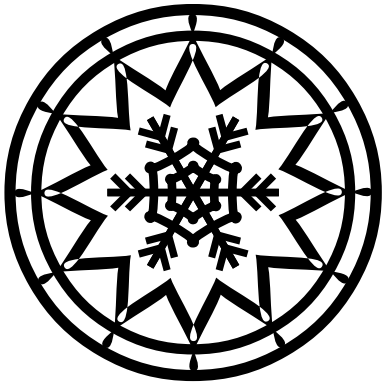


WinterDawn

- A Fantasy Role Playing Game -

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.

-The Men Who Don't Fit In
by Robert W. Service,
The spell of the Yukon, and Other Verses (1911)

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 chance 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 is 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!

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 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 attempts 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*.

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[tm] 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*.

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 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 is 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.

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 is 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 toward 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 of the rules are going to be ignores or modified. If you do so, it would be advisable to keep the modification through out 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 a soft rules or a guidelines.

Of course, every modifications 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 come 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 toward 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 have 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 always been more inclined toward 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 toward a point (instead of an edge) so there is 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 books 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 it's international adoption and simplicity. Even someone who has never been exposed to the metrics systems can grasp it's 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 ounce 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 a in-game *character* or being the *GM*.

Character

A *character* refers to an individuals 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 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* represent the dexterity and nimbleness of the *character*. It covers fine motor skills, eye-hand coordination and balance.

Power

Power represent 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* represent the strength of personality and charisma of the *character*.

C*haracters* 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 of the *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 no 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 less 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 other 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 make a roll. The *MoSes* from every rolls 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.

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 fall in combat, etc. Each will be describe 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 an additional 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 different 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 an prolonged sleep, the player can regain half their *constitution* worth of *spirit points*.

While outside of combat, whenever a player rolls a *resounding success*, they can decide to regain 2 *spirit point* per *MoSes* instead of getting an *experience* point.

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 *traits*, 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 Characters 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* toward 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 a *opposed test*, the *character* with the most *MoSes* wins the opposition. In case of a tie, either the staus 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 *componsed 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 unsucessful, 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 different types of obstacles. It may sometimes seems 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 a *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 objects 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 chose 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 period of 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,.

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 decided 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 toward 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 none the less 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 different 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 include the skills needed to bound a book together.

Stonecutting

Stones has always been used to create tools and shelter. With *stonecutting* a *character* can join this ancient tradition from the dawn of time. *Stonecutting* 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 *roleplay* the scene instead of making a test. In this case, the level of the *skills* should serve as an indication as to how to *roleplay* the *character*.

If a test is made, it can either be made as a *fixed test*, where the difficulty represent 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 rhyme, 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* start by knowing one native language at a *fluent level* a knowing *bastard* at a *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 speakers. Every ranks in *linguistic* allow the *character* to raise *language know* by two level; they can either get a new language at a *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 seems 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* take 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 weapon 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 an other 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 a 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 buffs 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 a an extend that would not naturally be possible.

Divination

This *speciality* allow 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 encompass *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 toward 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* represent 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 new invention created by the goblins, quite deadly

but somewhat unreliable.

Crossbows and firearms are different in a lot of way but when it come 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 can often 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 encompass 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 many different actions, notably pickpocketing, picking lock, reloading firearms, cheating while gambling, etc.

More details will be given on each on those activity 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 a *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 part 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. Everyday 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 it's 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* to use 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 activity.

-*Stonecutting*: 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 it 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 follows 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 *rounds* is about 6 seconds (there is 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 *rounds*, 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 action s 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 it's 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 represent 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 *reactions* 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 *hits* one dice 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* are 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 becoming *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*.

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

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* allow 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 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*.

A 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 combart 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 obtaine 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 an *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 do a *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 a *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 a *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 actions 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 weapons 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 lesscontained 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

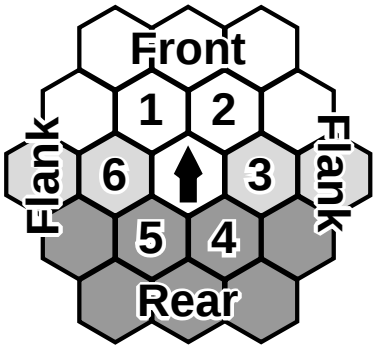
Attacking a *character* on lower ground gives the *character* on *high ground* +1d.

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.

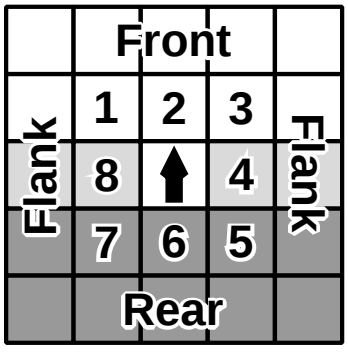
To simply gameplay, each hex should represent 1 metre. In that way, a *character* with a *movement speed* of 9 metres per *round* can move 9 hexes on normal terrain.

While playing on a hex grid, *character* should be facing toward 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.

Random scatter roll can be done using a 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*.

Gridless 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 tactics 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 themself 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 follow:

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 different 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 represent 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 *hits* 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 a 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 a 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 prolonged period of time in extreme heat or in extreme cold can drain someone *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 difficulty 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 toward 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 reduce 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 *hits* 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 want 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 chose 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 is 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 helps 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 it's 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 rolls take one turn (approximately 6 seconds). Receiving damage while casting makes the spell fail.

Elementalism

Attribute: Erudition or Persona

Elementalsim 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 consist 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 of 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 rolls 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 ranks 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, everyday 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 spells indicate 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 appears 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 hour 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 & Phial

Fumes and phial are bottle to be *thrown* at a target. The range of such bottle is *far(5 metres)*.

Throwing a fumes 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.

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.

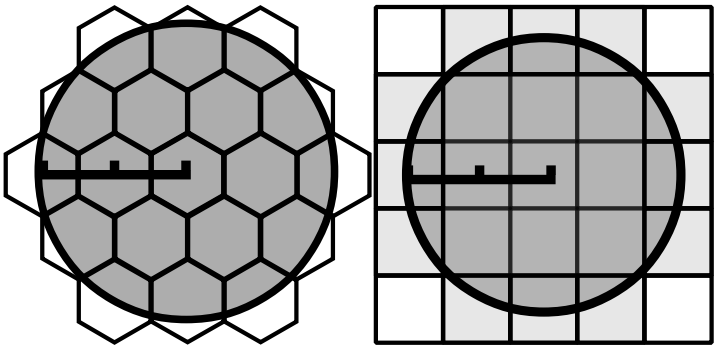
Casting

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.

Area of Effect

Some spells affect an area. Those area of effect can be of 4



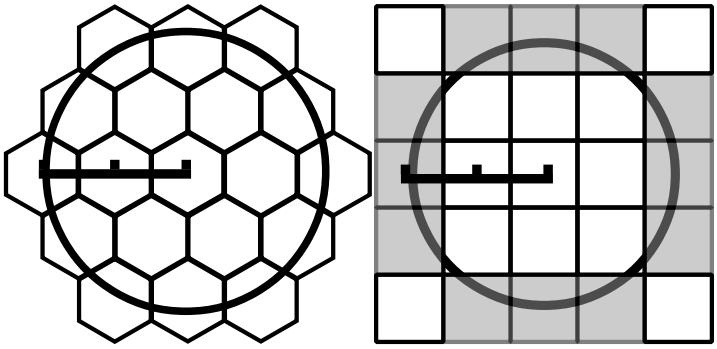
different shapes: sphere, torus, cone or line.

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.

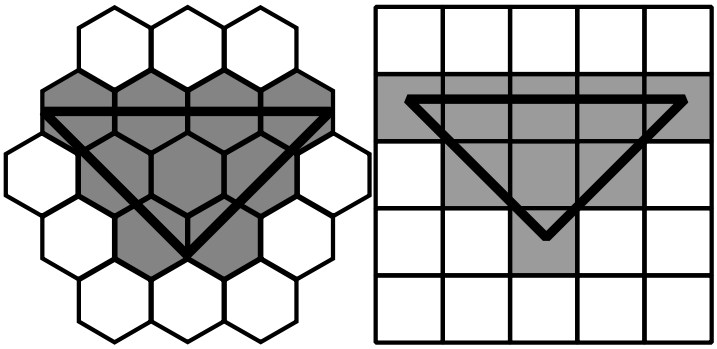
Torus



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.

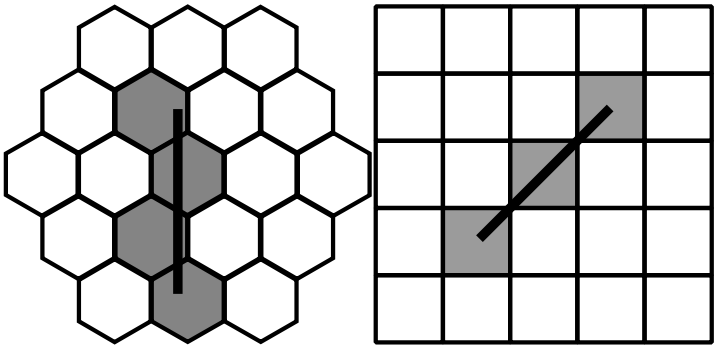
Cone

A cone spell will affect an 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.



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.

Honour

Honour is concerned with how the *character* keeps their words. *Honour* range from *dishonourable* to *honourable*. The scale counts 5 steps.

The *honour* rate of a *character* is defined by their actions, not the other way around. The h*onour* of a *character* will change during play.

Honour is concerned with the codes, oaths, vows, pledges, laws,

agreements, promises, pacts, etc they implicitly agreed too.

Breaking a vows 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*. Some *background* will affect a *character's honour*.

Morality

Morality represent the axis of *good* and *evil*. *Morality* range from *evil* to *good*. The scale counts 5 steps.

As per *honour*, the *morality* rate of a *character* is defined by their actions, not the other way around. The *morality* of a *character* will change during play.

Morality is proscriptive, not prescriptive. In order to remain *good* a *character* must avoid certain actions. Inactions should not shift a *character's morality* toward *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*. Some *backgrounds* will affect a *character's* morality.

If a *character's morality* shift towards *evil*, the *character* can return towards *good* by making amend to the victim of their misdeeds.

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 *orchish* 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 orchish 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 then 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 orchish 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 systems 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 *triait 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 ancestors or “Desta” with the name of a notorious female ancestors. 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.

*Highlander*s 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.

Higlander half-man female have first name like Aravouna, Eldrini, Maella, Lerdaga, Celindara, Brafaelle and Dourkimu.

They use 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 much 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 orchish 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 means 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

Lowlander 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 hald-man female 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 orchish society is organized in a polycentric legal system; Every individuals 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 benefits 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. *Strong grip*

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*

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.

Orcs female 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 *orcs* family keep a few living on their farm.

They seems 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 prove 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 seems 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 toward *honourable*.

Tide Crasher

Tide crasher orcs live on coasts. They are know 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 orchish 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 seems 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 races 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 orchish 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 came 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 time.

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*.

Orchish society frown upon the creation those half-breed, mainly due to the fact that they are *infertile.*

The life of an *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 an half-breed.

They seems 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 an 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 seems 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 lose 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 infirge 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 of 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 damned 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 where 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 feas 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 devoided of love. The main 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*:

> *1-Handed Axes & Maces* (2)
>
> *Athleticism* (3)
>
> *Insult & Intimidation* (3)
>
> *Natural Healing* (4)
>
> *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 much 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*:

1-Handed Axes & Maces (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)Untitled1

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 races 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:

An outfit consisting of wool pants, a linen shirt and leather shoes,

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 pants, 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 outfit consisting of wool pants, a linen shirt and leather boots,

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:

An outfit consisting of velvet pants, a linen shirt, a fur vest and leather boots,

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,

An outfit consisting of corduroy pants and vest, a linen button shirt and leather shoes.

Orchish 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. An hamlet will usually count between 3 to 10 of those compounds.

Orchish society does not have geographically linked leadership. Every *orcs* 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 orchish 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 outfit consisting of wool pants, a sheep vest and sheep moccasins,

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 outfit consisting of silk pants, silk long tail shirt and hemp boots,

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 outfit consisting of a sheep vest and a linen loincloth or pants,

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 it's 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

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 pants,

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,

An outfit consisting of leather pants, a leather shirt and leather moccasins.

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 a 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 themself 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 relatives 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)

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* receive 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* receive an *adventurer pack*.

Virtues

The *friendliness* of the *character* can not lean toward *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)

Been Raised by an Hermit

The *character* has been raised alone in the wild, by an 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)

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.

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.

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.

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.

Resources

The *character* can start with a simple robe and a gospel book.

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.*

Honour

The honour of the *character* is lowered by 1.

Morality

The morality of the *character* is lowered by 1.

Resource

The *character* receive 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

Elementalsim 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 tale.

Background Cost: 4

Skills

Confidence & Ego (2)

Perception & vigilance (4)

Zoology (3)

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.

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 path.

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 costume for the last role they plaid, worth no more than 2sp.

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,

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 ointement.

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:

A leather apron,

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: Cratfs 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,

Leather apron,

15sp.

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

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.

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:

4gp worth of fashionable clothes,

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: Unenmployed

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 old wool cloak,

A quaterstaff.

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,

Leather apron,

13sp.

Age

To gain benefits from this occupation it must have been performed for 4 years.

Burglar

Career Path: Criminal

Burglar 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 outfit worth no more than 3sp,

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.

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

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:

Leather apron,

Woodworking tools worth 15sp,

10sp.

Age

To gain benefits from this occupation it must have been performed for 4 years.

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 Sowrds 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 orchish 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

Conman 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:

4gp worth of fashionable clothes,

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.

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.

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

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:

A robe,

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:

1-handed swords

telescope

10sp

Age

To gain benefits from this occupation it must have been performed for 6 years.

Fisherman

Career Path: Maritime or Primary

Fisherman 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 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)

Resources

The *character* starts with the following resources:

A set of marked cards,

Loaded dice,

15sp.

Age

To gain benefits from this occupation it must have been performed for 5 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)

Polearms or *Crossbows & Firearms* (3)

Perception & Vigilance (4)

Resources

The *character* starts with the following resources:

A gambesson,

A horn,

7sp.

Age

To gain benefits from this occupation it must have been performed for 4 years.

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:

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,

A wool robe,

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 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 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

Illuminator are the specialist of book embelishment.

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:

4gp worth of fashionable clothes,

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 usually are 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 gambesson,

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:

4gp worth of fashionable clothes,

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 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,

Leather apron,

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,

4gp worth of fashionable clothes,

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

Skills

Gain *experience* in the following *skills*:

Detect Motive (3)

Insult & Intimidation (2)

Survival (4)

Resources

The *character* starts with the following resources:

An adventurer pack,

A quarterstaff,

7sp.

Age

To gain benefits from this occupation it must have been performed for 1 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

Scholar: 6

Service: 5

Unemployed: 3

Skills

Gain *experience* in the following *skills*:

Brawling (3)

Detect Motive (2)

Insult & intimidation (2)

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 3 years.

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 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

Skills

Gain *experience* in the following *skills*:

Acting (2)

Oratory & Poetry (4)

Scribing (3)

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.

Poet

Career Path: Arts

An artist using languages as their medium.

Cost

The cost varies based on the previous *career path*:

Arts: 5

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*:

Confidence & Ego (2)

Oratory & Poetry (4)

Scribing (3)

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.

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:

A robe,

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 gown,

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.

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.

Scientist

Career Path: Scholar

Scientist spend their time researching the natural world. They have a very methodical approach and like to categorize things.

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,

A leather apron,

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.

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,

A robe,

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:

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.

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*:

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.

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,

A robe,

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

Orchish 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 an 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

Orchish 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

Orchish Hamlet: 3

Elven Village: 5

Faun Community: 5

Troll Camp: N/A

In the wild: N/A

Skills

Gain *experience* in the following *skills*:

Appraise (4)

Brawling (2)

Charm & Persuasion (3)

Detect Motive (3)

Luck (3)

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

Orchish 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)

Sleight of Hand (3)

Stealth (3)

Survival (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.

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

Orchish 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

Orchish 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

Orchish 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

High-Men Town: 1

High-Men Village: 2

Highlander Citadel: 0

Lowlander Village: 0

Orchish 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 roleplay 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 means 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 an other 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 roleplay 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 of the 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 themself 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 *hits* scored on an attack must be used for damage.

- The player must add at least one dice 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 dice 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* know the ancient secret of withcraft.

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 smile 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 prejudice 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 regenration.

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 dice 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 traits *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 is 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 situations. This loss is reduced to 2 for *characters* leaning toward *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* in 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 represent 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 represent 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.