preparation:** **Support:** **Use:** **Target:**		
Third Eye: True Sight	**Preparation:** **Support:** **Use:** **Target:**		

Wizardry Spells			
Spell	**Casting**	**Effect**	**Page**
Abjuration: Alarm	**Preparation:** 2 MoSes **Material:** 1 Silver Dust, 1 Bone Dust **Casting:** 1 MoS **Target:** Location	The caster can define an area of 1 metre radius per hit. If a character enter the area, the caster knows it automatically. If the caster is sleeping, the alarm wakes him up. The caster can decide to have the alarm only alert him for a certain type of characters or to ignore a type of characters. The spell last 24h or until the caster decide to release it.	
Abjuration: Anti-Magic Sphere	**Preparation:** 5 MoSes **Material:** 1 Sulphur, 2 Nightshade, 2 Spider Silk **Casting:** 2 MoSes **Target:** Location	A sphere with a radius of 1 per hit is created, preventing any spell to be cast inside or targeting something inside.	
Abjuration: Armour	**Preparation:** 3 MoSes **Material:** 1 Iron Oxide Dust, 1 Bone Dust **Casting:** 2 MoSes **Target:** Character	The target receives a protection against piercing, cutting and bludgeoning damage of 1 per hit for an hour. Hits can be used to increase the duration by 1 hour per hit.	
Abjuration: Barricade	**Preparation:** 4 MoSes **Material:** 2 Fertile Dirt, 1 Bone Dust, 1 Gold Dust **Casting:** 2 MoSes **Target:** Location	A wall of energy is erected, preventing anybody from passing through. This wall is 1 metre per hit. The wall last as long as the caster can see it or until the caster cast another spell.	
Abjuration: Counter Spell	**Preparation:** 4 MoSes **Material:** 1 Black Sand, 1 Toadstool, 2 Spider Silk **Casting:** 2 MoSes **Target:** Character	When a character is casting a spell, counter spell can be cast as a reaction. Every hit are subtracted from the target casting roll. On failure, the losses can be added as hits by the target.	
Abjuration: Detect Magic	**Preparation:** None **Material:** 1 Firefly Powder **Casting:** 2 MoSes **Target:** Character, Location or Object	The caster can detect a magical effect. 1 hit confirm or infirm the presence of magical effect. 2 hits reveal the nature of the magical effect to the caster. 3 or more hits reveals to the caster who cast the spell.	
Abjuration: Magic Lock	**Preparation:** 2 MoSes **Material:** Iron Oxide Dust **Casting:** 1 MoSes **Target:** Object	Magic Lock can be cast on a door, on a chest or on any object with a lock. The targeted object cannot be unlocked by any non-magical means. The magic lock duration depends on the number of hits; 1 hit for 1 day, 2 hits for 1 week, 3 hits for one month, 4 hits for 1 year, 5 hits for a decade, 6 hits for a century and 7 hits for a millennium. The caster can release the spell at any moment.	
Abjuration: Protection Against Cold	**Preparation:** **Material:** **Casting:** **Target:**		
Abjuration: Protection Against Curse	**Preparation:** **Material:** **Casting:** **Target:**		
Abjuration: Protection Against Fear	**Preparation:** **Material:** 7 **Casting:** **Target:**		
Abjuration: Protection Against Fire	**Preparation:** **Material:** **Casting:** **Target:**		
Abjuration: Protection Against Poison	**Preparation:** **Material:** **Casting:** **Target:**		

Wizardry Spells			
Spell	**Casting**	**Effect**	**Page**
Abjuration: Protection Against Scrying	**Preparation:** **Material:** **Casting:** **Target:**		
Abjuration: Sanctuary	**Preparation:** **Material:** **Casting:** **Target:**		
Abjuration: Shield	**Preparation:** 1 MoS **Material:** 1 Bone Dust **Casting:** 1 MoS **Target:** Self	The caster gain 1 shield defence per hit. The shield defence can be used as a whole or separately but once a point is used it is lost.	
Conjuration: Arcane Mansion	**Preparation:** **Material:** **Casting:** **Target:**		
Conjuration: Arcane Message	**Preparation:** **Material:** **Casting:** **Target:**		
Conjuration: Conjure Beast	**Preparation:** **Material:** **Casting:** **Target:**		
Conjuration: Conjure Monster	**Preparation:** **Material:** **Casting:** **Target:**		
Conjuration: Conjure Mount	**Preparation:** **Material:** **Casting:** **Target:**		
Conjuration: Conjure Object	**Preparation:** **Material:** **Casting:** **Target:**		
Conjuration: Create Food & Water	**Preparation:** **Material:** **Casting:** **Target:**		
Conjuration: Entangling Roots	**Preparation:** **Material:** **Casting:** **Target:**		
Conjuration: Flash Jump	**Preparation:** **Material:** **Casting:** **Target:**		
Conjuration: Invisible Servant	**Preparation:** **Material:** **Casting:** **Target:**		
Conjuration: Planar Gate	**Preparation:** **Material:** **Casting:** **Target:**		

Wizardry Spells

Spell	Casting	Effect	Page
Conjuration: Spirit Hand	**Preparation:** **Material:** **Casting:** **Target:**		
Conjuration: Swarm of Flies	**Preparation:** 2 MoS **Material:** 1 Dung, 1 Bone Dust **Casting:** 1 MoS **Target:** Location	For every hit the caster can fill a 1-metre cube with flies for 1 round. Every creature caught in the swarm lose 1d20 of spirit per round and receive -2 MoSes to all their erudition, persona or sagacity roll. On failure, a swarm appears on the location of the caster for 1 round per loss.	
Conjuration: Teleportation	**Preparation:** **Material:** **Casting:** **Target:**		
Conjuration: Wall of Blades	**Preparation:** 3 MoSes **Material:** 2 Iron Oxide Dust, 1 Fertile Dirt **Casting:** 2 MoSes **Target:** Location	Blades come out of the ground creating a wall 1 metre long per hit and 1 metre thick. The wall offer ¾ cover. A character trying to climb over the wall or to pass through receives 3d4 piercing or cutting damage (the target choice) for mini character, 3d6 for small, 3d8 for medium and 3d12 for large and bigger. Micro character can pass through without problems.	
Enchantment: Badger's Toughness	**Preparation:** **Material:** **Casting:** **Target:**		
Enchantment: Bull's Strength	**Preparation:** 3 MoSes **Material:** 1 Dried Blood, 1 Black Sand, 1 Mandrake Root **Casting:** 2 MoSes **Target:** Character	The power of the target is increased to 20 for 1 round per hit.	
Enchantment: Cat's Grace	**Preparation:** 3 MoSes **Material:** 1 Dried Blood, 1 Gold Dust, 1 Toadstool **Casting:** 2 MoSes **Target:** Character	The agility of the target is increased to 20 for 1 round per hit.	
Enchantment: Charm Person	**Preparation:** 3 MoSes **Material:** 1 Mandrake Root, 2 Dried Blood **Casting:** 1 MoS **Target:** 1 sentient character	A targeted sentient character is highly favourable to the caster for 1 hour per hit. The target will do what they can to please the caster but attack their friends or suffer being attacked by the caster or one of their apparent ally. On failure, the target detect the charm attempt and will most likely become more hostile towards the caster.	
Enchantment: Dominate Beast	**Preparation:** **Material:** **Casting:** **Target:**		
Enchantment: Dominate Monster	**Preparation:** **Material:** **Casting:** **Target:**		
Enchantment: Dominate Person	**Preparation:** **Material:** **Casting:** **Target:**		
Enchantment: Empower Weapon	**Preparation:** **Material:** **Casting:** **Target:**		

Wizardry Spells

Spell	Casting	Effect	Page
Enchantment: Enlarge	**Preparation:** **Material:** **Casting:** **Target:**		
Enchantment: Fearsome Aura	**Preparation:** **Material:** **Casting:** **Target:**		
Enchantment: Fly	**Preparation:** 5 MoSes **Material:** 2 Spider Silk, 1 Firefly Powder, 1 Silver Dust, 1 Crystal Dust **Casting:** 2 MoSes **Target:** Character	A large or smaller character can fly for 1 round per hit. Larger character requires 2 hots per round. The flying speed is double the movement speed. If cast on an object, the caster control the object. More than one character can be targeted; the hits are distributed amongst the targets.	
Enchantment: Fox's Wisdom	**Preparation:** **Material:** **Casting:** **Target:**		
Enchantment: Heroic Aura	**Preparation:** **Material:** **Casting:** **Target:**		
Enchantment: Owl's Knowledge	**Preparation:** **Material:** **Casting:** **Target:**		
Enchantment: Peacock's Presence	**Preparation:** **Material:** **Casting:** **Target:**		
Evocation: Acid Spray	**Preparation:** **Material:** **Casting:** **Target:**		
Evocation: Arcane Dart	**Preparation:** None **Material:** 1 Ammonia Powder **Casting:** 0 MoS **Target:** 1 character	For every hit the arcane dart cause 1d4 piercing damage to the target.	
Evocation: Chain Lightning	**Preparation:** **Material:** **Casting:** **Target:**		
Evocation: Disintegration	**Preparation:** **Material:** **Casting:** **Target:**		
Evocation: Field of Smoke	**Preparation:** **Material:** **Casting:** **Target:**		

Spell	Casting	Effect	Page
Wizardry Spells			
Evocation: Fireball	**Preparation:** 5 MoSes. **Material:** 1 Sulphur, 2 Iron Oxide, 2 Ammonia **Casting:** 3 MoSes **Target:** Location	For every hit, the fireball deals 1d12 burning damage to any character or thing at the point of impact. At every metre away from the point of impact the damage is reduced by 1 die. Characters caught in the blast can do a reflex check. For every MoS they can move 1 metre away from the centre of the fireball. On failure, for every loss the caster takes 1d12 damage. For every metre away from the caster, this damage is reduced by 1 die.	
Evocation: Flying Razors	**Preparation: Material: Casting: Target:**		
Evocation: Light	**Preparation:** None **Material:** 1 Firefly Powder **Casting:** 1 MoS **Target:** Object	A light glow from the targeted object for 1 hour per MoS.	
Evocation: Lightning Strike	**Preparation: Material: Casting: Target:**		
Evocation: Poisonous Cloud	**Preparation: Material: Casting: Target:**		
Evocation: Ray of Frost	**Preparation:** 2 MoSes **Material:** 2 Silver Dust **Casting:** 2 MoSes **Target:** Character	The ray of frost deals 1d8 freezing damage for every hit. The target must makes a resist cold test with a difficulty level equals to the number of hits or the damage roll. If this roll fails, the dice pool of the target is reduced by 1 die on the next round and recover 1 die per subsequent rounds. On failure, the caster must make a resist cold test with a difficulty level equals to the number of losses. For every missing MoS the dice pool of the caster is reduced by 1 die on the next round and recover 1 die per round.	
Evocation: Ruin Object	**Preparation: Material: Casting: Target:**		
Evocation: Shockwave	**Preparation: Material: Casting: Target:**		
Evocation: Sun Blast	**Preparation: Material: Casting: Target:**		
Evocation: Unseen Punch	**Preparation: Material: Casting: Target:**		
Illusion: Clone Image	**Preparation: Material: Casting: Target:**		
Illusion: Blur Presence	**Preparation: Material: Casting: Target:**		

Wizardry Spells			
Spell	**Casting**	**Effect**	**Page**
Illusion: Change Appearance	**Preparation:** **Material:** **Casting:** **Target:**		
Illusion: Disguise Terrain	**Preparation:** **Material:** **Casting:** **Target:**		
Illusion: False Echo	**Preparation:** **Material:** **Casting:** **Target:**		
Illusion: Improved Invisibility	**Preparation:** **Material:** **Casting:** **Target:**		
Illusion: Invisibility	**Preparation:** 3 MoS **Material:** 1 Crystal Dust, 2 Spider Silk **Casting:** 1 MoS **Target:** Character	Then target become invisible for 1 round per hit if in combat or 1 minute per hit if out of combat. On failure, the caster believe if succeed with a number of hits equal to the number of losses.	
Illusion: Major Illusion	**Preparation:** **Material:** **Casting:** **Target:**		
Illusion: Mass Disguise	**Preparation:** **Material:** **Casting:** **Target:**		
Illusion: Mental Voice	**Preparation:** **Material:** **Casting:** **Target:**		
Illusion: Minor Image	**Preparation:** None **Material:** 1 Fertile Dirt **Casting:** 0 MoS **Target:** Location	The caster can create a static image to be seen by everybody. The image is visual only and can't be touched. The image will last for 1 hour per hit.	
Illusion: Project Speech	**Preparation:** **Material:** **Casting:** **Target:**		
Illusion: Silence	**Preparation:** **Material:** **Casting:** **Target:**		
Illusion: Vision	**Preparation:** **Material:** **Casting:** **Target:**		
Illusion: Zone of Silence	**Preparation:** **Material:** **Casting:** **Target:**		

Adventuring

Fall Damage					
For every meter fallen, roll 1 dice of *bludgeoning* damage. The size of the dice if determined by the size of the *character*. *Acrobatics* reduce the number of dice to be rolled. *Bludgeoning protection* reduced falling damage.					
Micro	**Mini**	**Small**	**Medium**	**Large**	**Huge +**
d4	d4	d6	d8	d10	d12

Extreme Weather		
On a *resist cold* and *resist heat* test, for every missing *MoS* 1 *spirit point* is lost and for every 2 *MoSes* missing 1 *minor injury* is received.		
Level	**Temperature**	**Difficulty and Effects**
Cold	< 10º Celsius	*Difficulty* = 1 per 2 hours
Hot	> 30º Celsius	
Freezing	< 0º Celsius	*Difficulty* = 1 per 1 hours
Scorching	> 40º Celsius	
Frigid	< -15º Celsius	*Difficulty* = 1 per ½ hours
Blistering	> 50º Celsius	

Alcohol and Getting Drunk		
Type of Alcohol Portion Size	Beer, Ale, Cider ½ litres	Wine ¼ litres	Liquor and Spirits ⅛ litres

Effects of Alcohol	
While drinking	Every missing *MoSes* on a *resist poison* test reduce *power*, *agility*, *erudition* and *sagacity* by 1 and 1 *MoS* is added to every *Confidence & ego*. *Difficulty* = the number of portions of alcohol consumed. If more than one test is made, the result is not cumulative but the worst result is always the one in effect. The alterations are temporary and are recovered when the *character* sobers up.
2 hours after last drink	Every *hits* on a *resist poison* test allow a *character* to recover 1 rank to *power*, *agility*, *erudition* and *sagacity* and lose one free *MoS* for *Confidence & ego* until the effect of the alcohol is dissipated. *Difficulty* = the number of portions of alcohol consumed – 1 per 2 hours since the last drink.

Equipment

Weapons							
Item	**Skill**	**Range**	**Dam.**	**Enc.**	**Special**	**Price**	
1-Handed Sword (Arming Sword, Swerd, Spata, etc)	1-Handed Swords	C – 1 / M	POW + 4 P / C / B - 2	5	Half-Swording	15sp	
Arrow	-	-	-	0.1	-	3cp	
Ball & Chain Flail	1-Handed Axes & Maces	M	POW + 6 B	6	Dangerous Weapon	1gp	
1-Handed Axe (Bearded Axe, Boarding Axe, etc)	1-Handed Axes	C - 1 / M	POW + 4 P - 2 / C / B - 1	5	Hook	5sp	
Bolt	-	-	-	0.1	-	4cp	
Bow	Bows	F(35m)	POW P	6		5sp	
Buckler	1-Handed Swords / 1-Handed Axes & Maces / Polearms	C	POW B	2	Shield Def.: 1	10sp	
Dagger / Knife	Brawling	C	POW + 2 P / C	1		1sp	
Flanged Mace	1-Handed Axes & Maces	M	POW + 4 B	5		15sp	
Flint-Lock Musket	Crossbows & Firearms (AGI)	F(35m)	d20 P	7	Fine Motor Reload, Unreliable	2gp10sp	
Flint-Lock Musket Bayonet	Polearms (POW)	L	POW + 4 P	+1		1sp5cp	
Flint-Lock Musket Stock	Polearms (POW)	M	POW + 2 B	+1		2sp	
Great Sword	Polearms / 2-Handed Swords - 1	M / L	POW + 6 P / C / B - 2	8		1gp15sp	
Heavy Arrow	-	-	-	0.2	-	5cp	
Heavy Bolt	-	-	-	0.2	-	6cp	
Heavy Crossbow	Crossbows & Firearms (AGI)	F(50m)	d20 P	12	Crank Reload	2gp	
Balanced Knife	Brawling / Thrown	C / F(5m)	POW + 2 P / C	1		1sp	
Large Shield	1-Handed Swords / 1-Handed Axes & Maces / Polearms	M	POW + 2 B	8	Shield Def: 2 Hide Behind Shield	1gp	
Light Crossbow	Crossbows & Firearms (AGI)	F(35m)	d12 P	8	Brute Strength Reload	1gp10sp	
Longbow	Bows	F(50m)	POW + 2 P	8		15sp	
2-Handed Sword (Longsword, Katana, etc)	2-Handed Swords / 1-Handed Swords - 1	C – 1 / M	POW + 4 P/ C / B - 2	6	Half-Swording, Murder Stroke	1gp	
Poleaxe	Polearms	M - 1 / L	POW + 6 P / C / B	10	Lever, Hook	1gp	
Quarterstaff	Polearms	M / L	POW + 2 B	8	Lever	10sp	

Weapons						
Item	**Skill**	**Range**	**Dam.**	**Enc.**	**Special**	**Price**
Sledgehammer	Polearms	M / L	POW + 6 B	12		1gp
Tomahawk	1-Handed Axes & Maces / Thrown	M / F(5m)	POW + 4 P - 2 / C / B - 1	3	Hook	10sp
Unarmed Strike	Brawling	C	POW - 2 B	0		-
Warhammer	1-Handed Axes & Maces	M	POW + 4 P / B	3	Hook	15sp
Spear	Polearms / Thrown - 1	M / L / F(5m)	POW + 6 P / C - 1 / B - 2	9	Lever	2sp3cp

Armour					
Item	**Body Part**	**Protection**	**Enc.**	**Special**	**Price**
The encumbrance is given for when the armour is worn with the number of parenthesis for when it isn't. Armour can be layered, all protection are added together.					
Arm Harness	Arms, Hands	P ½ / C ½ / B ½	2 (3)	Include the Gauntlets	4gp
Arming Cap	Head	P 0 / C 0 / B ½	1 (1)		2sp
Breastplate	Torso	P 1 / C 2 / B 1	4 (6)		7gp
Coats of Plates	Torso	P 1 / C 1 / B 1	5 (7)		5gp
Full Plate Suit	Head, Torso, Arms, Hands, Legs, Feet	P 4½ / C 7 / B 4	22 (28)	Include Maille Hauberk, Gambeson, Breastplate, Legs Harness, Arms Harness, Sallet	20gp14sp
Gambeson	Torso, Arms, Thigh	P ½ / C 1 / B 1	4 (5)		12sp
Leg Harness	Legs, Feet	P ½ / C ½ / B ½	2 (3)		3gp
Linothorax	Torso	P 1 / C 1 / B 0	3 (6)		12sp
Maille Hauberk	Torso, Arms, Thigh	P 1 / C 2 / B 0	7 (6)	Usually worn with a Gambeson	5gp
Closed Helmet	Head, Face	P 1 / C 1 / B 1	3 (5)	Include beaver and arming cap	1gp2sp
Semi Closed Helmet	Head	P ½ / C 1 / B 1	2 (3)	Include arming cap	18sp
Open Helmet	Head	P 0 / C 1 / B 1	2 (3)	Include arming cap	15sp

Food And Drinks			
Item	**Notes**	**Enc.**	**Price**
Dried Ration	Enough for 1 meal on the road	0.5	2cp
Meal in a Tavern	Count for 1 meal	-	5cp
Large Meal in a Tavern	Count for 2 meal	-	8cp
Feast in a Tavern	Count for 2 meal, can regain 3d6 of spirit points.	-	1sp3cp
Ale	5 litres, enough for 5 portions	5	1cp
Beer	2 litre, enough for 2 portions	2	1cp
Cider	4 litres, enough for 4 portions	4	1cp
Water	1 litre, enough for 1 portion	1	1cp
Wine	2 litres, enough for 2 portions	2	1cp

Clothes			
Item	**Notes**	**Enc.**	**Price**
Worn clothes do not add to encumbrance. Only full dice can be added to a roll. Only full MoSes are deduced from roll.			
Fashionable Boots	Add ¼ die to Charm & Persuasion	3	1gp
Fashionable Cloak	Add ¼ die to Charm & Persuasion	4	2gp
Fashionable Gown	Add ¼ die to Charm & Persuasion	3	3gp
Fashionable Trousers	Add ¼ die to Charm & Persuasion	3	1gp
Fashionable Shirt	Add ¼ die to Charm & Persuasion	2	1gp2sp
Fashionable Shoes	Add ¼ die to Charm & Persuasion	2	1gp
Fashionable Vest	Add ¼ die to Charm & Persuasion	1	19sp
Fur Boots	Add ½ die to Resist Cold, -½ MoS to Resist Heat	4	10sp
Fur Cloak	Add 1½ die to Resist Cold, -1 MoS to Resist Heat	6	1gp
Fur Trousers	Add ½ die to Resist Cold, -½ MoS to Resist Heat	5	12sp
Fur Vest	Add ½ die to Resist Cold, -½ MoS to Resist Heat	4	9sp
Leather Boots		3	1sp
Leather Trousers		4	9cp
Leather Shirt		3	8cp
Leather Shoes		2	1sp
Leather Vest		3	7cp
Linen Gown	Add 1 die to Resist Heat, -1 MoS for Resist Cold	2	9cp
Linen Trousers	Add ½ die to Resist Heat, -½ MoS for Resist Cold	3	7cp
Linen Shirt	Add ½ die to Resist Heat, -½ MoS for Resist Cold	2	8cp
Linen Vest		2	7cp
Luxurious Boots	Add ¼ die to Charm & Persuasion	3	4gp
Luxurious Cloak	Add ¼ die to Charm & Persuasion	4	7gp
Luxurious Gown	Add ¼ die to Charm & Persuasion	3	12gp
Luxurious Shoes	Add ¼ die to Charm & Persuasion	2	4gp
Luxurious Vest	Add ¼ die to Charm & Persuasion	2	4gp
Silk Gown		3	18sp
Silk Trousers		3	9sp
Silk Shirt		3	7sp
Silk Vest		2	6sp
Velvet Trousers		3	1sp
Velvet Vest		2	9cp
Wool Cloak	Add ½ die to Resist Heat	5	2sp
Wool Trousers	Add ¼ die to Resist Heat	3	1sp
Wool Shirt	Add ¼ die to Resist Heat	3	9cp
Wool Vest	Add ¼ die to Resist Heat	2	7cp

Animals			
Item	**Notes**	**Page**	**Price**
Cow			15sp

Animals			
Item	**Notes**	**Page**	**Price**
Dog, Untrained			1sp
Dog, pack			5sp
Dog, Riding			2gp
Dog, Shepherd			18sp
Dog, War			18gp
Falcon			17gp
Giant Boar, Draught			17sp
Giant Boar, Pack			8sp
Giant Boar, Riding			2gp10sp
Giant Boar, Untrained			5sp
Giant Boar, War			20gp5sp
Goat, Untrained			8sp
Goat, Pack			12sp
Goat, Riding			2gp
Hen			1sp
Hog			6sp
Horse, Draught			1gp
Horse, Pack			15sp
Horse, Riding			2gp10sp
Horse, Untrained			10sp
Horse, War			22gp
Ox			12sp
Pony, Draught			16sp
Pony, Pack			9sp
Pony, Riding			1gp9sp
Pony Untrained			7sp
Pony, War			18gp
Rooster			9cp
Sheep			5sp
Sow			8sp

Transportation & Vehicle			
Item	**Notes**	**Carry**	**Price**
Bridge Toll		-	1cp to 5cp
Caravel		40000	10000gp
Carriage		120	12gp
Cart		80	2sp
Chariot		16	1gp
Ferry Crossing		-	2cp to 8cp
Fishing Boat		110	2gp

Transportation & Vehicle			
Item	**Notes**	**Carry**	**Price**
Longboat		200	65gp
Sloop		130	1500gp
Travel in a Carriage			2sp / day
Travel on a Ship			2sp / day
Wagon		160	9sp

Wages and Revenues		
Item	**Notes**	**Cost**
Archer		1sp8cp / Week
Armoured Infantry		3sp6cp / Week
Armourer		3sp4cp / Week
Armourer Apprentice		8cp / Week
Baron		3gp 8sp / week
Battlefield Musician		5sp4cp / Week
Carpenter		1sp8cp / Week
Cavalryman		12sp / Week
Cook		9cp / Week
Count		185gp15sp / Week
Duke		211gp10sp / Week
Fisherman		7cp / Week
Guard		1sp / Week
Infantry Captain		12sp / Week
Infantry Lieutenant		6sp / Week
Inn Keeper		1sp7cp / Week
King		576gp18sp / Week
Kitchen Servant		4cp / Week
Knight		24sp / Week
Labourer		8cpm / Week
Marquis		195gp3sp / Week
Mason		2sp4cp / Week
Mounted Archer		3sp6cp / Week
Priest		1sp3cp / Week
Prostitute		2sp35p / Week
Sailor		9cp / Week
Tax Collector		2sp5cp / Week

Adventuring Gear			
Item	**Notes**	**Enc.**	**Price**
Rope, Hemp			

Adventuring Gear			
Item	**Notes**	**Enc.**	**Price**
Torch			
Candle			
2 metres pole			
lockpick			
Lantern			
Lantern Oil			
Manacles			
Rope, Silk			
Backpack			
Satchel			
Ladder			
Grappling Hook			
Waterskin			
Flint & Steel			

Skills List

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Athleticism

Running	Jumping (Standing)
½ *movement* * *MoSes*	1m + (1m * (*MoSes* / 3))

Climbing	Jumping (Running Start)
-Tree: 1m * *MoSes* -Rough cliff: -1 *MoS,* (1m * (*MoSes* / 2)) -If climbing a smooth cliff: -1 *MoS,* (1m * (*MoSes* / 3)) -Rough wall: -1 *MoS,* (1m * (*MoSes* / 3)) *-Smooth wall: -1 MoS, (1m * (MoSes / 4))*	*- ½ movement used: 1m + (1m * (MoSes / 2))* -All *movement* used: 1m + (1m * (MoSes)) -All *movement* used and running: 1m + (1m * (*MoSes* + *Hits* from running test*))*

Swimming	Jumping (Vertical)
½ *movement* + (1m * *MoSes*)	½ metre + (½ metre * (*MoSes* / 3))

Lifting	Pushing
45kg + (45kg * *MoSes*)	-Something flat: 45kg + (45kg * *MoSes*) -Something round: 90kg + (90kg * *MoSes*)

Details on page 44

Character Sheet

This *character sheet* is intended as an example. You can get full size *character sheet* on our website www.WinterDawnRPG.com or design you own.

WinterDawn

Player:		Name:	
Race:		Gender:	Age:
Subrace:		Size:	Speed:

Attributes

○ Agility:		○ Power:		○		○ Erudition:		○ Persona:		○ Sagacity:	
ExP:		ExP:		ExP:		ExP:		ExP:		ExP:	

Skills

| Skill	ExP	J/C/Circle	Fresh	Skill	ExP	Attrib	Fresh	Skill	ExP	J/C/Circle	Fresh
Acrobatics		Agi		Laws & Legal Systems		Eru/Per/Sag		Seamanship		Sag	
Appraise		Sag		Luck		Per		Shamanism		Sag	
Arts & Performance		Per		Mechanics		Sag		Ancestors			
Acting				Melee Combat		Agi/Pow		Beasts			
Dancing				1-Handed Axes & Clu				Lakes & Rivers			
Drawing & Painting				1-Handed Swords				Mountains & Rocks			
Music & Singing				2-Handed Swords				Plants & Trees			
Oratory & Poetry				Brawling				Sleight of Hand		Agi	
Athleticism		Pow		Polearms				Sorcery		Per	
Climbing				Mysticism		Per/Sag		Abysmal			
Jumping				Bless & Curse				Blood			
Lifting & Pushing				Cure & Heal				Chaos			
Running				Divination				Death			
Swimming				Necromancy				The Unknow			
Charm & Persuasion		Per		Retribution				Stealth		Agi	
Confidence & Ego		Per/Sag		Natural Healing		Con		Survival		Sag	
Cooking		Sag		Perception & Vigilance		Sag		First-Aid			
Crafting		Sag		Range Combat		Agi/Pow		Foraging & Hunting			
Metalworking				Bows				Navigation			
Scribing				Crossbows & Firearms				Sheltering			
Stonecutting				Javelins & Spears				Tracking			
Tailoring				Slings				Taming & Training		Per	
Woodworking				Thrown				Torture		Per/Sag	
Deduction & Logic		Sag		Reflex		Agi		Witchcraft		Eru/Sag	
Detect Motive		Sag		Resist Cold		Con		Balms & Potions			
Elementalism		Eru/Per		Resist Fatigue		Con		Curios			
Aether				Resist Heat		Con		Fumes & Phials			
Air				Resist Hunger		Con		Staffs & Wands			
Earth				Resist Pain		Con		Third Eye			
Fire				Resist Poison		Con		Wizardry		Eru	
Water				Resist Shock		Con		Abjuration			
Insult & Intimidation		Per		Riding		Agi		Conjuration			
Knowledge		Eru		Science		Eru		Enchantment			
Geography				Alchemy & Chemistry				Evocation			
Heraldry & Nobility				Botany				Illusion			
History				Engineering & Physic							
Linguistic				Medicine							
Religions				Zoology							

Languages

	B	I	F
	☐	☐	☐
	☐	☐	☐
	☐	☐	☐
	☐	☐	☐
	☐	☐	☐

Values

Dishonourable					Honourable
Evil					Good
Lawless					Zealot

Virtues

Coward	Brave	Rash	Surly	Friendly	Fawning
Meek	Dignified	Vain	Stingy	Generous	Lavish
Debauched	Tempered	Insensitive			

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WinterDawn

Player: **Name:**

Health & Injuries | Sketch

Minor	Major	Bleeding

Unconcious ☐ **Incapacitated** ☐

Max:

Background

Origin:

Reason to Adventure:

Motivation:

Life Events:

Occupations:

Traits

Equipment

	Enc:
	Enc:
	Enc:
	Enc:
	Enc:
	Enc:
	Enc:
	Enc:
	Enc:
	Enc:
	Enc:
	Enc:
	Enc:
	Enc:
	Enc:
	Enc:
	Enc:
	Enc:
	Enc:
	Enc:

Armour

Natural:

Defence:R: C: B:
Special:
Max:

Head:
Defence:R: C: B:
Special:
Enc:

Torso:
Defence:R: C: B:
Special:
Enc:

Arms:
Defence:R: C: B:
Special:
Enc:

Legs:
Defence:R: C: B:
Special:
Enc:

Miscellaneous:
Defence:R: C: B:
Special:
Enc:

Total
Defence:R: C: B:
Special:

Wealth

Gold
Enc: *1/50

Silver
Enc: *1/20

Copper
Enc: *1/40

Ration

Food Water
Enc: *1/2 Enc: *1

Arsenal

Weapon:
Skill:
Dice Pool:
Range:
Damage:
Type:
Special:
Enc:

Weapon:
Skill:
Dice Pool:
Range:
Damage:
Type:
Special:
Enc:

Weapon:
Skill:
Dice Pool:
Range:
Damage:
Type:
Special:
Enc:

Weapon:
Skill:
Dice Pool:
Range:
Damage:
Type:
Special:
Enc:

Encumbrance

Max:

Lexicon

Advantage: In the case of *opposed test*, one *character* has the *advantage*. In case of a tie, if the situation absolutely call for a winner, the *character* with *advantage* wins.

Agility: The nimbleness and dexterity of a *character*.

Assisted test: A test where more than one *character* can roll and add their *MoSes* together.

Attack of opportunity: An attack made as a *reaction* when a *character* expose himself to an opponent.

Attribute: Represent the physical, mental and social predispositions of a *character*.

Bleeding: A type of wound causing the lost of blood of a *character*.

Bludgeoning: A type of attack made with a blunt, concussive force.

Character: A person in the game, either controlled by the *GM* or one of the other *players*.

Choke: A manoeuvre made by a *control* attack which can put the target to sleep.

Complete failure: A roll with no *MoSes* or with *losses*. Can cause the lost of *spirit points* or the gain of *experience points*.

Composed test: A test where multiple roll can be made over multiple rounds or a long period of time.

Constitution: The physical endurance of a *character*.

Control: A type of attack not aiming at causing damage but at changing the circumstances of the combat.

Cutting: A type of attack made with a blade or another sharp edge.

Dice Pool: The number of dice available in a *round* or for one action. The number of dice to be used is equal to the *skill* being tested rank plus 1. The type of dice used can not have more face than the level of the *attribute* governing the *skill*.

Difficulty level: The number of *MoSes* that must be obtained to accomplish a task.

Dominant: When two or more *characters* are fighting in *grapple* range, one side is going to be considered *dominant*.

Encumbrance: A mix between the weight of an object and how cumbersome it is.

Erudition: The academic knowledge of a *character*.

Experience point: A mark made next to a *skill*, a *speciality* or an *attribute* representing a step towards advancement of this *skill, speciality* or *attribute*.

Fixed test: A test against a *difficulty level* determined by the *GM* or by some circumstances.

Resounding success: A roll with as many *MoSes* as the number of dice available in the *dice pool*.

MoS: Represent a measure of success in a die roll. Dice showing 4 or more count for 1 *MoS*. Dice showing 8 or more count for 2 *MoSes*; showing 12 or more count for 3 *MoSes*; 16 or more count for 4 *MoSes*; 20 count for 5 *MoSes*. Die showing 1 count for -1 *MoS*.

GM: The game master. *GMs are special players controlling all the secondary, tertiary and supporting, characters, as well as describing the world and the event outside of the control of the characters of the other players.*

Grapple: The shortest range of combat, when two or more opponents are wrestling toe to toe.

Grappled: When two or more *characters* are fighting in *grapple* range, they are considered *grappled*.

Group test: A test multiple *characters* have to make at the same time and where the *MoSes* from one *character* can be transferred to another *character*.

Hits: The number of *MoSes* over the *difficulty level* or the roll opposing the action.

Incapacitated: A state of injury when a *character* is no longer able to fight or act.

Initiative: While in combat, the order in which *character* can act. At the start of a combat, each *character* either roll a *reflex* or a *vigilance* test to determine their *initiative*. *Initiative* will change during a combat.

Loss: The number of 1 rolled over the number of *MoSes*. They are negative *MoSes*.

Major injury: A severe injury, not directly life threatening but with some consequences.

Minor injury: A superficial injury that does not directly impact the abilities of a *character*.

Mixed test: A series of test made with different *skills* to

accomplish a more complex task.

Movement speed: The distance in metres a *character* can move in a *round* (6 seconds).

Opposed test: A test where the *difficulty level* is determined by a test made by an opposing *character*.

Passive defence: Represent the protection granted by the armour, man-made or natural, worn by a *character*.

Persona: Represent the personality and charisma of a *character*. Also represent the strength of character.

Piercing: A type of attack made with a pointy thing.

Player: A real world person either controlling a *character* or being the *GM*.

Power: The pure physical strength of a *character*.

Reactions: An action that can be made by a *character*, out of turn, while not on his *initiative* number.

Recovery: Some abilities reduce a target *dice pool*, *spirit points*, *attributes*, etc. Such abilities often have a *recovery* rate, this is the speed or frequency at which the effects dissipate.

Round: In combat, a measure of time of approximately 6 seconds giving the opportunity to every *character* involved to act.

Sagacity: The common sense and familiarity with common everyday knowledge of a *character*.

Scaling test: A test without a specific *difficulty level*. The number of *MoSes* generally represent how well the task is performed.

Skill: Represent the aptitude and expertise of a *character* in a task or type of task.

Speciality: Some *skills* are subdivided into 5 *specialities*.

Spirit point: A representation of both stamina and moral. The amount of *spirit points* varies wildly during play and limit the number of dice which can be use in a roll.

Splitting the dice pool: While in combat, keeping some dice from one's *dice pool* to perform a second action or a reaction.

Stunned: A state inflicted to a character when they receives a concussive blow that limit the dice-pool of this one.

Unconscious: A state where a *character* is *incapacitated* and knocked out.

Range of attack: The distance at which a weapon can attack, divided in *grapple*, *close*, *mid* and *long*.

Pinned: A state where a *character* is *prone*, *grappled* and non *dominant*.

Charge: A special combat manoeuvre allowing a *character* to run and strike on his *initiative* number.