

BRAVEN GAMES

THE BLUE BOOK

Core Rules and System

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This book is dedicated to Rob,
for my longest-running player and best friend. No one has seen the rules change more than you
have. It seems fitting that I dedicate the core system and rules book to you. Thanks for all the adven-
tures and for sticking with it.
Here's to many more years together.

Introduction: What is the Blue Book for?

Rules.

CHARACTER CREATION

INTRODUCTION

The purpose of this book is to provide everything necessary for creating a solid, compelling character for a player to play. This guide has an incredible amount of content that allows virtually everything about a character to be customized, based on the fantasy setting of Braven.

That being said, creating a character can be intimidating. There are a lot of parts that have to be assembled, and depending on how custom a player wishes their character to be, it can take a long time. This guide is divided into two main sections: contents and methods. The contents section contains all of the detailed information for creating a character, broken down into categories. For players who are new to Braven Games, taking a look at the methods section is a better place to start than simply jumping right into all of the content. But for those who are the more curious, wandering types, feel free to begin wherever.

If you the reader have never before picked up a role-playing game like this before, then fear not! You are in for a wild ride. Remember this advice (before you get in over your head with the complex stuff): the purpose of all of the math, vocabulary, and rules... is to promote fun, challenge, and a sense of story, all of which should be compelling and interesting. This game, with its robust system, ultimately attempts to create a game that balances a feeling of ludicrous luck, challenge, and meaningful narrative. If the rules get in the way of that, then simply focus on being creative. Leave keeping track of all of the rules to a player (or the host) who likes that sort of thing.

Narrative vs Systematic

In Braven, there are two types of things that are commonly referred to: Narrative and systematic. These are adjectives that describe an incredibly important difference in tabletop gaming: the difference between story-telling and rules (essentially). Narrative or systematic might refer to the kind of statement that a player could make. For example, "I conjure the potion" is a narrative statement, but "I use my alchemy lore to do so" is a systematic clarification (the player wishes for the host to know how the potion is conjured, using what ability of the character). Narrative refers to the acting or the role-playing, where systematic refers to the rules or the system of the game.

Host? Player? Character?

There are two "roles" that can be filled by a person who plays this game: the Host, and a Player. The host's job is to know all systematic rules as best as they can (or at least know where to look them up, if they have to) while simultaneously providing a narrative foundation for the players. The host is also expected to translate the systematic stuff into understandable narrative terms for the players such as, "your roll failed by 13 points, so you fall down the stairs and break your nose on the railing on your way to the ground." The player's priority is to focus on the narrative aspects of gameplay, while trying (whenever possible) to learn the system, so that the narrative might move along more smoothly, such as, "I attempt to glide down the stairs on my shield, using Agility to do so. My Agility total is 4."

The Host is the person who (hopefully) has a good grasp on all of the game's rules, the game's story, the environment and world of Braven, and who wants to do as their name suggests: host a game for others to play. The host is comparable to a DM, GM, or other kinds of "master" that you might find when playing a tabletop role-playing game. The Host should be focused on providing a framework, or skeleton, for a story to grow onto. The Host is the one who introduces the concepts of Destiny, Challenge, and Opportunity to the players, while also handling the rules. Of course, the Host is also responsible for playing all of the Non-Player Characters (NPCs) that the players might encounter in their story. For more information on the Host and what they are expected to do, see the booklet Braven Games: The Host's Guide.

The Player is the person who attempts to fill the role of a character (or sometimes characters) in a game world. Players generally invest a lot of time and energy into the development of their favorite character's story and abilities. Players "role-play" their character. However, it should be noted that there is a difference between the player and the character. While a player might say the words, "I decide to find the smithy," it is their character who accomplishes this in the game-world. And conversely, when a character must pass a difficulty check (or make any sort of roll at all), it is their player that accomplishes this task. And while this verbiage might seem obvious to some, it is a point that is sometimes confus-

ing for new players. Think of this as acting in a play. Bianca might be playing Juliet in a production of Romeo and Juliet, perhaps even so deeply engrossed in her acting at times that she would appear or feel to be the same as the character, but their actual selves are quite obviously not the same.

When playing the game, a player's first (and sometimes only) focus should simply be trying to act like their character would in a given situation. Players are not recommended to over-evaluate the rules, stats, or possible loopholes for their character or in the game-system. Some players might find this fun to do, in and of itself, but this is generally not a socially fun tactic when playing Braven in groups. Of course, players are encouraged to be creative, intelligent, and tactical, but these things should never come at too high of a cost to the fun for everyone involved. Players are always most effective when they primarily focus on what they want their character do and then communicating that to the host and other players. The job of the host is to translate a character's actions through the rules and numbers, and then explain those things in narrative terms, whenever a player is not able (but especially when a player is new to the game). More experienced players are encouraged to help the host with math and rules insofar as they do not overtly cheat, lie, or subvert the game in any way. (For example, a new player might simply say "I kill the evil guy" or "I want to kill the evil guy." A more experienced player, who knows that there are a few steps and some luck involved, might say, "I swing my axe at the evil guy's head, spending 6 potential." A very experienced player might already know the total for their attack, the specific gift they wanted to use, and possibly even a few tricks to make their evil-guy-killing more effective.) Moral of the story? Have fun, focus on telling your part of the story, and you will get used to the rest of things. For more information on how to be a player, see the booklet Braven Games: The Player's Handbook.

How do you get started?

So, those things being said, this guide serves to help both hosts and players create new characters to play. This guide contains all of the necessary content for creating a character as well as several helpful methods that can make character creation customizable based on a player's exposure to Braven (or role-playing games in general).

Below are 3 ways that someone could create a character.

Persona [10-20 minutes]: Only starting Personal-

ity is chosen so that the player can test-drive an example character first.

Homework Character [1-2 hours + 30 minutes creation]: Player takes a sheet home and fills it out with all the details they want. Host then double-checks for costs and possibility upon completion of the homework sheet.

Marathon Character [2-4 hours]: Everything is chosen, step by step, all at once.

The section that follows this introduction is the contents section. The following section will contain all of the information needed (all of the parts possible) for creating a character. Characters have incredible potential for diversity, so the contents section is large. For players who are new to Braven, it is recommended that they read the methods section before diving into depths of the content section.

Character Contents

This section of the guide is dedicated to all of the information and stats related to anything and everything a player or host would need to create a character. Essentially, all the stuff is here in this section. (The methods for easily assembling all of this information can be found in later sections. See the table of contents for specific page numbers.)

Now, it should be noted that many of the methods found in the methods section have shortcut-style information. The information found in the methods section might be incomplete or simply meant to summarize some of the information found in this section. The player and host are always encouraged to look at the contents section to find the final values and data related to whatever option or aspect they have just chosen for their character before finalizing anything.

Contents Summary

The contents are organized into sub-sections, each sub-section containing its own type of information. The sub-sections are as follows:

Stats, Arts, State, Explained: This section will explain the various stats, arts, and state (with a few other things) of a character. These terms define a character's capabilities into mathematics, so that players can have a good idea of whatever their character is good or not at doing (for example, a player who has a +10 bonus to Awareness is going to perform better at perceiving things than if they did not). While each character will eventually have their own values for all of these terms, their uses will be explained here briefly.

Ethnicities: Ethnicities (referred to in many role

playing games as “races”) are the various types of genetic or cultural lineages that a character could hail from. (However, ethnicity is used in this book generally to refer to the genetic lineage of a character.) Some ethnicities excel at certain things, due to their exposure or genetics, so choosing an ethnicity is not just about aesthetics (although, looking and feeling a certain way is important for making a solid character too).

Professions: Professions are the jobs that a character could have. Generally, a player only chooses one profession for their character (even though many people have done many things in their lives), simply based on whatever their character has spent most of their time doing. Professions, more than anything else, build a character's starting Arts and Gifts. Obviously, a character being a blacksmith for 10 years is going to be much different than a character who has spent their whole life as a tribal shaman. Professions are the greatest way for a player to build their character's history.

Cultures: Cultures, also referred to as societies or nationalities (depending on the place), refers to the socio-cultural environment that a character comes from. More important than where the character might presently be at when the gameplay begins, culture would refer to whatever socio-cultural environment influenced the character the most. To rephrase that as a question: Where is the character from? Choosing a culture can say a lot about a character, whether in narrative terms, or systematic.

Personalities: Quite shamelessly, “personalities” were developed as a fusion of several different personality tests that exist out there today (in the real world, that is). That being said, there are eight different personalities that a player can choose for their character. Their character's personality says a lot about both how their character will progress as they level but also how the character might be expected to act. Personalities can change after character creation, but it isn't easy. However, after the character's profession, nothing defines the character as much as their personality. And even with enough time (leveling, questing, fame, exposure, etc) a character's personality becomes just about the most important thing about them. New players, especially those who are unexposed to acting or pretending of any kind, are simply encouraged to choose their own (actual, real-life) personality and simply play their character as some kind of avatar of themselves.

Miscellaneous Options: These options can include anything from sex, gender, and sexual prefer-

ence, age, height, weight, eye color, hair color, skin color, etc. Miscellaneous options do often affect gameplay, but the effect is almost always narrative, not systematic. For example, sexuality plays a significant role in people's lives, but there are not any explicit rules on how gender, sexuality, or related topics actually play out systematically. So, when a character who is straight walks into a gay bar, it might not give them some kind of negative or bonus outright, but if they were to encounter an assassin who kills straight people, it might not bode well. So that being said, sexism and other sex and gender related biases play a part in the game. Eye color? Maybe not so much, but it still might be fun to mention. Also included in this section are Biases, or opportunities for the character to build plot points, making sometimes disadvantageous (or advantageous?) decisions. Biases are not really required for a character to have, but it is an easy way for the Host to award players plot points based on convincing, compelling, and complex gameplay decisions.

Shape: Shape is a concept that governs the uniqueness and customizability of a character. Shape points are a currency that are spent by a player (primarily at character creation, although also in smaller amounts as a character levels) in order to purchase unique abilities, extra skill in arts, or special bonuses for their character. Some shape options may only be chosen at character creation, in order to explain a character's background (and how exactly they have a +15 sword made of silver or are really attuned to nature, for example). Among the options that can only be chosen at character creation are disadvantages. Disadvantages grant extra shape points for spending, in exchange for permanent disabilities for the character (such as fat fingers, or poor navigation skills). The shape options that may be purchased at any time are labelled as such.

Gifts: Gifts are special moves or techniques that a character learns once they become skilled enough at specific arts. Gifts are purchased using gift points, and they are primarily a way for a character to become more powerful in a customizable way as they progress in level.

Items: This sub-section outlines everything that a player or host would need to know about the items in the world of Braven. The items system is quite robust, allowing for many things to be made from a combination of materials and designs, although many items are premade for easier access. To note, items are generally chosen and made (if need be) last, simply because all other resources are more important to allocate first.

Stats, Arts, State: Explained

(Other stuff too!)

So basically, I will write more here later. This text is a placeholder.

In a nutshell:

Stats: These are like categories. They are abstract-mathematical representations of a character's different abilities, in a broad sense. These govern many different things. Essentially: High numbers are a good thing, low numbers mean that your character isn't very good at that sort of stuff.

The four stats are:

Physique: This is your character's physical strength, toughness, and health. Basically, physique is the constitution of your character's body.

Prowess: This is your character's ability to coordinate their body, whether through speed, precision, balance, or flexibility. This is generally understood as how graceful your character is, or literally how much swag they have.

Wits: Wits are a combination of three things: knowledge, intelligence, and intuition. So, while all of these are quite different things in their own right, they are all related to your character's brain-power.

Prestige: Prestige is a character's social ability, to put it simply. And while it would be convenient to believe that prestige is simply your character's only needed tool socially, social actions are actually quite complex in their own right.

Arts: Arts are all of the sub-categories from stats, organized according to their governing stats. Arts are things that increase as a character gets better, and they allow a character to specialize (while stats increasing as broader effect on a character's ability). Arts are increased in three ways primarily: through stat increase, by receiving bonuses, and by increasing skill.

Stat increase: As stats increase, all of the arts that the stat "governs" also increase. While this amount is minor, it does effect large amounts of arts at a time, generally making the character more rounded (better at multiple things at once in each stat-category).

Bonuses: Take heed to notice whether or not an art receives a bonus from something (such as an item, shape purchase, or ethnic bonus) or a skill. Bonus refers to something that simply gives the player an advantage to performing that art (such as a smithing hammer that gives a bonus to smithing), as opposed to the character actually

practicing the art in order to improve. Bonuses tend to be easier to acquire than stat increases and skill increases, but bonuses do not have multiple uses like skill and stat increases do. Stats increase large numbers of arts in small amounts, while skills increase specific arts and also (when certain thresholds of skill are reached in an art) allow for gifts to be purchased (powerful techniques or moves that make a character very effective). Bonuses simply make the character better at doing the art, whatever that might be.

Skill increase: Skill in an art is perhaps one of the most important concepts to understand, for those that are new to Braven. Skill in an art literally can be understood as how much the character has actually used and practiced the art. Skill, as it increases, not only numerically makes the character better at performing the actions of the art, but it also allows for gifts (special techniques and abilities) to be purchased once the prerequisite amount of skill has been reached. For example, at +5 skill in Inscription the character will be able to purchase the gift Direct I, which allows them to cast magic using glyphs and runes (very important if a player wants to use magic!).

State: State is the summary of all of your character's body's resources: stamina, health, and sanity.

Stamina: Stamina is like energy or will, it is the thing that keeps a character going. If stamina runs out, the character passes out, their body gives up. Stamina regenerates quickly, but is expended in large amounts. Stamina is lost from damage, mostly, but is sometimes also a resource that the character spends in order to perform special actions (such as sprinting or using certain gifts).

Health: Health is literally like the volume of blood, organs, or flesh in a character's body. Health is meant to feel like a very concrete (non-abstract) resource; it directly correlates to a character's size and blood volume. Characters have a death health, which is the maximum amount of health that they can lose before they die (think in terms of blood loss). After death health, each major bodily section has its own maximum health. An arm can be destroyed if its health reaches zero, but if a player's death (or even head) health reaches zero they could die as well. Health is a precious resource, typically lost only in small amounts, but it is regained very slowly.

Sanity: Sanity is the mental constitution of a character. Sanity, unlike health and stamina, has a static maximum and nothing can change that value. Sanity is a resource that is lost when

emotionally or psychologically traumatic events happen to the character or when the character uses certain kinds of magic. Sanity is precious, because it slowly regenerates in time, making it a difficult resource to manage. Sanity should always have a fragile, almost delicate feel to it. When sanity reaches or goes below zero, characters may become traumatized or resort to coping mechanisms. For more information on sanity, see the player's handbook or the host's guide.

Other stuff: There are other things that a character uses, such as gifts, gift points, plot points, experience points, and many other things. For more information on these resources, see the player's handbook or the host's guide. These are not explicitly discussed in this book because they are not directly related to character creation. Gifts, gift points, shape, and shape points will be explained further in later sections, however.

ETHNICITIES

Ethnicities (referred to in many role playing games as "races") are the various types of genetic or cultural lineages that a character could hail from. (However, ethnicity is used in this book generally to refer to the genetic lineage of a character.) Some ethnicities excel at certain things, due to their exposure or genetics, so choosing an ethnicity is not just about aesthetics (although, looking and feeling a certain way is important for making a solid character too).

These tables below are referred to as the Ethnicity-Related Bonuses to Stats and Vitality. These are the basic bonuses that each ethnicity grants to a character.

The following information is referred to as Cultural Advantages and Disadvantages. These bonuses include the starting shape points that a character might receive, as well as other more unique bonuses. This information also includes the various sub-cultures, labels, and even slurs used to refer to the diverse types of people found from each cultural background.

Hume

Sub-ethnicities and labels (if any):

Djamekite/Lucykian: Easterner, Jammie (slur), Tribal (slur)

Tacklesbardian: Colonial, Old Imperial

Kyrian

Ballastian

Elf/Half-elf

Sub-ethnicities and labels:

Wood Elf: Woodling, Cold/North Elf, Hue Elf (slur).

Common Elf: Floorling, Pale/Earth Elf, Mud/Dirt/Low Elf (slur).

High Elf: Caplite, Treeling, Cap/Tree Elf, Dark Elf (slur).

Half-Elf: Grey Elf, Humeling (slur), Sloor (slur).

Dwarf/Half-dwarf

Sub-ethnicities and labels:

High Dwarf: Mountaineer, Stone Dwarf, Black/Dark Dwarf (slur).

Common Dwarf: Lake/Water/Red/Blue Dwarf, Low Dwarf (slur).

Half-Dwarf: Humeling (slur), Pink/Soft Dwarf (slur).

Fayfolk
Labels: Fayfriend, Fayling, Impling (slur)

Nurai

Sub-ethnicities and labels:

Nanonian: (Character is Half Elf and Half Dwarf)
Warm Elf, Sloor (slur), Mud Dwarf (slur), Bronzeblood (slur)

Nurai: (Character is any mix of ethnicities other than a Half Elf or a Half Dwarf), Dirgish (slur), Mutt (slur), Rueling (slur), Ja'ast (slur), Vendaa (slur), Bronzeblood (slur)

Khag

Sub-ethnicities and labels:

Goblin: Imperial, Greenskin (slur), Dirtling (slur), Ganger (slur)

Orc: First/Old Khag, Khagi, Free Goblin, Paleskin (slur)

Giant

Labels: Mahume, Tallkin, Troll/Trollkin (slur)

Titanborn

Labels: Goliath, Girachev, Marsherner, Firstborn, Ogre (slur), Trollkin (slur)

Erawan

Labels: Gaja, Gajavite, Yicci (slur), Trollkin (slur)

Halfling

Labels: Halfkin, Gnome (slur)

Dranenite

Sub-ethnicities and labels:

Phaylian: Merfolk, Fishling/Finling (slur)

Talian: Blueskin (slur), Sevvie (slur), Boneless (slur)

Trawtican

Sub-ethnicities and labels:

Trawtican: Iska, Scayblood, Lizard/Lizardfolk (slur)

Hawdorian: Rafiid, Durblood, Troglodyte/Frog (slur)

VITALITY ARCHETYPE

Each character must choose an archetype for their body's resilience to different types of pain. The character can gain their resistances through experiences in life, personal choice, or just genetics (whatever the player wants for their character). Perhaps they are chill because they practice a religion? Maybe they are chill because they used to do a lot of drugs and it really leveled them out. Maybe they are grim because they are an ex-soldier, or lively because they were born with ADHD.

Chill
+90 to Stamina

+25 to Sanity

+20 to Death Health

Grim
+100 to Stamina

+15 to Sanity

+25 to Death Health

Lively
+130 to Stamina

+10 to Sanity

+15 to Death Health

BODY SIZE (LIMITED BY ETHNICITY)

Body size is simply a way to determine the balance between how hard someone is to hit and how much health their body parts have. The easier someone is to hit, the more health they have (and vice versa). This dynamic is typically explained by the size of the character (height, weight, whatever). But technically, the balance is just between difficulty to hit and endurance. As an example, a character could be small *and* tough, but their slow reflexes reduce the advantage of their size.

Hard to hit
Head: 9 Health, **40** Evasion
Chest: 40 Health, **0** Evasion
Arms: 15 Health, **20** Evasion
Legs: 25 Health, **10** Evasion

A Mix of Both
Head: 10 Health, 30 Evasion
Chest: 50 Health, 0 Evasion
Arms: 20 Health, 10 Evasion
Legs: 30 Health, 0 Evasion

Sturdy
Head: **12** Health, 30 Evasion
Chest: **60** Health, -10 Evasion
Arms: **30** Health, 0 Evasion
Legs: **40** Health, 0 Evasion

BASIC STATS

Basic Stats are fairly straightforward and can be explained in many different ways. These are the result of a plethora of things that make up the character's background and don't necessarily have to be explained by any one thing. Explaining how your character developed to have these stats should make sense with the other decisions the player makes when crafting their character and can range from genetics to chance to lifestyle choices (or whatever crafts the background story you're interested in).

Physical Focus
+7 to Physique, Well-
ness, Grace, Prowess
+2 to Erudition, Wits,
Prestige, and Nerve
+4 Free Points to Spend

Mental Focus
+7 to Erudition, Wits,
Prestige, and Nerve
+2 to Physique, Well-
ness, Grace, Prowess
+4 Free Points to Spend

Random Focus
Roll **+2d6** 8 times and
distribute among your
8 stats. You do not
receive stat bonuses
from your Culture or
Social Standing.

Single Focus
+12 to one Stat
+7 to a second Stat
+3 to all others

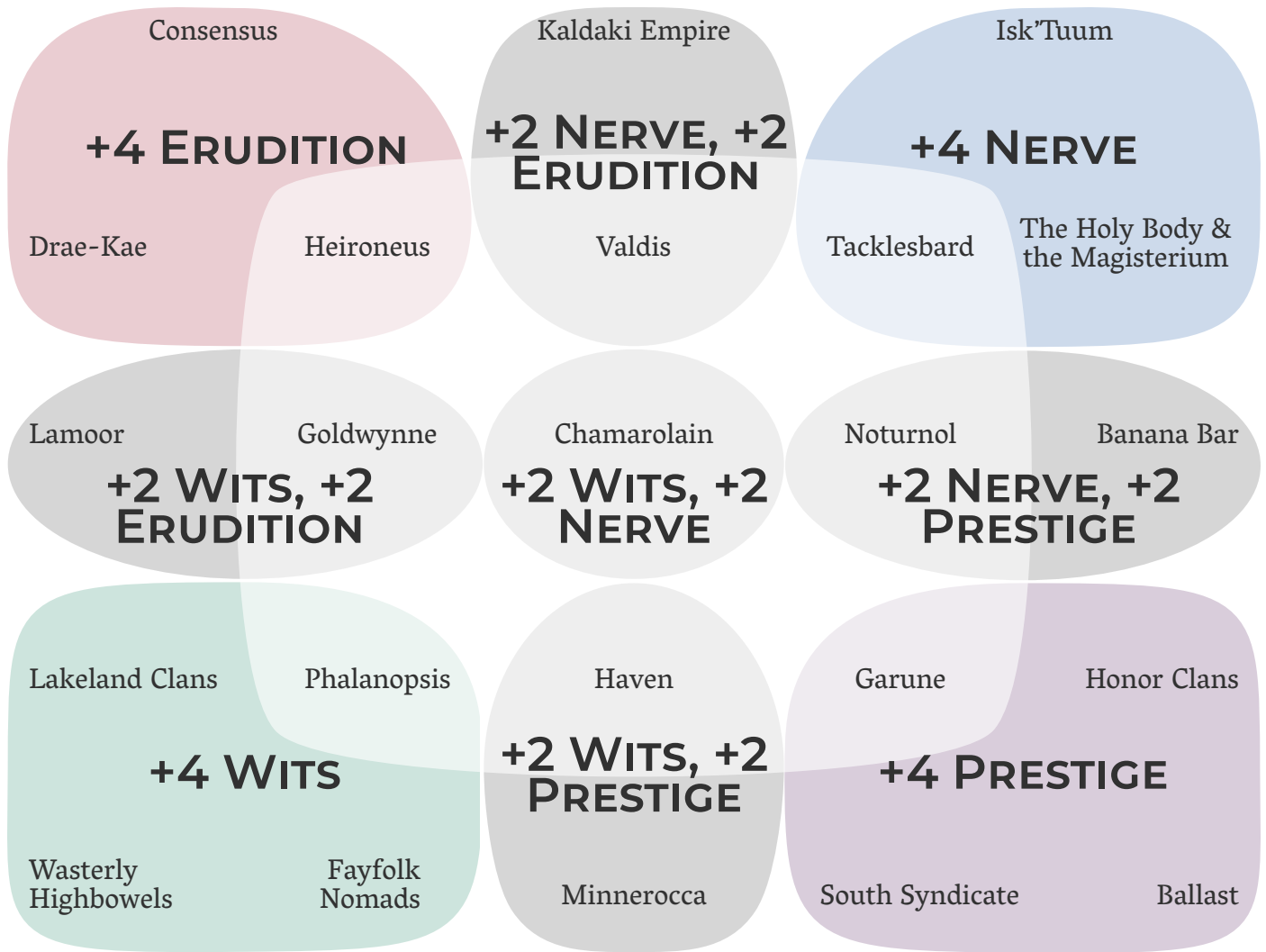
SOCIAL STANDING (LIMITED BY CULTURE & PROFESSION)

Social Standing is someone's socio-economic standing in the Culture they grew up in. This is broken into up to three balanced "classes." Note that some cultures have less than three options. Social Standing should ideally be explained in a way that really enriches the character's backstory and experiences so far in life. Some social standings have Disadvantages (see the Starting Shape section).

Elite
+1 Gold per day, deposited
into a bank account.
+25 Starting Gold
+12 Free Stats to Spend
*Disadvantages: Never Felt
Trauma, Naïve to Loss*

Privileged
+5 Shape Points to Spend
+15 Starting Gold
+4 to Wellness
+8 Free Stats to Spend
*Disadvantage: Never Felt
Trauma*

Marginalized
+2 Language Ranks
+5 Starting Gold
+4 Physique, Grace, or Prow-
ess (may only choose one)
+8 Free Stats to Spend



CHOOSING YOUR CULTURE

Cultures are divided into **9 different political archetypes** across two different scales, as shown in the figure above.

Cultures near the top of the scale have more stringent laws and traditions and are less welcoming of outsiders. Cultures near the bottom value autonomy, consent, and voluntary participation (so their members tend to be both more welcoming and less committed).

Cultures near the left of the scale share resources among their members according to the needs of those members. Wealth is distributed for the benefit of all. These cultures only trade and barter with outsiders. Cultures near the right of the scale treat members and outsiders equal in transactions. Wealth is accumulated by the few.

Each Culture is some kind of society, nationality, state, tribe, or general organization of people with a place and history. Some have borders, while others do not. But every culture can be “grown up in” and those who live in it are part of its history.

Culture shapes how people think and act, and likewise grants a small bonus to stats. (These bonuses are noted above.) In addition, every culture also has different languages that they speak.

Contrary to many popular role-playing games, Braven does not espouse racial essentialism. Braven is a game that explores behavioral and constructivist ideas, like how the environment you grew up in shaped your character into the person they begin their adventure as.

(If you really want to role-play *race* as something meaningful to your character, feel free to distribute your Basic Stats according to this idea of yours. Those points are meant for whatever explanation you want to give.)

More detailed information on cultures, nations, and societies can be found later in this guide in the Cultures sub-section. That section includes history, politics, laws, cities, regions, maps, and other such information. The information in this sub-section only serves to outline necessary bonuses for making a character.

LANGUAGES:

(Note: The most common language is Colonial.) Language is an important part of the social aspect of gameplay. Many cultures speak different languages, making culturally diverse parties essential at times.

Language proficiency is ordered based on Ranks. Rank 1 in a language is considered rough, broken, and basic. Communication at Rank 1 is simple, slow, and sometimes confusing. Characters receive -50 to Charisma, Authority, and any maneuvers attempting to understand someone else. Rank 2 in a language is considered loosely conversational, but accents and dialects are not represented in the character's speech. More complicated ideas and terms are not understandable. Characters receive -25 to Charisma, Authority, and any maneuvers attempting to understand someone else. Rank 3 in a language is considered to be indistinguishable from a native speaker. While all accents or dialects may not be known, many (or at least one) are understood by the character. Characters have no negatives when communicating at Rank 3.

Note: Characters with a starting Wits of 25 or higher may choose 1 additional rank for free.

Living, Human Languages

The following languages are may be selected due to Wits, having the Choice () option due to culture, or by spending Shape Points:

Colonial
Djamek
Drannen
Fay
Fr'goglikuk
Gar
Gilmish
Nia
Sign Language*
Valdar

*Sign language must be paired with another language because each has its own sign system. Sign language cannot out-rank the language it is paired with.

Dead or Non-Human Languages

The following languages are considered extremely specialized and difficult; none are spoken by living, human cultures, except for remarkable or miraculous outliers. Generally, these languages require spells or physiology not natural to humans to use. If the host allows it, players may purchase these for their characters if they are able to explain it in a way that makes sense with the larger story that is being told.

So, in addition to normal allowance (Shape Points, Choice option, or Wits award), each rank gained requires Plot Points to be spent in order to understand someone else who uses it. Plot points must be spent *again* in order to also be able to communicate in that language.

Dark-Tongue

This language originates from the Realm of Shadow and is more about movement and one's position, relative to light than it is about sounds. Much of the language requires no sounds at all, but triangulation within one's environment.

Understanding:

Rank 1: +2 Plot Points

Rank 2: +2 Plot Points

Rank 3: +3 Plot Points

Using (requires Understanding):

Rank 1: +1 Plot Point

Rank 2: +1 Plot Point

Rank 3: +3 Plot Points

B'raeim

B'raeim is the language that living plant matter use to communicate. This language is based on touch and can transmit through solids and liquids. This language uses gentle, faint vibration instead of sound. It is a very slow language as well, often taking a full ten seconds per syllable.

Understanding:

Rank 1: +3 Plot Points

Rank 2: +2 Plot Points

Rank 3: +1 Plot Point

Using (requires Understanding):

Rank 1: +3 Plot Points

Rank 2: +2 Plot Points

Rank 3: +1 Plot Point

Demonic

Demonic is a spoken language used by demons that requires human blood-essence in order to be comprehensible. Only the one speaking will understand themselves unless they have absorbed or consumed human blood essence.

Understanding:

Rank 1: +3 Plot Points

Rank 2: +3 Plot Points

Rank 3: +3 Plot Points

Using (requires Understanding):

Rank 1: +1 Plot Point

Rank 2: +2 Plot Points

Rank 3: +3 Plot Points

Draconic

Draconic is a spoken language used by Dragons. It uses memory-signs, which are unique words that refer to shared memories. Speaking and listening to this language requires shared memories.

Understanding:

Rank 1: +15 Plot Points

Rank 2: +3 Plot Points

Rank 3: +3 Plot Points

Using (requires Understanding):

Rank 1: +3 Plot Points

Rank 2: +3 Plot Points

Rank 3: +3 Plot Points

Groll

Groll is a language used only by Grolls, but understood by Scudgies. It uses nerve-activating pheromones to communicate in large radiuses and the vocabulary is primarily territorial.

Understanding:

Rank 1: +10 Plot Points

Rank 2: +1 Plot Point

Rank 3: +1 Plot Point

Using (requires Understanding):

Rank 1: +5 Plot Points

Rank 2: +1 Plot Point

Rank 3: +1 Plot Point

Old Nia

This is a dead language used by the Mirthics (an ancient, wiped out civilization). This language is very loosely used in Nia (the modern version), but only as Runes (which are spell words). All other forms of the language are lost. Since it was exclusively used by the ruling class that lived on the moon, which was destroyed, very few traces of it exist. Learning this language is incredibly difficult.

Understanding:

Rank 1: +5 Plot Points

Rank 2: +5 Plot Points

Rank 3: +5 Plot Points

Using (requires Understanding):

Rank 1: +1 Plot Point

Rank 2: +1 Plot Point

Rank 3: +1 Plot Point

Sand

This language is understood by some creatures through natural adaptation, but is only spoken by sand itself. Deserts and beaches are capable of speaking Sand in order to communicate to certain creatures that reside on it.

Understanding:

Rank 1: +1 Plot Point

Rank 2: +3 Plot Points

Rank 3: +5 Plot Points

Using (requires Understanding):

Rank 1: +10 Plot Points

Rank 2: +1 Plot Point

Rank 3: +1 Plot Point

Scudgie

Scudgie is a language communicated through nerve-transfer (touching) and is generally incredibly painful for all non-scudgie creatures to understand. Only scudgies can use this language.

Understanding:

Rank 1: +1 Plot Point

Rank 2: +1 Plot Point

Rank 3: +1 Plot Point

Using (requires Understanding):

Rank 1: +5 Plot Points

Rank 2: +1 Plot Point

Rank 3: +1 Plot Point

Sea

This language is understood by many creatures that live in the Braven Sea or migrate to it. Like Sand, creatures cannot speak in or use this language. It is only spoken by the Braven Sea itself, the riverways that flow into the Braven Sea, and all other bodies of water that touch the Braven sea (such as the Hawdorians or Dranen).

Understanding:

Rank 1: +2 Plot Points

Rank 2: +4 Plot Points

Rank 3: +6 Plot Points

Using (requires Understanding):

Rank 1: +10 Plot Points

Rank 2: +2 Plot Point

Rank 3: +2 Plot Point

Stone

Stone is a language used by stones, mountains, metals, and minerals. The only living entities capable of understanding Stone are Dragons. It is a medium that holds memories and communicates hallucinations of those memories through touch.

Understanding:

Rank 1: +5 Plot Points

Rank 2: +5 Plot Points

Rank 3: +5 Plot Points

Using (requires Understanding):

Rank 1: +30 Plot Points

Rank 2: +5 Plot Points

Rank 3: +5 Plot Points

The Dead

The Dead is a language communicated through essence and essence threads of the recently deceased or by the undead. It is a psychic (non-verbal) communication and anyone who uses it or listens to it cannot heal Sanity for 24 hours.

Understanding:

Rank 1: +8 Plot Points

Rank 2: +8 Plot Points

Rank 3: +4 Plot Points

Using (requires Understanding):

Rank 1: +7 Plot Points

Rank 2: +2 Plot Points

Rank 3: +1 Plot Points

Therion

Therion is a language entirely based on body language and sounds used in context. It is a language that nearly all animals and many monsters are capable of using and understanding. It is very difficult for humans to learn.

Understanding:

Rank 1: +5 Plot Points

Rank 2: +3 Plot Points

Rank 3: +2 Plot Points

Using (requires Understanding):

Rank 1: +5 Plot Points

Rank 2: +3 Plot Points

Rank 3: +2 Plot Points

DIVERSE CULTURES

Chamarolain

(Democratic Republic)

People of the western country of Chamarolain. No Majority Ethnicity. Commonly comprised of: Nurai (ethnically very mixed), Humes, Elves, Erawan, and Trawticans.

Social Standing Restrictions: None.

Language(s): Colonial (3) and character's choice (1) or Colonial (2) and character's choice (3)

Sub-Regions and Alternate Names: The City-Sprawl, Dorshal Fields, Sisterlands, The Perch, Algates, Westward, Nanonian Plains, Chamar

Fayfolk Nomads

(Self-managing Naturist Tribes)

Faypeople of the Deep in the South and West and of the western regions near the country of Chamarolain. No Majority Ethnicity. Comprised commonly of: Erawan, Fayfolk, and Talians.

Social Standing Restrictions: No Elite members.

Language(s): Fay (3) and Fr'goglikuk (2), Gar (2), Nia (2), or Colonial (2)

Sub-Regions and Alternate Names: Faemire, The Blueway, Irris Wood, The Treeface

Garune Islands

(Confederate Republic)

People of the Garune islands. No Majority Ethnicity. Comprised commonly of: Giants, Humes, and Merfolk.

Social Standing Restrictions: None.

Language(s): Gar (3), Colonial (1), Nia (1)

Sub-Regions and Alternate Names: Garune North, Household, Garune Minors

Goldwynne

(Sortition Democracy)

People of the countryside of Gamin. No Majority Ethnicity. Comprised commonly of: Halflings, Dwarves, and Humes.

Social Standing Restrictions: No Elite members.

Language(s): Colonial (3), Nia (1), character's choice (1)

Sub-Regions and Alternate Names: Dashlands, On Wynne, Gamin Meadows, The Stretch, East Ancient's, Lake Gamin, The Fork

Haven
(Democratic Monastic Society)
People of the monastery-society in the Highway Mountain region. No Majority Ethnicity or common composition.

Social Standing Restrictions: None.

Language(s): Colonial (3), character's choice (1)

Sub-Regions and Alternate Names: The Highway, Northern Watchwoods, Dorshal Hills, Northern Algates, Drae-Andur

Honor Tribes
(Merchant Nomads)
People of various orc tribes throughout the Deep and the Plains. No Majority Ethnicity. Comprised commonly of: Free-Goblins (Orcs) and Goliaths.

Social Standing Restrictions: None.

Language(s): Fr'goglikuk (3), Gar (2), and Fay (1)

Sub-Regions and Alternate Names: Forwoods, Danks Ridge, Far Mires, The Belly, The Majesties, Hellhound Country, Decrepit Mountains, The Deeper, Glory on Glory, Farmouth, Durbridge, Exur Ridge, Goblin Blaas Ikat

Lamoor
(Socialist Democracy)
People of the eastern free city-states of Lamoor, Rhodyrius, Misenguard, Burkgren, Port Rilea, and Leslie. Majority ethnicity: Hume (various).

Social Standing Restrictions: None.

Language(s): Colonial (3), character's choice (1)

Sub-Regions and Alternate Names: The Mooreway, Ancient's Sod, Soddards, Grollen Hills, Diadem Mountains, Devil's Door, Western Dashlands

Phalanopsis
(Forum Democracy)
People of the Nanonian Sea and the Phalanopsis nation. No Majority Ethnicity. Comprised commonly of: Merfolk, Elves, Humes, and Trawticans.

Social Standing Restrictions: None.

Language(s): Dranen (3), Nia (2), Colonial (1)

Sub-Regions and Alternate Names: Northern Lagoon, Spirehelm, Dryfeet, Wetfeet, Sisters, Dora Channels, The Market

South Syndicate
(Pirates, Mobsters, and Guerillas)
Priates and anarchists of Anchorage Cove and Whisper Ridge, mob and gangs of Riden, and people of the southern forest of the Furnace Woods from the tribe-cities of Gilgamac, Lokdonan, and Hakkym. No Majority Ethnicity or common composition.

Social Standing Restrictions: No Privileged members.

Language(s): Gilmish (3), Colonial (2), character's choice (1)

Sub-Regions and Alternate Names: The Furnace, Gilgamac, Lokdonan, Hakkym, The Hoodfeet, The Labyrinth, Floorlands, The Bush

Talian Consensus
(Totalist State)
People of the Northern Hawdorian and far-western Braven. No Majority Ethnicity. Comprised commonly of: Talians, Erawan, Elves, and Merfolk.

Social Standing Restrictions: No Elite members. Only Dranenites (Talian) can be Privileged.

Language(s): Dranen (3), Gar (2), Fay (1)

Sub-Regions and Alternate Names: The Dark Lands, The Hawdorian Deep, The Forsaken Coast, Sorgon Pits, The Breathing Holes, Irris Woods, Faemire, The Blueway

The Holy Body & Magisterium
(Religious, trans-national Order)
People who live as active members of the Holy Body (a religion) or the Magisterium (an international regulatory meta-government for magical practitioners).

Social Standing Restrictions: None.

Language(s): Colonial (3), Nia (2), and character's choice (1)

Sub-Regions and Alternate Names: The influence of the Magisterium and the Holy Body are felt all over Braven. The only cultures that do not adopt the Holy Body or laws of the Magisterium in some way or another are the Consensus, the Kaldaki Empire, Isk'Tuum, The Lakeland and Honor Clans, Wasterly Highbowels, Fayfolk Nomads, Minnerocca, South Syndicate, and Ballast.

MAJORITY DWARVES

Valdis

(Authoritarian Democracy)

Dwarves of the eastern nation of Valdis within the mountain cities and on the lakes. Majority ethnicity: Dwarf.

Social Standing Restrictions: Only Dwarves may be Elite.

Language(s): Valdar (3), Colonial (3)

Sub-Regions and Alternate Names: Frosted Kingdom, Stonelands, The Mines, Freyja-vold, The Fists, Riddermarsh, Faiden Isle, Lowlands

Lakeland Clans

(Communal City-States)

People of the eastern nation of Valdis upon the lake cities. Majority ethnicity: Dwarf.

Social Standing Restrictions: No Elite members.

Language(s): Valdar (3), Nia (2), Colonial (1)

Sub-Regions and Alternate Names: Lakefaulds, The Feet, Cold Valley, Ancestor Ruins, North Freyja

MAJORITY ELVES

Dræ-Kæ

(Worker-managed Democracy)

People of the northern alliance of elven tribes in the Highway Mountains. This culture can only be chosen by Elves, Half-elves, Fayfolk, Gajavite, and Bronzebloods (of elven descent). Majority ethnicity: Elf (Wood Elf).

Social Standing Restrictions: Only Privileged members.

Language(s): Fay (3), Colonial (3)

Sub-Regions and Alternate Names: Dorshal Hills, Northern Algates, Dræ-Andur, The Highway, Sisterlands, Northern Alliance, Nortribes, Watchwoods, Forest of Eyes

Heironius

(Social Democracy)

People of the southern kingdom of Heironius in the tree-tops of the Furnace Woods. This culture cannot be chosen by a Half-elf, Dwarf, Half-Dwarf, Goblin, Giant-blood, or Bronzeblood. Majority ethnicity: Elf (High Elf).

Social Standing Restrictions: Only Elves may be Elite.

Language(s): Gilmish (3), Colonial (3)

Sub-Regions and Alternate Names: The Furnace, The Labyrinth, The Cloud City, The Sun and Moon Kingdom, She-woods, Ladylands, The Caps

MAJORITY HUMES

Minnerocca

(Egalitarian Mutualists)

People of the eastern tribes of Djamek and Lucykyand and their sub-tribes. Majority ethnicity: Hume (Djamekite/Lucykian).

Social Standing Restrictions: Only Marginalized members.

Language(s): Djamek (3), Gar (2), Colonial (1)

Sub-Regions and Alternate Names: Djamek, Lucykyand, Minnerocca, The Flats, The Plateau, Highlands, Eastwinds

Noturnol

(Senate and Ducal Oligarchy)

People of the southern city-states in the desert-kingdom of Noturnol. Majority ethnicity: Hume (Kyrian).

Social Standing Restrictions: None.

Language(s): Colonial (3), Gilmish (2), Nia (1)

Sub-Regions and Alternate Names: Setrocania, Wasterly, Golden States, The Old Kingdom, The Desert, Banana Bar Dunes, The Lost Kingdom, The Ruins of Lanphear

Ballast

(Stateless, Contract-only)

People of the south-western society of Ballast. Majority ethnicity: Hume (Ballastian).

Social Standing Restrictions: Elite and Privileged members are under contract and cannot leave.

Language(s): Colonial (3), character's choice (1)

Sub-Regions and Alternate Names: Daughterwood, World's End, The Darkvales, The Southern Kingdom, The Woodstate, Dragon's Drill, Tartus

Tacklesbard

(Parliamentary Monarchy)

People of the northern, former empire of Tacklesbard. Majority ethnicity: Hume (Tacklesbardian).

Social Standing Restrictions: Only Humes may be Elite.

Language(s): Colonial (3), character's choice (1)

Sub-Regions and Alternate Names: The Northern Kingdom, Ivory Seat, Crownland, Erimont Plains, The Island City, The Red, The Great Red

MAJORITY GOBLINS

Kaldaki Empire

(Autocratic Empire)

(Total Dictatorship) People of the northern Kaladuk Empire. Majority ethnicity: Khag (Greenskin).

Social Standing Restrictions: Only Khag (Goblin) can be Elite. Only Goliath or Giants can be Privileged.

Language(s): Fr'goglikuk (3), Colonial (2), Gar (1)

Sub-Regions and Alternate Names: The Far Northern, Farkirk, Great Mires, Skivlar, Eerag Dires, Four Mouths

MAJORITY TRAWTICANS

Isk-tuum

(Traditionalist Caste Monarchy)

People of the country of Isk-tuum in the Hawdorian Islands. Majority ethnicity: Trawtican.

Social Standing Restrictions: No Privileged members. Only Trawticans (Iska) can be elite.

Language(s): Iskarris (3), character's choice (2)

Sub-Regions and Alternate Names: Sanctum Greater, Sanctum Minor, Stratus Iles, Engod Thrones, Thrones of Might, Cypress Hold, Sanctum Reaches, Shamelands, Dirikhas, Slavens, Day Rows, Night Rows, Forbidden Islet

PROFESSIONS

Professions are the jobs that a character could have. Generally, a player only chooses one profession for their character (even though many people have done many things in their lives), simply based on whatever their character has spent most of their time doing. Professions, more than anything else, build a character's starting Arts and Gifts. Obviously, a character being a blacksmith for 10 years is going to be much different than a character who has spent their whole life as a tribal shaman. Professions are the greatest way for a player to build their character's history.

Before we begin...

A few things worth mentioning in this section: Generally, these professions are to guide a player. A player is certainly encouraged to invent a profession of their own by choosing a profession listed here that is perhaps close enough to their liking and then adding to it with their remaining shape points. It should be noted that a player is required to choose a profession, but they can rename the profession of their choice to whatever they want. (Players cannot just invent one from scratch, but the Host could do so if they care to invest the time.) Professions with the least amount of things pre-chosen have, naturally, the most shape points remaining for the player to customize their character. The standard profession that allows the most possible customizing is the Homedweller – Youth, but it also received no discounted shape purchases (see below for rules on shape discounts for professions). Generally, I do not recommend that players be allowed to customize the actual profession's bonuses, simply because that always becomes a cumbersome and tedious process. If the Host is willing, they can allow it (of course), or the Host can do it themselves.

If the Host chooses to customize or create new professions, they should reference the discount rules below. The discounts offered here are only available because players should be encouraged to choose between premade options, rather than fully customizing their character from scratch. Hosts should be encouraged not to create new professions for their players on a case-by-case basis, due to the time consumption of the process and the potential unfairness. I will reiterate: Professions have discounts to skills primarily to encourage players not to overly customize, but to choose a profession that is premade. That being said, the rules that were used in creating all of the

following professions, as well as any new professions if the Host chooses, are as follows:

Core Skills: +5 Skill is granted to three different Arts and the cost is free.

Starting Gifts: Gifts with 5 Skill requirement cost 2 Shape, Gifts with 10 Skill requirement cost 4 Shape

Shape Choices:

Shape Purchases from the “Starting Shape” advantages category cost one less shape point than normal. If the purchase only costs one normally, then it is worth half of a point and rounds up. (Effectively, two single-point items may be taken for one point. One single-point item, or odd numbered single-point items costs one point.)

Shape Purchases from the disadvantages category grant one more shape point than normal.

Shape Purchases from the “Improvements” category simply do not increase the cost of future improvements like a normal purchase would. (For example: if a profession grants +5 Skill to several different Arts, each +5 only costs 4 Shape, and they do not increase the costs for the character's first purchase of the Practiced Art improvement.)

Other guidelines: Hosts are strongly encouraged not to create a profession that gives any advantage or improvement to anything other than skill or bonus to Arts or contributes to the purchase of a Gift. The only exception to this would be purchases in the Starting Shape: Basic Advantages category. Also, generally the only disadvantages that a profession should offer are an increase in starting level or a bounty. Generally professions do not offer too specific of customization. The player is encouraged to customize their character's INI, PT, Stats, Plot Points, Health, items and other aspects themselves.

When choosing a profession, if it says (See: [other profession]), then the player may choose either of the categories for their character's profession's technical title. For example, if a character wished to be a Tribal – Trader, they would have to reference Merchant – General for their starting stats and bonuses. The character may consider either of those titles for their profession. Why is this relevant? For example, say the character wants to be from a society where Tribal – Trader is not a common profession, even though Merchant – General is. The character may keep the title and category for Tribal – Trader or Merchant – General in order to receive the common or uncommon bonuses for their profession. (To note: they still must receive the profession-related starting bonuses from Merchant – General.) Of course,

they might also want to explain how they are a Tribal Trader in the Kingdom of Tacklesbard (or whatever), but that is a narrative matter and up to them.

ARTISAN PROFESSIONS

Artisans are people whose profession it is to create things or master an Art. They tend to be driven, sensitive, and skilled in a specific profession, such as Cooking or Blacksmithing.

Apprentice

Apprentices are generally unskilled in a specific craft or profession, but have spent enough time to learn some basics Arts that would aid them in just about any trade. The player must specify their character's secondary Art in some form or another (rope-making, carpentry, leatherworking, etc.).

Choosing this profession grants +30 Shape Points.

Core Skills:

+5 Skill in Dexterity, Craftiness, and Willpower

Starting Gifts:

None.

Shape Choices:

+10 Skill in an Artisan Secondary Skill

++[Hard-Labored I]

Disadvantages:

Never Killed, Never Seen a Monster

Cook – Artisan

cook may also apply to baker, chocolatier, or any other sort of profession where food is prepared by a master. Cooks are generally knowledgeable on lore related to objects and nature due to their preparation of food, and they are very skilled at one form of food-related preparation.

Choosing this profession grants +25 Shape Points.

Core Skills:

+5 Skill in Dexterity, Craftiness, and Willpower

Starting Gifts:

None.

Shape Choices:

+5 Bonus to Alchemy and Nature Lore

+30 Skill in Cooking

++[Hard-Labored I]

Disadvantages:

Never Killed, Never Seen a Monster

Courtesan

A courtesan, also called a companion (if a member of the Companion's Guild), is an independent prostitute who makes their living selling their body for sexual activity. Differentiated from prostitutes proper (who are considered slaves, due to their difficult and stratified status), courtesans are owned by no one. A courtesan is said to practice "courting," rather than referring to their work as "prostitution." Courtesans tend to work in small guilds, unions, or groups together and sell their services to typically wealthier members of society. Some courtesans travel with wealthy merchants in order to broaden and diversify their customer base, while others might simply serve only one customer. Courtesans are considered legal in every major nation after prostitutes organized significant political action in favor of legalization, a movement called the Whore's March. After removing the illegal status of practicing prostitution, life conditions significantly improved for many practicing courtesans. Within the Whore's March movement was the creation of the Companion's Guild. The Companion's Guild was originally a group of prostitutes who stood with each other in solidarity and disclosed to the public the lawmakers, legislators, politicians, nobles, and rulers who frequented their services. After this information was made public, it became clear to lawmakers that it was in their best interest to legalize prostitution. The Companion's Guild eventually became a union for courtesans who possess a high-profile portfolio of customers and wish to organize for more political and social power. Despite still great moral resistance for their practices in some circles, courtesans are generally very powerful individuals, respected for their practice and history.

Choosing this profession grants +6 Shape Points.

Core Skills:

+5 Skill in Dexterity, Awareness, and Willpower

Starting Gifts:

Scan, Inspire, Encourage

Shape Choices:

+5 Skill in Med/Rest and Charisma

+5 Bonus to Med/Rest, Balance/Steering, Common Lore, Charisma, and Courage

++[Well-to-do II, Hard-Labored I, Socially Savvy]

Disadvantages:

Never Killed, Never Seen a Monster

Crafter

A crafter is a general profession that could be applied to any craft not listed under the Artisan category. The player may also choose this profession if their character would benefit more from these bonuses than their designated Artisan profession. The player must specify their character's secondary Art in some form or another (rope-making, carpentry, leatherworking, masonry, etc.).

Choosing this profession grants +24 Shape Points.

Core Skills:

+5 Skill in Dexterity, Craftiness, and Will-power

Starting Gifts:

None.

Shape Choices:

+5 Bonus to Dexterity and Toughness

+30 Skill in an Artisan Secondary Skill

++[Hard-Labored I, Well-to-do I]

Disadvantages:

Never Killed, Never Seen a Monster

Martial Artist

Martial Artists are masters of performing combat arts. They tend to have a little more flair and versatility than a run-of-the-mill fighter of equal combat ability.

Choosing this profession grants +11 Shape Points.

Core Skills:

+5 Skill in Dexterity, Awareness, and Will-power

Starting Gifts:

Add Kick, Finesse, Light Strike

Shape Choices:

+5 Skill in Hand to Hand and one Weapon Art

+5 Bonus to Arm or Leg Muscle, Agility, Charisma, and one Prowess art of choice.

Disadvantages:

Never Killed, Never Seen a Monster

Merchant (Artisan)

Artisan merchants may be merchants of artisan goods or merchants so skilled at selling things that it is practically an art in itself. Either way, (See: Merchant – General).

Performer

Performer could apply to any profession that performs in front of others, such as a musician, acrobat, bard, story-teller, or actress. Their specialty is found in their sensitivity to their surroundings, their social skill, courage, and ability in a performance Art. The player must specify their character's secondary Art in some form or another (dancing, singing, an instrument, story-telling, etc.).

Choosing this profession grants +20 Shape Points.

Core Skills:

+5 Skill in Dexterity, Awareness, and Will-power

Starting Gifts:

Inspire, Encourage

Shape Choices:

+5 Bonus to Awareness, Charisma, Authority, and Courage

+20 Skill in a Performing Art

Disadvantages:

Never Killed, Never Seen a Monster

Visual Artist

Visual artists are artists who work with a visual medium such as painting, drawing, or sculpting. Visual artists are very dexterous, and more skilled at creating beautiful inscription than most folks. The player must specify their character's secondary Art in some form or another (heraldry, weaving, painting, sculpting, etc.).

Choosing this profession grants +26 Shape Points.

Core Skills:

+5 Skill in Dexterity, Craftiness, and Will-power

Starting Gifts:

None.

Shape Choices:

- +5 Skill in Dexterity
- +5 Bonus to Inscription
- +30 Skill in a Visual Art

Disadvantages:

Never Killed, Never Seen a Monster

Writer

Writers are artisans who specialize in written communication of some form, whether technical or artistic.

Choosing this profession grants +18 Shape Points.

Core Skills:

- +5 Skill in Dexterity, Awareness, and Will-power

Starting Gifts:

Direct I

Shape Choices:

- +10 Skill in Inscription
- +5 Bonus to Dexterity and Charisma

Disadvantages:

Never Killed, Never Seen a Monster

CHURCH PROFESSIONS

Churchfolk are those who in some way associate themselves and their profession in light of the church. By the 'church' any of the religious organizations across Braven might be included, from the Body to the various monastic religious groups, the elven religions, dwarven polytheistic practices, etc. Those who are religiously inclined tend to have peacefulness about them, courage, and strength of will.

Friar

Friars are churchfolk who serve at a friary. In general though, this profession may be chosen by any religious servant who spends their time both on the streets with people and in their religious circles as well. Friars tend to have a social cleverness and knowledge about them that makes them lovable.

Choosing this profession grants +22 Shape Points.

Core Skills:

- +5 Skill in Med/Rest, Courage, and Will-power

Starting Gifts:

Prepare, Encourage

Shape Choices:

- +5 Bonus to Common Lore and Charisma
- ++[Socially Savvy, Exposed to Nature]

Disadvantages:

Never Killed, Never Seen a Monster

Hermit

A hermit may or may not be part of an organized religion. (See: Hermit – Any)

Initiate

An initiate is a paladin or templar in training. (See: College – Initiate)

Layperson

A layperson is simply someone who serves a religious group. Although many laypeople have other professions, a player may wish to choose this profession for its flexibility of background and shape points.

Choosing this profession grants +30 Shape Points.

Core Skills:

- +5 Skill in Med/Rest, Courage, and Will-power

Starting Gifts:

Prepare

Shape Choices: None.

Disadvantages:

Never Killed, Never Seen a Monster

Monk

Monks are those whose life is spent living in a monastery, or any religious person who spends their life on religious grounds. Monks are peaceful and literate folk who live off of the land.

Choosing this profession grants +16 Shape Points.

Core Skills:

- +5 Skill in Med/Rest, Courage, and Will-power

Starting Gifts:

Prepare, Direct I

Shape Choices:

- +5 Skill in Med/Rest and Inscription
- +5 Bonus to Common and Nature Lore
- ++[Hard-Labored I]

Disadvantages:

Never Killed, Never Seen a Monster

Novice

A novice is a wizard in training. In light of a church-related profession, a novice of the church is most likely a wizard pursuing a priest's license. (See: College – Novice)

Paladin

Paladins are those who serve primarily in the military of The Holy Body under the religious service of Body. Paladin may also be attributed to any organized religion's soldier, if the Host would permit it (even though the Lamooran army is the only historical holy army in Braven). Paladins have been to a college or university for military and spiritual training. Very talented Paladins are selected during their education for training as a Templar.

Choosing this profession grants +19 Shape Points.

Core Skills:

+5 Skill in Med/Rest, Courage, and Willpower

Starting Gifts:

Power and Crush or Finesse and Light Strike

Shape Choices:

- +5 Skill in one Weapon Art
- +5 Bonus to Arm Muscle and Toughness

Disadvantages:

Never Seen a Monster

Priest

(See: Wizard – Priest License)

Templar

Templars are knights-by-honor (noble birth is not required when they are knighted) who serve the Holy Body in one of three ways: either in small teams protecting holy sites and relics, serving as officers in the Holy Body, or as Preceptors

at a college or university, training young Paladins and Templars in the ways of holy warfare. Templars have gone through the same training as Paladins and succeeded them in training in order to pursue the Templar's Path, a rigorous 3-year training that prepares them for one of their three roles. A player may choose Templar if they wish to be considered for another religious group's holy guardship (although they would not be considered proper "Templars" should they choose this option, and do not get the free Templar's Broach and Tabard). High Templars are a rank that is one above a Templar, and they specifically are charged either with protecting the Halls of the Grand Sanctuary or they work alongside an inquisitor (officiate wizard) as the hand of justice who slays or captures apostates and sorcerers. A high templar has the same stats as a regular templar, they just have more specific roles.

Choosing this profession grants +1 Shape Point.

Core Skills:

+5 Skill in Med/Rest, Courage, and Willpower

Starting Gifts:

Power and Crush or Finesse and Light Strike, Tactical Shift, Scan

Shape Choices:

- +5 Skill to Tactics, Authority, and one Weapon Art
- +10 Bonus to Toughness
- +5 Bonus to Courage, Willpower, Arm Muscle, and Tactics
- [Level Two Disadvantage]

COLLEGE PROFESSIONS

A college profession refers to any person who is defined by their work in a college or a university. This may refer to a student or instructor, for example. For the most part, priests, paladins, scientists, scribes, templars, and wizards who do not have their license or proof of profession are more than likely still a student. Also to note: while a character's profession might be as an instructor in some form, they would actually reference their proper professional field for their bonuses (for example, Preceptors would reference Church – Templar).

Initiate

Initiates are students who are pursuing religious

military training for service as a templar or a paladin. Initiates who are being considered for templar are considered High Initiates and must spend an additional 3 years in the academy on the Templar's Path.

Choosing this profession grants +29 Shape Points.

Core Skills:

+5 Skill in Med/Rest, Courage, and Willpower

Starting Gifts:

None.

Shape Choices:

+5 Bonus to Toughness

Disadvantages:

Never Killed, Never Seen a Monster

Novice

Novices are those who are seeking a wizard's license as a wizard or priest. Novices are peaceful, literate, and driven people who were talented enough to be considered for study at a college or university.

Choosing this profession grants +30 Shape Points.

Core Skills:

+5 Skill in Med/Rest, Inscription, and Willpower

Starting Gifts:

Direct I

Shape Choices: None.

Disadvantages:

Never Killed, Never Seen a Monster

Preceptor

A Preceptor is a Templar trained to instruct would-be paladins and templars. (See: Church – Templar)

Professor

A Professor is a Wizard trained to instruct novices who wish to be wizards. Depending on the professor's field of work (either church-related or not), they are either a wizard with a Scholar's License or Priest's License. (See: Wizard – Scholar License or Wizard – Priest License)

Student

A Student is any character studying under a teacher of some kind at a college or university. There are many specializations of students in different fields, from scientists, to scribes, to counselors, doctors, and animal doctors. The character may wish to specify their field, but it is not required.

Choosing this profession grants +32 Shape Points.

Core Skills:

+5 Skill in Med/Rest, Inscription, and one Lore Art (based on their field of study)

Starting Gifts:

None.

Shape Choices: None.

Disadvantages:

Never Killed, Never Seen a Monster

Teacher

A teacher is a character who specializes in instructing students in various fields at a college or university. (See: Scientist – Any, Scribe – Any, or Doctor, Animals, or Counselor)

COMPETITOR PROFESSIONS

A competitor is a character specialized in some way or another to compete, most likely for the entertainment of others. Competitors are tough, agile, and alert, as well as specialized in a specific area of physical impressiveness.

Archer

An archer is a special competitor who is skilled at shooting with precision. Archer profession may also be chosen by a character who is skilled at any sort of ranged-related aiming.

Choosing this profession grants +20 Shape Points.

Core Skills:

+5 Skill in Toughness, Agility, and Awareness

Starting Gifts:

Quick-Shot

Shape Choices:

+10 Skill in Missile/Thrown

+5 Bonus to Awareness

Disadvantages:

Never Killed, Never Seen a Monster

Athlete

An athlete is someone who is committed to all-around physical fitness and prowess.

Choosing this profession grants +20 Shape Points.

Core Skills:

+5 Skill in Toughness, Agility, and Awareness

Starting Gifts:

Charge, Rebound

Shape Choices:

+5 Bonus to Arm Muscle, Leg Muscle, Toughness, and Willpower

++[Hard-Labored II]

Disadvantages:

Never Killed, Never Seen a Monster

Duelist

A duelist is a specialist in combat who battles others for a profession. Whether for show, competition, or to the death, a duelist is invested in their combat ability.

Choosing this profession grants +13 Shape Points.

Core Skills:

+5 Skill in Toughness, Agility, and Awareness

Starting Gifts:

Finesse, Light Strike, Rebound, Scan

Shape Choices:

+10 Skill in one Weapon Art

+5 Bonus to Agility

Disadvantages:

Never Seen a Monster

Gladiator

A gladiator, whether a free professional or enslaved, is someone who fights for their life for others entertainment. Different than a duelist, gladiators are tougher and more versatile, but less specialized because of their diverse exposure.

Choosing this profession grants +11 Shape Points.

Core Skills:

+5 Skill in Toughness, Agility, and Awareness

Starting Gifts:

Power, Crush, Scan, Add Kick

Shape Choices:

+5 Skill in two Weapon Arts

+5 Bonus to Toughness and Courage

Disadvantages:

Never Killed, Never Seen a Monster

Rider

A rider is someone who rides a mount professionally, typically for the sport and entertainment of others. Riders have exceptional balance and are quite alert to their environment.

Choosing this profession grants +20 Shape Points.

Core Skills:

+5 Skill in Toughness, Agility, and Awareness

Starting Gifts:

Rebound

Shape Choices:

+5 Skill in Balance/Steering and Awareness

+5 Bonus to Balance/Steering

Disadvantages:

Never Killed, Never Seen a Monster

FARMER PROFESSIONS

'Farmer' includes those whose profession is farming or related to agricultural, pastoral, or horticultural subsistence production.

General Farmer

Farmers, in general, are those who work the land in an agricultural setting. They tend to live where they work, they are not mobile, and they tend to be fairly self-sufficient. Farmers are strong, tough, and know a few things about the natural world.

Choosing this profession grants +27 Shape Points.

Core Skills:

+5 Skill in Arm Muscle, Toughness, and Nature Lore

Starting Gifts:

None.

Shape Choices:

+5 Bonus to Toughness

++[Exposed to Nature, Hard-Labored II]

Disadvantages:

Never Killed, Never Seen a Monster

Herder

Herders are either mobile pastoralists (they travel with their herd) or stationary herders (they deal with more domesticated, enclosed animals). Herders are similar to farmers in general, but they have a little more awareness due to the danger of their profession and potential predators.

Choosing this profession grants +25 Shape Points.

Core Skills:

+5 Skill in Arm Muscle, Toughness, and Nature Lore

Starting Gifts:

Scan

Shape Choices:

+5 Bonus to Awareness

++[Exposed to Nature, Hard-Labored II]

Disadvantages:

Never Killed, Never Seen a Monster

Merchant

This most likely refers to a farmer whose specialty is in selling their wares or distributing and selling the wares of other farmers. (See: Merchant – General)

Slave

This refers to a slave employed on a farm. Many rural areas still manage to employ slave labor, even though it may be considered illegal. (See: Slave – Laborer)

HERMIT PROFESSIONS

Hermits are those who live reclusive, secluded lives. Hermits are common in the deserts, forests, and mountain regions where few people tend to travel. Some small monastic communities will have a token hermit on the grounds, who they house because of their sacredness. Many hermits are considered blessed because of their voluntary life of poverty and hunger. In most all cultural contexts, to turn away a hermit is considered a

terrible curse (even though many are eccentric or even offensive).

Recluse

A Recluse is just a name for a general sort of hermit, someone who avoids others at all costs. Many recluses choose to live in the wild, but some prefer to live in society, just indoors and out of sight most of the time.

Choosing this profession grants +9 Shape Points.

Core Skills:

+5 Skill in Med/Rest, Stealth, and Willpower

Starting Gifts:

Prepare, Scan, Inspire

Shape Choices:

+10 Bonus to Med/Rest and Awareness

+5 Bonus to Nature or Common Lore, Authority, Courage, and Willpower

++[Exposed to Nature]

Disadvantages:

Never Killed

Religious

A religious hermit is special because they are often revered by spiritual or religious people. Religious hermits are believed to be sacred and some even thought to be prophetic or gifted with special knowledge.

Choosing this profession grants +7 Shape Points.

Core Skills:

+5 Skill in Med/Rest, Stealth, and Willpower

Starting Gifts:

Prepare, Scan, Direct I

Shape Choices:

+5 Skill in Inscription

+10 Bonus to Med/Rest

+5 Bonus to Nature Lore, Essence Lore, Awareness, Courage, and Willpower

Disadvantages:

Never Killed, Never Seen a Monster

DOMESTIC PROFESSIONS

Homedwellers are those who live at home, work at home, or live most of their life at home. Ideally, a player should choose another profession to best fit their character unless their character associates only with parenthood or is still too young or inexperienced to have a profession.

Parent

Parents are either those who parent their own children or those who are employed in child-care. (Parent might also refer to a housewife or househusband.) Parents are alert, tough, aware, and brave. Parents have basic knowledge about home-care and remedies, and possess decent enough skill in influencing those around them.

Choosing this profession grants +27 Shape Points.

Core Skills:

+5 Skill in Awareness, Courage, and Willpower

Starting Gifts:

None.

Shape Choices:

+5 Bonus to Common Lore or Alchemy Lore and Authority or Charisma

++[Hard-Labored I]

Disadvantages:

Never Killed, Never Seen a Monster

Youth

Youths are either youngsters or simply inexperienced people who have yet to develop any specific skills. A player may wish to choose this option for their character simply to maximize their shape points, or to make a custom profession of their own that does not fit any other.

Choosing this profession grants +35 Shape Points.

Core Skills:

None.

Starting Gifts:

None.

Shape Choices: None.

Disadvantages:

Never Killed, Never Seen a Monster

A Knight is a warrior, typically of noble birth, who has dedicated their life to the service and protection of their Lady or Lord instead of seeking the comfortable life of a noble. Knights typically swear an oath of fealty and chastity in order to serve their master without any distractions. Knights, aside from squires or templars, are of noble birth. Typically, however, a knight is someone who was from a lesser family or not an heir to their own family's wealth and power, and thus chose instead to serve.

Errant

A Knight-Errant is a knight whose purpose is to travel for their master. Many Ladies and Lords send their errants out so that their name and family can gain fame and fortune in the name of their knight. Some errants have secret missions or very special quests. Many knights choose the Errant's Path because it allows them virtually all of the social benefits of being a knight (many will listen and yield to them, they are well liked, and they are often given goods and services for free) while keeping them from being too close to the accountability of their master. Despite this, errants are vagabonds and are often poor. They tend to sell their strong arm for the service of others, or many even enlist in the military.

Choosing this profession grants +9 Shape Points.

Core Skills:

+5 Skill in Toughness, one Weapon Art, and Courage

Starting Gifts:

Power and Crush or Finesse and Light Strike, Scan

Shape Choices:

+5 Skill in Arm Muscle and Awareness

+5 Bonus to Nature Lore, and Authority or

Charisma

++[Well-to-do I, Exposed to Nature]

Disadvantages: None.

Sentry

Knight-Sentries, sometimes also called Knight-Guards, are knights who are stationed at a given location in order to protect it. The most common profession for a knight, they often are dually employed: paid by the law as a guard and also paid by a lord to represent strength in local enforcement measures. Many sentries are thought to be more

KNIGHT PROFESSIONS

for the political gain of a noble's ventures, than actually for enforcing or protecting anything. But controversy or theories of spying aside, most all Knight-Guards are as loyal and dedicated as can be.

Choosing this profession grants +9 Shape Points.

Core Skills:

+5 Skill in Toughness, one Weapon Art, and Courage

Starting Gifts:

Power and Crush or Finesse and Light Strike, Scan

Shape Choices:

+5 Skill in Arm Muscle and Awareness

+5 Bonus to Authority and Willpower

++[Well-to-do I, Exposed to Nature]

Disadvantages: None.

Squire

Squires are those who are either seeking to take a knight's oath but are still training, wish to serve their Lady or Lord but do not wish to take a knight's oath, or those who cannot take a knight's oath (they are not of noble birth) but still wish to serve their master. Many squires swear an oath of fealty to a specific knight and as well as their ruler. Squires who are not of noble birth are the most common, and they are pejoratively referred to often as "Squibs" or "Squibbies" by rival knights or squires of higher birth, as a way of insulting them for being less than a 'real' squire.

Choosing this profession grants +32 Shape Points.

Core Skills:

+5 Skill in Toughness, one Weapon Art, and Courage

Starting Gifts:

None.

Shape Choices: None.

Disadvantages:

Never Killed, Never Seen a Monster

Templar

A knight templar may refer to a knight who chose the path of the templar or a templar of noble birth who also serves as a knight. (See: Church - Templar)

LAW PROFESSIONS

Law professions refer to any character that serves the law. While it is obvious that there are many different legal systems across the many different nations, these categories serve to create examples of the most common or the most iconic professions in this field of work.

Answer

Perhaps the most iconic servant of the law is the Tacklesbardian Answer. In other cultures or contexts, a character may choose this profession to refer to themselves as a judge or ruler in legal court. But in Tacklesbard, the Answer is both judge and jury. They sit in seats of three and dispute the outcome of cases with lawyers. Answers are famous and feared across the land because they often decide quickly and harshly how to deal with lawbreakers. However in many cases, criminals never make it to a hearing before an Answer because they cannot afford a lawyer or because their lawyer does not see adequate profit in their case. If a criminal cannot convince a lawyer to represent them, then lower law officials such as Sheriffs or even Guards will decide their fate. To make matters worse, Answers are often investigated by the royal family or other Answers for corruption (being bought out, etc).

Choosing this profession grants +2 Shape Points.

Core Skills:

+5 Skill in Common Lore, Awareness, and Authority

Starting Gifts:

Prepare and Scan

Shape Choices:

+5 Skill in Common Lore, Awareness, and Willpower

+5 Bonus to Common Lore, Awareness, Inscription, Tactics, Authority, Charisma, Courage, and Willpower

++[Well-to-do III]

--[Level Three Disadvantage]

Disadvantages:

Never Killed, Never Seen a Monster

Bounty Hunter

Bounty hunters who work for the law are the most common sort of bounty hunter, as many dangerous criminals in many regions of Braven

are too hard to find and too labor-intensive for local law enforcement to bring in themselves. Bounty hunting is very common in Ballast especially, where bounty hunters are known to represent the only law enforcement at all. (See: Mercenary – Bounty Hunter)

Captain

Captains of the law may refer to characters whose profession is as a guard captain in a guard-enforced city or as a police captain or higher official in cities with an established police force.

Choosing this profession grants +8 Shape Points.

Core Skills:

+5 Skill in Toughness, one Weapon Art, and Authority

Starting Gifts:

Power and Crush or Finesse and Light Strike, Scan

Shape Choices:

+5 Skill in Awareness and Tactics

+5 Bonus to Authority, Courage, Willpower, and Awareness

++[Well-to-do I]

Disadvantages: None.

Deputy

Deputies are those who serve the law under a sheriff, typically in cities that are outlying and have no properly established guard or police force. Deputies are sometimes hired for pay, and in some cases are actually squires who are instead paid by a local ruler as an arrangement with law enforcement.

Choosing this profession grants +23 Shape Points.

Core Skills:

+5 Skill in Toughness, one Weapon Art, and Authority

Starting Gifts:

Power and Crush or Finesse and Light Strike

Shape Choices:

+5 Bonus to Awareness or Courage

Disadvantages:

Never Seen a Monster

Detective

Detectives are specialists who try to solve difficult criminal cases, work as permanent (not by contract) bounty hunters for law enforcement, or even sometimes CRDs in criminal cases, depending on the legal context. Detectives are keen, subtle, and surly when dealing with lawbreakers.

Choosing this profession grants +2 Shape Points.

Core Skills:

+5 Skill in Toughness, one Weapon Art, and Authority

Starting Gifts:

Scan, Tactical Shift, Ambush

Shape Choices:

+5 Skill in Tactics, Stealth, and Willpower

+10 Bonus to Awareness

+5 Bonus to Common Lore, Courage, and Willpower

++[Well-to-do I]

Disadvantages:

Never Seen a Monster

Guard

Guards are the standard protectors and enforcers of the law. This profession may also include a regular police officer or any other legal enforcer who serves on the ground level.

Choosing this profession grants +28 Shape Points.

Core Skills:

+5 Skill in Toughness, one Weapon Art, and Authority

Starting Gifts:

Power and Crush or Finesse and Light Strike

Shape Choices: None.

Disadvantages:

Never Killed, Never Seen a Monster

Lawyer

Lawyers are those who are either hired personally or serve the public by defending cases in court. Lawyers are knowledgeable on legal proceedings, skilled debaters, and resilient to influence.

Choosing this profession grants +9 Shape Points.

Core Skills:

+5 Skill in Common Lore, Awareness, and Authority

Starting Gifts:

Scan, Inspire

Shape Choices:

+5 Skill in Common Lore and Charisma

+5 Bonus to Authority, Charisma, Courage, and Willpower

++[Well-to-do III]

Disadvantages:

Never Killed, Never Seen a Monster

Ranger

Rangers are those who serve to enforce the law by traversing generally uninhabited regions of land. Their job is often rigorous and demanding because they usually deal with rough terrain, searching for criminals on the run. Typically a mix of fighter and tracker, Rangers often are employed by law enforcement when a highly dangerous criminal is on the loose. Rangers rarely bring in their criminals alive, as they are typically sent in small death-squads to eliminate targets. Many nations have international rangers, or law enforcement officers who have universal jurisdiction to hunt and kill Braven's most wanted enemies. "When they call for us, no one escapes... only those with luck, and lots of it." – A ranger motto. They are famous for carving or marking "no luck" in trees or nearby places where they caught their marks. International rangers are given special tattoos made from ink that is illegal to produce and extremely rare. This is an identifier that makes rangers easily distinguished, so that other law enforcement officials do not get in their way.

Choosing this profession grants +2 Shape Points.

Core Skills:

+5 Skill in Toughness, Missile/Thrown, and Willpower

Starting Gifts:

Power and Crush or Finesse and Light Strike, Scan, Ambush

Shape Choices:

+5 Skill in one Weapon Art

+10 Bonus to Nature Lore and Stealth

+5 Bonus to Leg Muscle, Toughness, Missile/Thrown, Awareness, Tactics, and Courage

++[Hard-Labored II, Exposed to Nature]

--[Level Five Disadvantage]

Disadvantages: None.

Ruler

Rulers are any sort of legal administrator, governor/governor, lady/lord, etc. that handles larger-scale governmental decisions. For this reason, in most cultures and societies rulers are of noble birth or treated with the same power as nobility. (See: Noble – Ruler)

Sheriff

Sheriffs are those who serve the law typically in cities that are outlying and have no properly established guard or police force. Sheriffs are sometimes elected by a town, among its own members, or chosen by higher legal authority and sent to serve a specific community. Sheriffs almost always are in charge of recruiting their own deputies, which typically leads to alliances with local nobles and the acquisition of squires or knights for their service.

Choosing this profession grants +20 Shape Points.

Core Skills:

+5 Skill in Toughness, one Weapon Art, and Authority

Starting Gifts:

Scan

Shape Choices:

+5 Bonus to Tactics, Authority, Willpower, and Courage

Disadvantages: None.

Warden

Wardens are characters whose profession it is to oversee the management of prisoners, in a prison or other related establishment. Wardens are often stern, tough, and sometimes even cruel.

Choosing this profession grants +11 Shape Points.

Core Skills:

+5 Skill in Toughness, one Weapon Art, and Authority

Starting Gifts:

Power and Crush or Finesse and Light Strike

Shape Choices:

+5 Skill in Courage and Willpower

+5 Bonus to Toughness, Authority, Courage, and Willpower

Disadvantages:

Never Seen a Monster

MEDICAL PROFESSIONS

Medical professions refer to any character whose profession is in the medical healing and care of others, be it people or animals, without the use of licensed magic. Some medical professionals may employ magic, but only magic that does not require a license to use.

Animals

An Animals Doctor, or Veterinarian, is a character whose profession is in the medical care of animals. Most often, vets are employed in rural areas, caring for domesticated animals on large farms. Animal Doctors have to complete schooling at a college in order to be licensed for their work. Veterinarians are fairly uncommon, but always in demand. Because of this, they often charge very high prices for their services.

Choosing this profession grants +14 Shape Points.

Core Skills:

+5 Skill in Med/Rest, Nature Lore, and Awareness

Starting Gifts:

None.

Shape Choices:

+5 Skill in Nature Lore and Inscription

+5 Bonus in Toughness and Nature Lore

++[Well-to-do III, Exposed to Nature, Hard-Labored I]

Disadvantages:

Never Killed

Counselor

Counselors are rare medical professionals in Braven, as they only tend to find work in the most affluent societies. Due to this, however, counselors are easily the wealthiest of medical professionals. Counselors founded the Board of Medical Licensing and only allow a certain number of active counselor professionals to be licensed at

a time. While a character may choose this profession and remain unlicensed, their counseling would be highly illegal and they would either be required to omit the money below or take a Bounty on their head equal to ten times their starting monetary worth. (The Board of Medical Licensing has incredible political power, especially in the northern nations of Braven.)

Choosing this profession grants +5 Shape Points.

Core Skills:

+5 Skill in Med/Rest, Awareness, and Charisma

Starting Gifts:

Encourage

Shape Choices:

+5 Skill in Common Lore, Awareness, Inscription, and Charisma

+5 Bonus to Common Lore, Awareness, and Charisma

++[Well-to-do III]

Disadvantages:

Never Killed, Never Seen a Monster

Doctor

Doctors are the most common medical professional requiring a license to practice. Doctor may refer to a clinician, surgeon, researcher, specialist, or just a general practitioner. Doctors are often employed by private institutions, militaries, rich families, and many others. Many doctors also practice privately. Some small communities pay handsomely to bring in a doctor to live with them and keep them healthy.

Choosing this profession grants +12 Shape Points.

Core Skills:

+5 Skill in Med/Rest, Dexterity, and Alchemy Lore

Starting Gifts:

None.

Shape Choices:

+10 Skill in Alchemy Lore

+5 Skill in Inscription

+5 Bonus to Alchemy Lore and Awareness

++[Well-to-do III]

Disadvantages:

Never Seen a Monster

Medic

Medics serve in the military and are often trained soldiers. (See: Military – Medic)

Nurse

Nurses those whose profession it is to administer non-licensed medical care to others. Nurses are allowed to practice medicine without a license if they are under the employ of a licensed counselor, doctor, or veterinarian. Midwives are also allowed to practice without a license, and because of that many common folk seek out their local midwifery for medical attention instead of looking for a doctor. A player may choose this profession if their character is a nurse or midwife.

Choosing this profession grants +23 Shape Points.

Core Skills:

+5 Skill in Dexterity, Alchemy Lore, and Awareness

Starting Gifts:

Encourage

Shape Choices:

+5 Bonus to Charisma and Courage

++[Well-to-do I, Hard-Labored I]

Disadvantages:

Never Seen a Monster

Wizard

Medical Wizards are wizards with a healer license. (See: Wizard – Healer License)

MERCENARY PROFESSIONS

Mercenaries are, to put it simply, those that are hired to kill things. Mercenaries are considered a legal and completely legitimate profession in every society to some degree. In fact, the southwestern nation of Ballast primarily enforces its capital punishment through the use of bounty hunters. Mercenaries, whether grizzled soldiers or thugs for hire, are strong, tough, and know their way around a weapon at least.

Assassin

Assassins are generally not considered Mercenaries, simply because assassins operate outside of legal systems. For real assassins, (See: Outlaw –

Assassin) or for a legally-approved assassin, (See: Mercenary – Bounty Hunter or Law - Ranger).

Bounty Hunter

Bounty hunters are very common in the southern and western countries, where most criminal dangers are handled in this manner. Ballast and Chamarolain both do not have prisons for holding criminals, so a death warrant is issued immediately in cases for dangerous individuals. Noturnol and areas to the west of the desert, especially near the Whispering Ridge, house many criminals on the run. For these reasons, business is always in demand for bounty hunters. The northern nations also do employ bounty hunters, but they tend to be government agents instead. If this is the case, (See: Law – Ranger).

Choosing this profession grants +11 Shape Points.

Core Skills:

+5 Skill in Arm Muscle, Toughness, and one Weapon Art

Starting Gifts:

Power and Crush or Finesse and Light Strike, Tactical Shift, Ambush

Shape Choices:

+5 Bonus to Leg Muscle, Agility, Awareness, Stealth, Courage, and Willpower

Disadvantages:

Never Seen a Monster

Soldier

Soldiers for hire are common everywhere, and they typically are hired in moderate to large groups at a time. Generally, mercenary soldiers are better trained than the average military soldier and because of this are often employed for special or more tactical missions. In the case of a higher-ranking, specialist, or veteran mercenary, (See: Military – High Ranking, Specialist, or Veteran).

Choosing this profession grants +19 Shape Points.

Core Skills:

+5 Skill in Arm Muscle, Toughness, and one Weapon Art

Starting Gifts:

Power and Crush or Finesse and Light Strike, Tactical Shift

Shape Choices:

+5 Bonus to Leg Muscle, Missile/Thrown, and Courage

Disadvantages:

Never Seen a Monster

Thug

Thugs are your general, run-of-the-mill sort of legally hired muscle. Most thugs are unlicensed or undocumented, which is not considered illegal in any way (as long as their work specifically is limited to asset protection, guarding, or other defensive roles). However, licensed thugs (literally Thug License) are able to make more money and are even certified in 'preventative measures' which allows them to do more than simply defending things. If the player chooses for their thug licensed, they lose two shape points but gain a +20 gold bonus (Well-to-do II).

Choosing this profession grants +27 Shape Points.

Core Skills:

+5 Skill in Arm Muscle, Toughness, and one Weapon Art

Starting Gifts:

Power, Crush

Shape Choices: None.

Disadvantages:

Never Seen a Monster

MERCHANT PROFESSIONS

Merchants are those who make a living through the purchasing and selling of goods. For the most part, merchants are financially stable, shrewd, and knowledgeable on the various goods, items, objects, and things with which they deal.

Clerk

Clerks are generally not owners of any real capital of their own, but are often employed to manage the finances and sales of their boss on their behalf. Whether they work in a storefront or as an accountant, this job is generally for those who are employed by richer merchants.

Choosing this profession grants +29 Shape Points.

Core Skills:

+5 Skill in Alchemy Lore, Charisma, and Willpower

Starting Gifts:

Inspire

Shape Choices:

++[Socially Savvy]

Disadvantages:

Never Killed, Never Seen a Monster

General

General merchants are pretty much any merchant who deals in physical goods for trade. Many general merchants travel from location to location on land, or they stay in ideal locations on key trade routes or cities. Due to their line of work, in identifying assets and recording their finances, most merchants are literate whether or not they had formal education of any kind.

Choosing this profession grants +19 Shape Points.

Core Skills:

+5 Skill in Alchemy Lore, Charisma, and Willpower

Starting Gifts:

Inspire, Encourage

Shape Choices:

+5 Bonus to Inscription, Awareness, and Courage

++[Well-to-do III, Socially Savvy]

Disadvantages:

Never Killed, Never Seen a Monster

Hunter

Merchant hunters may refer to many different forms of merchants, all of whom are gatherers, hunters, fishers or any other person who gathers resources from nature and sells their excesses. Despite that they sell their goods for money, typically they are not considered proper merchants, but rather identified professionally as a hunter, fisher, gatherer, etc. (See: Ranger – Hunter)

Mogul

Moguls are specialized merchants who deal in land, real estate, properties, guilds, investments, stocks, or other organizational-related ownership and trade. Whether the master of a guild or the owner of many properties, moguls are some of the rarest, richest, and most powerful people in Braven. Moguls are always recognized in their communities, and often the source of envy and

frustration because of their powerful status and assets.

Choosing this profession grants +12 Shape Points.

Core Skills:

+5 Skill in Alchemy Lore, Charisma, and Willpower

Starting Gifts:

None.

Shape Choices:

+5 Skill in Willpower and Authority

+5 Bonus to Common Lore, Authority, Charisma, and Willpower

++[Well-to-do III, Socially Savvy]

Disadvantages:

Never Killed, Never Seen a Monster

Outlaw

Outlaw merchants are those who deal in illegal goods or are of honest trade but with a criminal background that is yet unsettled. (See: Outlaw – Merchant)

Sailor

While general merchants operate on land, sailors are typically the nautical version of merchants. While often the investor or owner of a ship and crew, they rarely also captain their own crew. In most cases, sailor merchants still travel with their crew to ensure proper exchange of trade, but leave the leadership to those more suited.

Choosing this profession grants +11 Shape Points.

Core Skills:

+5 Skill in Alchemy Lore, Charisma, and Willpower

Starting Gifts:

None.

Shape Choices:

+5 Skill in Toughness and Nature Lore

+5 Bonus to Nature Lore, Awareness, and Courage

++[Well-to-do III, Socially Savvy]

Disadvantages:

Never Killed, Never Seen a Monster

Wizard

Wizard merchants are wizards who deal in magical goods, which requires an academic license to do so. (See: Wizard – Chandler License).

MILITARY PROFESSIONS

Military professions are any profession where a character is employed in the large-scale defense or imperialism of their government, state, or nation. The professions of the military are broad and complex in their range of specificity, due to difference of military structure between nations. These professions are intended to be as broad and general as possible. Because of this, a player whose character is employed in the military is encouraged to pick a military profession closest to the character's desired role.

High Ranking

High ranking members of the military are typically those who have served on the field extensively and are also trained somewhat in tactical and leadership related procedures and skills. High ranking members of the military always command respect and fear from their lower ranks and also carry enormous responsibility for their decisions. Depending on the player's specification, this profession could apply to any character whose role involves fighting experience on the field combined with leadership of other troops in some capacity.

Choosing this profession grants +1 Shape Point.

Core Skills:

+5 Skill in Leg Muscle, Toughness, and one Weapon Art

Starting Gifts:

Power and Crush or Finesse and Light Strike, Scan, Tactical Shift, Encourage

Shape Choices:

+5 Skill in one Weapon Art and Authority

+5 Bonus to Arm Muscle, Balance/Steering, Awareness, Tactics, Authority, Charisma, and Courage

--[Level Two Disadvantage]

Disadvantages: None.

Low Ranking

Low ranking members of the military can refer to

any soldier who is not highly experienced or specialized in any particular way and does not have a specific rank in leadership.

Choosing this profession grants +25 Shape Points.

Core Skills:

+5 Skill in Leg Muscle, Toughness, and one Weapon Art

Starting Gifts:

Power and Crush or Finesse and Light Strike

Shape Choices:

+5 Bonus to Arm Muscle

Disadvantages:

Never Seen a Monster

Mage

Mages are wizards who are licensed in a military-related setting. (See: Wizard – Mage License)

Medic

Medics are low ranking soldiers trained in medicine and healing. Medics typically do not have any academic-level medical training, but are simply prepared in methods for dealing with battle-related wounds and ailments. For a doctor serving in the military, (See: Medical – Doctor).

Choosing this profession grants +23 Shape Points.

Core Skills:

+5 Skill in Leg Muscle, Toughness, and one Weapon Art

Starting Gifts:

Encourage

Shape Choices:

+5 Skill in Alchemy Lore

+5 Bonus to Courage

Disadvantages:

Never Seen a Monster

Mercenary

Mercenaries that serve in the military tend to be separate from their government they are hired to serve. (See: Mercenary – Soldier)

Militia

Militia are those who serve as a non-governmental, grassroots sort of soldier that helps to defend their community or city on a smaller scale. This option is also ideal for an untrained, drafted soldier freshly thrown into battle. In general, it might be a better idea for a player to choose a different profession for the character, as militia tend to be bi-vocational people (they have some other profession as well as serving their militia).

Choosing this profession grants +32 Shape Points.

Core Skills:

+5 Skill in Leg Muscle, Toughness, and one Weapon Art

Starting Gifts:

None.

Shape Choices:

Disadvantages:

Never Killed, Never Seen a Monster

Paladin

Paladins are those who have been trained by the church to serve the Holy Lamooran Army. (See: Church – Paladin)

Sailor

Naval soldiers are rarely equipped in a different way than a standard soldier. But for special cases, (See: Sailor – Any).

Specialist

Specialists tend to be highly trained infiltrators, spies, scouts, or other agents of subterfuge in the military. Specialists are dangerous, subtle, and skilled in many ways. Virtually every military employs several specialists, and some even operate outside the technical jurisdiction of the military, serving directly under a government organization. Specialists typically operate on the fine line of what is conventionally considered legal or humane, as they are willing to do whatever needs to be done for the victory or success of their mission. Gritty, rugged, stealthy, and lethal are all common denominators of specialists. Unfortunately due to their line of work, they are rarely publicly recognized for their feats.

Choosing this profession grants +1 Shape Points.

Core Skills:

+5 Skill in Leg Muscle, Toughness, and one Weapon Art

Starting Gifts:

Finesse, Light Strike, Ambush, Scan, Tactical Shift

Shape Choices:

+5 Skill in Missile/Thrown

+10 Bonus to Stealth

+5 Bonus to Arm Muscle, Agility, Dexterity, Missile/Thrown, Awareness, Tactics, Courage, and Willpower

++[Exposed to Nature]

--[Level Four Disadvantage]

Disadvantages: None.

Tactician

Tacticians are those who have undergone basic combat training and extensive tactical training in the academy. Most militaries employ specific tacticians who are non-ranking and advise high-ranking officials, but some are also technically of rank. If a player's character is technically a ranked tactician, they may prefer to choose the profession Military – High Ranking.

Choosing this profession grants +10 Shape Points.

Core Skills:

+5 Skill in Leg Muscle, Toughness, and one Weapon Art

Starting Gifts:

Scan

Shape Choices:

+5 Skill in Tactics

+10 Bonus to Awareness and Tactics

+5 Bonus to Authority, Courage, and Willpower

++[Exposed to Nature]

Disadvantages:

Never Seen a Monster

Veteran

Veterans are soldiers who may not be high-ranking or specialized, but have extensive experience on the field. Veterans are always gritty, wise, and tough as nails. Even though they do not command rank, they often still command much respect from their fellow soldiers because of their humility and experience.

Choosing this profession grants +1 Shape Point.

Core Skills:

+5 Skill in Leg Muscle, Toughness, and one Weapon Art

Starting Gifts:

Power and Crush or Finesse and Light Strike, Scan, Tactical Shift, Ambush

Shape Choices:

+5 Skill in Toughness and one Weapon Art

+5 Bonus to Arm Muscle, Toughness, Agility, Awareness, and Courage

++[Exposed to Nature]

Disadvantages: None.

NOBILITY PROFESSIONS

Nobility professions may refer to many different roles that a noble could serve. Nobles are generally born into their nobility, but in some cases (where ruling nobility is not head of the governmental structure), nobility may simply refer to elected officials, leaders, or rulers in different capacities.

Benefactor

Benefactors are the fortunate heirs to a noble family, but they are often not required to rule or administer in any way. They are basically just rich and privileged. This profession may be chosen by almost any affluent heir of an upper-class family, whether technically noble or not.

Choosing this profession grants +27 Shape Points.

Core Skills:

+5 Skill in Med/Rest, Common Lore, and Inscription

Starting Gifts:

None.

Shape Choices:

+5 Bonus to Charisma

++[Well-to-do III]

Disadvantages:

Never Killed, Never Seen a Monster

Knight

Knights who are considered nobility have often sworn a knight's vow. (See: Knight – Any)

Politician

Politicians may not technically be considered nobility, but they are often revered and have many responsibilities in the same way as a noble. Politicians are more often than not elected into their roles, and because of that are incredibly charismatic and influential. Politicians tend to err more on the side of ignorance to their people's needs, because they are typically more concerned with their own election than the issues of their people. (Although this is not always the case, it is the general trend among those who must be elected to rule). Politicians are always known among the people they are serving.

Choosing this profession grants +9 Shape Points.

Core Skills:

+5 Skill in Med/Rest, Common Lore, and Charisma

Starting Gifts:

Inspire, Encourage

Shape Choices:

+5 Skill in Charisma

+5 Bonus to Common Lore, Awareness, Authority, Charisma, and Willpower

++[Well-to-do III, Socially Savvy]

Disadvantages:

Never Killed, Never Seen a Monster

Ruler

Rulers, while not required to be of noble birth, are those who rule over a people. Generally the difference between a ruler and a politician is that a ruler is chosen to govern without contributing to that choosing in any way. Rulers far more often than not really are of noble birth and simply born into their office. Rulers tend to have much knowledge about their people and history and are typically famous among their subjects.

Choosing this profession grants +1 Shape Point.

Core Skills:

+5 Skill in Med/Rest, Common Lore, and Charisma

Starting Gifts:

Scan, Inspire, Encourage, Prepare

Shape Choices:

+5 Skill in Authority

+10 Bonus to Common Lore and Charisma

+5 Bonus to Awareness, Inscription, Tactics, Authority, Courage, and Willpower

++[Well-to-do III, Socially Savvy]

--[Level Three Disadvantage]

Disadvantages:

Never Killed, Never Seen a Monster

OUTLAW PROFESSIONS

Outlaws are those who in some way operate professionally outside of the law. Typically those whose profession is as an outlaw have some sort of bounty on their head. If a player wishes for their character to be an outlaw free of bounty it will cost them shape points equal to the bounty listed for the profession.

Assassin

Assassins are those who kill others illegally, typically by contract or for money. Assassins may also be those who capture or kill based on illegally commissioned bounties, or in other words: illegal bounty hunters. Assassins are incredibly dangerous outlaws, and generally rangers are called in to take them out, as opposed to any other form of law enforcement. If a player chooses this profession for their character, they may up their bounty in order to have a Bounty – International: Extremely Dangerous, which grants the character 1 extra Shape Point.

Choosing this profession grants +4 Shape Points.

Core Skills:

+5 Skill in Toughness, one Weapon Art, and Stealth

Starting Gifts:

Finesse, Light Strike, Quickdraw, Quickshot, Ambush

Shape Choices:

+5 Skill in Missile/Thrown

+10 Bonus to Awareness and Stealth

+5 Bonus to Missile/Thrown, Tactics, Courage, and Willpower

++[Well-to-do I, Exposed to Nature]

--[Bounty – National: Dead or Alive]

Disadvantages: None.

Merchant

Outlaw Merchants are those who typically deal in illegal goods, services, or who were caught stealing significant assets due to their trade. Merchant outlaws could be money launderers, slave traders, sex slavers, black market moguls, or any number of other things of that nature.

Choosing this profession grants +5 Shape Points.

Core Skills:

+5 Skill in Stealth, Charisma, and Willpower

Starting Gifts:

None.

Shape Choices:

+5 Skill in Inscription

+10 Bonus to Charisma and Willpower

+5 Bonus to Alchemy Lore, Common Lore, Essence Lore, Authority

++[Well-to-do III, Exposed to Nature, Socially Savvy]

--[Bounty – Regional: Alive]

Disadvantages:

Never Seen a Monster

Major Criminal

Major Criminals are a general category for any character whose bounty involves murder, lifetime imprisonment, or other matters of equal seriousness. Major criminals could be murderers, serial killers, rapists, rebel leaders, those charged with treason, or anyone equally horrible.

Choosing this profession grants +19 Shape Points.

Core Skills:

+5 Skill in Toughness, one Weapon Art, and Stealth

Starting Gifts:

Power, Crush

Shape Choices:

+5 Skill in Arm Muscle

+5 Bonus to Toughness, Awareness, Courage, and Willpower

--[Bounty – Regional: Dead or Alive]

Disadvantages:

Never Seen a Monster

Minor Criminal

Minor criminals are those whose crimes do not require a death sentence or lifetime imprisonment. Typically these criminals are multiple offenders who have been through the criminal system at least once already. Their crimes could range from assault, disturbing the peace, unguilted or unlicensed practice, mugging, trading minor illegal paraphernalia, etc. For the most part, a player should consider a different profession and simply add a bounty for their character's crimes instead of choosing a minor criminal (unless their character actually is defined primarily by their minor criminal activity).

Choosing this profession grants +34 Shape Points.

Core Skills:

+5 Skill in Toughness, one Weapon Art, and Stealth

Starting Gifts:

None.

Shape Choices:

--[Bounty – Local: Alive]

Disadvantages:

Never Killed, Never Seen a Monster

Pirate

Pirates are criminals who spend their time mostly at sea, or involved in nautical-related crime. For the most part, a player should choose a sailor profession and add a bounty to their character instead of choosing this profession. But, if the character really has spent the majority of their professional experience as an outlaw pirate, then this profession is perhaps the best choice.

Choosing this profession grants +5 Shape Points.

Core Skills:

+5 Skill in Toughness, one Weapon Art, and Stealth

Starting Gifts:

Power and Crush or Finesse and Light Strike, Rebound

Shape Choices:

+5 Skill in one Weapon Art and Courage

+5 Bonus to Arm Muscle, Toughness, Balance/Steering, Nature Lore, Authority, Courage, and Willpower

++[Exposed to Nature, Hard-Labored I]

--[Bounty – International: Wanted]

Disadvantages: None.

Sorcerer

Sorcerers (and sorceresses) are one of the most famous sorts of outlaws because of their controversial, political status. Sorcerers are those who openly practice magic that is deemed illegal. Sorcerers may also refer to apostates. Apostates are specifically wizards who practice magic outside of their license or who still practice magic but have not renewed their license. However, any practice of magic that requires a license is considered illegal if the user does not have the appropriate license. Sorcerers range from educated wizards who have a license but practice outside of their license, wizards who still practice magic with universally illegal magic (magic that is not allowed for anyone to practice), down to those who were never educated in the university but sought the use of magic regardless. The controversy of the sorcerer is that much magic is regarded illegal solely on the principle that the Holy Body has declared it so. Universally illegal magic includes: Pithology (manipulation of bodies and flesh), demonology (magic that interacts with demons), xenocology (miracle-magic that does not require essence), and necromancy (anything that manipulates souls, life, and death). The two illegal magic schools still considered in some way helpful are pithology and xenocology. Many famous wizards were discovered with evidence linking to the research and practice of one of these two schools after their death.

Choosing this profession grants +4 Shape Points.

Core Skills:

+5 Skill in Common Lore, Inscription, and Stealth

Starting Gifts:

Scan, Direct I, Range I, Impact, Magnify

Shape Choices:

+10 Skill in one Lore Art or +5 Skill in two Lore Arts

+5 Skill in Inscription, and Courage

+5 Bonus to Essence Lore, two different Lore Arts, Inscription, Authority, Courage, and Willpower

++[Exposed to Nature]

--[Level Two Disadvantage, Bounty – International: Extremely Dangerous]

Disadvantages: None.

Thief

Thieves are those who steal professionally. I'm sure there is more to say, but it's really just that simple.

Choosing this profession grants +20 Shape Points.

Core Skills:

+5 Skill in Dexterity, Awareness, and Stealth

Starting Gifts:

Offhand Action, Ambush

Shape Choices:

+5 Skill in Agility

+5 Bonus to Dexterity, Stealth, and Courage

--[Bounty – Local: Alive]

PEASANT PROFESSIONS

Peasants are those who are born into poverty and have little chance of escaping their impoverished lives. They are generally employed as simple laborers, performing difficult grunt work for specialists, professionals, or those more fortunate and skilled. If a peasant isn't employed as a worker, then they are most likely a beggar. Peasants are most clearly defined by their lack of ownership in any significant form of capital or professional skill. Neither their possessions nor their labor hold much value. Peasants do not own the land they live on, rarely own their own tools, are often underfed and unhealthy, and have little money saved.

Beggar

Beggars are perhaps the most unfortunate of people because they make their living off of almsgiving by those who take pity on them. Beggar may also refer to any marginalized person who lives outside. Beggars may be any character whose life is defined by incredible poverty or lack of resources and some inability to work or find labor. Most beggars exist simply because of complex systems of injustice and a lack of available employment. However, there are some beggars who simply refuse to work or cannot work due to physical or psychological disability. Either way, players may choose this profession if their character is unemployed, poor, and lacks mobility.

Choosing this profession grants +31 Shape Points.

Core Skills:

+5 Skill in Med/Rest, Dexterity, and Awareness

Starting Gifts:

None.

Shape Choices:

++[Exposed to Nature]

Disadvantages:

Never Killed, Never Seen a Monster

Transient

A peasant who wanders may simply be considered the same as the Beggar profession, but specifically transient refers to a poor person who has mobility. (See: Wanderer – Transient)

Worker

Workers are those whose profession includes any sort of general labor. Peasant laborers, unfortunately due to systemic and structural injustices, are typically never able to rise above their economic stratus. Thus they are poor laborers their whole lives and even for generations. A player may choose this profession for their character simply if they come from any background as a general laborer, in any field of work.

Choosing this profession grants +29 Shape Points.

Core Skills:

+5 Skill in Arm Muscle, Leg Muscle, and Toughness

Starting Gifts:

None.

Shape Choices:

++[Exposed to Nature, Hard-Labored II]

Disadvantages:

Never Killed, Never Seen a Monster

RANGER PROFESSIONS

(The ranger professions are not to be confused with the Law – Ranger profession.) That being said, rangers are those who are trackers, hunters, guides, fishers, or any sort of rugged wilderness-person who lives off of the land's bounty in some way or another. Rangers may be hired by others for their outdoorsy expertise, or simply live on their own, using the world's provisions.

Hunter

Hunters are those whose profession involves hunting or fishing animals or gathering plants. Hunters tend to make their living as specialists who sell their excess subsistence or products in exchange for whatever they might need to survive. Hunters are typically very independent, but sometimes work in groups depending on what they are hunting.

Choosing this profession grants +6 Shape Points.

Core Skills:

+5 Skill in Leg Muscle, Toughness, and Nature Lore

Starting Gifts:

Ambush, Quick-Shot

Shape Choices:

+5 Skill Missile/Thrown and Stealth

+5 Bonus to Missile/Thrown, Nature Lore, Awareness, Stealth, and Courage

++[Exposed to Nature, Hard-Labored I]

Disadvantages: None.

Tracker

Trackers are those who live off of their knowledge of the land and their ability to track or navigate. Either hired to track criminals or simply employed as a guide through difficult territory, trackers are hired because they are expected to know the right direction to go.

Choosing this profession grants +11 Shape Points.

Core Skills:

+5 Skill in Leg Muscle, Toughness, and Nature Lore

Starting Gifts:

Scan

Shape Choices:

+5 Skill in Awareness

+10 Bonus to Awareness

+5 Bonus to Nature Lore, Stealth, Courage, and Willpower

++[Exposed to Nature, Hard-Labored I]

Disadvantages:

Never Killed

SAILOR PROFESSIONS

Sailors are those who spend their professional lives at sea. Sailors are always tough, possess a good sense of balance, and generally know how to navigate.

Captain

Captains are those who are in charge of the ship they work on. Captains are sometimes the owners of their own ships, or hired to manage a crew. Captains are strong, grisly, influential, and skilled navigators. All captains require a Captain's License to operate a ship legally.

Choosing this profession grants +5 Shape Points.

Core Skills:

+5 Skill in Toughness, Balance/Steering, and Nature Lore

Starting Gifts:

Power and Crush or Finesse and Light Strike, Rebound

Shape Choices:

+5 Skill in one Weapon Art

+5 Bonus to Toughness, Nature Lore, Authority, Awareness, Courage, and Willpower

++[Well-to-do II, Exposed to Nature, Hard-Labored II, Socially Savvy]

--[Level Two Disadvantage]

Disadvantages: None.

Laborer

Laborers, or ordinary seamen and seawomen, are those who simply work a grunt-level job on a ship. They might be a rower, potato-peeler, deck swab, or any job that does not require special skills.

Choosing this profession grants +28 Shape Points.

Core Skills:

+5 Skill in Toughness, Balance/Steering, and Nature/Lore

Starting Gifts:

None.

Shape Choices:

++[Exposed to Nature, Hard-Labored II]

Disadvantages:

Never Killed

Merchant

(See: Merchant – Sailor)

Navigator

Navigators, also called able-bodied seamen and seawomen, are those who are more experienced than regular laborers. Navigators may sometimes even operate the helm of a ship, under the supervision of Captain. Navigators may also be considered a mate, or a high-of-rank sailor on a ship. Navigators are required to have a Navigator's License in order to legally be employed.

Choosing this profession grants +24 Shape Points.

Core Skills:

+5 Skill in Toughness, Balance/Steering, and Nature Lore

Starting Gifts:

None.

Shape Choices:

+5 Bonus to Nature Lore and Awareness

++[Exposed to Nature, Hard-Labored II]

Disadvantages:

Never Killed

Pirate

Pirates are generally considered illegally operating sailors who steal from other ships. (See: Outlaw – Pirate)

Swashbuckler

Swashbuckler are fighters employed on a ship. Generally swashbucklers are hired to protect a ship from pirates, but a swashbuckler could also apply to a character whose profession is as a naval soldier.

Choosing this profession grants +13 Shape Points.

Core Skills:

+5 Skill in Toughness, Balance/Steering, and Nature Lore

Starting Gifts:

Power and Crush or Finesse and Light Strike

Shape Choices:

+5 Skill in one Weapon Art

+5 Bonus to Arm Muscle, Toughness and Courage

++[Exposed to Nature, Hard-Labored II]

Disadvantages: None.

SCHOOL PROFESSIONS

Professions for those in school could ambiguously apply to many different things. Some societies have a public school established for the youth. If this is the case, then the students would calculate their stats as a Homedweller – Youth. If the character is not a youth in public school, then see College – Initiate, Novice, or Student. For teachers in public schooling, they typically must get their license or certification like a professor at a college would. So for their stats, see College – Preceptor, Professor, or Teacher.

SCIENTIST PROFESSIONS

Scientists are those who studied science and are employed in a scientific field of work. All professional scientists are required to have certification in order to work, which is administered through a college, university, or academy. Most scientists end up being employed in national-level work, for smaller organizations in urban or rural settings, or at a college, university, or academy teaching their subject.

Alchemist

Alchemists are wizards with an Alchemy License. (See: Wizard – Alchemy License)

Biologist

Biologists are those who are employed primarily in the scientific study of flora and fauna. While biologists are rare, they have been highly valuable historically for their documentation and research regarding all of the dangerous plants and animals in Braven. Some biologists are employed in agricultural and subsistence research practices. Their research is used in medicine, alchemical studies, and the documentation of animals and monsters. Most biologists are employed by colleges or universities, although rarely some are hired by private researching firms. Biologists, no matter what field they choose to work in, are required to pass their Biology vocational exams and graduate from a college, university, or academy.

Choosing this profession grants +21 Shape Points.

Core Skills:

+5 Skill in Common Lore, Nature Lore, and Inscription

Starting Gifts:

None.

Shape Choices:

+5 Skill in Nature Lore

+5 Bonus to Nature Lore and Awareness

++[Exposed to Nature]

Disadvantages: None.

Engineer

‘Engineer’ may refer to any character whose profession is in physics, architecture, engineering, or closely related field. Engineers are almost always scientists employed by large guilds or governments to design and implement infrastructure-related technology in urban areas. The most common job for engineers is in the installation and maintenance of waterways, aqueducts, and Kaladuk’s famous pulley-transport system (for goblins). In fact, most engineers are actually goblins, due to the Far Northern’s lack of reliance on magic and religious powers. Goblin or not, many small-time engineers help rural communities irrigate farmland, build roads, and other related projects. Engineers (of any kind) in order to be certified have to attend a college, university, or academy and pass the final Engineering and Physics vocational exams.

Choosing this profession grants +24 Shape Points.

Core Skills:

+5 Skill in Dexterity, Alchemy Lore, and Inscription

Starting Gifts:

None.

Shape Choices:

+5 Skill in Alchemy Lore

+30 Skill in Engineering

++[Well-to-do II]

Disadvantages:

Never Killed, Never Seen a Monster

Inventor

Inventors are those who passed Invention vocational exams at a college, university, or academy.

Inventors are rather obscure, and generally work alongside other scientists in their field of specialization. Generally inventors have dual-vocational certification, making them suited for innovating new technologies in whatever field they are pursuing. Some Inventors actually pursue an Alchemy License through a wizarding program as well. For those inventors, (See: Wizard – Alchemy License).

Choosing this profession grants +18 Shape Points.

Core Skills:

+5 Skill in Dexterity, Alchemy Lore, and Inscription

Starting Gifts:

None.

Shape Choices:

+5 Skill in Inscription

+5 Bonus to Dexterity, Alchemy Lore, Common Lore, Nature Lore, and Awareness

Disadvantages:

Never Killed, Never Seen a Monster

SCRIBE PROFESSIONS

Scribes are those who specialize in work that involves written texts. Scribes generally go to a college or university, although it is not necessarily required. Many scribal students learn their work through an apprenticeship instead of schooling. Scribes do not require any special licensing or certificates for their work, although a college or university still grants them a diploma or degree nevertheless. Scribes are among the most literate of citizens and for this reason they are occasionally caught practicing magic without a license. Depending on the society and the university the scribe attended, their degree may so closely resemble a wizarding scholar-license that some dishonest scribes can get away with their practice of magic for a long time. In any case, scholars are more often than not the type who value the preservation of culture, the telling of stories, and the organization of materials.

Chronicler

Chroniclers are those who record stories or events as they are happening. Chroniclers are known also as storytellers, reporters, or employees of press publications. Chroniclers are always in high demand, as many do active research on the field in order to inform a society of its inner workings

and events. Chroniclers are always either published or simply well known for their storytelling. Chroniclers are sometimes, due to their controversial work at times, targeted by dangerous criminals or illegal organizations for their unveiling work. For the most part, chroniclers are seen as truthful sources of information, although some scandals of misinformation are not entirely unavoidable.

Choosing this profession grants +22 Shape Points.

Core Skills:

+5 Skill in Common Lore, Awareness, and Inscription

Starting Gifts:

None.

Shape Choices:

+5 Skill in Inscription

+5 Bonus to Inscription, Authority, and Charisma

Disadvantages:

Never Killed, Never Seen a Monster

Historian

Historians are scribes who study societies, histories, and records. Historians tend to be the most research-oriented scribes, often publishing valuable works that connect events, periods, or people. Historians are rarely self-employed, as they tend to work for universities, museums, governments, or organizations who value research and publication. Some historians have been known to fabricate information, due to biases of their employers. That being said, many historians still strive to reveal truths once lost and stake their claim on scholarship.

Choosing this profession grants +22 Shape Points.

Core Skills:

+5 Skill in Common Lore, Inscription, and Tactics

Starting Gifts:

None.

Shape Choices:

+5 Skill in Common Lore and Inscription

+5 Bonus to Inscription

Disadvantages:

Never Killed, Never Seen a Monster

Keeper

Among the most well-known keepers are librarians, but keeper scribes are any scribes in charge of the organization, maintenance, and preservation of materials. That being said, some keepers are actually employed by large organizations or even governments to handle more current paperwork, such as accounting, recordkeeping, or other related things.

Choosing this profession grants +26 Shape Points.

Core Skills:

+5 Skill in Common Lore, Awareness, and Inscription

Starting Gifts:

None.

Shape Choices:

+5 Skill in Inscription

+5 Bonus to Inscription

Disadvantages:

Never Killed, Never Seen a Monster

Student

Scribal students are those pursuing learning at a college or university. (See: College – Student).

SLAVE PROFESSIONS

Slaves are those who serve a master without pay or freedom. While slavery is formally illegal in many societies, some are informal in their enforcement of the law. Other societies, on the other hand, still allow for slavery to exist legally. Slaves are almost always seen as an article of property, not a person. Slaves exist from all ethnic backgrounds, but more often than not are either Erawan, Easterner, Bronzeblood, or Hawdorian. People of mixed ethnicity are also highly susceptible to enslavement, especially mixed water dwarves, pale elves, and half-humes. In some rarer occasions, impoverished people will offer themselves as slaves to a local dignitary in return for food, housing, and protection. Ballast is famous for voluntary slavery, as its slaves were primarily not part of the slave trade to begin with. Much of Ballast's cheap labor is due to profiting off of the local poverty. "Lifetime contracts" for service in exchange for food, shelter, and dignity are sometimes the more appealing option than freedom for the poor, in especially difficult nations. For more information on slavery and societies with slavery, see the detailed Cultures, Societies, Nationalities pages.

General

General slaves are those who are not hard-laborers, warriors, or prostitutes. General slaves are often house-servants, errand-runners, or someone equivalent. General slaves are most often owned by rich masters. General slaves, however, are the most common kind of slave that still exists in countries where slavery is illegal. This is primarily because their work is not easily recognized as slavery; they often live with adequate amenities, making their status loosely considered a "job" with housing and food for wages. For that reason, their situation tends to be overlooked by the law and slavery advocacy groups.

Choosing this profession grants +31 Shape Points.

Core Skills:

+5 Skill in Awareness, Courage, and Willpower

Starting Gifts:

None.

Shape Choices:

++[Hard-Labored I]

Disadvantages:

Never Killed, Never Seen a Monster

Laborer

Slave laborers were the first to rise up in the northern countries and fight for freedom. But regardless, many societies still own slaves and laborers are the most common kind of slave. Laborers are employed to do hard work, heavy lifting, and exhausting tasks. Laborers tend to die younger than their masters, rarely living very old due to their hard work. Some governments or royalty own many slaves for the production of the realm.

Choosing this profession grants +23 Shape Points.

Core Skills:

+5 Skill in Awareness, Courage, and Willpower

Starting Gifts:

None.

Shape Choices:

+5 Bonus to Arm Muscle, Leg Muscle, and Toughness

++[Exposed to Nature, Hard-Labored II]

Disadvantages:

Never Killed, Never Seen a Monster

Prostitute

(For guilded or free-practicing prostitutes, See: Artisan – Courtesan). Arguably, no slave has a worse life than a prostitute. Often battered, abused, and diseased, prostitutes tend to die young or are killed if they become too sick to generate income for their owners. Some prostitutes are lucky enough to be purchased as concubines for a lord or in rarer cases as a wife. But for the most part, prostitutes are among the most neglected and marginalized of the world. A few rare havens exist for prostitutes where they are well taken care of, despite their line of work. Some whores when adequately cared for may even enjoy their line of work, though this tends to be a fantasy that is propagated to reduce the guilt in whorehouse patrons. Prostitution is generally one of the most grim situations for a person to find themselves in, and those who profess they enjoy it are more than likely encouraged by management to have such an opinion.

Choosing this profession grants +19 Shape Points.

Core Skills:

+5 Skill in Awareness, Courage, and Willpower

Starting Gifts:

None.

Shape Choices:

+5 Skill in Med/Rest and Charisma

+5 Bonus to Charisma

++[Socially Savvy, Hard-Labored I]

Disadvantages:

Never Killed

Warrior

Warrior slaves are incredibly rare. Most armies or factions no longer employ slaves for their grunt work. However, some nobles, merchants, and dignitaries do still employ a small number of slaves as personal guards when finding a knight or properly employed guard becomes too burdensome. More often than not, a warrior slave protects a rich person and their stuff. Warrior slaves are sometimes given great dignity and honor for their service, depending on the culture, despite having no personal freedom.

Choosing this profession grants +14 Shape Points.

Core Skills:

+5 Skill in Awareness, Courage, and Willpower

Starting Gifts:

Power and Crush or Finesse and Light Strike

Shape Choices:

+5 Skill in one Weapon Art

+5 Bonus to Arm Muscle, Leg Muscle, and Toughness

++[Exposed to Nature, Hard-Labored II]

Disadvantages:

Never Seen a Monster

TRIBAL PROFESSIONS

It is difficult to introduce “tribal” professions due to the tacit ethnocentrism of the terminology. That being said, “tribal” refers to characters that are part of a tribe-system of culture or society. Tribal is not meant to be synonymous with “savage” or “underdeveloped” sorts of “primitive” people. Many tribes in Braven remain culturally so by choice, whether they choose to live on the margins of the urbanizing world and complex politics, or they simply are traditionalist people who are keen to see the disadvantages of living a non-tribal way of life. Many bands and tribes still exist, most notably the tribal nations of Djamek and Lucykyand. In those cases, as with others, tribes are known to have complex systems of subsistence production, exchange, and politics. It is hard to consider the tribes “primitive” or “savage” although certainly they are different than urbanizing societies. Some tribes, like Djamek and Lucykyand, have hundreds of thousands of members, split across sub-tribes and bands stretching over giant landmasses. Characters who wish to choose a tribal profession may consider any other profession if it suits their desired arts or abilities better. The following list does not adequately do justice to the many different roles and professions that exist in tribal societies. However, for the sake of shape-point bonuses and the like, only the following professions are actually considered “tribal.”

Crafter

A tribal crafter is any person who concerns themselves primarily with crafting something. They may craft in excess and sell their excesses for trade goods or currency, or they may simply craft for their band or tribe as needed. (See: Artisan – Crafter)

Gatherer

Gatherers are either those who gather or hunt some form of subsistence or resource. They may gather in excess and sell their excesses for trade goods or currency, or (more commonly) gather as needed for their tribe or band. (See: Ranger – Any)

Leader

Tribal leaders are diverse and complex in their style and instantiation as leader. Many different tribes, sub-tribes, or bands have different expectations for their leaders, if they have formally claimed leaders at all. Tribal leaders are also very different in how they are chosen, elected, or brought into their place as leader. For the most part, leaders are well known and respected by their communities and they possess incredible physical and social abilities. Tribal leaders, in general, oversee many military and judicial aspects of their tribe. While some leaders also represent their tribe to other tribes or societies, more commonly a shaman or elder represents them instead.

Choosing this profession grants +3 Shape Points.

Core Skills:

+5 Skill in Awareness, Authority, and Charisma

Starting Gifts:

Power and Crush or Finesse and Light Strike, Scan, Tactical Shift, Inspire, Encourage

Shape Choices:

+10 Skill in one Weapon art or +5 in two Weapon arts

+5 Bonus to Toughness, Tactics, Authority, Courage, Charisma, and Willpower

++[Exposed to Nature]

--[Level Three Disadvantage]

Disadvantages:

Never Killed, Never Seen a Monster

Shaman

Shaman may refer to any sort of healer, elder, or magical-IHDal leader in a tribal society. Technically, just about all shaman are illegally practicing magic. However, even when visiting most societies where their use of magic is illegal, it is rare for shaman to be apprehended for their practice. Most shaman are deeply respected by their tribe, and often represent the tribe to other tribes or societies instead of the tribal leader, due to their

wisdom and presence. Shaman are typically quite old, and incredibly experienced and knowledgeable on a wide variety of subjects. Some universities and colleges have regular guest lectures by shaman on advanced, esoteric topics.

Choosing this profession grants +2 Shape Points.

Core Skills:

+5 Skill in Med/Rest, Awareness, and Charisma

Starting Gifts:

Scan, Direct I, Weaken, Duration I, Prepare

Shape Choices:

+5 Skill in Inscription

+15 Bonus to one Lore art, and then +5 Bonus to the other three (Alchemy Lore, Common Lore, Essence Lore, Nature Lore)

+5 Bonus to Med/Rest, Awareness, Courage, and Willpower

++[Exposed to Nature]

--[Level Four Disadvantage]

Disadvantages:

Never Killed

Trader

Trading is a tribal profession that is quite common. Many traders trade within their tribe, between tribes or subtribes, and outside of tribes in the larger world. (See: Merchant – General)

Warrior

Tribal warriors are those who fight on behalf of their tribe or band. (See: Military – Any)

WANDERING PROFESSIONS

Wanderers are those who wander, to put it simply. Wanderers are often loosely tied to their society of origin, if at all, and more often travel in small groups or alone. Wanderers generally look for adventure, meaning, or a way of life that is not clearly tied to a society proper, but don't wish to live stationary like a hermit. Some wanderers end up settling somewhere later in life, generally as hermits. But during their time wandering, characters with these professions tend to be contemplative, brave, and observant.

Adventurer

Adventurers are those who wander from place to place, looking for adventure. In general, adventurers have few possessions of their own but have enough privilege to somehow remain mobile. In general, adventurers left a place of riches or affluence and maintain their needs through contracts, quests, or the goodwill of others. Many small communities love receiving and sending adventurers. Adventurers are treated like knight errants in a way, but they travel on behalf of their community or themselves, and they obviously don't take a knight's vow. Most societies have a culture that helps to sustain adventurers, who generally become transient questers-for-hire, willing to do whatever difficult tasks that locals are not willing to do themselves.

Choosing this profession grants +12 Shape Points.

Core Skills:

+5 Skill in Med/Rest, Awareness, and Courage

Starting Gifts:

Power and Crush or Finesse and Light Strike, Prepare

Shape Choices:

+5 Skill in one Weapon Art

+5 Bonus to Toughness, Common Lore, Nature Lore, Stealth, and Willpower

++[Exposed to Nature]

Disadvantages:

Never Killed

Hunter

Hunters are wanderers who live off the land, but are typically loners or live in a small group with others. (See: Ranger – Hunter)

Sage

Sages are wanderers who share many similarities in eccentricity and wisdom as a hermit, but are not stationary. Wandering sages are among the most revered of people, as they tend to be seen as holy, blessed, mysterious, and prophetic. But whether a legit holy person, or a skilled poser looking for fame, the stats are still very similar.

Choosing this profession grants +4 Shape Points.

Core Skills:

+5 Skill in Med/Rest, Awareness, and Courage

Starting Gifts:

Scan, Prepare, Inspire, Encourage

Shape Choices:

+5 Bonus to Med/Rest, Common Lore, Essence Lore, Nature Lore, Awareness, Authority, Charisma, and Willpower

++[Exposed to Nature]

Disadvantages:

Never Killed

Transient

Transients are perhaps the most general sort of wanderer, simply because they are not particularly focused or skilled in anything. Transients tend to be incredibly marginalized however, which is the leading cause of their wandering. Unlike other wanderers, transients are not easily considered a wanderer simply by choice. Transients are typically unemployed, malnourished, and low in social status. Systemically, transients are a result of extreme social stratification caused by particularly advanced and mobile societies, but they do not benefit from cultural ideologies in the same way that many other impoverished types might (such as the wandering sage, the hermit, and others). Transients are the outsiders, the rejected, and the derelict wanderers who were often born into extreme poverty and given little access to proper ideological, social, and cultural support systems. The player may also wish to choose Peasant – Beggar for a stationary version of the Transient.

Choosing this profession grants +24 Shape Points.

Core Skills:

+5 Skill in Med/Rest, Awareness, and Courage

Starting Gifts:

None.

Shape Choices:

+5 Bonus to Toughness

++[Exposed to Nature]

Disadvantages:

Never Killed

WIZARD PROFESSIONS

Wizards are the licensed, legal practitioners of essence magic and magic-related professions. Essence magic is the most common form of magic that a person is capable of interacting with. Other forms of magic exist, but very few records show any harnessing of that magic, let alone a methodology for doing so. In order to be a licensed wizard, a character must endure difficult schooling, training, and exposure before being approved by the Congregation of International Magic Practitioners (Con-IMP or CIMP for short). The CIMP board was established by an agreement between several governments and the Holy Body in order to regulate the access that citizens had to dangerous magic. With magic being a regular practice of the church, the Holy Body was interested in a system that allows training for their priests but is not detrimental to the safety of society. Originally just a council within the church, eventually partnerships with governments led to the majority of nations in Braven adopting laws that require any and all practitioners of non-elementary magic to be licensed. Thus, CIMP was formed. Some magic is legal for private use, but any magic (direct use or even affiliation with magic-related materials) in the public sphere requires a license. Wizards range in their licensure and by their 2nd year of schooling at a college or university must decide on their specific track of study. Most colleges are quite expensive, but notably the two most prestigious colleges in Braven, Wycliffe of Gamin University and Von Bora Hall in Lamoor, are free. The stipulations for the free colleges are that applicants must pass rigorous "Talent Exams" and several interviews in order to be admitted, and often the students agree to spend the first several years after their licensing contributing to research for the college. In other words, only those with notable talent or considerable wealth ever make it into a wizarding program (let alone finish). Unlicensed wizards are called sorcerers and sorceresses. Wizards who do not renew their licensing but continue their practice of magic are called apostates. Unlicensed and illegal magic of any kind is called sorcery. A wizard's license is the book that they are issued, so if a wizard is practicing magic without their book handy, they could get in trouble. In any case, whether practitioners of magic or those who buy and sell items deemed magical, wizards are among the most educated and dangerous citizens of Braven.

Alchemy Licensed

A wizard with an alchemy license could practice in a variety of ways. Because the category of Alchemy could apply to medicine, potions, gases, or solids and any implementation of, alchemists have a variety of practices. Typically alchemists employ transmutation, conjuration, manipulation, or fusion magic to create or change inanimate substances. Due to their practice and access to specific spells, alchemists are the most common wizard caught practicing the illegal use of pithology (organic transmutation, conjuration, manipulation, or fusion). Alchemists are often employed working with doctors, creating the necessary potions or medicines or employed working in research at a school or private firm, developing new substances, materials, or chemicals.

Choosing this profession grants +1 Shape Point.

Core Skills:

+5 Skill in Med/Rest, Inscription, and Willpower

Starting Gifts:

Direct I, Weaken, Magnify I, Duration I, Prepare

Shape Choices:

+5 Skill in Alchemy Lore and Essence Lore

+15 Bonus to Alchemy Lore

+5 Bonus to Dexterity, Essence Lore, Inscription, and Willpower

++[Well-to-do II, Exposed to Nature]

--[Level Three Disadvantage]

Disadvantages:

Never Killed

Apprentice

Apprentice wizards are those who are studying to be a wizard, but are not yet licensed. Typically they are referred to as a Novice. (See: College - Novice)

Chandler Licensed

Chandler license wizards, called Chandlers, Brokers, or Dealers, are easily the richest of all the wizards, because they are the only wizards who deal in magical goods and services. While spells, magical items, and dangerous materials can be freely traded between wizards, magical goods that pass hands to non-licensed folks must be approved and modified by a chandler-wizard. Much of the work of a chandler is disenchanting,

re-enchanting, or enchantment-modification of magical items in order to make the items sellable to the public. Even though wizards are permitted to trade among each other for magical items or other services, most wizards still visit a trusted Chandler, as they tend to have networks and connections (due to their work) that other wizards do not. Chandlers, interestingly enough, are also the only wizards who construct and make official the standard-issue license-books for priests and wizards. Many wizards make their living simply producing these works, or special versions thereof, under the approval of the CIMP board. Chandlers are technically allowed to have any magical item in their possession, but illegal items must be registered with a permit, and those items require a destination and a time for arrival. However, even when chandlers are 'caught' with illegal goods by an officiant wizard, they are still allowed to register a permit at that immediate moment, specifying their destination and time of arrival.

Choosing this profession grants +1 Shape Point.

Core Skills:

+5 Skill in Med/Rest, Inscription, and Willpower

Starting Gifts:

Direct I, Weaken, Magnify I, Duration I

Shape Choices:

+15 Bonus to Alchemy Lore

+10 Bonus to Common Lore, Essence Lore, and Charisma

+5 Bonus to Inscription, Courage, and Willpower

++[Well-to-do III, Exposed to Nature, Socially Savvy]

--[Level Five Disadvantage]

Disadvantages:

Never Killed

Healer Licensed

Healers are a rare sort of wizard who use legal forms of pithology to mend organic material. Generally, healers heal people. But due to the nature of pithology spells, only non-permanent forms of organic conjuration and fusion spells are technically legal. This means that a healer could legally only give someone blood temporarily or put someone's arm back on for a time. Permanent spells of an organic nature are highly illegal, so few wizards look to a healer's license as a practical form of magic. Generally non-magical doctors are almost as effective as healers but require

much less schooling. However, large hospitals and some militaries employ a few healers for the most dire and extreme cases. While permanent spells are obviously more practical, it is still quite practical to at least give someone blood for long enough until their body can recuperate, or reattach an arm in hopes that their body will mend it naturally by the time the spell wears off.

Choosing this profession grants +1 Shape Point.

Core Skills:

+5 Skill in Med/Rest, Inscription, and Willpower

Starting Gifts:

Direct I, Magnify I, Duration I, Prepare, Encourage

Shape Choices:

+5 Skill in Alchemy Lore

+10 Bonus to Alchemy and Common Lore

+5 Bonus to Dexterity, Awareness, Inscription, Courage, and Willpower

++[Well-to-do II]

--[Level 3 Disadvantage]

Disadvantages: None.

Mage Licensed

Mages are the badasses of the wizarding world. Mages are generally commissioned by the military for combat training and magic capable of lethal force. Mages are required to pass more exams and are subject to more rigorous physical and psychological evaluations than any other professional in Braven. Mages must pass both entry and exit psychological evaluations (in addition to all other normal exams) before even being considered for mage licensure. (Mages are rarely licensed if any sign of psychosis, neurosis, or emotional instability show.) However, mages generally tend to see little action, despite their prestigious and incredibly hard schooling. Few nations actually employ their reserved mages in combat because of the difficulty, instability, and unpredictability of large-scale magical attacks. That being said, some companies do have a token mage who accompanies troops or serves as a personal advisor and guardian of a high-ranking official. On rare occasions, mercenary groups or other government offices will employ mages to serve due to their particular expertise and knowledge.

Choosing this profession grants +2 Shape Points.

Core Skills:

+5 Skill in Med/Rest, Inscription, and Willpower
Starting Gifts:
Scan, Direct I, Magnify I, Range I, Impact I

Shape Choices:

+15 Bonus to Common Lore
+5 Bonus to Toughness, Agility, Missile/Thrown or one Lore Art, Awareness, Inscription, Tactics, Courage and Willpower
++[Well-to-do II, Exposed to Nature]
--[Level Five Disadvantage]

Disadvantages: None.

Naturalist Licensed

A naturalist is a rare kind of wizard, but easily the most famous. Naturalists are among the most widely published and most accessible due to their work. Their work typically involves fieldwork out in nature, documenting monsters, creatures, magical phenomena, and uncharted lands. Naturalists sometimes travel in small groups with other wizards or in groups with guides, guards, or simply adventurers. Naturalists are the magical investigators of the wizarding world and every naturalist is required to do research for 7 years after receiving their license. Naturalists must do research every time they wish to have their license renewed. Many of the most well-known wizards were naturalists because most of the research that is publicly available has been written by a naturalist. Naturalists are only permitted to use civilian-level magic (only elementary magic and only in private) unless they are actively researching something. Of course, naturalists are generally allowed to use any non-illegal magic as long as they are not within the socio-public sphere. Pioneering, keen, and yet practical, naturalists are always Inspired for a new research opportunity.

Choosing this profession grants +1 Shape Point.

Core Skills:

+5 Skill in Med/Rest, Inscription, and Willpower
Starting Gifts:
Scan, Direct I, Weaken, Duration I, Range I

Shape Choices:

+15 Bonus to Essence Lore and Nature Lore
+10 Bonus to Awareness

+5 Bonus to Alchemy Lore, Common Lore, and Inscription

++[Well-to-do II, Exposed to Nature]

--[Level Three Disadvantage]

Disadvantages:

Never Killed

Novice

A novice wizard is a person who is learning the proper practice of magic, typically through a college or university. (See: College – Novice)

Officiant Licensed

Officiants are wizards who directly serve society through their knowledge of magic. The top two professions for a wizard officiant are inquisition specialists and advisors. Inquisition specialists are private detectives who work between the CIMP and local government to track apostate wizards and sorcery in order to enforce justice. Inquisitors, as they are called, generally investigate wizards who do not renew their licensing and follow up on reports of unlicensed or suspicious use of magic. Despite the fact that they are often the sole judiciary when incriminating apostates, sorcerers, and sorceresses, a Ranger, Master Templar, or highly specialized bounty hunter is generally commissioned to bring the lawbreaker in, on behalf of the CIMP and government. Inquisitors frequent trading hubs and are allowed to inspect the goods and practices of any wizard without warrant. Aside from inquisitors, officiants are often employed as advisors. Advisors work with nobles, government officials, the military, or the law as experts on magic and magic-related politics. Every member of the CIMP is an Officiant-licensed wizard-advisor. It should be noted that officiant wizards are not allowed use of magic in the public sphere unless it relates directly to the inspection, investigation, or enforcement of magic-related laws and regulations. In private, officiants are technically only allowed to use civilian-level magic. Officiants, whether inquisitors or advisors, always hold powerful office wherever they are serving.

Choosing this profession grants +3 Shape Points.

Core Skills:

+5 Skill in Med/Rest, Inscription, and Willpower

Starting Gifts:

Scan, Direct I, Weaken, Magnify I

Shape Choices:

- +5 Skill in Inscription
- +15 Bonus to Common Lore
- +10 Bonus to Authority
- +5 Bonus to one Lore Art, Awareness, Tactics, Courage, and Willpower
- ++[Well-to-do III, Exposed to Nature]
- [Level Five Disadvantage]

Disadvantages:

Never Killed, Never Seen a Monster

Priest Licensed

The priest is the most common kind of wizard, making up nearly one-third of all licensures. Typically a priest serves inside of a church, consecrating the magical elements and administering magic to the attendees. Some priests choose to stay inside the university and teach up and coming priests as a professor. The priest is considered the oldest role of wizard, according to the Holy Body. Long before any mention of the word 'wizard' are many references to priests and their miracles. Priests are licensed to practice many forms of body and mind manipulation spells as well as basic, legal forms of pithology. Priests are given a different book than other wizards with their licensure, called the Book of the Divine. Inside the Book of the Divine are numerous accounts and narratives of miraculous acts by famous prophets, leaders, and priests of the past. At the end of the book are a few essence-related spells, written in standard form for easy casting. Many priests are known to give up their practice of essence-magic in old age, after years of contemplating their holy scriptures. Some even try practicing the ancient art of 'faith magic,' which is primarily the magic recorded in the Book of the Divine. (It should be noted that while there are many different levels of priests within the Holy Body's hierarchy, they all still reference this profession for their starting stats.)

Choosing this profession grants +2 Shape Points.

Core Skills:

- +5 Skill in Med/Rest, Inscription, and Willpower

Starting Gifts:

Inspire, Encourage, Direct I, Duration I, Range I

Shape Choices:

- +10 Bonus to Common Lore, Essence Lore, Awareness, and Charisma
- +5 Bonus to Inscription, Courage, and Willpower

- ++[Well-to-do III, Exposed to Nature]

- [Level Five Disadvantage]

Disadvantages:

Never Killed

Scholar Licensed

Scholars are wizards who wish to continue research related to magic after they have finished their schooling. All university wizards who teach as professors, except for priests, are scholars. Scholars are encouraged to study a specialized area of magic so that they will have more expertise when doing research or teaching novice wizards. Scholars, due to their work, have more privileged access to sensitive materials than any other license. Technically, when actively doing research within a university or in a non-socio-public sphere (outside of cities/towns or inside a home) a scholar is permitted to use or do almost anything in the name of progress. However, most scholars find that even this practice is heavily regulated because they are required to get Magical Permits for illegal use of magic, and the permits are highly specific, one-time use permits. If the nature of the permit is extreme enough, several scholars might be required under the direct supervision of an officiant wizard. Due to these cumbersome politics, many scholars either teach quietly in a college or disappear into obscurity in private life somewhere, perhaps renewing their license or not. Aside from magic-permits for universally illegal magic, scholars are permitted under their licensure to use almost all magic that other licensed wizards are permitted to use, with one exception: they must not use other licensed magic in public, only in private, on a college's grounds, or completely outside of society.

Choosing this profession grants +1 Shape Point.

Core Skills:

- +5 Skill in Med/Rest, Inscription, and Willpower

Starting Gifts:

Scan, Direct I, Weaken, Magnify I, Duration I, Range I

Shape Choices:

- +5 Skill in Inscription
- +15 Bonus in one Lore Art
- +5 Bonus to Common Lore (or one Lore art other than Common Lore, if Common was chosen for +15), Inscription, Tactics, Authority or Charisma, Courage, and Willpower

++[Well-to-do II, Exposed to Nature]

--[Level Five Disadvantage]

Disadvantages:

Never Killed

Unlicensed

An unlicensed wizard might refer to any of the following: a wizard whose license was revoked, who failed to renew their license, practices magic outside of their license, practices illegal magic, or a non-wizard who practices magic that is either illegal or requires a license to do so. (See: Outlaw – Sorcerer)

PERSONALITIES

Quite shamelessly, “personalities” were developed as a fusion of several different personality tests that exist out there today (in the real world, that is). That being said, there are eight different personalities that a player can choose for their character. Their character’s personality says a lot about both how their character will progress as they level but also how the character might be expected to act. Personalities can change after character creation, but it isn’t easy (considered “Cognitive Dissonance” in Paradigm Shifts for Plot Points). However, after the character’s profession, nothing defines the character as much as their personality. And even with enough time (leveling, questing, fame, exposure, etc.) a character’s personality becomes just about the most important thing about them. New players, especially those who are unexposed to acting or pretending of any kind, are simply encouraged to choose their own (actual, real-life) personality and simply play their character as some kind of avatar of themselves.

6 Descriptors are as follows, with a brief description of each pair:

Innovative (I) or Conventional (C): Innovative characters are highly impractical people who prefer to commit themselves and their energy towards possibilities such as a new idea, adventure, method, or creation. Innovative characters are impractical because they really might want to reinvent the wheel, if the wheel has an imagined potential yet unlocked. While innovative characters might appear to be completely impractical or foolish, they are not always impractical. For example: an innovative character who would rather take the risk of investing all of their time and energy into traveling to an unexplored land (which to accomplish requires an incredible amount of practical knowledge and execution) than simply letting the unknown continue to be a mystery. Conventional characters are practical; they know that often the best way is to follow a course that has already been perfected, rather than wasting time scavenging for alternatives. While conventional characters might seem to be lacking in creativity, they simply value practicality more (even though they may in fact be a very creative person). For example: a conventional character who loves the idea of retiring some day and practicing art but doesn’t want to starve before they ever get the chance. A steady job, careful planning, and perhaps they can afford the flexibility they need some day.

Harmonious (H) or Resolute (R): Harmonious characters are those whose primary satisfaction

and peace in life comes from a sense of pursuing harmony with the world around them. Harmonious characters are most troubled when their friends, family, and allies are troubled. Harmonious characters are adept at understanding the ways that sentient creatures interact with others and the world. Harmonious characters are interested in solving problems that are related to living things and the living world, such as: social, environmental, cultural, and behavioral problems, to name a few. Resolute characters are those whose satisfaction and peace in life comes from a sense of pursuing efficiency and logic (and primarily when those are accomplished completely). Resolute characters are most troubled when systems or entities function illogically and waste resources. Resolute characters are adept at reducing things to their smallest parts, in order to understand them better. Resolute characters are interested in solving problems that are related to the function (and sometimes the form) of things in the world, such as: engineering, financial, scientific, and industrial problems, to name a few.

Spontaneous (S) or Deliberate (D): Spontaneous characters might make plans, but they are always willing to drop plans for better opportunities. While often cursed with a lack of integrity or commitment to a particular project or idea, they are quick to adopt and adapt to newness when presented. Deliberate characters don't just make plans, they do everything they can to see those plans completed. Deliberate characters might occasionally miss opportunities or lack flexibility because they are committed to a greater goal, vision, or idea, but they are known for follow-through and completeness when they make promises.

The eight personalities are as follows, with a brief description of each:

IHS: IHSs are idealists. They are invested in abstract concepts of justice, harmony, and are incredible social-innovators. IHSs are characters that concern themselves with exploring ideas, helping others, and creating alternative ways of doing things and solving problems. IHSs are good at going with the flow, so to speak, and find it difficult to execute plans that are developed too far ahead of time. They prefer to remain available so that they can respond and react with more flexibility to problems or interruptions that can arise.

IHD: IHDs are dreamers and thinkers who project themselves and others into the future. Known for their visionary capability, IHDs tend to be the ones who conjure up new paths for others to tread. IHDs are often concerned with abstract concepts like salvation, meaning, and being while

practicing strategic forms of innovation. IHDs are strongly motivated by their love for others, and sometimes to a fault. IHDs use their wisdom and their charismatic nature to help and challenge those around them. Natural influencers and advisors, IHDs are always thinking deeply about the possibilities and potential they see in others.

IRD: IRDs are utter, terrifying geniuses. Ruthless, logical, rational, and exacting, IRDs are those who invent ideas that others were often too afraid to. IRDs concern themselves with understanding and innovating complex systems of power and structures of control while formulating strategies for solving abstract and even cerebral issues with ease. IRDs are skilled at getting others to believe in their innovations, often gathering minions who are willing to do all the necessary things that must be done. Living for a sense of accomplishment and challenge, IRDs typically find themselves to be the best person to solve the hardest problems. IRDs are known for their incredible intellect, health, and presence among others.

IRS: IRSs are crazy and often misunderstood people of brilliance. The most innovative and eccentric of all the personalities, IRSs are capable of coming up with wild and absurd ideas on the fly, thinking completely out of the box, and disregarding plans or expectations at a moment's notice (if a better idea presents itself). Often divergent, IRSs prefer to avoid the complications that can arise out of blunt, straightforwardness. IRSs instead tend to find alternatives that no one thought existed or were even possible. IRSs, while cursed with an eternal inability to commit themselves to things in general, are often more fluid and flexible than anyone else when coming up with all kinds of pure crazy.

CHD: CHDs are the reliable, sturdy, humble folk of the world, although sometimes noted for their stubbornness. The most common personality, but certainly not incapable of a sense of inner uniqueness, CHDs are always the most unthanked heroes and heroines of any story. CHDs often do work that most others don't have the patience for, and are rarely given the credit they deserve. CHDs, while not known for their creative capabilities, are the best at following orders, executing plans, and for that reason are seen as trustworthy and reliable people. CHDs believe that by serving others with integrity, they show their devotion.

CRD: CRDs are keen, sharp, and unwavering. Often seen as rigid, fierce, and stoic, CRDs are typically the most perceptive and investigative of all the personalities. While not necessarily innovative thinkers, they are incredibly intelligent,

letting no stone go unturned and no piece left unconsidered. CRDs believe in a sense of order, control, and strictly adhere to rules for a sense of organization and understanding in the world. CRDs are the most capable at compartmentalizing information and handling complex pieces of data all at once. CRDs are motivated by a need to restore things from chaos, exact justice, and prepare for future disasters.

CHS: CHSs are the captivators of the world. Known for having a dramatic and engaging personality, CHSs are always noticed when they are in social situations. CHSs, not known for their intelligence or wisdom, make up for this in their grace and influential behavior. CHSs live to be known and recognized and to experience what others have not (or lack the bravery to do). Seen often as the most daring, CHSs are capable of going places that others would not be willing, making them incredible trailblazers, free-spirits, and overall memorable characters.

CRS: CRSs are among the most efficient and effective people, whatever they set their mind to do. While not necessarily brave, strong of will, or good with people, CRSs invest themselves instead into their own abilities. CRSs are the most talented and driven of all the personalities, seeking first and foremost to make themselves and their work of the most excellent quality. CRSs, while sometimes seen as self-serving, are often the most valuable assets to any team due to how invested they are in whatever they have chosen to specialize in. In fact, they are always seen by others as paramount specialists in something, that one person who is needed for the most difficult sort of job.

For the specific bonuses that each personality receives, see the Host's Guide.

Method: Shortcut Character

1. Try asking the player to tell their character's story. Start by asking these questions:

- a. What sort of background does your character have?
- i. What ethnicity is your character? What sort of look do you want your character to have?
- ii. What nationality or culture, if any, does your character come from?
- iii. What profession, what work, is your character known for, if any?
- iv. How old is your character? (Age can easily build possible work-history.)
- b. What sort of personality will your char-

acter have? (Or ask what sort of personality the player has, if they aren't sure of their character's personality yet.)

c. What sort of strange, unique or quirky things might make your character special?

d. What sort of character do you want to become? Will you have specific goals? Is there anything in your character's background or story that might point to where they wish to go or what they might want to do?

e. Note: Most of the time players actually choose their character's name at the end of the character creation process, so don't spend too much time waiting for them to find a name.

2. The answers to these questions can put character creation into narrative terms, instead of mathematical or numerical terms. Knowing what feel a player wants over what sort of numbers make them most efficient (as a fighter, mage, etc) actually makes the character creation process easier and more enjoyable. Players also tend to be much more satisfied with a character created in this way.

3. The character creation process moves very smoothly when done in the following order:

a. Begin. At this time, have the player roll for their character's stats and you and the player approach brainstorming about their character in a narrative sense. (Ask the questions from earlier.)

b. Find the character's ethnicity. In my experience most players will make one of two types of choices when determining the ethnicity of their character, whichever ethnicity can optimize their stats and whichever ethnicity simply seems the most appealing to them at the time. It is strongly encouraged to emphasize to the player the second kind of character-building choices. Making a character that feels good is actually easier to accomplish than a character that feels strong or powerful. This style of character building puts the player's character in light of uniqueness, specialness, and fun. This often gives players a much more moving sense of attachment and ownership to their character than a perspective simply of optimized strengths. It also should be noted that it is incredibly hard to build a powerful force of a character at the beginning anyway, and it is relatively much easier to do so as the game progresses. After the character's ethnicity has been found, record their ethnicity at the top of the character sheet next to Ethnicity. Then add and calculate all bonuses to the character based on ethnicity.

i. First add the information from the section Ethnicity-Related Bonuses to Stats and Vitality

to the player's character sheet. These bonuses are added to the columns labeled Bonus under STATS and VITALITY on the character sheet. Health bonuses are simply added to the row HEALTH.

ii. Second add the information from the section Ethnic Advantages and Disadvantages to the player's character sheet. These bonuses are added as passive shape bonuses and can be recorded in any one of the three red columns at the bottom of the character sheet. If any bonuses apply directly to Arts, these may be written in that art's row. Additional shape points awarded at this time may be recorded at SHAPE under the VITALITY section, to be spent later during character creation.

c. Find the character's Culture/Nationality. This will simply allow certain professions to be chosen by the player, as well as give a possible perspective for building narrative and backstory. Record their culture at the top of the character sheet next to Culture/Nationality/Other.

d. Find the character's Profession. As noted before, the narrative intention of the player should be understood before the player chooses their character's profession. Due to the large quantity of possible professions that a player may choose from, it is not recommended that time be spent choosing a profession that optimizes their character. And because I know personally that many players do simply want to create a character who is the most destructive soldier or the best spell caster, then the obvious profession options should be made known to them. The reasons for this are mostly due to time constraints. Often when creating many characters, the host's job is to ask enough questions to the player and come to an understanding narratively, and then prescribe a recommended few options. I have found this works best. When the player has chosen their character's profession, record this next to Profession at the top of the character sheet.

e. Find the character's Personality. If the player isn't sure how to differentiate their personality from their character's, then simply recommend a personality that matches the player. But many players I have found are either unhappy with their own personality's benefits or they would simply prefer to try a new kind of character. Ask them sample questions from the Personality: Who is your character? Section. When their character's personality has been found, record this next to Personality on the character sheet. Note later when the character is leveled up that any and all benefits for the character based on their personality go in the Level columns of the STATS and VITALITY sections. Note that only benefits from the character's personality go in

the Level column. All other benefits go under the Bonus column, including shape, ethnicity, profession, or item-related benefits.

f. Level up. Level the character up based on their Profession (if necessary) or calculate for level 1. After the player has chosen their character's ethnicity, culture, profession, and personality then their character may be leveled up. At this time some professions will place the character at a higher level than others, but require certain practice points be distributed in certain ways. Keep track of these things as you are leveling starting characters. It also should be noted that many benefits are available to players for narrative purposes, which may or may not be practical ones. Some characters may have a home or children, a community which knows them well, while others may not. It is at this time that the history of the character is important in the leveling up process.

g. Spend Shape Points. After a character has reached the level that they will start playing at, their shape points may be spent. Many shape options are only available to the character at the beginning of the game, so keep track of these. Some characters may have much more shape points than others, depending on their ethnicity, profession, and personality. Also to note, shape points that are gained specifically from leveling up (due to their profession) may not be spent on starting shape options if the host decides that this is fair. The points earned from ethnicity, profession, and disadvantages may be the only shape points that are be spent on beginning-only shape options. The points spent from these categories may be spent on benefits that are not starting-only restricted, however. Then after starting-only shape options are chosen, the player may choose to save or to spend the remainder of their shape points on the at-any-time shape options. Shape options and their benefits must be recorded on the character sheet. The shape options must be written at the bottom of the character sheet or on the back, and the benefits must be recorded in the correct columns and categories where they belong. IE, If the shape option "Stat Boost" is chosen twice, once for Prowess and once for Wits, it must be recorded as "Stat Boost I – Prowess" and "Stat Boost II – Wits" on the bottom or the back of the character sheet. The +2 for each must be recorded in their respective Bonus columns in the STATS category on the character sheet.

h. Spend Gift Points. After shape points have been distributed, (and some may have been chosen to convert into gift points) the character's gift points may be spent. Make sure that players have

carefully examined the rules and requisites for gifts so that by this time they have a pretty good idea which gifts they will be choosing to start with. Often because of the vast depth of options for gifts, it can become both time consuming and overly-rushed for different players to choose their gifts. It is quite helpful to have a player's handbook for at least each player, so that during downtime in the character creation process they can be browsing possible gift exploration options both at the start and in the future for their character. Gifts that are chosen must be recorded at the bottom of the character sheet in the red columns or on the back of the character sheet. Any benefits to arts given by gifts must be recorded in the Bonus column under the ARTS section.

i. Total everything. At this time make sure that every stat, art, and vitality is totaled, that weight, encumbrance, and move are accounted for, and the player (if they choose to do so) has filled out their character's combat-reference sheet. Make sure to record unspent gift points and shape points, and if the host decides to award one starting plot point, they may do so at this time.

j. Calculate Potential and Initiative. The character's potential may either be half of their lowest stat or one third of their highest stat. (I personally only allow the former of those two options, but both are sufficient for balance purposes.) The character's initiative is their lowest stat. Record these under the category STATS, next to their respective initials (PT and INI).

k. Items. Purchase and make any starting items the character will have using money that the character has. However, many freedoms may not be available to the character at this time depending on how the host wishes to build the narrative of the character. Some characters, for example have much more money than others and it is the host's discretion to restrict their purchases before the start of play. Additionally, it might be important in the narrative that the character actually starts with very few possessions to their name. Alternatively, the host may just choose to allow the player to purchase any item they desire for their character at this time. After all characters have purchased items and properly recorded them in the blue section on the right-hand side of the character sheet, the character creation process closes and the game begins.

Leveling Up: Leveling Up is rather organic. The different rewards given are as follows, and each of these are given at different intervals: Practice Points, Status, Gift Points, and Stats. The player applies their bonuses for leveling once they suc-

cessfully sleep, waking up a more powerful character.

Practice Points: Practice Points are gained every 3rd level (starting at Level 1, then 3, 6, 9, etc.). The character receives extra Practice Points to distribute at will. They receive 10 practice points. The information to the right below is a conversion rate of how many Practice Points equal 5 Art Skill, based on the desired skill the character is trying to reach. (For example, when the character has 5 skill and wishes to reach 10 skill, the cost is only one practice point. But when the player wishes to raise their skill from 10 to 15, it would cost them 2 practice points.)

Skill is at	Cost	Skill becomes
0	1	5
5	1	10
10	2	15
15	2	20
20	2	25
25	3	30
30	3	35
35+	4	(+5 more)

Every 3 Levels: 10 Practice Points

Status: These points are given at Level 1 and every following even level afterwards, (starting at Level 1, then 2, 4, 6, etc), depending on the Personality of the character. Stamina and Sanity bonuses are both added to the character's maximum and heal their current value.

	IHS	IHD	IRD	IRS	CHD	CRD
CHS	CRS					
Stamina		+28	+20	+20	+24	+32
+32	+40	+36				
Sanity	+4	+9	+8	+6	+5	+7
+4	+6					
D Health		+10	+6	+10	+6	+14
+12	+8	+8				
Shape	+8	+7	+6	+9	+4	+3
+6	+5					

Gift Points: These points are given at Level 1 and

every level afterwards. The character is given 2 Gift Points plus 1/10th of their WT (round down) in Gift Points. (If a character is also receiving Stat points at this time, then those Stats may be distributed before this equation.)

Every Level: 2 + 1/10th of WT = Gift Points

Stats: Stat Points are given at Level 1 and then every 5th level, (starting at Level 1, then 5, 10, 15, etc). See Below:

	IHS	IHD	IRD	IRS	CHD	CRD
CHS	CRS					
Rarity	1-13	14-17	18-21	22-27	28-53	54-73
	74-83	84-100				
Physique		+4	+0	+1	+0	+3
+3	+2	+3				
Wellness		+2	+2	+0	+2	+4
+3	+2	+0				
Grace	+0	+1	+1	+2	+2	+0
+4	+3					
Prowess		+1	+0	+0	+3	+2
+2	+3	+4				
Erudition		+1	+3	+4	+3	+1
+3	+0	+3				
Wits	+3	+3	+3	+4	+0	+1
+2	+2					
Prestige		+3	+4	+3	+1	+2
+1	+3	+0				
Nerve	+1	+2	+3	+0	+3	+4
+0	+1					
Free Stats		+5	+5	+5	+5	+3
+3	+4	+4				

Shortcut Table for Leveling: P = Practice Points, V = Vitality, S = Stat Points

(Note: every level receives gifts)

Level	Awards	Level	Awards	Level	Awards
Awards	Level	Awards	Level	Awards	Level
1	P, V, S	6	P, V	11	-
V	21	P	26	V	16
2	V	7	-	12	P, V
-	22	V	27	P	17
3	P	8	V	13	-
P, V	23	-	28	V	18
4	V	9	P	14	V
-	24	P, V	29	-	19

5	S	10	V, S	15	P, S	20
V, S	25	S	30	P, V, S		

Prime Stat Specializations (In addition, a +5 is given to the stat and shape purchases have max roll)

Physique: Character gains +1 to Move and may choose to max and double all their dice rolled for damage once per day (melee attacks only, applies to abilities as well as base weapon damage). This multiplier stacks with Critical Effects.

Wellness: All Health and Stamina heals received, from regen, spells, or abilities are twice as effective.

Grace: Character may roll again once per day for any maneuver of choice and choose the highest of the two rolls.

Prowess: One tenth of Prowess is added to Initiative, up to a max of +10. In addition, the character has a permanent +1 to Potential.

Erudition: Character receives an additional 2 Practice Points when Practice Points are distributed (every third level). In addition, Shape Purchases which give a bonus to Lore Arts do not increase subsequent purchase costs.

Wits: Character may choose one Art that permanently uses Wits instead of its base stat.

Prestige: Shape Purchases invested into Charisma or Authority grant twice the amount. Also, the character begins with +5 International Reputation with the Disposition Type of their choice.

Nerve: Sanity Regen uses a +d6 instead of +d3 each day. In addition, every Bonus (not Level or Roll values) added to the character's Nerve also adds to their Spell Resist as a Bonus.

SHAPE

Shape is a concept that governs the uniqueness and customizability of a character. Shape points are a currency that are spent by a player (primarily at character creation, although also in smaller amounts as a character levels) in order to purchase unique abilities, extra skill in arts, or special bonuses for their character. Some shape options may only be chosen at character creation, in order to explain a character's background (and how exactly they have a +15 sword made of silver or are really attuned to nature, for example). Among the options that can only be chosen at character creation are disadvantages. Disadvantages grant extra shape points for spending, in exchange for

permanent disabilities for the character (such as fat fingers, or poor navigation skills). The shape options that may be purchased at any time are labelled as such.

STARTING DISADVANTAGES

These traits are what every level one character has, unless specified otherwise. The Shape Points cost to have these disadvantages removed are recorded below in the subsection Starting Advantages.

Favored Arm

(Off-Hand Negative) -25 to all off-hand maneuvers and off-hand Arm Muscle is 50%.

Naïve to Loss

(Determined by Social Standing)
The first time the character loses an ally or friend in combat or otherwise, they lose (2d6+12SN) and cannot regenerate SN for 7 days.

Never felt Trauma

(Determined by Social Standing)
The first time the character receives Trauma Effects in combat, they lose (2d6SN).

Never Killed

(Determined by Profession)
The first time the character kills someone, they lose (2d6+5SN) in addition to regular SN loss.

Never Seen a Monster

(Determined by Profession)
The first time the character sees a monster, they lose (d6+3SN) in addition to regular SN loss and have -10 to Courage against the monster.

STARTING ADVANTAGES

Each of these traits may only be purchased during character creation, and may only be purchased once unless specified otherwise. If a trait combines the advantages from other traits and explicitly says so, those other traits may not be purchased. These advantages are organized into the categories: Disadvantage Removing, Friends, Items, and Bookkeeping Enhancements.

Exposed to Horrors

-2 Shape

This trait removes the negative from Never Seen a Monster.

Friend of Sorrow

-2 Shape

This trait removes the negative from Naïve to Loss.

Grisly

-2 Shape

This trait removes the negative from Never Killed.

Toughened by Pain

-2 Shape

This trait removes the negative from Never felt Trauma.

SPECIAL ADVANTAGES

Only one of the following may be chosen by a character and only "Unique" may be chosen without approval of your Host.

Ambidextrous

(Requires Host's Approval)

This trait removes the negative from Favored Arm. Using 2H Weapons now uses 200% Muscle.

Fay-Blessed

(Requires Host's Approval)

Being brought back from the dead only costs half as many Plot Points (20 instead of 40).

Unique

+10 Shape Points and +3 Plot Points.

Wizard Licence

(Requires Host's Approval)

You have one Wizard license, starting with 5 runes from Class 1 of your License. These are stored on pages in your Wizard's Enchiridion. This Enchiridion tracks and records any time it is used to cast a spell and may alert authorities if used by someone other than yourself. You also gain a Pin, according to your license which you are required by law to display at all times. At level 5 you gain 5 more runes if you visit a Licence Office and you've book has been analyzed for any illegal use. You gain all your Class 2 runes at level 10, all your Class 3 at level 20, and all your Class 4 at level 30. These all must be approved at a Licensing Office. The Wizard Licenses are: Alchemist, Healer, Mage, Officiant, Naturalist, Priest, Scholar, and Chandler.

Sorcerer(ess)

(Requires Host's Approval)

You have access to magic illegally. You never gain new runes, but can choose your runes at the start. You keep them in a book of notes. If you are ever caught casting or your book is found, you may have a significant bounty put on your head. You may choose any 5 runes, but only 2 may be Class 1 Illegal or only 1 may be Class 2 Illegal.

Indigenous Practitioner Permit

(Requires Host's Approval)

You have access to magic that was given to you

by your people. You are a recognized practitioner where you are from and the Magisterium has given you a permit for the spells you have registered. You may choose any 5 legal or Class 1 runes.

Ranger License

(Requires Host's Approval)

You gain a license to kill, internationally recognized. You must have a Writ or Contract in order to kill and anytime you kill someone not on a Writ or Contract, it must be reviewed by Tribunal or local court. You can go to Ranger Offices worldwide in order to gain special contracts for ranger-only jobs. You must have your badge with you at all times and produce it if asked to by any member of the local law in which you are visiting. You also gain +5 Shape points.

Templar License

(Requires Host's Approval)

Like a Wizard License, you have 4 Classes of runes (called Ranks for Templar) that you gain access to at levels 1, 10, 20, and 30. However you have much fewer overall runes than a wizard. You gain +3 Shape points.

Paladin License

(Requires Host's Approval)

Like a Templar License, except you only have 3 total ranks and even fewer spells. You gain +3 Shape points and +1 Plot Point.

REGULAR ADVANTAGES

(May only choose during character creation)

Friends

Companion – Minion -6 Shape

This trait allows the character to have a minion. If the minion is a humanoid, it is considered a slave of the character and must have the stats of a Fodder Minion. If the minion is not a humanoid, then the character may choose between a horse, narc-gulling, or other relatively useful minion. The minion cannot be too intelligent, powerful, or have too much utility unless the GH decides the player could purchase these traits for more Shape points. For example, a Koda bear is a rideable, powerful, intelligent beast that can both understand communication from the character and also communicate back. The player may choose the relationship of their character to their minion; friendship or master-slave. A friendship increases the minion's and the character's SN regeneration by 1 each day. If either character dies for any reason, this SN bonus is lost and the living character loses [d10+10SN] along with any other negatives for losing a friend.

Companion – Pet -3 Shape

This trait allows the character to have a pet. This pet may be of a variety of small creature ethnicities, from peetle-bug to a dog. Pets are considered to be perfectly loyal, perfectly trained, and unless in harsh circumstances, capable of finding/hunting for its own food. A pet and its owner have empathy with each other and having a pet heals the character for 1 extra SN every day. If the pet dies for any reason, this bonus is lost along with [d10+5SN].

Items

Heirloom – Armor -4 Shape

This trait allows the character to receive a piece of armor from their backstory to start with. The armor stats are determined by a treasure roll with a random level of richness, quality, and material. The specific piece of armor may be made clear by the character's player. A helmet, a shield, an arm-guard and a leg-guard are examples of what may be chosen with this. A breastplate or other piece of chest armor costs an additional Shape point.

Heirloom – Item -2 Shape

This trait allows the character to receive an item from their backstory to start with. The item stats are determined by a treasure roll with a random level of richness, quality, and material. The specific type of item may be made clear by the character's player. An item could be anything from the Item, Clothing, or Accessories category of loot.

Heirloom – Weapon -3 Shape

This trait allows the character to receive a weapon from their backstory to start with. The weapon stats are determined by a treasure roll with a random level of richness, quality, and material. The specific type of weapon may be made clear by the character's player. A weapon of a Crossbow type costs one additional Shape point and a 6PT weapon costs one additional Shape point. Note: a 6PT crossbow would cost two extra Shape points.

Home Essentials -4 Shape

Basic place to stay + goods, worth very little (rent/mortgage required)

Magician's Pack -2 Shape

This trait allows the character to start with a Mortar and Pestle, Copper Alembic, Copper Pot, Measuring Spoons, Small Scale, Pinch, Dropper, Goggles, 4 Empty Bottles, 10 Blank Paper Scrolls, Quill, Ink, Pipe, Pipe Tobacco (15u), 4 Firecrackers, and 1 Firework all in a cloth backpack that can hold up to 45WE.

Proprietor's Realty -18 Shape

Very nice place to stay, multiple goods of basic use (rent/mortgage required)

Traveler's Pack -2 Shape

This trait allows the character to start with 6 Waterskins, 6d of Rations, Spoon, Fork, Table Knife, Tin Cup, Tin Pot, Tin Plate, Tin Bowl, Sleeping Bag, Flint and Tinder (10u), 3 Torches, First Aid

Kit (10u), Tent, Fishing Pole, Fishing Bait (10u), and two 25' Ropes in a cloth backpack that can hold up to 45WE.

Well-to-do -2 Shape

This trait awards the character 10g. This may be purchased up to three times.

Bookkeeping Enhancements

Alluring Appearance -2 Shape

The character receives a +10 to Seduce maneuvers. This trait cannot be chosen with Aggressive Appearance or Visible Deformity.

Attuned to Magic -2 Shape

This trait grants the character +5 Essence Lore when using an Analyze, Recognize, or Awareness maneuver.

Attuned to Nature -1 Shape

This trait grants the character +5 Nature Lore when using an Analyze, Recognize, or Awareness maneuver.

Big-Picture Thinker -1 Shape

The character receives a +10 to Predict maneuvers. This trait cannot be chosen with Bad Planner.

Detail-Oriented -2 Shape

The character receives a +10 to Analyze maneuvers. This trait cannot be chosen with Not Detail-Oriented.

Dim Vision -4 Shape

This trait allows the character to avoid any negatives to visual Perception up to Dim darkness.

Effective Communicator -2 Shape

The character receives a +5 to Command, Acquaint, and Convince maneuvers. This trait cannot be chosen with Weak Authority.

Exposed to Nature -2 Shape

+20 Toughness against environmental cold and hot effects.

Good Head on Your Shoulders -2 Shape

The character receives a +10 to Orientation maneuvers. This trait cannot be chosen with Easily Confused.

Good Sense of Direction -2 Shape

The character receives a +10 to Navigate and Track maneuvers. This trait cannot be chosen with Easily Lost.

Hard-Labored -2 Shape

This trait grants the character +15 to Stamina. This trait may be purchased up to two times.

High Pain Threshold -5 Shape

Toughness is added twice to Stamina total.

Local: Known/Well-Known/Famous

-1/2/3 Shape

This trait gives all NPCs a +5/10/15 to Recognize maneuvers against the character. Easily Recognized is considered a disadvantage if taken with the trait Bounty and refunds up to 3 Shape Points instead of costing one.

Lucky -5 Shape

The character can no longer naturally fumble (no automatic fail on 1-5), but instead simply receives the value of their roll. This cannot be chosen with Very Unlucky.

Mentally Stable -4 Shape

The character regenerates 1 extra SN each day and Coping Mechanisms and Paradigm Shifts add +5 more SN each.

Naturally Sensitive -1 Shape

The character receives a +10 to Comfort maneuvers. This trait cannot be chosen with Emotionally Insensitive.

Nearly Ambidextrous -5 Shape

Instead of -25 to off-hand maneuvers, the character has no negatives. (Off-hand muscle negatives still apply.)

Night Vision -2 Shape

This trait allows the character to avoid any negatives to visual Perception up to Twilight darkness.

Remarkable Appearance -2 Shape

The character has some kind of unique, special, or interesting visible feature that makes them easily recognized. The player is required to purchase this if they have chosen for their character to have special aesthetic features. This trait gives all NPCs a +10 to recognizing the character. If this trait is chosen with Bounty, it only costs 1 Shape point instead. This trait cannot be chosen with Unremarkable.

Resistant to Magic -5 Shape

The character's essence is practically unaligned. All spells portaled through them (from enemies, allies, or themselves) receive -25 to casting. This trait cannot be chosen with Potent Magic Portal.

Sharp Fine Motor Skills -2 Shape

The character receives a +10 to Dexterity maneuvers. This trait cannot be chosen with Fat-Fingered.

Sharp Memory -3 Shape

The character receives a +10 to Recognize maneuvers. This trait cannot be chosen with Poor Memory.

Skilled in _____ -1 Shape

This trait adds +10 Skill to any professional, hobby, or secondary trait. This bonus may be applied to any art not listed on the Character Sheet and may include but is not limited to Blacksmithing, Carpentry, Rope-tying, Sailing, or other secondary arts. This trait may be purchased up to five times.

Socially Savvy -2 Shape

This trait grants the character a +10 bonus to Charisma and Willpower when buying or selling.

Solid Center of Gravity -2 Shape

The character receives a +10 to Balance maneuvers. This trait cannot be chosen with Poor Center of Gravity.

Strong Arms -5 Shape

The character has spent time strengthening their

arms, specifically. They receive a +10 bonus to Arm Muscle and each arm has +3 Health. This trait cannot be chosen with Weak Arms.

Strong Legs -5 Shape

The character has spent time strengthening their legs, specifically. They receive a +10 bonus to Leg Muscle and each leg has +5 Health. This trait cannot be chosen with Weak Legs.

Sturdy Core -5 Shape

The character has a tough core. +10 to Chest Health and +5 to Death Health. This trait cannot be chosen with Weak Core.

Tough Skin -4 Shape

The character receives +2/0 to mitigation all across their body.

Disadvantages

Disadvantages may only be purchased at character creation.

Name Benefit

Bounty: Local - Alive

Bounty: Local - Dead or Alive

Bounty: Regional - Alive

Bounty: Regional - Dead or Alive

Bounty: National - Alive

Bounty: National - Dead or Alive

Bounty: International - Wanted

Bounty: International - Extremely Dangerous

Improvements

Improvements are shape purchases that can be made at any time, not just during character creation. These may be found in the host's guide and the player's handbook, for later reference as well. Each improvement category has its own rules for how things can be purchased, so pay attention!

Character Improvements

Each Character Improvement increases in cost by 1 Shape point for each time it has been purchased. These may be purchased at any time and apply once the character has had a successful night of rest.

Name Cost

Art Bonus -2 Shape

+5 Bonus to any Art, +10 if a Lore.

Better Health -2 Shape

+5 to Death Health.

Defined Character -8 Shape

+1 Plot Point.

Did We Just Become Best Friends? -4 Shape

(Each character must purchase this.) The character and the other character become "friends." They each gain +1SN per day when spending the day in each other's company. If either character dies for any reason, this SN bonus is lost and the living character loses [d10+10SN] along with any other negatives for losing a friend.

Coping Mechanism -3 Shape

Adds +5 to SN.

Gifted -4 Shape

Adds 2 Gift Points.

INI Up -4 Shape

Adds +1 to INI.

Language Rank -3 Shape

This trait adds one rank to a language (up to Rank 3). (Language rules are explained before the

Culture section.)

Practiced Art -3 Shape

Adds +1 Practice Point.

Raised PT -4 Shape

Adds +1 to PT.

Spell Memory (Cost Varies)

A Spell Rune may be memorized, so that it does not have to be read in order to be cast. The base shape point cost is the same as the PT cost of the rune. The new PT cost of the memorized spell is 1PT. (Note: some runes cannot be memorized.) If a rune does not cost PT (but is channeled or takes time) its Shape Point cost is equal to the Sanity Cost of the rune. There is no speed increase in memorizing a rune like this, but its SN cost is halved. A memorized rune is cast stealthily, since there is no exterior display of its casting (this does not apply to glyphs used with the rune).

Stamina Training -2 Shape

Adds +15 to Stamina.

Stats Boost -6 Shape

Adds +1d3 to Any 3 Stats.

Stat Increase -6 Shape

Adds +1d6 to Any Stat.

WEAPON IMPROVEMENTS

Weapon Improvements may only be purchased once each per weapon. The improvements to a weapon only benefit the character who purchased the improvements. Also, each further improvement made on a weapon replaces previous improvements of the same kind.

Weapon Improvements may be purchased during leveling up and applied immediately. Plot Points may be spent as a substitute for 2 Shape.

Comfortable with -2 Shape

The character has used the weapon enough and grown comfortable with it. The weapon receives:
+5 Bonus

Familiar with -2 Shape

The character has used the weapon and grown familiar with it. This improvement requires that the weapon has the Comfortable with improvement. The weapon receives:

+10 Bonus

Accustomed to -3 Shape

The character has used the weapon and grown accustomed to it. This improvement requires that the weapon has the Familiar with improvement. The weapon receives:

+15 Bonus

+1 INI

Preferred -4 Shape

The character has used the weapon extensively and prefers it over others. This improvement requires that the weapon has the Accustomed to improvement. Only one weapon at a time may gain bonuses from Preferred. A weapon may be downgraded to Accustomed to, to make room for a new Preferred one. The preferred weapon receives:

+20 Bonus

+2 INI

+1 PT

Known -3 Shape

The character has become known using the weapon. This improvement requires that the weapon has the Comfortable with improvement. The weapon receives:

+1/2/3/4 dice to Stamina Damage, based on 3/4/5/6PT.

Famed -3 Shape

The character has become famed using the weapon. This improvement requires that the weapon has the Comfortable with and Known improvements. The weapon receives:

+2/3/4/6 dice to Stamina Damage, based on 3/4/5/6PT.

Fabled -4 Shape

The character has become fabled using the weapon. This improvement requires that the weapon has the Familiar with and Famed improvements. The weapon receives:

+3/4/6/8 dice to Stamina Damage, based on 3/4/5/6PT.

+5 to Authority & being Recognized

Mythical -4 Shape

The character has become mythical using the weapon. This improvement requires that the weapon has the Accustomed to and Fabled improvements. The weapon receives:

+4/6/8/10 dice to Stamina Damage, based on 3/4/5/6PT.

+3/4/5/6 to Health Damage, based on 3/4/5/6PT.

+10 to Authority & being Recognized

Legendary -6 Shape

The character has become mythical using the weapon. This improvement requires that the weapon has the Preferred and Mythical improvements. The weapon receives:

+6/8/10/12 dice to Stamina Damage, based on 3/4/5/6PT.

+6/8/10/12 to Health Damage, based on 3/4/5/6PT.

+15 to Authority, Charisma, & being Recognized

+Intimidate is used against all foes that witness

the weapon deal a killing blow (only works once per foe)

Armor Improvements

Armor Improvements may only be purchased once each per armor piece. The improvements to armor only benefit the character who purchased the improvements. Also, each further improvement made on a piece of armor replaces previous improvements of the same kind.

Armor Improvements have the same purchasing rules as Weapons.

Comfortable with -1 Shape

The character has used the piece of armor and grown comfortable with it. The armor receives +0/5% to MIT.

Familiar with -1 Shape

The character has used the piece of armor and grown familiar with it. This improvement requires that the armor piece has the Comfortable with improvement. The armor now has +1/5% to MIT.

Accustomed to -1 Shape

The character has used the piece of armor and grown accustomed to it. This improvement requires that the armor piece has the Familiar with improvement. The armor now has +3/5% to MIT.

Preferred -2 Shape

The character has used the piece of armor extensively and prefers it over others. This improvement requires that the armor piece has the Accustomed to improvement. Only one piece of armor per body part may gain bonuses from Preferred. An armor piece may be downgraded to Accustomed to, to make room for a new Preferred one. The armor now has +5/10% to MIT.

Known Set -2 Shape

The character has at least two pieces of armor that have become known when used together. The character may only have one known set at a time. This improvement requires that both armor pieces have the Comfortable with improvement. When wearing the two pieces together, the character receives:

+10 Evasion to each of the body parts the armor covers.

Famed Set -3 Shape

The character has at least three pieces of armor that have become famed when used together. The character may only have one famed set at a time. This improvement requires that all three of the armor pieces have the Comfortable with improvement and at least two have the Known Set improvement together. When wearing the three pieces together, the character receives:

+20 Evasion to each of the body parts the armor covers.

Fabled Set -4 Shape

The character has at least four pieces of armor that have become fabled when used together. The character may only have one fabled set at a time. This improvement requires that all four of the armor pieces have the Familiar with improvement and at least three have the Famed Set improvement together. When wearing the four pieces together, the character receives:

+20 Evasion to each of the body parts the armor covers.

+5 to INI

+5 to Courage

Mythical Set -5 Shape

The character has at least five pieces of armor that have become mythical when used together. The character may only have one mythical set at a time. This improvement requires that all five of the armor pieces have the Accustomed to improvement and at least four have the Fabled Set improvement together. When wearing the five pieces together, the character receives:

+20 Evasion to each of the body parts the armor covers.

+5 to INI

+15 to Courage & being Recognized

Legendary Set -6 Shape

The character has at least six pieces of armor that have become legendary when used together. The character may only have one legendary set at a time. This improvement requires that all six of the armor pieces have the Preferred improvement and at least five have the Mythical Set improvement together. When wearing the six pieces together, the character receives:

+20 Evasion to each of the body parts the armor covers.

+5 to INI

+2 to PT

+25 to Courage, Willpower, & being Recognized

+20 to Spell Resist

