DARK · SUN
CAMPAIGN SETTING

Contents

Chapter 1: Credits

The way we get things done is not to mind who gets the credit for doing them.

– Benjamin Jowett

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Chapter 2: Intro

"For thousands of years, the Tablelands have remained untouched: its politics frozen in a delicate stalemate, its life in a balance even more delicate. It is true that the Dragon Kings amused themselves with their petty wars, rattling sabers to punctuate the passing of ages. It is true that, occasionally, another city would be swallowed by the wastes.

But there were no surprises. The Dragon Kings steered everything from their omnipotent perches, content in their superiority, but ever thirsting for challenge. All that has changed. The Tablelands have been thrown into turmoil, the likes of which have not been seen since times forgotten. The Dragon Kings have been thrown into confusion, grasping for the tedium they so recently lamented.

And yet I fear the worst is yet to come. Change is in the air, and change has never come gently to Athas."

– Oronis, sorcererking of Kurn

Athas' savage, primal landscape is the result of long centuries of ecological and magical abuses. The world is dying. It breathes its last gasps as water turns to silt, grasslands become sandy wastes, and jungles decay into stony barrens. Still, life finds ways to endure even in these hellish conditions. In fact, it thrives. Children growing up beneath the crimson sun dont aspire to become heroes. True heroes who champion causes or try to make the world a better place are as rare as steel on Athas. Living to see the next dawn is more important than defending a set of beliefs, so survival ultimately motivates all living creatures, not virtue or righteousness.

Today, Athas rushes toward its future. If the course of destruction is to be diverted, if Athas is to be restored, then heroes must grab the reins of destiny and give new hope and promise to the world. It will not be easy. In fact, it will be extremely difficult. But it is possible. The denizens of the Tablelands have suffered under oppression for thousands of years, and now, a boiling point has been reached. Perhaps not today, perhaps not tomorrow, but someday, change will come.

Eight Things You Need to Know

The world of the Dark Sun setting is unique. This is not a world of shining knights and robed wizards, of deep forests and holy shrines. Athas draws on different traditions of fantasy storytelling; simple survival beneath the crimson sun is often its own adventure. With that in mind, here are the seven most important things you need to know about the Dark Sun setting:

- **The World is a Desert** Athas is a hot, arid world covered with vast stretches of desertendless seas of dunes, stony wastes, thorny scrublands, and worse. In this forbidding world, cities and villages can only exist in a few oases or verdant plains. Beyond these islands of civilization is a barren wasteland roamed by nomads, raiders, and hungry monsters.

- **The World is Savage** Life is brutal and short in Athas. The vile institution of slavery is widespread in Athas, and hundreds, perhaps thousands, are sent to their deaths every year in bloody arena spectacles. Metal is quite scarce. Arms and armor are often made of bone, stone, wood, and other such materi- als, because steel is priceless.

- **Metal is Scarce** Most arms and armor are made of bone, stone, wood, and other such materials. Mail or plate armor exists only in the treasuries of Sorcerer-Kings. Steel blades are almost priceless, weapons that many heroes never see during their livetimes.

- **Arcane Magic Defiles the World** Athas was reduced to a wasteland by the reckless use of arcane magic in ancient wars. To cast an arcane spell, one must gather power from the living world around. Plants wither to black ash, crippling pain wracks animals and people, and the soil itself is sterilized; nothing can grow in that spot again.

- **Terrible Sorcerer-Kings Rule the Cities** The city- states of Athas are ruled by defilers of immense power. These mighty spellcasters have held their thrones for centuries. The sorcerer-kings govern through templars, a class of officials and lesser defilers who can call upon the kings powers.

- **The Gods of Athas are Silent** Athas is a world without gods. There are no clerics, no paladins, no real prophets or religious orders. In the absence of divine influence, people have turned to other sources of power. Psionic power is well known and widely practiced in Athas, while shamans and druids call upon the primal powers of the world - even though the primal spirits of Athas are often wild and vengeful.

- **Fierce and Deadly Monsters Populate the World** Athas is home to its own deadly ecology. Cattle, horses, camel-snone of these animals can be found in Athas. Instead, people tend flocks of erdlus, ride on kanks or crodlus, and draw wagons with inixes and mekillots. Wild creatures such as lions, bears, or wolves are almost nonexistent. In their place are terrors such as the id beast, the so-ut, or the tembo.

- **Familiar Races aren't what you Expect** Many of the fantasy stereotypes dont apply to Athasian heroes. On Athas, elves are a nomadic race of herders, raiders, peddlers, and thieves. Halflings aren't amiable river-folk; they're xenophobic headhunters and cannibals who hunt and kill anyone foolish enough to venture into their montane forests. Each of the major races has adapted to Athas in new and unexpected ways.

Chapter 3: Character Creation

"From the lowliest slave to the highest templar, our fates are decided for us. The slave at the hands of the master, and the templar at the will of the king. Pray to Ral and Guthay that your children are born when the stars align to favor them. Few are those privileged to choose their own path of life, and cursed are those for they are bound by choice and have but themselves to blame for their misfortune. The bard addicted to his alchemical mixtures, the templar imprisoned for his crimes, and the gladiator sacrificed for the thrill of the fight. It is the choices that define who you are and how you die, regardless of who makes them."

– The Oracle, Blue Shrine Scrolls

Select Race

Choose a race from the supplied list. Important factors personality, characteristics, abilities and starting experience. The XP listed on the race information section is your starting XP. This may be used during character creating to upgrade characteristics, buy new skills or new talents. After character creation is completed, the only way to gain upgrades to characteristics is by buying the Dedication Talent, at the end of most talent trees.

Combine Careers

Choose 2 Specialisations from chapter 5: Specialisations , which will be combined to become your career.

The skills mentioned on the talent tree will be your career skills and both talent trees are now accessible for you to spend XP on.

Choose six of your career skills, they will start at rank 1 for free. If you have a skill in both specialisations, you may choose it twice to put two ranks in that skill. Having more than two ranks in any one skill at the end of character creation is forbidden. This includes ranks gained from your chosen race.

Invest Experience Points

Table 3.1: Investing Experience Points

Option	Cost	Limit
increase characteristics.	10 times the purchased rating in experience. Each rating must be purchased sequentially.	May not raise any characteristic above rank 5 at character creation. May not be purchased after character creation.
purchase ranks in career skills.	The purchased rank times 5 experience. Each rank must be purchased sequentially.	May not raise any skill above rank 2 at character creation.
purchase ranks in non-career skills.	The purchased rank times 5 experience plus 5 XP. Each rank must be purchased sequentially.	May not raise any skill above rank 2 at character creation.
purchase talents.	The purchased talents cost as indicated in the tree.	No special limits; only standard limits apply.
purchase new specialisation.	Ten times the number of specialisations (including the new one).	No special limits; only standard limits apply.

Determine Derived Attributes

After having spend your initial Experience Points, the Derived Atrributes are determined as follows:

Attribute	Method
Defense	Default to zero, potentially modified by the characters race.
Soak	Equal to Brawn Rating. Increases to Brawn increases Soak.
Strain Threshold	Determined by Race and Willpower, Increases to Willpower **do not** increase ST.
Wound Threshold	Determined by Race and Brawn, Increases to Brawn **do not** increase WT.
Encumbrance	Brawn Rating plus 5, Increases to Brawn increases your Encumbrance.

Determine Character Motivation

Your motivation has two main componends; **Why** and **What**.

What: What is the motivation about, are you protective of your little sister, or do you look up to your master? These are important for your place in the world, and can be used to explain why a certain quest or mission is important for you.

Why: Why *are* you protective of your little sister says more about your character. The motivation behind the motivation so to say. This are the beginnings of a characters personality. These motivations are just examples and you are free to create your own motivation.

Table 3.3: Motivation

D10 Dice Roll	Result
1-3	Ambition
4-6	Cause
7-9	Relationship
10	Roll one in any two categories

Table 3.4: Motivation: Ambition

D100 Dice Roll	Result
01 - 10	**Friendship:** Your character seeks to be liked by others and goes out of the way to make a good impression. Your character seeks to be accepted by a community or faction.
11 - 20	**Love:** Your character seeks romantic affection and intimacy from another character. Your character might already have a true love or may strive to find someone to love and be loved by.
21 - 30	**Freedom:** The character desires the freedom to do what she wants. This could be a passion to overcome one or more of her current obligations or to see herself or others freed from the shackles of bondage and servitude in all its forms.
31 - 40	**Fame:** Your character seeks the limelight and wants to be famous. They pursue anything that can garner attention and praise.
41 - 50	**Greed:** Money is the primairy motivator for this character. The character may be active in business, investing or tried and true methods of pilfering to increase the weight of her money pouch.
51 - 60	**Status:** The character wants to elevate her social standing - gaining titles, commendations, and accolades. The character can come from humble beginnings or otherwise strive for a higher position than where she began.
61 - 70	**Expertise:** Your character wants to excel in a chosen field or skill. To achieve perfection, your character practices constantly.
71 - 80	**Wanderlust / Novelty:** The characer is driven to explore the region and rarely stays in one place for long. She's motivated to uncover ruins or unexplored regions. Alternatively, this character is driven to experience new sensations and activities, perhaps rather hedonisticly.
81 - 90	**Power:** Your character craves power and authority over others. The character may pursue privilege, social status, or rank to achieve this goal.
91 - 00	**Vengeance:** Someone or something wronged your character in the past, and the character has sworn to exact revenge against the aggrieving party.

Buy Starting Gear

By default, your character starts with 500cp with which you can buy gear from during character creation and 9d10cp pocket money, which you can not use during character creation. See chapter 8: Equipment for more information.

Table 3.5: Motivation: Cause

D100 Dice Roll	Result
01 - 10	**Religion/Spirituality:** The character actively supports some sort of religious or spiral belief.
11 - 20	**The Weak/Charity:** The character fights for the underdog, disliking bullies, slavers and nobles. She'll put the interests of those in need before her own and may donate time or money to the less fortunate.
21 - 30	**??** Roll again
31 - 40	**??** Roll again
41 - 50	**Overthrow the Tirant:** The character despises an important authority figure and everything that it stands for. The character actively gets involved in attempts to make life hard for that figure.
51 - 60	**Crime:** The character supports the idea of black-markets, scams, thieves and others that fall outside of the law. The character needs not to be a criminal herself but may give aid to criminals. Especially if they are familiy members or other close contacts.
61 - 70	**Emancipation:** The character sees slavery and indentured servitude as an abomination that must be undone. She'll go out of her way to aid or attempt to free anyone kept in slavery.
71 - 80	**??** Roll again
81 - 90	**Capitalism:** The character is an ubabashed capitalist and fights fot hre rights of the dune traders and the merchant guilds, sometimes running counter to the wishes of either a Sorcerer-king or criminels
91 - 00	**Support the Tirant:** The character actually supports the goals and methods of am important tirant and does her best to advance its cause. This could be a Sorcerer-king, or an other important tyranical figure.

Table 3.6: Motivation: Relationship

D100 Dice Roll	Result
01 - 10	**Place of Origin:** The character is deeply prideful of where she grew up. This could be a specific city or tribe or race. The character strives to better the place of origin and its people and will defend it with her life.
11 - 20	**Pet:** The character is close with a pet or animal companion of some sort of relatively small non-combatant.
21 - 30	**Childhood Friend:** The character maintains close ties with a childhood friend. Although the two may be far apart, the character desires only the best for this companion.
31 - 40	**Comrades:** The character shows loyalty for those she servers alongside. This could either be the current group of PCs, or former associates.
41 - 50	**Sibling/Siblings:** The character has one or more siblings with whom she maintains a close relationship.
51 - 60	**Mentor:** The character is particular close to a mentor or teacher or other figure that provided support.
61 - 70	**Parents:** The character has close ties with her parent(s) and seeks their constant approval. This may or may not be a healthy relationship.
71 - 80	**Extended Family/Clan:** The character has a large extended family clan or tribe that she deeply loves. She seeks both their approval and comfort despite the many voices clamoring in her ear for attention.
81 - 90	**Master:** The player is a (former) slave and seeks his approval.
91 - 00	**Former Nemesis:** The character has formed a close bond with a former nemesis or rival. Although things are patched beteen them, they could still be competitive.

Chapter 4: Races

Dwarf

Dwarves form a good part of the people encountered in the Tablelands. These strong and devoted beings live to fulfill their focus, a task they choose to devote their lives to. Stubborn and strongminded, dwarves make good companions, even though their usual focused nature can tend to be bothersome.

Personality: Dwarves prefer to occupy themselves with meaningful tasks, and often approach these tasks with an intensity rarely seen in other races. As such, dwarves make excellent laborers, and take great pride in their accomplishments. However, their stubbornness can lead to difficulties. Dwarves will sometimes fail to listen to reason, attempting to accomplish what are impossible tasks. Dwarves live for their focus. Dwarves that die while being unable to complete their focus return from the dead as banshees to haunt their unfinished work. A dwarf also rarely divulges his focus to anyone.

Names: A dwarfs name is usually granted to him by his clan leader after he completes his first focus.
Male Names: Baranus, Biirgaz, Bontar, Brul, Caelum, Caro, Daled, Drog, Fyra, Ghedran, Gralth, Gram, Jurgan, Lyanius, Murd, Nati, Portek.
Female Names: Ardin, Erda, Ghava, Greshin, Gudak, Lazra, Nkadir, Palashi, Vashara.

Roleplaying Suggestions: Remember the intensity of your focus. Breaking or ignoring a focus has social, philosophical and spiritual repercussions. For someone to stand in the way of your focus is an assault on you. There is no greater satisfaction than fulfilling a difficult focus. Keep a serious, sober attitude nearly always. The only time you show your festive side is when you have recently fulfilled a focus, during the hours or days until you set a new focus. Only during these brief days of fulfillment, and only to other dwarves and your most trusted non-Dwarven friends, do you show your full joy and sense of humor. But these days are also a time of vulnerability, for until you set a new focus you lose all of your special focus related bonuses.
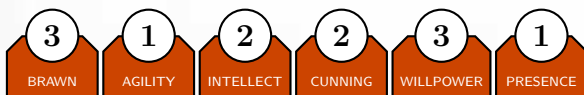
3	1	2	2	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 90
- **Special Ability:** When Dwarves focus on one task that takes more than a week to complete they gain a ◻ on all checks directly related to their focus.
- **Night Vision:** Dwarves may remove ◼ imposed by concealment due to darkness.

Elves

"Honor? The word does not exist in the Elven language."

– Tharak, Human guard

Athas' deserts, plains, steppes and badlands are home to the elves, a longlimbed race of trading, raiding, thieving sprinters. Running is the key to acceptance and respect among elves. Elves that are injured and cannot run are often left behind to die.

Personality: Other races see elves as dishonest and lazy; generally a fair assessment. Elves idle around their time for days until compelled by need to exert themselves, but they can run for days without complaint. No self-respecting elf will consent to ride an animal. To do so is dishonorable; Elven custom dictates that individuals keep up or be left behind. Elves prefer to lead short, happy lives rather than long, boring ones. Seeing the future as a dark, deadly place, they prefer to live in "the now," enjoying each fleeting moment. They thrive in open spaces, and tend to wither in captivity.

Names: Whether slave or free, elves prefer to keep Elven names. Tribe members take the tribe name as surname. Elves treat the naming of young runners as a sacred responsibility, naming the children of the tribe after the first interesting thing that they do while learning to run.

Elves believe with the appropriate name, a child can grow to greatness, but with the wrong name, the elf may vanish in the wastes. Sometimes a child's name is changed because of an extraordinary deed performed during an elf's rite of passage.

Male Names: Botuu (Water Runner), Coraanu (First Elf, the Warrior Thief), Dukkoti (Wind Fighter), Haaku (Two Daggers), Lobuu (First Runner), Mutami (Laughs at Sun), Nuuko (Sky Hunter), Traako (Metal Stealer).

Female Names: Alaa (Bird Chaser), Ekee (Wild Dancer), Guuta (Singing Sword), Hukaa (Fire Leaper), Ittee (Dancing Bow), Nuuta (Quiet Hunter), Utaa (Laughing Moon)

Tribe (Clan) Names: Clearwater Tribe (Fireshaper, Graffyon, Graystar, Lightning, Onyx, Sandrunner, Seafoam, Silverleaf, Songweaver, Steeljaw, Wavedivers, Windriders clans); Night Runner Tribe (Dark Moons, Full Moons, Half Moons, Lone Moons, New Moons, Quarter Moons clans); Shadow Tribe; Silt Stalker Tribe (Fire Bow, Fire Dagger, Fire Sword clans); Silver Hand Tribe; Sky Singer Tribe (Dawnchaser, Dayjumper, Twilightcatcher clans); Swiftwing Tribe; Water Hunter Tribe (Raindancer, Poolrunner, Lakesinger clans); Wind Dancer Tribe (Airhunter, Breezechaser clans)

Roleplaying Suggestions: Rely on Elven combat skills (distance, bows, and fighting by the light of the moons and stars). Use Elven noncombat skills and philosophy (running, escape from entangling situations or relationships). When someone professes to be your friend, dismiss them at first and then later, offer them a test of trust. Don't tell them that it is a test, of course. Ask them to give you one of their prize possessions, for example, or leave your own valuables out and see if they take advantage of you. Pretend to sleep, and find out what they say about you when they think you are not listening. Some elves go as far as to allow themselves to be captured to see if the presumed friend will rescue them!

1	3	2	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 9
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100
- **Special Ability:** Elves may remove ◼◼ from checks to resist arid or hit environmental conditions.
- **Thieves:** Elves gain one rank in skullduggery, they may not train Skullduggery above rank two during character creation.
- **Elven Run:** Elves gain a ◻ on any Athletics test concerning running and may remove and ◼ due to exhaustion caused by running.

Half-Elf

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100
- **Special Ability:** Half-Elves begin the game with on rank in one non-career skill of their choice. They may not train this skill above rank 2 during character creation.
- **Companion:** Desperate of companionship, half-elves often find companionship in small animals. You gain 1 rank in the Animal Companion Feat **??**.
- **Adaptation:** Half-Elves begin the game with either one rank in Survival or in Skulldugger. They may not train that skill above rank 2 during character creation.

"People are no good. You can only trust animals and the bottle."

– Delmao, Half-Elven thief

Unlike the parents of muls, elves and humans are often attracted to each other. Halfelves are typically the unwanted product of a casual interracial encounter.

Personality: Halfelves are notorious loners. Many Athasians believe that halfelves combine the worst traits of both races, but the most difficult aspect of halfelves - their lack of selfconfidence - comes not from their mixed origins but rather from a life of rejection from both parent races. Halfelves try in vain to gain the respect of humans or elves.

Names: Halfelves nearly always have human names. Unable to run as elves, they never receive Elven given names, or acceptance in an Elven tribe that they could use as surname.

Roleplaying Suggestions: Desperate for the approval of either elves or humans, you are even more desperate to appear independent and self-reliant, to cover your desire for approval. As a result, you tend towards a feisty, insecure, sullen self-reliance, refusing favors. You take every opportunity to show off your skills in front of elves and humans, but if an elf or a human were to actually praise you, you would probably react awkwardly or suspiciously. From your childhood, your closest friendships have been with animals. Other halfelves do not interest you. As time goes by and you learn from experience, you will find that you can also get along with other races neither human nor Elven: dwarves, muls, even thri-kreen. You dont feel the terrible need for their approval, and yet they give it more readily.

Half-Giant

"Mind of a child, strength of three grown men. I've seen a Half-Giant tear the walls out of a building because he wanted a better look at the tattoos on a mul inside."

– Daro, Human trader

Legend has it that in ages past, a sorcererqueen used wizardry to beget a union of giant and human in order to create a race of powerful slaves. Whatever the truth of this legend, the Half-Giant race has increased in number and is now fairly common especially in human controlled lands near the shore of the Sea of Silt. Half-Giants gain great strength, but dull wits, from their giant heritage, and are nearly as agile as their human forbearers.

Personality: Because of their artificial origins, there is no halfgiant culture, tradition or homeland. Halfgiants readily imitate the customs and cultures of their neighbors. Half-giants often display curiosity, a willingness to learn, and a general tendency towards kindness.

Names: Enslaved half-giants often have human names, and because of this they vary greatly. Free half-giants are likely to borrow the naming conventions of the race or people they are imitating at the time their child is born.

Roleplaying Suggestions: Always remember how much bigger and heavier you are than everyone else. Take advantage of your height in combat, but remember the disadvantages. Between your size and your lesser wits (even if you are a relatively intelligent halfgiant people will assume you to be dull), you find yourself an object of comic relief. You are used to being teased and will endure more witty remarks than most people, but when you have been pushed too far your personality can suddenly shift, and you can unleash astonishing violence on your tormentors and any who stand in your way. Less frequently, these shifts can happen to you without provocation - you just wake up with a different ethos and altered disposition. Remember you are influenced by powerful personalities, and can shift your personality and ethics. You tend to imitate the tactics, clothes and demeanor of your 'little master.'

4	2	1	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 14
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 80
- **Special Ability:** Half-Giants are caprious and unpredictable. They gain 1 rank in intimidate. They may still not raise intimidate above rank 2 during character creation.
- **Large:** Half-Giants have Silhouete of 2.

Halfling

"Be wary of the forest ridge. The halflings who live there would as soon eat you alive as look at you. Chances are you won't even notice them until you've become the main course."

– Mo'rune, Half-Elven ranger

Halflings are masters of the jungles of the Ringing Mountains. They are small, quick and agile creatures steeped in an ancient and rich culture that goes back far into Athas' past. Although they are not common in the Tablelands, some halflings leave their homes in the forests to adventure under the Dark Sun. As carnivores, halflings prefer to eat flesh raw.

Personality: Halflings have difficulty understanding others' customs or points of view, but curiosity helps some halflings overcome their xenophobia. Little concerned with material wealth, halflings are more concerned with how their actions will affect other halflings.

Names: Halflings tend to have only one given name.
Male Names: Basha, Cerk, Derlan, Drassu, Entrok, Kakzim, Lokee, Nok, Pauk, Plool, Sala, Tanuka, Ukos, Zol.
Female Names: Alansa, Anezka, Dokala, Grelzen, Horga, Jikx, Joura, Nasaha, Vensa.

Roleplaying Suggestions: Remember to consistently take your height into account. Role-play the halfling culture described above: eating opponents, treating fellow halflings with trust and kindness, suspicion of big people, and general lack of interest in money.
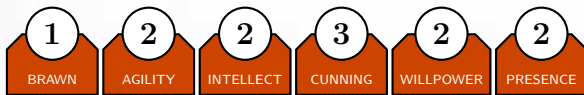
1	**2**	**2**	**3**	**2**	**2**
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100
- **Special Ability:** Halfling gain ■ on all Charm check when dealing with other races.
- **Keen Senses** Halfling add ☐ to Perception Checks.
- **Small** Halfling have a Siloutte of 0.
- **Proud to be Small** Halfling add ☐ to checks to which their small size if an advantage, for example Stealth and Skullduggery.
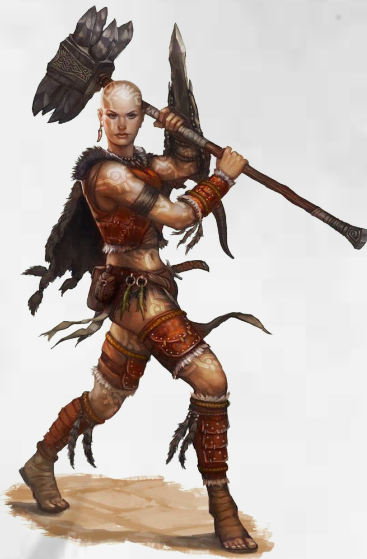
Human

"Humans are fools, and hopelessly naive as well. They outnumber us; they are everywhere, and yet they have no more sense of their strength than a rat. Let us hope that the Datto remain that way."

– Dukkoti Nightrunner, Elven warrior

While not the strongest race, nor the quickest, humans have dominated the Tablelands for the last three thousand years.

Personality: More than other races, human personality is shaped by their social standing and background.

Names: Nobles, artisans and traders use titles or surnames; others some simply use one name.
Male Names: Agis of Asticles, King Tithian, Lord Vordon, Pavek, Trenbull Al'Raam'ke
Female Names: Akassia, General Zanthiros, Lady Essen

of Rees, Neeva, Sadira

2	**2**	**2**	**2**	**2**	**2**
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
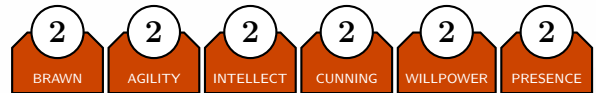
- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 110
- **Special Ability:** Humans start the game with one rank in two different non-career skills of their choice. They may not train these skills above rank 2 during character creation.

Mul

"See, the trick is to break their will. Not too much, mind you. Nobody wants to watch a docile gladiator, and muls are too expensive to waste as labor slaves. But, you don't want them trying to escape every other day. Would you like to tell the arena crowd that their favorite champion will not be appearing in today's match because he died trying to escape your pens?"

– Gaal, Urikite arena trainer

Born from the unlikely parentage of dwarves and humans, muls combine the height and adaptable nature of humans with the musculature and resilience of dwarves. Muls enjoy traits that are uniquely their own, such as their robust metabolism and almost inexhaustible capacity for work. The hybrid has disadvantages in a few areas as well: sterility, and the social repercussions of being created for a life of slavery. Humans and dwarves are not typically

attracted to each other. The only reason that muls are so common in the Tablelands is because of their value as laborers and gladiators: slave-sellers force- breed humans and dwarves for profit. While mul- breeding practices are exorbitantly lucrative, they are often lethal to both the mother and the baby. Conception is difficult and impractical, often taking months to achieve. Even once conceived, the mul takes a full twelve months to carry to term; fatalities during this period are high. As likely as not, anxious overseers cut muls from the dying bodies of their mothers.

Personality: All gladiators who perform well in the arenas receive some degree of pampered treatment, but muls receive more pampering than others. Some mul gladiators even come to see slavery as an acceptable part of their lives. However, those that acquire a taste of freedom will fight for it. Stoic and dull to pain, muls are not easily intimidated by the lash. Masters are loath to slay or maim a mul who tries repeatedly to escape, although those who help the muls escape will be tormented in order to punish the mul without damaging valuable property. Once a mul escapes or earns his freedom, slavery remains a dominant part of his life. Most muls are heavily marked with tattoos that mark his ownership, history, capabilities and disciplinary measures. Even untattooed muls are marked as a potential windfall for slavers: it is clearly cheaper to 'retrieve' a mul who slavers can claim had run away, than to start from scratch in the breeding pits.

Names: Muls sold as laborers will have common slave names. Muls sold as gladiators will often be given more striking and exotic names. Draji names (such as Atlalak) are often popular for gladiators, because of the Draji reputation for violence. Masters who change their mul slaves' professions usually change their names as well, since it is considered bad form to have a gladiator with a farmer's name, and a dangerous incitement of slave rebellions to give a common laborer the name of a gladiator.

Roleplaying Suggestions: Born to the slave pens, you never knew love or affection; the taskmaster's whip took the place of loving parents. As far as you have seen, all of life's problems that can be solved are solved by sheer brute force. You know to bow to force when you see it, especially the veiled force of wealth, power and privilege. The noble and templar may not look strong, but they can kill a man with a word. You tend towards gruffness. In the slave pits, you knew some muls that never sought friends or companionship, but lived in bitter, isolated servitude. You knew other muls who found friendship in an arena partner or co- worker. You are capable of affection, trust and friendship, but camaraderie is easier for you to understand and express - warriors slap each other on the shoulder after a victory, or give their lives for each other in battle. You don't think of that sort of event as "friendship" - it just happens.

3	2	2	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 14
- **Starting Experience:** 90
- **Special Ability:** Mulls begin the game with one rank in Resilience. They may not train Resilience above rank 2 during character creation.
- **Tireless:** Mulls add ☐ to any Resilience checks.

Thri-Kreen

"This one does not speak with the quivering soft shells that lay about all night. This one might eat you, but never speak."

– Tutochuk

Thrikreen are the strangest of the intelligent races of the Tablelands. These insectoid beings possess a mindset very different from any humanoid being encountered. They roam the wastes in packs, hunting for food day and night, since they require no sleep. Thrikreen are quick and agile and make fearsome fighters, feared throughout the wastes.

Personality: Since Thrikreen (also known simply as the kreen) do not require sleep, they have difficulty understanding this need in the humanoid races. They have difficulty understanding this state of "laziness" in others. Other behaviors of humanoids seem unnecessarily complex. A keen's life is simple: hunt prey. Kreen live for the hunt, and own only what they can carry.

Names: Kachka, Ka'Cha, Ka'Ka'Kyl, KlikChaka'da, Sa'Relka, T'Chai

Roleplaying Suggestions: You tend to rely on your natural attacks and special kreen weapons. Everything you kill is a potential dinner. You have a strong need for a party leader - obedience to this leader in the party is important to you. If you seem to be the most powerful and capable, then you will assume leadership; if someone challenges your authority then you will wish to test whether they are in fact stronger than you. It is not a question of vanity; you won't want to fight to the death, but merely to ascertain who is worthy to lead the party. You do not have the focus of a dwarf to complete a project, but you would give your life to protect your companions. If you did not trust and honor them as your own family, then you would not travel with them and work together with them. You do not understand the concept of sleep. It disturbs you that your dra companions lie unconscious for a third of their lifetimes. You own only what you can carry, caring little for money or other items that other races consider as treasure. Your philosophy of ownership sometimes leads you into conflict with presumptuous dra who think they can own buildings, land, and even whole herds of cattle!

2	4	1	1	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
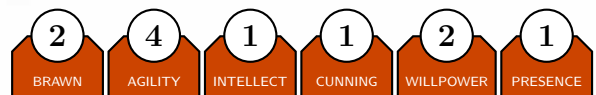
- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 50
- **Special Ability:** Thri-Kreen are immune to sleep or effects immitating sleep.
- **Chitin Plating:** Thri-Kreen have a defense rating of 1.
- **Multiple Limbs:** Thri-Kreen may spend ⋀ ⋀ on a succesfull Brawl attack to hit a second target engaged with it, dealing the same damage as dealt to the original target.
- **Leap:** Once per round as a manouver, a Thri-Kreen may suffer 3 strain to leap forward to any location within medium range, or vertically to any location within short range.

Chapter 5: Specialisations

"There are many paths to power, but all power comes at a price. Fame or infamy follows those who make great sacrifices and who reach grand achievements. Would you be called tyrant or savior, I wonder. Perhaps you would prefer to be addressed as Mighty One, or plain and simply by your birthname? Will the bards speak of you as delusional or omnipotent? It all depends on the eye that sees. The hero of one is villain to another. But all beings of power share one trait -each has its own secrets. Remnants of the past, stories of the now, or visions of the future - secrets are the source of power. And the keepers of the greatest secrets are the most dangerous of all beings, for they will use any means to prevent others from unveiling them."

– The Oracle, Blue Shrine Scrolls

As stated in chapter 3: Character Creation Each character combined two specialisations to form his or her career. In addition, it is possible to buy new careers using experience points as mentioned in Table: 3.1 Investing Experience Points on page 7 .

Arcana

"So what if the land becomes barren? Its not like we're going to stick around."

– Datuu Dawnchaser, Elf Defiler

Athasian wizards drain energy from the surrounding soil. The method used labels the wizard as a defiler or a preserver. Preservers have the self-control to gather energy without destroying plants. Those who do not, or who feel no remorse about the damage caused, become Defilers. Defilers leave behind sterile soil and infertile ash when they cast spells. Because of this, most wastelanders blame wizards for the desert landscape that dominates the Tablelands today, and their hatred extends to defilers and preservers alike. In the seven cities, arcana magic is outlawed and feared.
Writing is also illegal in the Tablelands, thus wizards have to go to great lengths to conceal their spellbooks, and they have refined this art to the point where even fellow wizards can be hard pressed to identify a spell book. When found, they are precious resources, hoarded and studied by wizards thirsty for knowledge or power.

See Arcana Talent Tree on page 19 for more information.

Archer

Dedicated to his ranged craft, an archer is often precise and meticules. Although he can be a hunter, he can also very well be a noble, shooting only in tournaments, rarely setting a foot outside the city walls. It goes witout saying that an archer trains with ranged weapons, thus Ranged is a career skill. If you can't see your target you surely can't hit it, thus an archer is often perceptive. Discipline is needed to for that inner focus to hit that tiny spot in the distance. Finally in the heat of the moment, he needs to keep his Cool, so that he doesn not let his projectile fly too early.

See Archer Talent Tree on page 20 for more information.

Gladiator

"I might be a slave, but I am famous, I dine well, and my company is that of the finest noble women. Tell me, what do you have that I do not, slave trader - except the freedom to feel miserable?"

– Jarek, arena champion

The arena is the battlefield of the gladiator. From hand-to-hand combat in the mud pits of small forts to the grand games of the city-states, the gladiator is a warrior who fights to the sounds of people cheering his name or cursing his presence. A master of crowd control and the art of prolonged combat, gladiators are trained to fight. They train to best wild beasts in deadly games for the amusement of the masses. They fight for glory, wealth, prestige and power. They fight to survive. Some are merely slaves, having to fight and perhaps hoping to win a chance to obtain freedom, while some fight willingly for the thrill of combat or the promise of riches and fame.

A gladiator often does not have the luxury of choosing her own weapons, and is thus familiar with all melee combat skills. Finally she has to be a crowd pleaser, for a pure and efficient kill does not attract a full stadium, and therefor Charm is a career skill.

See for more information.

Performer

"Some people think a club can solve any problem. Unless you're a half-giant, there are more sophisticated ways of settling a disagreement."

– Cabal, halfelven bard

Performers are master the art of entertainment, using their performances to amuse nobles and templars and gain wealth. Most performers can dazzle a crowd, or incite them to riot. Performers tend to learn to play a variety of instruments, or recite poetry or old legends by campfire. They can be acrobats, performing dazzling displays of physical prowess.

See for more information.

Psion

"Resist all you like. I have ways of making you think."

– Dechares, Dwarven inquisitor

Talent Trees

The psion learns the Way, a philosophy of mental discipline, to become master of his will, or innate mental power. Most aspiring psions seek out an instructor, a master of the Way. Most Athasian cities contain psionic academies where students receive instructions in exchange for money or loyal service.

See for more information.

Thief

"Marek, always helpful, said that the UnderTyr catacombs are supposed to be haunted. Think I'll go make some inquiries about where a 'heretic' like me can get some holy earth. Always go prepared...."

– Janos, human rogue

The thief pilfers what she can, knows her way around the labyrinth of the warrens of the city and knows the best fences and suppliers of illegal goods. Skullduggery and Stealth are her livelihood, while Streetwise and her knowledge of the Underworld ensures she knows her way around town.

See for more information.

Arcana Talent Tree

Class Skills: Arcana, Deception, Alchemy, Vigilance

Grit
Gain +1 Strain Threshold

R · · · · · 5

Arcana Caster
Allows the character to use the Cast Spell (Defiling) and Cast Spell (Preserving) actions using the Arcana skill.

· · · · · 5

Grit
Gain +1 Strain Threshold

R · · · · · 5

Gentle Preserver
The first spell cast in a scene using the Cast Spell (Preserver) action cost 2 strain less.

R · · · · · 10

Disguise Casting
Remove an ■ from any skillchecks used to disguise your spellcasting.

R · · · · · 10

Potent Defiler
When using the action Cast Spell (Defiling), gain one automatic ✧ less.

R · · · · · 10

Gentle Preserver
The first spell cast in a scene using the Cast Spell (Preserver) action cost 2 strain less.

R · · · · · 15

Signature Spell
Allows for the use of a signature spell, which is is reduced in difficulty by 1 rank per Signature Spell.

R · · · · · 15

Potent Defiler
When using the action Cast Spell (Defiling), gain one automatic ✧ less.

R · · · · · 15

Lingering Spell
Spend a Destiny Point and your character may make Concentration manouver as an incidental.

A · · · · · 20

Distant Spell
Remove an ■ from any skillchecks used to disguise your spellcasting.

R · · · · · 20

Shape Spell
When casting a spell with the Blast quality spend ⋏ to exclude 1 target that would be affected by the explosion per ranks in Shape Spell.

R · · · · · 20

Quicken Spell
Once per session, spend 2 strain to make a use a Cast Spell action as a maneuver.

R A · · · · · 25

Dedication
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

R · · · · · 25

Signature Spell
Allows for the use of a signature spell, which is is reduced in difficulty by 1 rank per Signature Spell.

R · · · · · 25

Archer Talent Tree

Class Skills: Cool, Perception, Ranged, Discipline

Expert Tracker

Remove ■ per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

R — 5

Sniper Shot

Before making a non-thrown ranged attack, as a manouver increase the weapon's Range by up to one band per rank. Upgrade the attack's difficulty by 1 per range increase.

R A — 5

Grit

Gain +1 Strain Threshold

R — 5

Lethal Blows

Add +10 per rank of Lethal Blows to any Critical Injury result inflicted on opponents.

A — 10

True Aim

Once per round, may perform a True Aim manouver to gain benefits of aiming and upgrade combat check once per rank of True Aim.

R A — 10

Deadly Accuracy

When acquired, choose one combat skill. Add damage equal to ranks in that skill to one hit of a successful attack made using that skill.

R — 10

True Aim

Once per round, may perform a True Aim manouver to gain benefits of aiming and upgrade combat check once per rank of True Aim.

R A — 15

Lethal Blows

Add +10 per rank of Lethal Blows to any Critical Injury result inflicted on opponents.

A — 15

Sniper Shot

Before making a non-thrown ranged attack, as a manouver increase the weapon's Range by up to one band per rank. Upgrade the attack's difficulty by 1 per range increase.

R A — 15

Expert Tracker

Remove ■ per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.

R — 20

Deadly Accuracy

When acquired, choose one combat skill. Add damage equal to ranks in that skill to one hit of a successful attack made using that skill.

R — 20

Toughened

Gain +2 Wound Threshold

R — 20

Quick Fix

Once per Session, make one skill check using Agility rather than the characteristic linked to that skill.

A — 25

Natural Marksman

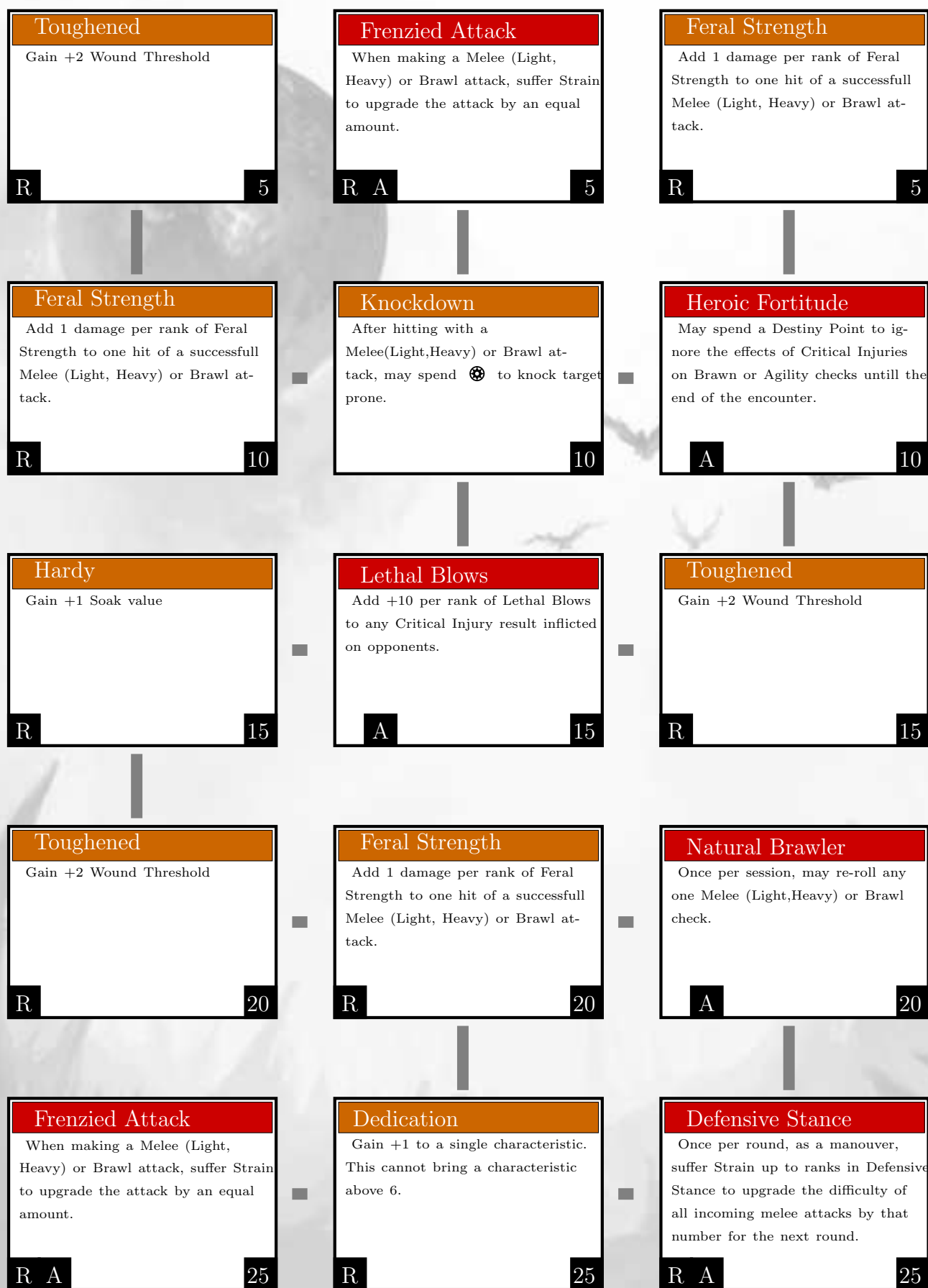Once per session, may re-roll any one Ranged check.

A — 25

Dedication

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

R — 25

Gladiator Talent Tree

Class Skills: Brawl, Melee (Light), Melee (Heavy), Charm

Toughened
Gain +2 Wound Threshold

R — 5

Frenzied Attack
When making a Melee (Light, Heavy) or Brawl attack, suffer Strain to upgrade the attack by an equal amount.

R A — 5

Feral Strength
Add 1 damage per rank of Feral Strength to one hit of a successfull Melee (Light, Heavy) or Brawl attack.

R — 5

Feral Strength
Add 1 damage per rank of Feral Strength to one hit of a successfull Melee (Light, Heavy) or Brawl attack.

R — 10

Knockdown
After hitting with a Melee(Light,Heavy) or Brawl attack, may spend ✷ to knock target prone.

— 10

Heroic Fortitude
May spend a Destiny Point to ignore the effects of Critical Injuries on Brawn or Agility checks untill the end of the encounter.

A — 10

Hardy
Gain +1 Soak value

R — 15

Lethal Blows
Add +10 per rank of Lethal Blows to any Critical Injury result inflicted on opponents.

A — 15

Toughened
Gain +2 Wound Threshold

R — 15

Toughened
Gain +2 Wound Threshold

R — 20

Feral Strength
Add 1 damage per rank of Feral Strength to one hit of a successfull Melee (Light, Heavy) or Brawl attack.

R — 20

Natural Brawler
Once per session, may re-roll any one Melee (Light,Heavy) or Brawl check.

A — 20

Frenzied Attack
When making a Melee (Light, Heavy) or Brawl attack, suffer Strain to upgrade the attack by an equal amount.

R A — 25

Dedication
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

R — 25

Defensive Stance
Once per round, as a manouver, suffer Strain up to ranks in Defensive Stance to upgrade the difficulty of all incoming melee attacks by that number for the next round.

R A — 25

Performer Talent Tree

Class Skills: Charm, Coordination, Deception, Streetwise

Smooth Talker

When acquired, choose 1 skill; Charm, Coercion, Deception, Negotiation. When using that skill, spend ⊕ to gain additional ✹ equal to ranks in Smooth Talker.

R A — 5

Kill With Kindness

Remove ■ per rank of Kill with Kindness from Charm and Leadership checks.

R — 5

Distracting Behaviour

Make a Distracting Behavior maneuver and suffer strain equal or less than Cunning. Until next turn, that number of NPCs suffer ♲ on checks Ranks increase range.

R A — 5

Distracting Behaviour

Make a Distracting Behavior maneuver and suffer strain equal or less than Cunning. Until next turn, that number of NPCs suffer ♲ on checks Ranks increase range.

R A — 10

Congenial

May suffer strain equal or lower to ranks Congenial to downgrade difficulty of Charm/Negotiation or upgrade difficulty when targeted by those checks, by an equal number.

A — 10

Dodge

When targeted in combat, may use Dodge incidental. Suffer Strain no greater than rank in Dodge to upgrade the difficulty of the attack by that number.

R — 10

Distracting Behaviour

Make a Distracting Behavior maneuver and suffer strain equal or less than Cunning. Until next turn, that number of NPCs suffer ♲ on checks Ranks increase range.

R A — 15

Grit

Spend 1 Destiny Point to recover strain equal to Presence rating.

R — 15

Natural Athlete

Once per session, may reroll any 1 Athletics or Coordination check.

A — 15

Smooth Talker

When acquired, choose 1 skill; Charm, Coercion, Deception, Negotiation. When using that skill, spend ⊕ to gain additional ✹ equal to ranks in Smooth Talker.

R A — 20

I. Distracting Behaviour

The Distracting Behavior maneuver inflicts ♲ ♲ on NPCs' checks when NPCs target character's allies.

R A — 20

Deceptive Taunt

Once per session, may make Deceptive Taunt action. Make opposed Deception check. If successful, one adversary must attack the character during adversary's next turn.

A — 20

Biggest Fan

Once per session, may take a Biggest Fan action; make a **Hard** (◆ ◆ ◆) **Charm** check to turn one NPC into the character's biggest fan.

A — 25

Dedication

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

R — 25

Coordination Dodge

When targeted by a combat check, may spend 1 Destiny Point to add ✗ equal to ranks in Coordination to check.

A — 25

Psion Talent Tree

Class Skills: Psionics, Perception, Vigilance, Discipline

Uncanny Senses
Requires Psionics rank 1. Add ▢ per rank of Uncanny Senses to all Perception checks.

R   5

More Power
Requires Psionics 1. By buying this talent you may gain one Psionics basic power for free.

5

Sense Danger
Requires Psionics rank 1. Once per session, remove ■ ■ from any 1 check.

A   5

More Power
Requires Psionics 1. By buying this talent you may gain one Psionics basic power for free.

10

Sense Danger
Requires Psionics rank 1. Once per session, remove ■ ■ from any 1 check.

A   10

Uncanny Reactions
Requires Psionics rank 1. Add ▢ per rank of Uncanny Reactions to all Vigilance checks.

R   10

Uncanny Senses
Requires Psionics rank 1. Add ▢ per rank of Uncanny Senses to all Perception checks.

R   15

Balance
Requires Psionics rank 1. When the character recovers strain at the end of the encounter, he may add ⬡ per Psionic rating. He recovers additional strain equal to ⬡ generated.

A   15

Slippery Mind
Requires Psionics 1. If under the effects of a Psionics power, perform the Slippery Minded action; make a Hard (◆ ◆ ◆) Deception check to immediately end effects of power.

R   15

Sleight of Mind
Requires Psionics rank 1. Add ▢ to all Stealth checks but also add ■ per Psionic Defence.

R   20

Invigorate
Requires Psionics rank 1. Once per encounter, may add ⬡ to a check using Brawn or Agility made by an ally in short range. ⬡ add ✷ and ● add ⚒ .

A   20

Uncanny Reactions
Requires Psionics rank 1. Add ▢ per rank of Uncanny Reactions to all Vigilance checks.

R   20

Overwhelm Emotions
Requires Psionics 1. May add ⬡ per rank in Psionics to Charm, Coerce or Deception checks.

25

Dedication
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

R   25

Touch of Fate
Requires Psionics rank 1. Once per session, add ▢ ▢ to any 1 check.

A   25

Thief Talent Tree

Class Skills: Skullduggery, Stealth, Streetwise, Knowledge (Underworld)

Street Wise
Remove ■ per rank of Street Wise from all Streetwise or Knowledge(Underworld) checks

R — 5

Disable Device
Remove ■ per rank of Disable Device from checks made to disable a trap or open a locked door.

R — 5

Indistinguishable
Upgrade difficulty of checks to identify character once per rank of Indistinguishable.

R — 5

Elven Market Contacts
When purchasing illegal goods, may reduce Rarity by 1 per rank, increasing the base cost by 20% per reduction.

R A — 10

Grit
Gain +1 Strain Threshold

R — 10

Shortcut
During a chase, add ▨ per rank of Shortcut to checks made to catch or escape an opponent.

R — 10

Stalker
Add ▨ per rank of Stalker to all Stealth and Coordination checks.

R — 15

Elven Market Contacts
When purchasing illegal goods, may reduce Rarity by 1 per rank, increasing the base cost by 20% per reduction.

R A — 15

Rapid Reaction
Suffer a number of Strain up to Rank in Rapid Reaction to add an equal number of ✦ to initiative checks.

R A — 15

Disable Device
Remove ■ per rank of Disable Device from checks made to disable a trap or open a locked door.

R — 20

Natural Rogue
Once per session, may re-roll any one Stealth or Skullduggery check.

A — 20

Street Wise
Remove ■ per rank of Street Wise from all Streetwise or Knowledge(Underworld) checks

R — 20

Master of Shadows
Once per round, suffer 2 Strain to decrease difficulty of next Stealth or Skullduggery check by 1.

A — 25

Dedication
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

R — 25

Indistinguishable
Upgrade difficulty of checks to identify character once per rank of Indistinguishable.

R — 25

Chapter 6: Skills

Complete Skill List

Special Skill Interactions

Social Skills

Cool vs Vigilance

Characters should determine their Initiative using the Cool skill when they are aware and ready for combat (or for whatever situation has resulted in the use of structured gameplay). For example, rolling to see who goes first in a quick-draw gunfight or springing an ambush on an unsuspecting enemy would require Cool, as Cool represents a characters ability to remain calm, collected, and focused on the task ahead.

Characters should determine their Initiative using the Vigilance skill when combat (or another situation resulting in structured gameplay) begins unexpectedly. Two enemies walking around a corner and running into each other would each use Vigilance to determine Initiative, for example. Likewise, someone being ambushed would also use Vigilance to determine Initiative (and if they ended up going earlier in the Initiative order than their ambusher, clearly they were vigilant enough to spot the ambush at the last second).

Skills in Detail

Social Skills

Charm

You Character should use this skill if ...

- Your character tries to persuade someone to do your character a favor, especially if it might be inconvenient, expensive, or even dangerous for that person.

- Your character tries to appeal to someone's better nature (even if it doesn't exist!) to get them to do something out of character for that person.

- Your character tries to flirt with, seduce, or make a romantic overture to someone.

- Your character tries to make themselves look better to everyone around them. A lot of politicians and public figures have high ranks in Charm.

- Your character performs in front of an audience, acting, playing music, telling jokes, or giving a speech.

You Character should not use this skill if ...

- Your character is not at all sincere about what they are saying or doing. If theres duplicity or lying involved, your character should use the Deception skill.

- Your character is being polite, but subtly implying violence or some other threat. In those cases, your character should use the Coercion skill.

- Your character uses their authority (either through rank, station, or natural force of personality) to give orders. These are times for your character to use the Leadership skill.

- Your character interacts with someone who is already friendly to them, or asks someone to do something that is not at all an inconvenience for them (generally, you dont need to use Charm to ask your spouse to pick up something from the store on their way home from work).

Table 6.1: Complete Skill List

Skill	Characteristic	Description
Alchemy	Intellect	Creating and Identifying Potions and Poisons.
Athletics	Brawn	Physical activities such as climbing, running, swimming, etc.
Arcana	Intellect	Identifying and performing arcane magic
Brawl	Brawn	Unarmed martial arts.
Charm	Presence	Your ability to flatter, whoo and persuasion.
Coercion	Willpower	Interrogating, implying and using physical and mental torture.
Cool	Presence	Keeping your nerfe in a variety of situations.
Coordination	Agility	Determines your flexibility and ability to keep your balance.
Crafting	Intellect	Covers your ability to create and repair objects.
Deception	Cunning	Disguising, lying and misleading.
Discipline	Willpower	Represents your mental fortitude to resist threats, coercion and your ability to resist mental attacks.
Education	Intellect	Indicates your literacy, and academic knowledge.
Geography	Intellect	Using maps, following directions and sense of direction.
Leadership	Presence	Rallying troops and allies, convincing crowds of political action.
Medicine	Intellect	Indicates your ability to conteract or administer poisons, identiying and performing medical procedures.
Melee (Heavy)	Brawn	Using two-handed weapons for physical persuasion.
Melee (Light)	Agility	Using one-handed weapons to kill or incapacitate.
Nature	Intellect	Identifying plants and beasts, understanding natural phenomena.
Negotiation	Presence	Haggeling, turning a profit and brokering political agreements.
Perception	Cunning	Your ability to notice threats, clues and conducting surveillance.
Primal	Cunning	Identifying and use Primal spells and effects.
Psionics	Willpower	Identifying and using psionic powers.
Ranged	Agility	Using and performance with bows, crossbows, javelins etc.
Resilience	Brawn	Resisting poison, sleep and hostile environments.
Riding	Agility	Using and controlling mounts
Skulduggery	Cunning	Pickpocketing, setting and disabling traps, opening locks and dirty fighting.
Stealth	Agility	Infiltrating, tailing and hiding.
Streetwise	Cunning	Finding and trading black-market goods and tracking in an urban environment.
Survival	Cunning	Locating food and water, handeling animals and tracking in an wilderness setting.
Underworld	Intellect	Locating, understanding and Underworld contacts and methods.
Vigilance	Willpower	Awareness, threat assesment and detecting deception.

Table 6.2: Social Skill Interaction

Acting Skill	Opposing Skill
Coercion, Leadership	**Discipline:** The mental fortitude to disobey orders, or the mental strength to resist interrogation and face threats without flinching.
Deception	**Vigilance:** The mental alertness to notice when someone is lying (since lies and deceptions, by their very nature, are not something someone announces).
Charm	**Cool:** The ability to keep calm and maintain composure when being charmed or flattered, and to respond politely to flattery without giving away something or giving in to someones requests.
Negotiation	**Negotiation:** Bargaining is usually a back-and-forth between two sides, with both sides using their negotiating skills to try to get as much of what they want as possible.

Coercion

You Character should use this skill if ...

- Your character issues a threat, whether or not accompanied by hostile actions. Even an implied threat - such as gesturing toward a weapon- falls under the Coercion skill.

- Your character questions or interrogates a prisoner.

- Your character uses physical or psychological torture.

You Character should not use this skill if ...

- Your character issues orders backed by the threat of their authority (such as threatening troops with courts-martial if they don't follow your character into battle). In cases like this, Leadership would be a better skill for your character to use.

- Your character tries to drive a hard bargain with someone. As long as both sides are still getting something out of the deal, Negotiation should be the skill to use.

- Your character interacts with someone who is already terrified of or completely cowed by your character. In these cases, any further threats would be superfluous.

Deception

You Character should use this skill if ...

- Your character tells a lie.

- Your character tries to mislead someone through clever wordplay or selective omission of certain facts. Your character wears a disguise and pretends to be someone else.

- Your character wishes to disguise the casting of an Arcane spell.

You Character should not use this skill if ...

- Your character actually believes the things they are saying (even if they are objectively untrue).

- Your character tells a "white lie," a minor falsehood to make someone feel better.

Leadership

You Character should use this skill if ...

- Your character's allies are suffering from fear, and you want to try to rally them.

- Your character tries to convince a crowd of citizens to take political action.

- Your character leads troops into battle and wants to make sure they follow your character's orders.

- Your character tries to convince a mob of rioters to stand down and return to their homes.

General Skills

Alchemy

The difficulty of preparing a potion should generally correspond to its rarity: generally by dividing the rarity by 2 and rounding up. The resulting number should be the difficulty of the check to brew the potion. For instance, if your character wants to make a healing poultrice of rarity 2, the base difficulty of the check is Easy ($\blacklozenge$). If your character doesnt have the proper equipment or ingredients, the difficulty may be higher.

You Character should use this skill if ...

- Your character tries to identify a potion by taste.

- Your character wants to name the ingredients needed

You Character should not use this skill if ...

- Your character threatens to hurt or kill someone if they don't obey. This would be a good use of Coercion, instead.

- Your character tries to convince someone to do something simply by being friendly and appealing.

- Your character should use Charm here.

- Your character has formal authority and issues routine orders, especially outside of combat or other stressful situations. If there is no good reason not to obey your character (and your character has the rank or station to issue orders), other people are simply going to obey most mundane commands automatically.

Negotiation

You Character should use this skill if ...

- Your character tries to purchase goods or services and wants to haggle over the price.

- Your character tries to sell goods or services and turn a profit. In this case, your character needs to use Negotiation to raise the price.

- Your character attempts to broker a political agreement or treaty between two parties.

You Character should not use this skill if ...

- Your character isn't offering anything in return for what they want. Getting something for nothing is something your character can try to do using other social skills, but Negotiation is predicated on the idea of an exchange.

- Your character tells someone what to do. Negotiation has to be a bargain, so at the end of the interactions, the opposing party has agreed to do something, not been ordered to do it.

- Your character wants to buy something for a previously established price.

for a certain elixir.

- Your character tries to prepare a potion, elixir, poultice, tonic, or similar compound with wondrous or magical effects.

- Your character attempts to prepare a remedy for a disease or illness.

- Your character attempts to prepare a poison.

You Character should not use this skill if ...

- Your character attempts to enchant an otherwise mundane liquid.

- Your character desires to heal someone directly through medical treatment of their wounds.

- Your character seeks to transmute lead into gold. That would clearly be magic!

Athletics

You Character should use this skill if ...

- Your character attempts to climb up or down a structure, particularly when the climb may be tricky or the drop to the bottom is significant.

- Your character tries to jump, either vertically or horizontally. Leaping across a deep chasm or trying to jump up and grab a fire escape to get away from an angry dog are both situations when your character needs to make an Athletics check.

- Your character attempts to run for an extended time.

You Character should not use this skill if ...

- Your character attempts an activity without any chances of failure. If your character goes for an early morning jog, or jumps over a small log, they don't need to bother making a check.

- Your character attempts a physical activity that relies more on hand-eye coordination and general agility than straight strength. Engaging in parkour and freerunning, swinging on a rope and rappelling down a surface, and most forms of gymnastics are activities better represented by the Coordination skill.

Cool

You Character should use this skill if ...

- Your character begins laying a trap, staging an ambush, or otherwise setting up a combat encoun- ter in which your character initiates the combat and has to judge the right time to do so.

- Your character needs to stay calm and unaffected when being flattered or charmed by someone.

- Your character needs to refrain from saying or doing something foolish during a tense situation.

- Your character needs to keep their nerve in a tense situation, such as when charging an Erdlu into a spear wall.

- Your character plays a card game or other game of chance in which bluffing, luck, and gambling are all intertwined.

You Character should not use this skill if ...

- Your character tries to prevent being surprised. The Vigilance skill would work better in that situation.

- Your character tries to maintain inner self-control, such as when meditating or resisting the effects of fear. When your character is concerned with inner composure, they should use the Discipline skill.

Coordination

You Character should use this skill if ...

- Your character tries to swing back and forth on a rope or rappel down a structure.

- Your character walks across a narrow surface while trying to keep their balance.

- Your character tries to squeeze into a tiny or cramped space such as a crawlspace, sewer pipe, air duct, or narrow crevice.

- Your character falls and needs to try to slow the fall or land safely.

- Your character needs to escape from physical restraints (such as handcuffs or ropes) and wants to contort their limbs or hands so that they can slip out of their bindings.

You Character should not use this skill if ...

- Your character tries to climb up or down a rope or climb up a structure. This activity relies more on strength than agility, and calls for an Athletics check instead.

- Your character falls from a short height or onto something soft enough that they won't suffer damage when they land, or is in any similar situation that has no consequences for failure (is lowered down a structure in a firmly secured harness, for example).

Crafting

You Character should use this skill if ...

- Your character needs to repair a damaged weapon, cart, or other piece of equipment.

- Your character needs to identify any parts or tools necessary prior to completing a job. This can save time and money on the project.

- Your character has access to a supply of components and tools and wants to design a completely new device.

- Your character needs to sabotage an enemy's caravan cart or find a weak point in their defenses.

- Your character needs to build an item or modify it.

You Character should not use this skill if ...

- Your character has just a simple task like hanging a door, or fixing a shoe.

Discipline

You Character should use this skill if ...

- Your character confronts something terrifying and wants to avoid fleeing in horror (or to avoid other debilitating effects of fear).

- Your character tries to keep their sanity in the face of something that defies reality and rational thought.

- Your character wants to heal strain they are suffering from at the end of an encounter.

- Your character wants to meditate, calm their mind, and reach a mental equilibrium.

You Character should not use this skill if ...

- Your character tries to keep their composure in a social setting and avoid letting their emotions show.

- Your character would make a Cool check instead.

- Your character catches a lie as it is being told. Noticing a lie depends on your characters Vigilance.

Medicine

You Character should use this skill if ...

- They or another character has suffered wounds, and your character wants to heal those wounds.

- Your character tries to counteract or administer a poison.

- Your character needs to cure a disease.

- Your character creates a new pharmaceutical (or recreational) drug.

- They or another character has suffered a Critical Injury, and your character wants to heal it.

- Your character performs a complex medical procedure such as surgery.

You Character should not use this skill if ...

- Your character researches a disease or poison. While studying a disease or poison directly might require Medicine, the act of researching requires an Education check.

- Your character tries to heal their own strain at the end of an encounter. Recovering from strain at the end of an encounter requires Discipline or Cool.

- Your character tries to administer poison through slight of hand, such as by dropping it in a drinking cup or surreptitiously injecting it into an unsuspecting target. The inherent subterfuge in this activity makes that a Skulduggery check.

Perception

You Character should use this skill if ...

- Your character wants to search a crime scene for clues.

- Your character wants to study the surrounding landscape for possible threats.

- Your character conducts surveillance on an unaware target from a distance.

- Your character studies an ancient relic, trying to spot any minute details that could reveal its purpose or construction.

You Character should not use this skill if ...

- Your character tries to avoid being surprised during an ambush. Constant, unconscious awareness of your character's surroundings is a function of the Vigilance skill.

- Your character is being lied to, and you're trying to find out if your character noticed or not. Again, Vigilance is the skill for this situation.

- Your character tries to follow a trail or track a foe through the wilderness. The Survival skill covers these activities.

Resilience

You Character should use this skill if ...

- Your character tries to go without sleeping for days on end, and you need to see if they stay awake.

- Your character ingests a toxin, and you need to see how bad the effects are.

- Your character endures a hostile environment (somewhere too hot, too cold, or even too polluted) for days on end.

- Your character attempts to recover from a Critical Injury on their own, without medical attention.

You Character should not use this skill if ...

- Your character tries to do something that isn't beyond the limits of normal endurance. Going for a day-long hike wouldn't call for a Resilience check unless the hike is through the Rocky Mountains in a sandstorm.

- Your character immediately stops and rests to recover fully at the end of the activity. If there's no need to track lasting consequences, there's no need to make the check.

Riding

You Character should use this skill if ...

- Your character flees from pursuers who are also mounted, or fast enough to potentially catch up.

- Your character tries to joust at a tournament.

- Your character competes in a friendly (or not so friendly) race.

- Your character tries to catch up to enemies with a significant head start.

- Your character's mount panics during a storm, and your character needs to get the creature under control.

State of Health	Difficulty
Current wounds equal half of wounds threshold or less	**Easy:** (♦)
Current wounds equal more than half of wound threshold	**Average:** (♦♦)
Current wounds exceed wound threshold	**Hard:** (♦♦♦)
Criticl Injury	Critical Injury severity Rating

You Character should not use this skill if ...

- Your character travels without any immediate danger.

- Your character makes an attack from horseback. The additional difficulty brought about by attacking from a horse should be factored into the combat check's difficulty, generally in the form of one or more ♦.

- Your character tries to tame a wild animal. In this case, your character uses the Survival skill.

Skulduggery

You Character should use this skill if ...

- Your character attempts to pick someone's pocket or lift their wallet.

- Your character tries to pick a lock or disable a trap.

- Your character would also use Skulduggery to set a trap in the first place.

- Your character attempts to distract an opponent through guile or a feint, such as by throwing a handful of dirt in their eyes during a fight.

- Your character tries to surreptitiously slip a poison into someone's food or drink.

You Character should not use this skill if ...

- Your character attempts to sneak into a location unnoticed. Your character needs to make a Stealth check instead.

- Your character attempts to pick someone's pocket when that person is helpless or incapacitated. This doesn't require a check at all.

- Your character tries to make a poison. Your character needs Alchemy to make poisons or toxins, but they do need Skulduggery to use them.

Stealth

You Character should use this skill if ...

- Your character attempts to hide from someone.

- Your character tries to tail someone through a crowd, and to do it without being noticed.

- Your character tries to infiltrate a government installation while avoiding both electronic security and human guards.

- Your character tries to move quietly through a house.

You Character should not use this skill if ...

- Your character tries to pick someone's pocket. Your character needs Skulduggery for this activity.

- Your character tries to remain hidden when their opponent has no chance of spotting them, such as if they try to avoid being seen by an flying Aarakocra during a blizzard at midnight.

- Your character has no realistic chance of hiding from an opponent, such as if trying to hide from a nearby person while in the middle of miles of salt flats at noon.

Streetwise

You Character should use this skill if ...

- Your character looks for a merchant who sells black-market goods or illegal services.

- Your character wants to understand particular references or slang in a conversation.

- Your character tries to approach criminals and start up a conversation without appearing like an outsider or a threat.

- Your character tries to find their way around an unfamiliar city.

- Your character tries to track and hunt someone somewhere in a city.

You Character should not use this skill if ...

- Your character tries to find their way around a rural or wilderness environment. In this case, your character should be using Survival.

- Your character interacts with the upper crust of society. Charm (or possibly Deception or Coercion) may serve the character better here.

- Your character has already established themself as a member of the criminal underworld, and is continuing to interact with other criminals. Streetwise lets your character fit in, know how to act, and know what topics to bring up and what to avoid. However, it shouldn't replace social skills.

Survival

You Character should use this skill if ...

- Your character is trapped in the wilderness and needs to find food and potable water.

- Your character needs to notice approaching severe weather and know how to prepare for it.

- Your character needs to follow a crude map or directions through a rural area to find a specific location.

- Your character tries to tame or calm a wild animal, or handle a domesticated animal.

- Your character hunts something (or someone!) through a wilderness setting.

You Character should not use this skill if ...

- Your character uses a highly accurate and detailed map to find a location.

- Your character tries to find their way around an urban environment. In this case, your character should be using Streetwise.

- Your character interacts with an animal that already likes or respects your character, or your character asks an animal to do something completely within their nature (they wouldn't need to make a Survival check to get a dog to play "fetch," for example).

Vigilance

You Character should use this skill if ...

- Your character just got ambushed, and you are rolling to determine Initiative order. A high Vigilance means your character has a better chance of reacting quickly to the threat.

- Your character is being lied to; the opponent's Deception check is opposed by your character's Vigilance skill.

- Your character has a chance to notice important details in their surroundings while not looking for them directly.

You Character should not use this skill if ...

- You are determining Initiative order when your character is not surprised (such as when they are the ambushers, instead of the ambushed). In this case, your character uses Cool instead.

- Your character actively looks for something. This calls for a Perception check.

Combat Skills

Brawl

You Character should use this skill if ...

- Your character fights with their bare hands or a weapon specifically designed to augment an unarmed attack, such as cestus or punchik (or even a roll of bits).

- Your character tries to pin, grapple, or hold someone.

- Your character uses some form of unarmed martial art.

You Character should not use this skill if ...

- Your character fights with a projectile weapon or a thrown weapon. If your character is targeting someone who is not within arm's reach, they should be using the Ranged skill.

- Your character tries to fix or modify a melee weapon. Repairing or creating weapons is usually handled by the Mechanics skill.

Melee (Heavy)

You Character should use this skill if ...

- Your character fights with a long spear, gouge, quarterstaff, two-handed club, or other large weapon that requires two hands to wield.

- Your character picks up a heavy tree branch and tries to crush someone's skull with it.

You Character should not use this skill if ...

- Your character fights with a knife, dirk, one-handed club, light spear, or other weapon that can be swung easily with one hand.

Melee (Light)

You Character should use this skill if ...

- Your character fights with a knife, dirk, one-handed club, light spear, or other weapon that can be swung easily with one hand.

- Your character wants to hit someone with their shield.

You Character should not use this skill if ...

- Your character fights with a long spear, gouge, quarterstaff, two-handed club, or other large weapon that requires two hands to wield.

Ranged

You Character should use this skill if ...

- Your character fights with a longbow, blowgun, sling or other ranged weapon.

You Character should not use this skill if ...

- Your character fights with any kind of close combat weapon. Those are handled by the Melee skill.

- Your character uses a ranged weapon to hit someone within arm's reach, such as by loading a sling and use

it like a club. Even though they're using a ranged weapon, theyre using it as if it were a melee weapon, and the check should be handled by the Melee skill.

- Your character tries to fix or modify a ranged weapon. Repairing or creating weapons is usually handled by the Crafting skill.

Knowledge Skills

Education
You Character should use this skill if ...

- Reading and writing. Literacy is forbidden in most cities on Athas, thus only those with higher or specific education can read and write.
- Your character needs to solve a logic puzzle.
- Your character researches a disease or poison.

You Character should not use this skill if ...

- Your character needs to know the name of a city, use Geography for that.

Geography
Whether through study or experience, knowledge of the terrain, climate and people, all provide a greater understanding of the geography. Also, players seeking to navigate and not get lost would use this skill.

You Character should use this skill if ...

- Your character wants know know the quickest way to get to a certain city or village.
- Your character has a map of a region which she is trying to decipher.
- Your character is lost and is trying to reorient herself in the wilderness.

You Character should not use this skill if ...

- Your character is trying to locate a source of water, use Survival instead.

Nature
You Character should use this skill if ...

- Your character tries to identify a plant creature, an animal or an elemental being.
- Your character wants to know what the landscape is like, where to go to avoid natural dangers, as well as predict weather.

You Character should not use this skill if ...

- Your character wants to find a shelter, food and water. This would be under the Survival skill.

Underworld
You Character should use this skill if ...

- Your character needs to establish contact with an illegal business type in a new city.
- Your character needs to know Underworlds Etiquette.
- Your character wants to know the most common methods a particular opponent might use for criminal activity.

You Character should not use this skill if ...

- Your character wants to negotiate a better price, use Negotiation for that.
- Your character is trying to disable a trap or pick a lock, use Skullduggery instead.

Magic

Arcana
You Character should use this skill if ...

- Your character tries to identify a spell being in effect or a magical phenomenon.
- Your character tries to get the meaning of arcane symbols.
- Your character tries to cast Arcane spells.

You Character should not use this skill if ...

- Your character wants to make a magic elixir. This would be Alchemy.
- Your character wants to identify or use Psionic Powers. This would be Psionics.
- Your character wants to use Primal Spells. This would be Primal.

Psionics
You Character should use this skill if ...

- Your character tries to detect or identify a psionic effect or phenomenon.
- Your character tries to use Psionic Powers.

You Character should not use this skill if ...

- Your character wants to make a magic elixir. This would be Alchemy.
- Your character wants to identify or use Arcane Spells. This would be Arcana
- Your character wants to use Primal Spells. This would be Primal.

Primal

You Character should use this skill if ...

- Your character tries to identify a spell being in effect or a magical phenomenon.

- Your character tries to get the meaning of primal or shamanistic rituals.

- Your character tries to cast Primal spells.

You Character should not use this skill if ...

- Your character wants to make a magic elixir. This would be Alchemy.

- Your character wants to identify or use Psionic Powers. This would be Psionics

- Your character wants to identify or use Arcane Spells. This would be Arcana

Chapter 7: Talents

Talent Overview

Adversary
Activation: false
Ranked: true
NPC Only: Upgrade the difficulty of any combat check targetting this character once per rank of Adversary.

Animal Companion
Activation: false
Ranked: true
Your character creates a bond with a single animal approved by your GM. This animal must be silhouette 0 (no larger than a mid-sized dog). The bond persists as long as your character chooses, although at your GM's discretion, the bond may also be broken due to abusive treatment or other extenuating circumstances. As long as the bond persists, the animal follows your character, and you dictate the animal's overall behavior (although, since the animal is only bonded with the character, not dominated, it may still perform inconvenient actions such as scratching furniture, consuming rations, and marking territory). Once per round in structured encounters, your character may spend one maneuver to direct their animal in performing one action and one maneuver during your character's turn. The animal must be within hearing and visual range of your character (generally medium range) to do this. Otherwise, the animal does not contribute to the encounter. The specifics of its behavior are up to you and your GM. For every additional rank of Animal Companion your character has, increase the allowed silhouette of the companion by one (this may mean your character gets a new companion, or their companion grows in size).

Arcana Caster
Activation: false
Ranked: false
Allows the character to use the Cast Spell (Defiling) and Cast Spell (Preserving) actions using the Arcana skill.

Balance
Activation: true
Ranked: false
Requires Psionics rank 1. When the character recovers strain at the end of the encounter, he may add ○ per Psionic rating. He recovers additional strain equal to ○ generated.

Biggest Fan
Activation: true
Ranked: false
Once per session, may take a Biggest Fan action; make a **Hard (♦ ♦ ♦) Charm** check to turn one NPC into the character's biggest fan.

Congenial
Activation: true
Ranked: false
May suffer a number of strain to downgrade difficulty of Charm or Negotiation checks or upgrade difficulty when targeted by Charm or Negotiation checks, by an equal number. Strain suffered this way cannot exceed ranks in Congenial.

Coordination Dodge
Activation: true
Ranked: false
When targeted by a combat check, may spend 1 Destiny Point to add ✗ equal to ranks in Coordination to check.

Crippling Blow
Activation: true
Ranked: false
The character may voluntarily increase the difficulty of a combat check by one to deal a crippling blow. If he succeeds and deals damage to the target's wound threshold, the target suffers one strain whenever he moves for the remainder of the encounter.

Deadly Accuracy
Activation: false
Ranked: true
Each time the character gains a rank of Deadly Accuracy, he must choose one combat skill. The character may add his basic training ranks in that combat skill as additional damage to one hit of a successful attack made with that skill with non-starship/vehicle weapons. He cannot choose the same combat skill twice.

Deceptive Taunt
Activation: true
Ranked: false
Once per session, may make Deceptive Taunt action. Make opposed Deception check. If successful, one adversary must attack the character during adversary's next turn.

Dedication
Activation: false
Ranked: true

Each rank permanently increases a single characteristic of the player's choice by one point. This cannot bring a characteristic above six.

Defensive Stance
Activation: true
Ranked: true
Once per round on the character's turn, the character may perform a Defensive Stance maneuver to defend against incoming melee attacks. He then suffers a number of strain no greater than his ranks in Defensive Stance. Until the start of the character's next turn, upgrade the difficulty of all melee combat checks targeting the character a number of times equal to the strain suffered by the character in this way.

Disable Device
Activation: false
Ranked: true
The character removes ■ per rank of Bypass Security from his Skulduggery skill checks made to disable a trap or open locked door.

Disguise Casting
Activation: false
Ranked: true
Remove an ■ from any skillchecks used to disguise your spellcasting.

Distant Spell
Activation: false
Ranked: true
Once per session, when casting a spell, the first range enhancement does not increase the difficulty of the spell.

Distracting Behaviour
Activation: true
Ranked: true
Make a Distracting Behavior maneuver and suffer strain no greater than ranks in Cunning. Until beginning of next turn, equal number of NPCs suffer ⬡ on checks. Range increases with additional ranks.

Dodge
Activation: false
Ranked: true
When targeted by a combat check (ranged or melee) the character may choose to immediately perform a Dodge incidental to suffer a number of strain, then upgrade the difficulty of the combat check by that number. The number of strain suffered cannot exceed his ranks in Dodge.

Elven Market Contacts
Activation: true
Ranked: true
When looking to purchase illegal, exotic or black market goods, the character may decrease an item's rarity by one per level in Elven Market Contacs. For each level an item's rarity is decreased it cost increases by 20% of its base cost.

Hardy
Activation: false
Ranked: true
The character gains + 1 soak value per rank of Hardy.

Expert Tracker
Activation: false
Ranked: true
The character removes ■ per rank of Expert Tracker from his checks to find or follow tracks. Survival checks made to track targets take 50% less time than normal (this does not decrease with additional ranks of Expert Tracker).

Force of Will
Activation: true
Ranked: false
Once per session, make one skill check using Willpower rather than the characteristic linked to that skill.

Feral Strength
Activation: false
Ranked: true
The character adds 1 damage per rank of Feral Strength to one hit of his successful Brawl and Melee attacks.

Frenzied Attack
Activation: true
Ranked: true
When making a Melee or Brawl combat check, the character may suffer a number of strain, then upgrade the ability of his combat check by that number as an incidental action. This number cannot exceed his ranks in Frenzied Attack.

Gentle Preserver
Activation: false
Ranked: true
The first spell cast in a scene using the Cast Spell (Preserver) action cost 2 strain less.

Grit
Activation: false
Ranked: true
Each rank of Grit increases a character's strain threshold by one.

Improved Distracting Behaviour
Activation: true
Ranked: true
The Distracting Behavior maneuver inflicts ⬡ ⬡ on NPCs' checks when NPCs target character's allies.

Indistinguishable
Activation: false
Ranked: true
The character's appearance is so common that people have a hard time identifying distinguishing traits. Opposing characters upgrade the difficulty of any checks made to identify him once per rank of Indistinguishable.

Grit

Activation: false
Ranked: true

Spend 1 Destiny Point to recover strain equal to Presence rating.

Invigorate

Activation: true
Ranked: false

Requires Psionics rank 1. Once per encounter, may add ○ to a check using Brawn or Agility made by an ally in short range. ○ add ☼ and ● add ♙ .

Jump Up

Activation: true
Ranked: false

Once per round on the character's turn, the character may stand up from prone or a seated position as an Incidental.

Kill With Kindness

Activation: false
Ranked: true

Remove ■ per rank of Kill with Kindness from Charm and Leadership checks.

Knockdown

Activation: false
Ranked: false

After hitting with a melee attack, the character may knock the target prone by spending a ❂ . If the target is larger than the acting character, it requires one additional ❂ for each silhouette larger.

Lethal Blows

Activation: true
Ranked: false

The character adds +10 per rank of Lethal Blows to any Critical Injury rolls inflicted on opponents.

Lingering Spell

Activation: true
Ranked: false

Spend a Destiny Point and your character may make Concentration manouver as an incidental.

Potent Defiler

Activation: false
Ranked: true

When using the action Cast Spell (Defiling), gain one automatic ♙ less.

Master of Shadows

Activation: true
Ranked: false

Once per round, the character may voluntarily suffer two strain to decrease the difficulty of the next Stealth or Skulduggery check by one, to a minimum of **Easy** (♦).

More Power

Activation: false
Ranked: ranked

Requires Psionics 1. Each time you buy this talent: Select one Psionics power. You gain the first talent; which allows you to use the power, for free. You still have to pay the this talents cost.

Natural Athlete

Activation: true
Ranked: false

Once per session, may reroll any 1 Athletics or Coordination check.

Natural Brawler

Activation: true
Ranked: false

nce per game session, the character may reroll any one Brawl or Melee check.

Natural Marksman

Activation: true
Ranked: false

Once per game session, the character may reroll any one Ranged check.

Natural Rogue

Activation: true
Ranked: false

Once per game session, the character may reroll any one Skulduggery or Stealth check.

Overwhelm Emotions

Activation: false
Ranked: false

When the character performs a Charm, Coersion or Deception check, she may include ○ equal to her ranks in Psionics. Each ○ add success to Charm checks. Each ● adds ☼ to Coercion or Deception checks. However every ○ ○ add ♙ to Coercion or Deception Checks and every ● ● adds ♙ to Charm checks. This does not apply to targets with one or more Psionic Defense.

Quicken Spell

Activation: true
Ranked: true

Once per session, spend 2 strain to make a use a Cast Spell action as a maneuver.

Quick Fix

Activation: true
Ranked: false

Once per Session, make one skill check using Agility rather than the characteristic linked to that skill.

Rapid Reaction

Activation: true
Ranked: true

Suffer a number of Strain up to Rank in Rapid Reaction to add an equal number of ☼ to initiative checks.

Sense Danger

Activation: true
Ranked: false
Requires Psionics rank 1. Once per session, remove ■ ■ from any 1 check.

Shape Spell

Activation: false
Ranked: true
When casting a spell with the Blast quality spend ⋀ to exclude 1 target that would be affected by the explosion per ranks in Shape Spell.

Shortcut

Activation: false
Ranked: true
During a chase, add ◻ per rank of Shortcut to checks made to catch or escape an opponent.

Signature Spell

Activation: false
Ranked: true
When your character gains this talent, decide on a signature spell for them, consisting of a particular magic action and a specific set of one or more effects. When your character casts their signature spell (consisting of the exact combination of action and effects previously chosen), reduce the difficulty of the check by one. When you take a new rank of this talent, you may also redefine your Signature Spell.

Sleight of Mind

Activation: false
Ranked: true
Requires Psionics rank 1. Add ◻ to all Stealth checks but also add ■ per Psionic Defence.

Slippery Mind

Activation: false
Ranked: true
Requires Psionics 1. If under the effects of a Psionics power, perform the Slippery Minded action; make a Hard (♦ ♦ ♦) Deception check to immediately end effects of power.

Smooth Talker

Activation: true
Ranked: true
When first acquired, choose 1 skill: Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend ✹ to gain additional ✧ equal to ranks in Smooth Talker.

Sniper Shot

Activation: true
Ranked: true
Before making a non-thrown ranged attack, as a manouver increase the weapon's Range by up to one band per rank. Upgrade the attack's difficulty by 1 per range increase.

Stalker

Activation: false
Ranked: true
Add ◻ per rank of Stalker to all Stealth and Coordination checks.

Touch of Fate

Activation: true
Ranked: false
Requires Psionics rank 1. Once per session, add ◻ ◻ to any 1 check.

Toughened

Activation: false
Ranked: true
Gain +2 Wound Threshold

True Aim

Activation: true
Ranked: true
Once per round, may perform a True Aim manouver to gain benefits of aiming and upgrade combat check once per rank of True Aim.

Uncanny Reactions

Activation: false
Ranked: true
Requires Psionics rank 1. Add ◻ per rank of Uncanny Reactions to all Vigilance checks.

Uncanny Senses

Activation: false
Ranked: true
Requires Psionics rank 1. Add ◻ per rank of Uncanny Senses to all Perception checks.

Chapter 8: Equipment

> *I have heard tales that suits of clothing fashioned from metal have even been found from time to time. It is generally agreed that these were worn by warriors to protect against the blows of enemy weapons. I can only speculate that the climate must have been far cooler in those ancient days. Any fool that would wear such clothing now would die faster from heat stroke than he would have from the weapons of his foes. Still, the idea that there was once enough metal in the world to allow such a garment to have been manufactured astounds me.*
>
> *There are even rumors that mounds of steel, silver, and gold lie hidden in the deepest tunnels of certain forlorn cities. I have never seen such a thing myself, but if such treasures exist, they will reward those who find them most handsomely. Those who control such stores of metal can buy food, power, influence, and sometimes even the sorcerer-kings protection.*

> – The Wanderers Journal

Dark Sun characters must be well equipped in order to endure the rigors of Athas. This chapter covers a variety of topics related to mundane equipment that every hero needs to survive and prosper.

Equipping a Character

Money

The default money unit is an *Ceramic Piece* or *cp.* This unit can be subdivided in *Ceramic Bits* (*bit*). Larger units are *Silver Pieces* ()*sp*) and *Gold Pieces* (*gp*).

10,000 bd = 1,000 bits = 100 cp = 10 sp = 10gp.

Ceramics are made from glazed clay and baked in batches once a year in a secure process supervised by the high templar that supervises the citys treasury. Bits are literally onetenth parts of a ceramic piecethe ceramic pieces break easily into ten bits. Some cities ceramic pieces have small holes that can be threaded onto a bracelet or necklace. The lowest unit of Athasian trade is the lead bead (bd). In general, the Athasian economy in the cities is relatively stable thanks to the Merchant Houses. Under normal conditions, supply is ample thanks to the caravans traveling back and forth between the cities. However, for smaller communities and trade outposts the price situation on certain goods can sway drastically. A raider attack or sandstorm can result in lack of necessities such as food and water, for which people will pay almost any amount of coin. Coins are not the only means of exchange. Barter and trade in commodities is widespread.

Item Qualities

Some variety equipment and depth features to the weapons, special qualities armor, and that items add your character may encounter. Item qualities are special rules that can change how the item acts.

Special qualities are generally either passive or active. Passive qualities are always "on" and require no activation on the part of the user. Active qualities must be triggered by the user, often by spending one or more ⋀ to activate the effect.

Item qualities usually have a number associated with them. This is their rating. Ratings affect qualities in different ways, depending on the quality in question. Active qualities require ⋀ ⋀ to activate unless otherwise stated in their description. Active item qualities on weapons can only trigger on a successful attack, unless specified otherwise.

General Qualities

Accurate

Type: Passive
Accurate weapons are easier to aim or wield, whether through design or technology. For each level of this quality, the attacker adds ◻ to their combat checks while using this weapon.

Auto-Fire

Type: Active
A weapon with Auto-fire can be set to shoot in rapid succession and potentially spray an area with bolts, flechettes, slugs, or other types of projectiles. The advantage in using Auto-fire is that it has the chance to hit multiple targets or to hit a single target multiple times. As attacking with a weapon on Auto-fire is generally less accurate, the attacker must increase the difficulty of the combat check by ♦ . The user may choose not to use the Auto-fire quality on a weapon; in this case, they cannot trigger the quality but also do not suffer the aforementioned penalty.

If the attack hits, the attacker can trigger Auto-fire by spending ⋀ ⋀ . Auto-fire can be triggered multiple times. Each time the attacker triggers Auto-fire, it deals an additional hit to the target. Each of these counts as an

additional hit from that weapon, and each hit deals base damage plus the number of ☀ on the check. These additional hits can be allocated to the original target, or to other targets within range of the weapon. If the attacker wishes to hit multiple targets, they must decide to do so before making the check. Furthermore, if they wish to hit multiple targets, their initial target must always be the target with the highest difficulty and highest defense (if this is two separate targets, the GM chooses which is the initial target). The initial hit must always be against the initial target. Subsequent hits generated can be allocated to any of the other designated targets. Auto-fire weapons can also activate one Critical Injury for each hit generated on the attack, per the normal rules; the Critical Injury must be applied to the target of the specific hit.

Backup

Type: Passive
A backup weapon does not need to be drawn. It could for example be a spiked gauntlet that is already worn.

Blast

Type: Active
The weapon has a large spread, an explosive blast, or a similar area of effect, like a detonated grenade or a warhead fired from a missile launcher. If the attack is successful and Blast activates, each character (friend or foe) engaged with the original target suffers a hit dealing damage equal to the Blast qualitys rating, plus damage equal to the total ☀ scored on the check. In a relatively small and enclosed area, the Game Master might decide that everyone in the room suffers damage. If the Blast quality doesnt activate, the ordnance still detonates, but bad luck or poor aim on the part of the firer (or quick reactions on the part of the targets) means the explosion may not catch anyone else in its radius. However, the user may also trigger Blast if the attack misses by spending ⋀ ⋀ ⋀ . In this case, the original target and every target engaged with the original target suffers a hit dealing damage equal to the Blast rating of the weapon.

Brace

Type: Passive
When attacking an engaged mounted enemy which engaged you after the end of your last round, the Aim maneuver grants ▫▫ instead of ▫ .

Burn

Type: Active
Weapons with Burn inflict damage over time. When Burn is triggered, one target hit by the attack continues to suffer the weapons base damage each round for a number of rounds equal to the weapons Burn rating. Apply damage at the start of each of the targets turns. If multiple targets suffer hits from a weapon with Burn, the quality may be triggered multiple times, affecting a different target each time. A victim might be able to stop the damage by performing an action to roll around and make a Coordination check. The difficulty is Average (◆◆) on hard surfaces such as the floor of a building, or an Easy (◆) on grass or soft ground. Jumping into a body of water stops the damage

immediately. Both situations assume the flame is from actual combustion rather than a chemical reaction. With the latter, there is usually little the victim can do.

Concealable

Type: Passive
These weapons can be easily concealed. An observer adds ■ to Perception/Vigilance check to find the weapon.

Concussive

Type: Active
The weapons attack can leave the target shell-shocked from mighty blows or punishing shock waves, unable to perform any but the most basic actions. When Concussive is triggered, one target hit by the attack is staggered (see Genesys pg. 114) for a number of rounds equal to the weapons Concussive rating. A staggered target cannot perform actions. If multiple targets suffer hits from a weapon with Concussive, the quality may be triggered multiple times, affecting a different target each time.

Cumbersome

Type: Passive
A Cumbersome weapon is large, unwieldy, awkward, or heavy. To wield a Cumbersome weapon properly, the character needs a Brawn characteristic equal to or greater than the weapons Cumbersome rating. For each point of Brawn by which the character is deficient, they must increase the difficulty of all checks made while using the weapon by one.

Defensive

Type: Passive
An item with the Defensive quality increases the users melee defense by its Defensive rating.

Deflection

Type: Passive
An item with the Deflection quality increases the users ranged defense by its Deflection rating.

Disarm

Type: Active
By spending ⋀ ⋀ , you can have the opponent drop his weapon.

Disorient

Type: Active
A weapon with Disorient can daze an opponent. When Disorient is triggered, one target hit by the attack is disoriented (see Genesys pg. 114) for a number of rounds equal to the weapons Disorient rating. A disoriented target adds ■ to all skill checks they perform. If multiple targets suffer hits from a weapon with Disorient, the quality may be triggered multiple times, affecting a different target each time.

Ensnare

Type: Active
A weapon with Ensnare binds a foe and restricts their movements. When Ensnare is triggered, one target hit by the attack becomes immobilized (see Genesys pg. 114) for a number of rounds equal to the weapons Ensnare rating.

An immobilized target cannot perform maneuvers. If multiple targets suffer hits from a weapon with Ensnare, the quality may be triggered multiple times, affecting a different target each time. An Ensnared target may perform an action to attempt a Hard (♦ ♦ ♦) Athletics check on their turn to break free from the effect.

Flimsy

Type: Passive
Flimsy items lose any soak value they have when targeted by weapons with a Pierce rating.

Fragile

Type: Passive
The item only has 2 health levels as opposed to the normal 3 (moderate and major only).

Inaccurate

Type: Passive
Inaccurate weapons are less likely to be accurate or precise. When making an attack with an Inaccurate weapon, add ■ to the check equal to the Inaccurate rating.

Inferior

Type: Passive
An Inferior item is a lackluster example of its kind, representing shoddy and poor craftsmanship. An Inferior item generates automatic ⚅ on all checks related to its use.

Knockdown

Type: Passive
When Knockdown is triggered, one target hit by the attack is knocked prone. If multiple targets suffer hits from a weapon with Knockdown, the quality may be triggered multiple times, affecting a different target each time. Unless specified otherwise, Knockdown requires ⋀ ⋀ to trigger, plus one additional ⋀ per silhouette of the target beyond 1.

Limited Ammo

Type: Passive
Some weapons fire particularly large or complex projectiles that cost lots of money. Other weapons are expendable weapons like grenades that, once used, are destroyed. A weapon with the Limited Ammo quality may be used to make a number of attacks equal to its Limited Ammo rating before it must be reloaded with a maneuver. In addition, each shot expends one of a limited number of rounds of ammo; more ammo must be purchased or obtained before anyone fires the weapon again. This also applies to grenades and other "one-use" weapons that have the Limited Ammo 1 quality (here, your character is not "reloading" the grenade, but drawing another to usemechanically, they are equivalent).

Noisy

Type: Passive
Items with the Noisy quality bestow ■ on stealth checks made while the item is in use. These ■ are cumulative if multiple noisy items are carried at once.

Pierce

Type: Passive
Any hits from this weapon ignore a number of points point of soak equal to the weapons Pierce rating. If the weapon has more ranks of Pierce than the targets total soak, it completely ignores the targets soak. For example, Pierce 3 against a soak of 2 ignores two points of soak, but the extra point of Pierce has no further effect.

Prepare

Type: Passive
Items with this quality require time to set up before being used. The user must perform a number of preparation maneuvers equal to the items Prepare rating before using the item (if the item is a weapon, "using" it would be making attacks with the weapon). At your GMs discretion, moving with the item, being knocked prone with the item, or other disruptions may require the user to perform the preparation maneuvers again before using the item.

Reach

Type: Passive
Disengaging from an opponent wielding a melee weapon with this quality requires 2 manoeuvres rather than the normal 1.

Reinforced

Type: Passive
Weapons or items with the Reinforced quality are immune to the Sunder quality. Armor with the Reinforced quality make the wearer's soak immune to the Pierce and Breach qualities.

Restrictive

Type: Passive
Restrictive items are difficult to move in when worn. Characters wearing restrictive armor upgrade the difficulty of Agility based checks once.

Returning

Type: Active
Returning weapons are throwing weapons which will return to the wielder at the end of the wielders turn if thrown correctly and the wielder is a bit lucky. Returning costs and ⋀ .

Slow-Firing

Type: Passive
Slow-Firing weapons tend to deal incredible damage, but need time to recharge or cool down between shots. A weapons Slow-Firing rating dictates the number of rounds that must pass before the weapon can be fired again after attacking. For example, a heavy laser cannon with Slow-Firing 2 must wait two rounds after being fired before it can be fired again.

Solid

Type: Passive
Solid items resist Pierce up to their rating. If the Pierce of an attack against an object surpasses its Solid rating, the Solid quality is ignored.

Stun

Type: Active
A weapon with this quality can deal strain damage. When the Stun quality is activated, it inflicts strain equal to the weapon's Stun rating. Since this is strain, not strain *damage*, it is not reduced by a targets soak.

Stun Damage

Type: Passive
A weapon with this quality can only deal strain damage (damage applied to the targets strain threshold). Because this is strain *damage*, not strain, it is still reduced by a targets soak.

Sunder

Type: Active
When activating Sunder, the attacker chooses one item openly wielded by the target (such as a weapon, shield, or item on a belt). That item is damaged one step: to minor if undamaged, from minor to moderate, or from moderate to major. If an item already suffering major damage is the target of a successful Sunder, it is destroyed. Sunder requires ⚔ to activate, and may be activated even if the attack is unsuccessful. Sunder may be activated multiple times in the same attack, but each activation must be applied to the same item, potentially taking it from undamaged to destroyed in a single attack.

Superior

Type: Passive
A Superior item is a sterling example of its kind, representing masterful craftsmanship. A Superior item generates automatic ⚔ on all checks related to its use.

Thrown

Type: Passive
These melee weapons can also be thrown up to short range using Ranged skill. When thrown, they inflict the same damage as if used into melee and gain the Limited Ammo 1 quality.

Unwieldy

Type: Passive
An Unwieldy weapon is a weapon that can be particularly awkward to use for those without impressive dexterity and hand-eye coordination. To wield an Unwieldy weapon properly, the character needs an Agility characteristic equal to or greater than the weapons Unwieldy rating. For each point of Agility by which the character is deficient, they must increase the difficulty of all checks made while using the weapon by one.

Vicious

Type: Passive
When an attack with this weapon results in a Critical Injury or Hit, the character adds ten times the Vicious rating to the Critical roll. With Vicious 3, for example, you would add +30 to the resulting Critical Injury or Hit result.

Items

Melee Weapons

Table 8.1: Brawl Weapons

Name	Dam	Crit	Encum	Price	Rarity	Special
Punchik	+1	3	1	75 cp	0	Fragile, Pierce 1
Talid	+0	4	1	60 cp	2	Fragile, Backup, Disorient 2
Wrist Razors	+1	3	0	30 cp	2	Fragile, Backup, Pierce 2
Net	-1	-	1	30 cp	2	Ensnare 4, Thrown
Whip	+1	4	0	30 cp	2	Ensnare 2, Stun
Tortoise Blade	+0	6	1	90 cp	3	Fragile, Defensive 1, Inaccurate 2, Pierce 1

Table 8.2: Light Melee Weapons

Name	Dam	Crit	Encum	Price	Rarity	Special
Knife	+1	3	1	25 cp	1	Fragile, Thrown
Buckler	+0	6	1	40 cp	0	Defensive 1, Inaccurate 1
Club	+2	5	2	15 cp	1	Disorient 2
Short Spear	+2	4	2	90 cp	1	Fragile, Accurate 1, Defensive 1, Thrown
Carrikal	+3	3	2	150 cp	1	Fragile, Vicious 1
Alhulak	+2	4	2	90 cp	1	Fragile, Disarm

Figure 8.1: 1. Dragon Paw; 2. Trikal; 3. Carrikal; 4. Catkcha; 5. Wrist Razors; 6. Cahulaks; 7. Alhulak; 8. Gouge; 9. Dejada; 10. Tortoise Blade; 11. Lotulis; 12. Gythka

Table 8.3: Heavy Melee Weapons

Name	Dam	Crit	Encum	Price	Rarity	Special
Shield	+0	6	2	80 cp	1	Defensive 1, Deflection 1, Inaccurate 1, Knockdown
Gouge	+4	2	3	300 cp	4	Fragile, Disorient 1, Unwieldy 3
Long Spear	+3	4	3	250 cp	2	Fragile, Reach, Defensive 1, Pierce 1
Lotulis	+4	3	4	300 cp	4	Fragile, Cumbersome 3, Pierce 1, Sunder
Trikal	+3	3	5	250 cp	2	Fragile, Defensive 1, Pierce 3
Cahulaks	+2	3	2	275 cp	2	Fragile, Thrown, Reach, Unwieldy 3
Dragon Paw	+2	4	2	275 cp	2	Fragile, Defensive 1, Accurate 1, Disarm
Gythka	+2	4	2	275 cp	2	Fragile, Thrown, Vicious 1

Alhulak

This weapon is an unusual flail. A short length of rope separates a four-bladed, hafted grappling hook from the handle.

Buckler

Whether crafted from wood, chitin, or hide, shields are common among warriors of all cultures and skill levels for a simple reason: they keep you alive. The utility of a shield for blocking and parrying blows cannot be overstated. While an important part in every warriors defence, the scorching sun makes carrying a large shield impracticle and thus use medium shields or even bucklers.

Cahulaks

This double weapon features two four- bladed, hafted heads separated by a length of rope. The secondary end is light enough to be used as an off-hand weapon. When one end of this weapon is held by the haft, the rope is long enough to grant the other end reach. The entire weapon can be thrown.

Carrikal

This axe has two forward-facing blades carved from the front of a large jawbone, commonly that of a mekillot.

Club

This weapon is usually just a shaped piece of wood, sometimes with a few stone or obsidian shards embedded in it.

Dragon Paw

Short blades attach to either end of this staff. In the center of this double weapon is a guard with a protruding blade perpendicular to the staff. The light, middle blade (which serves as the off-hand end) can be used for quick jabs, ideal for a warrior with a roguish bent.

Gouge

This spadelike weapon has a long haft with a handle on the end. The head is a wide, double-edged blade with a stabbing point at the top. Some gouges are fitted with a strap or a harness, making the weapon easier to carry.

Gythka

Each end of this thri-kreen staff has a small, crescent-shaped blade with a centered stabbing tine. The secondary end of this double weapon is light enough to be used as an off-hand weapon. A gythka can be thrown like a javelin.

Knife

A dagger has an obsidian blade that is about 30 cm in length.

Long Spear

Although a simple weapon, a spear is easy to wield and allows the user to keep some distance from an oppo- nent. Hence, spears dont have very high damage, but the Accu- rate 1 quality represents their ease of use. In addition, the Defensive 1 quality represents their use- fulness at keeping someone at arms reach.

Lotulis

This short-staffed double weapon sports outward-pointing, barbed crescent blades on each end.

Net

A net is a web of rope or cord fitted with heavy weights.

Punchik

Punhicks are often little more than a wooden or bone bar with a large obsidian spike attached to it, with the spike coming out between your fingers. They are the smallest, simplest, and easiest to conceal type of brawl weapon. Due to their small size, punchiks are quite easy to conceal in a pocket, pouch, or compartment in easy reach until they're needed. Add ■ to a character's Perception check when attempting to find a punchik on a person's body.

Shield

Whether crafted from wood, chitin, or hide, shields are common among warriors of all cultures and skill levels for a simple reason: they keep you alive. The utility of a shield for blocking and parrying blows cannot be over-stated. While an important part in every warriors defence, the scorching sun makes carrying a large shield impracticle and thus use medium shields or even bucklers.

Short Spear

Although a simple weapon, a spear is easy to wield and allows the user to keep some distance from an oppo- nent. Hence, spears dont have very high damage, but the Accu- rate 1 quality represents their ease of use. In addition, the Defensive 1 quality represents their use- fulness at keeping someone at arms reach.

Talid

Made from leather, chitin, and bone, this spiked "gladia-tor's gauntlet" augments unarmed attacks.

Tortoise Blade

This bony or chitinous plate is affixed with a short blade that points forward from the wielder's hand.

Trikal

This polearm projects three blades symmetrically length-wise from its haft. A trikal is equivalent to a halberd.

Whip

Although a whip is impractical as a weapon in most cir-cumstances, some opponents are prone to underestimating the wielder of a whip, which can lead them to attack rashly or make other mistakes.

Wrist Razors

This weapon consists of three sharp blades that protrude from a sturdy bracer, freeing the wielder's hand. A shield cannot be worn on the same arm as wrist razors. Wrist razors do not need to be drawn, nor do they need to be sheathed for the wielder to use the hand the razors are on

Ranged Weapons

Table 8.4: Ranged Weapons

Name	Dam	Crit	Range	Encum	Price	Rarity	Special
Blow Gun	6	3	Short	2	275 cp	2	Limited Ammo 1
Bolas	+0	-	Short	1/3	20 cp	2	Ensnare 3, Knockdown, Limited Ammo 1
Catkcha	+2	4	Short	1	275 cp	2	Fragile, Unwieldy 3, Returning, Limited Ammo 1
Javelin	+2	3	Short	1/3	40 cp	2	Fragile, Accurate 1, Pierce 1, Limited Ammo 1
Dejada	5	3	Medium	2	275 cp	2	Unwieldy 2, Concussive
Short Bow	7	3	Medium	2	275 cp	2	Unwieldy 2
Long Bow	8	3	Long	2	275 cp	2	Unwieldy 3

Blow Gun

Blowguns are generally used to deliver debilitating (but rarely fatal) poisons from a distance. They are nearly silent when fired.

Bolas

A bola consists of a couple of round stones joined together by a strong string of rope. Skilled throwers can use them to catch or trip prey from a distance.

Catkcha

This throwing wedge, often shaped from crystal or obsidian, is a thri-kreen invention. It returns to a proficient wielders hand after the ranged attack is resolved.

Dejada

A long, scooped basket fitted to a glove-like bracer, the dejada is used to hurl projectiles. Ammunition can be a fist-sized stone, but the weapon is also used to extend the range of alchemical mixtures.

Javelin

A javelin is a thin throwing spear.

Long Bow

At almost 5 feet in height, a longbow is made up of one solid piece of carefully curved wood.

Short Bow

A shortbow is made up of one piece of wood, about 3 feet in length.

Armour

Table 8.5: Armour

Name	Defense	Soak	Encum	Price	Rarity	Special
Heavy Robes	1	+0	1	5cp	1	
Hardened Leather	0	+1	2	10cp	1	Flimsy
Scale mail	1	+1	2	25cp	3	Fragile
Chitin Armor	0	+2	3	50cp	4	Fragile, Solid 1
Shell Armor	1	+2	3	100cp	5	Fragile, Noisy, Solid 2
Breastplate	1	+2	3	200	6	Fragile, Noisy
Half Plate	1	+3	4	600	7	Fragile, Noisy, Restrictive, Solid 2
Full Plate	2	+3	5	1250cp	8	Fragile, Noisy, Restrictive, Solid 3

Heavy Robes

These are robes made of multiple layers of thick robe.

Hardened Leather

This armor is crafted using close-set rivets made of bone, hardwood, stone, or talons.

Scale mail

Scale mail is usually made from the scales of an erdlu, inix or other naturally scaled creatures.

Chitin Armor

This armor is skillfully made by interlocking hexagonal bits of chitin (usually carved from a kanks carapace).

Shell Armor

Shell armor is made by weaving giant's hair around the shells of various small creatures such as an aprig.

Padded Armor

Padded armor is made of heavy cloth and batting. Many Athasian warriors prefer padded armor woven from giant hair.

Breastplate

These armors are constructed using choice plates taken from shelled animals, such as mekillots or braxat.

Half Plate

These armors are constructed using choice plates taken from shelled animals, such as mekillots or braxat.

Full Plate

These armors are constructed using choice plates taken from shelled animals, such as mekillots or braxat.

Goods and Services

Adventuring Gear

Backpack Backpacks increase the characters encumbrance by 4.

Caltrops A caltrop is a four-pronged metal spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2-pound bag of caltrops covers an area 5 feet square.
Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it runs the risk of stepping on one. Make an attack roll for the caltrops with no ranks, against the creature. For this attack defense bonuses do not count. If the creature is wearing shoes or other footwear, add a ■ . If the attack succeeds, the creature has stepped on a caltrop. The target suffers 1 Wound, and the creature applies the *Hamstrung Critical (The target loses their free maneuver until this critical is healed)*. This Daunting (♦ ♦ ♦) Brawn check upgrade the movement penalty lasts for 24 hours, until the critical is successfully treated, or until it receives at least 1 point of magical healing.

Table 8.6: Adventuring Gear

Name	Encum	Price	Rarity
Backpack	0	10cp	2
Bedroll	2	1cp	1
Bottle, glass	1	10cp	1
Caltrops	1	5cp	3
Candle	0	10bit	0
Canvas (sq. yd.)	1	1cp	1
Chain (10 ft.)	2	500cp	8
Chalk, 1 piece	0	5bit	1
Crowbar	1	2cp	8
Firewood (per day)	1	2cp	2
Flask (empty)	1	1cp	1
Grappling Hook	1	5cp	2
Hammer	1	3cp	0
Hourglass	1	125cp	4
Ink, 1 oz	0	100cp	6
Inkpen	0	10cp	6
Jug, clay	1	1cp	0
Ladder, 10-foot	5	1cp	1
Lamp, Common	1	1cp	1
Lantern, Bullseye	1	65cp	3
Lantern, Hooded	1	30cp	2
Lock	0	750cp	8
Manacles	1	300cp	8
Mirror	0	50cp	3
Mug/Tankard, clay	1	1cp	0
Oil, 1 pint flask	1	1cp	1
Parchment (sheet)	0	4cp	3
Pick, miner's	2	15cp	1
Pitcher, clay	1	1cp	0
Pouch, belt (empty)	0	5cp	0
Rations, trail (per day)	0	3cp	0
Ram, Portable	4	10cp	6
Rope, Hemp (20m)	1	5cp	1
Rope, Silk (20m)	1	50cp	3
Sealing wax	0	5cp	0
Sewing needle	0	3cp	1
Shovel or spade	2	10cp	0
Signal whistle	0	4cp	1
Sledge	2	5cp	4
Soap (per lb.)	0	3cp	1
Tent	2	50cp	2
Torch	1	1cp	0
Vial	1	5cp	0
Waterskin	1	5cp	0
Whetstone	0	1cp	1

Caltrops may not work against unusual opponents.

Chain A chain. Made from metal, they are rare items, often used to restrict the movement of arena beasts. It can

be burst with a Formidable (♦♦♦♦♦) Brawn check.

Crowbar   A bar-like object, often made from Mekillot bone, used to force things open.
A crowbar grants a 🟦 on Athletics checks made to force open a door or chest. If used in combat, treat a crowbar as a small improvised weapon.

Grappling Hook   Throwing a grappling hook requires a Ranged or Coordination check. The difficulty is based on the range, Medium range being its maximum range.

Ink, 1 oz   Ink in colors other than black costs twice as much.

Jug, Clay   This basic jug is fitted with a stopper and holds 1 gallon of liquid.

Lamp, Common   A lamp illuminates a Short Range area. A lamp burns for 6 hours on one pint of oil. You can carry a lamp in one hand.

Lantern, Bullseye   A bullseye lantern provides light up to medium range in cone. A lantern burns for 6 hours on one pint of oil. You can carry a lantern in one hand.

Lantern, Hooded   A hooded lantern illuminates a short range area. A lantern burns for 6 hours on one pint of oil. You can carry a lantern in one hand. This lantern is encased in a more protective cover. Add a s to any check to put out this light by means of water or wind.

Lock   Daunting (♦♦♦♦) Skulduggery check

Manacles   Restraints made from metal, these things are used only for the most dangerous of enemies or by the most rich slave- or bounty-hunters.

Manacles can bind a Medium creature. To slip free, a creature must roll a Formitable (♦♦♦♦) Coordination Check. Breaking the manacles requires a Daunting (♦♦♦♦) Brawn check. Most manacles have locks; add the cost of the lock to the cost of the manacles. For the same cost, you can buy manacles for a Small creature. For a Large creature, manacles cost 10 times the indicated amount, and for a Huge creature, 100 times the indicated amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can be held only by specially made manacles, which cost at least 100 times the indicated amount. The checks to escape all get setbacks.

Oil, 1 pint flask   A pint of oil burns for 6 hours in a lantern or lamp. You can also use a flask of oil as a splash weapon. With the proper skill you can use oil as an attack Roll an Average (♦♦) Alchemy check, with a base damage of 3 and a burn 1 quality. You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit,the oil burns for 2 rounds and deals the base damage of the weapon to each creature in the area.

Ram, Portable   This iron-shod wooden beam gives you an 🟦 on Brawn checks made to break open a door and allows a second person to help give you 🟦🟦 instead of one.

Rope, Hemp (20m)   This rope can be burst with a Hard (♦♦♦) Brawn check.

Rope, Silk (20m)   This rope can be burst with a Hard (♦♦♦■) Brawn check.

Torch   A torch burns for 1 hour, shedding lighting on everything within Short Range. If a torch is used in combat, treat it as a small improvised weapon with a Burn 1 quality.

Vial   A vial is made out of glass and holds 1 ounce of liquid.

Alchemical Items

Table 8.7: Alchemical Items

Name	Encum	Price	Rarity
Acid	0	50	2
Alchemist's Fire	0	100	2
Antitoxin	0	250	3
Smokestick	0	100	2
Tanglefoot Bag	1	250	3
Thunderstone	0	150	3
Tindertwig	0	5	0

Acid   You can throw a flask of acid as a weapon with an Ranged light or Alchemy combat check with a base damage of 6 acid damage, with a range of short, and Blast 3, Sunder. It can also be used to damage a lock beyond repair.

Alchemist's Fire   You can throw a flask of alchemists fire as a weapon with an Ranged light or Alchemy combat

check with a base damage of 6 fire damage, with a range of short, and Blast 3, Burn 2 .

Antitoxin   If you drink a vial of antitoxin, you get an upgrade on your Resilience check against poison for 1 hour.

Smokestick   This alchemically treated wooden stick instantly creates thick, opaque smoke when burned. The smoke fills a short range radius, The stick is consumed after 1 round, and the smoke dissipates naturally after 1 minute. A creature that is engaged range with the fog adds ■ on Perception, Vigilance, and all combat skill checks. Creatures farther away looking or targetting into the mist add ■ ■ to their Perception, Vigilance, and all combat skill checks.

Tanglefoot Bag   tanglefoot bag is a small sack filled with tar, resin and other sticky substances. When you throw a tanglefoot bag at a creature roll a Ranged Light or Alchmey combat check. This attack has a range of short, does no damage. If successful the attack is treated as if the wielder activated an **??** 5 quality. The bag comes apart and goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air.

Thunderstone   You can throw this stone as a weapon with an Ranged(Light) or Alchemy combat check with a range of short and deals no damage. When it strikes a hard surface (or is struck hard), it creates a deafening bang that is treated as a sonic attack. Each creature within short range of where it went off must make an Average (♦ ♦) Resilence check or be deafened for 1 hour. A deafened creature, in addition to the obvious effects, takes ■ ■ on initiative rolls and has a ■ when casting a spell

Tindertwig   The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tindertwig is a maneuver (rather than an action), and lighting any other fire with one is a maneuver.

Tools and Kits

Table 8.8: Tools and Kits

Name	Encum	Price	Rarity
Alchemist's Lab	5	50	6
Artisan's Tools	4	150	0
Climber's Kit	1	50	2
Disguise Kit	2	100	4
Healer's Kit	1	100	2
Thieves's Tools	0	300	7

Alchemist's Lab   This lab is used for making alchemical items, and provides a ▢ on Alchemy checks pertaining to crafting.

Artisan's Tools   These special tools include the items needed to pursue any craft. Without them, you have to use improvised tools and take a ■ on Crafting checks), if you can do the job at all.

Climber's Kit   These crampons, pitons, ropes, and tools give you a ▢ check. on Athletics checks when Climbing.

Disguise Kit   The kit is the perfect tool for disguise and provides a ▢ on Deception checks. A disguise kit is exhausted after 10 uses.

Healer's Kit   This collection of bandages and herbs provides a ▢ on Medicine checks. A healer's kit is exhausted after 10 uses.

Thieves's Tools   This kit contains lockpicks and other tools you need to use the Skulduggery skill. Without these tools, you must use improvised tools, and you take a ■ on Skulduggery checks.

Mounts

Athasians have domesticated a variety of mounts. The most common are presented below. More unusual steeds, such as giant ants, spiders, drakes, and wyverns can be found, but not easily or cheaply.

Table 8.9: Mounts

Name	Speed	Encumbrance	Price	Rarity
Crodlu	7	10	2250cp	3
War Crodlu	7	10	10000cp	6
Erdlu	7	10	750cp	2
Kank	7	10	8400cp	7
Inix	5	10	20000cp	5
Mekillot	6	10	40000cp	8

Crodlu   A crodlu is a large, flightless drake with a beak and weak, clawed forelimbs that can be used to manipulate small objects. It is a tough and aggressive hunter in the

wild. See Crodlu for more information.

War Crodlu A crodlu is a large, flightless drake with a beak and weak, clawed forelimbs that can be used to manipu- late small objects. It is a tough and aggressive hunter in the wild. When trained, it makes an excellent war mount. See Crodlu for more information.

Erdlu The erdlu is a smaller version of the crodlu. Its body is covered in tough scales, and its folded forelimbs sprout useless wings. Hardy and fast, this drakelike creature is a fine riding beast for a Silhoutte 0 rider. It is too skittish to be trained for war, however. See Erdlu for more information.

Kank Kanks are docile insects that form hives. Each member of the group has a role: food producer, soldier, or the brood queen. The kank soldier can be trained for riding and battle. See **??** for more information.

Inix An inix, also called a dune behemoth, is a long, low-slung reptile with bony plates on its back. It is strong and spirited. An inix rarely eats anything as large as a humanoid, but it does not shy away from a fight. See Inix for more information.

Mekillot These massive creatures serve as draft animals given their tremendous pulling strength. They are aggressive, however, and have been known to turn on handlers. See **??** for more information.

Magical and Psionics Gear

Table 8.10: Magic and Psionic Gear

Name	Encumbrance	Price	Rarity
Spell Component Pouch	1	50	3
Improved Spell Component Pouch	1	500	5
Advanced Spell Component Pouch	1	1000	8

Spell Component Pouch A spell component pouch contains the spell components neccesary to cast Arcana and Primal Spells.

Improved Spell Component Pouch An improved spell component pouch contains components which can help with or amplify spells when cast using those components. When it is empty it reverts back to being a Spell Component Pouch. If you have an Spell Component Pouch you can upgrade it to an Improved Spell Component Pouch by paying the difference.

Table 8.11: Improved Spell Component Pouch

Component	Description
S1	When casting an conjure spell to summon an elemental, adding the Summon Ally effect does not increas its difficulty. In addition, the creature remains summoned untill the end of the encounter without your character having to use a concentrate manouvre.
S2	When casting a spell, adding the first Range effect added to the spell does not increase the spell's difficulty.
S3	Attack spells cast by the user increase their base damage by 4.
S4	When casting a spell, the caster may count any additional ✦ beyond those needed to hit as ⌃ ⌃ ⌃ required to activate any added effect.

Advanced Spell Component Pouch Contains the same components as Improved Spell Component Pouch, in addition to the following:

Table 8.12: Advanced Spell Component Pouch

Component	Description

When it is damaged or empty, it reverts back to being a Improved Spell Component Pouch. If you have an Improved Spell Component Pouch you can upgrade it to an Advanced Spell Component Pouch by paying the difference.

Repairing Gear

Item Attachments

Item attachments are ways to customize weapons or armor. They include specialised ways to upgrade or add features and to personalize your gear. Each item attachment has a cost in ceramic pieces, and an cost in Hard Points.

Hardpoints

The number of hardpoints an item has is determined by its basic encumbrance value. An item has an number of hardpoints equal to hald an items base enumbrance value rounded up. Once an attachment is installed, the hardpoints cost of that attachment is now considered 'in use'

and cannot be used for other attachments unless the attachment is removed.

Installing Attachments

Installing an attachment requires roughly an hour of work. In addition, the character doing the installing needs to make a successful Average (♦♦) Crafting check. Failure simply means that the attachment isn't installed, and the character needs to try again later. Failure with a ⊗ (not likely unless you upgrade the check's difficulty) means that the character clumsily destroys the attachment in the process! Success with a ⊗ means that the installation is successful, but the attachment may fall off or stop working at an awkward time, depending on the item and attachment involved.

Weapon Attachments

Balanced Hilt

This attachment represents modifying a melee weapons balance (particularly around the hilt or haft) to make it easier to control.
Use With: This attachment can be applied to any weapons that use the Melee (Light) skill.
Modifiers: The weapon gains the Accurate 1 quality, or increases any existing Accurate quality by 1. (If the weapon has the Inaccurate quality, it reduces that quality's rating by 1 to a minimum of 0, instead.)
Hard Points Required: 1.
Cost: 1000.
Rarity: 6.

Razor Edge

This attachment represents sharpening a blade to a razor edge, then reinforcing or treating that edge so that it can withstand repeated blows.
Use With: This attachment can be applied to any close combat weapon that has a blade.
Modifiers: The weapon gains the Pierce 2 quality, or increases any existing Pierce quality by 1. The weapon also decreases its Crit rating by 1, to a minimum of 1.
Hard Points Required: 1.
Cost: 1250.
Rarity: 6.

Recurve Limbs

Making the limbs of a bow or crossbow curve away from the wielder increases the penetrating power of the bow's shots, even if it also makes the bow larger and more difficult to wield.
Use With: This attachment can be applied to any bow or crossbow.
Modifiers: The weapon gains the Pierce 2 quality, or increases any existing Pierce quality by 1. The weapon also gains the Unwieldy 2 quality, or increases any existing Unwieldy quality by 1.
Hard Points Required: 1.
Cost: 300.
Rarity: 4.

Serrated Edge

Adding jagged sawteeth to a bladed weapon means the wounds it makes are particularly brutal and damaging.
Use With: This attachment can be applied to any close combat weapon that has a blade.
Modifiers: The weapon gains the Vicious 1 quality, or increases any existing Vicious quality by 1.
Hard Points Required: 1.
Cost: 75.
Rarity: 2.

Superior Weapon Customization

This simply represents the weapon being modified by a master craftsman to be better than other examples of its type.
Use With: This attachment can be applied to any weapon.
Modifiers: The weapon gains the Superior quality.
Hard Points Required: 1.
Cost: 750.
Rarity: 7.

Armor Attachments

Deflective Plating

This attachment applies angled plates or mildly reflec- tive surfaces to help deflect incoming ranged attacks.
Use With: This attachment can be applied to any armor.
Modifiers: Wearer increases their ranged defense by 1.
Hard Points Required: 1.
Cost: 450.
Rarity: 4.

Intimidating Visage

Warriors from many cultures paint their armor or add imposing face masks to intimidate opponents.
Use With: This attachment can be applied to any armor.
Modifiers: When wearing this armor, the user adds ☼ to Coercion checks they make, and automatic ✘ to Charm checks they make.
Hard Points Required: 0.
Cost: 125.
Rarity: 63

Metal Armor

Extremely costly and difficult to produce and manufactor, metal is the holy grail material for most items.
Use With: This attachment can be applied to any armor with a soak rating above leather armor.
Modifiers: Metal Armour lose the Fragile quality. In addition it takes ⊗ ⊗ to break a metal armor However, metal armor is generally also more cumbersome. An armor with the Metal Armor qualifier adds 2 to its Encumbrance rating.
Hard Points Required: 2.
Cost: 10000.
Rarity: 10.

Reinforced Plating

This attachment represents adding extra layers of armor or using stronger materials to reinforce the armor.
Use With: This attachment can be applied to any armor that uses hardened plates for protection.

Modifiers: The armor gains the Reinforced quality. The armor also increases its encumbrance by 1.
Hard Points Required: 2.
Cost: 8000.
Rarity: 7.

Chapter 9: Magic

"The Tablelands are a giant wasteland, to the untrained eye barren and devoid of life. When people see plants wither and die when someone utters mysterious phrases accompanied by unknown gestures, they assume the worst. They cry wizard and the mob instantly gathers to kill him. But if people venture into the wastes and look under the rocks, they will learn that Athas is teeming with all sorts of life. And when the vermin swarm forth to envelop them, biting and crawling into every orifice, do they see the irony?"

– The Oracle, Blue Shrine Scrolls

Table 9.1: Penalties when casting spells

Condition	Penalty
The character does not have a free hand	+■
The character is gagged, silenced or otherwise unable to speak	+■ ■
Penalty per 1 encumbrance or armor above 1	+■
The character is in circumstances that interfere with their ability to concentrate, such as trying to cast while swimming or hanging from a rope, being buffeted by a sandstorm, or casting a spell that doesn't target the person they're fighting in hand-to-hand combat.	+1 or more ◆

Arcane

Both Arcane and Primal are skills, and are considered arcane magic. The difference between the two is spell access. Characters can only use the Arcane or Primal skill to cast a spell if they have a talent allowing such use. Each spell has various options to raise the overal difficulty of the check, in exchange for various benefits. The overal difficulty of such a check can never be raised beyond Formidable (◆◆◆◆), after reductions.

Casting a spell uses the requires using a *'Cast Spell'* Action, of which there are 2 variants.

Magical Actions

Cast Spell (Defiling)

Magic uses the energy of the environment and when a spell caster is unwilling or unable to supplement use their own energies, she has to draw all the energies needed from the environment. This has a devastating effect on the local area. When Defiling you gain a number of automatic ⛉ equal to the difficulty of the spell. *These do not cancel any* ⚔ *rolled by the player nor are they canceled by any. The player can choose to cancel any number of* ⛉ *with advantages, including zero.* Unlike **Cast Spell (Preserving)**, there is no strain cost associated with this action, and any ⛉ or ⊗ rolled in the check or gained by using this action, cannot be used to cause strain or wounds upon the caster. These ⛉ and ⊗ can be used as a narrative element.

These can range from turning local plantlife to ash in a small radius op to draining entire areas of life. This should be scaled to the number of ⛉ and ⊗ rolled in the check must be used to strengthen the effect.

Cast Spell (Preserving)

Preservers try to minimise the damage to animal and plant life and use only part of the magical energies needed to cast a spell from the environment. The rest of the magical energies needed are supplemented from their own bodies. However, when there is an abundant amount of life in the neighberhood it is easier to avoid permanent damage to the environment and thus it is less taxing to the preservers' body. Using this action to cast a spell costs up a number of strain equal to the final difficulty of the spell Advantages from checks after this one cannot be used to recover this strain but can be used to recover existing strain.

Magical Manouvers

To use these manouvers, the character has to have atleast 1 rank in either the Arcane or the Primal skills and have a talent allowing them to use that skill to cast spells.

Counterspell

Most skilled mages or spellcasters can attempt to counter an opponents spells as they are being cast. If the character performs the counterspell maneuver, all opponents within medium range upgrade the difficulty of checks to cast spells once, until the end of the character's next turn.

Cost	Result
⟁ or ⊗	The magical energies exhaust the player, they suffer 2 strain or 1 wound (GM's choice) (When using the Defiling action) Plantlife in the area turns to ash. Using more ⟁ or ⊗ upgrades the area, or even includes wildlife. This is narrative penalty and can include the attention of creatures who are quite unhappy with the state of the new area. All arcane and primal casters, including the caster, suffer ■ untill this players next turn
⟁ ⟁ or ⊗	The spell doesnt take effect until the start of the next round, or after a minute in narrative gameplay. Until the end of the encounter, enemy spellcasters add ▧ when casting a spell that targets this character.
⟁ ⟁ ⟁ or ⊗	The spell is slightly more powerful than expected. One character of the GM's choice is targeted or otherwise affected by the spell as well. All other spellcasters and creatures attuned to magical energies within a day's travel become aware of the character (and depending on their disposition, may be very interested in finding them and doing them harm).
⊗	The character overexerts themself or loses their magical connection and is unable to cast spells for the rest of the encounter or scene. The GM picks the target of the character's spell. If the caster is an NPC, the controlling player picks the target of the spell instead.
⊗ ⊗	The character completely lose control of their magical energies or draws the ire of their deity, suffering one Critical Injury (at the GM's discretion, this may instead take the form of some of terrible or hilarious misfortune, such as temporarily being turned into a small woodland creature, being struck by lightning on a clear day, swapping bodies with someone else in the encounter for the remainder of the day, or summoning an avatar of divine or infernal wrath). (When using the Defiling action) A ally of the player gains a number of wounds equal to the number of ⟁ rolled. If the caster is using an component from an component pouch, the pouch is now empty, and as to be refilled.

Concentrate

Some magical effects might require concentration to sustain. If a magical action (or spell) can benefit from concentration, the action description notes this. Spells that can be sustained through concentration last until the end of the character's next turn (as noted in their description). However, if the character performs the concentrate maneuver during that next turn, the spells effects last until the end of the characters following turn, instead. This can be sustained indefinitely by performing the concentrate maneuver each turn.

Arcane Spells

Attack

Skill: Arcane
Concentration: No
Magic attacks are cast spell checks but additionally follow the normal rules for performing combat checks. When making a magic attack the character must select one target at short (but not engan ged) range. The default difficulty is Easy (♦). The attack deals damage equal to the casters Intelect plus one per uncancelled ✦. The attack has no critical rating, so you may only inflict a Critical Injury with a ❋. Before making a magical attack, you may choose any number of additional effects from Table: 9.3 Attack Additional effects on page 53.

Barrier

Skill: Arcane
Concentration: Yes
Both arcane and divine spellcasters have the power to create barriers of magical energy to protect themselves and their allies. The character selects one target they are engaged with (which can be themselves), then makes an Arcana or Divine skill check. The default difficulty of the check is Easy (♦). If the check is successful, until the end of the characters next turn, reduce the damage of all hits the target suffers by one, and further reduce it by one for every uncanceled ✦ ✦ beyond the first. Before making an Barrier check, you may choose any number of additional effects from Table: 9.4 Barrier Additional Effects on page 53.

Dispel

Skill: Arcane
Concentration: No
The ability to nullify magic is a strange and wondrous art that only certain arcane spellcasters possess. The character selects one target within short range that is under the effects of a spell, then makes an Arcana skill check. The default difficulty for the check is Hard (♦♦♦). If the check is successful, the effects the target is under immediately end (if the spell affected multiple targets, the other targets remain affected). Before making a dispel check, choose any number of additional effects from Table: 9.5 Dispel Addi-

Cost	Effect
♦	**Blast:** The attack gains the Blast quality with a rating equal to your character's ranks in Education.
♦	**Close Combat:** May select a target engaged with your character.
♦	**Deadly:** The attack gains a Critical rating of 2. The attack also gains the Vicious quality with a rating equal to the character's in knowledge
♦	**Fire:** The attack gains the Burn quality with a rating equal to your character's ranks in Education.
♦	**Impact:** The attack gains the Knockdown quality. The attack also gains the Disorient quality with a rating equal to the character's ranks in Education.
♦	**Lightning:** The attack gains the Stun Damage quality with a rating equal to the character's ranks in Education. The attack also gains the Auto-Fire quality. (You must increase the difficulty by one to use the Auto-fire quality as normal.)
♦	**Manipulative:** If the attack hits, you may spend ⋀ to move the target up to one range band in any direction.
♦	**Range:** Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.
♦	**Quick Sand:** The attack gains the Ensnare quality with a rating equal to the character's ranks in Education.
♦♦	**Destructive:** The attack gains the Sunder quality. The attack also gains the Pierce quality with a rating equal to the character's ranks in Education.
♦♦	**Empowered:** The attack deals damage equal to twice the characteristic linked to the skill (instead of dealing damage equal to the characteristic). If the attack has the Blast Blast quality, it affects all characters within short range, instead of engaged.
♦♦	**Poisonous:** If the attack deals damage, the target must immediately make a Hard(♦♦♦) Resilience check or suffer wounds equal to the character's ranks in Education, and strain equal to the character's ranks in Education. This counts as a poison.

Cost	Effect
♦	**Additional Target:** The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ⋀ to affect one additional target within range of the spell (and may trigger this multiple times, spending ⋀ each time).
♦	**Range:** Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.
♦♦	**Add Defense:** Each affected target gains ranged and melee defense equal to your ranks in Knowledge.
♦♦	**Empowered:** The barrier reduces damage equal to the number of uncanceled ✹ instead of the normal effect.

Cost	Effect
♦	**Range:** Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.
♦♦	**Additional Target:** The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ⋀ to affect one additional target within range of the spell (and may trigger this multiple times, spending ⋀ each time).

Illusion

Skill: Arcane
Concentration: Yes
Arcane spellcasters can influence the mind of a target, causing it to see, hear, or smell something that is not there. Likewise, they can cause the target to not see, hear, or smell something. The characters selects up to three targets in short range, then makes either an Arcana or Divine skill check. The default difficulty of the Check is Easy (♦). If the check is successful, the targets either sees a single static image up to a size of silhouette 2, hears a sound ranging from a whisper to a scream emanating from close range, or smells something wafting from close range. Likewise, the spell can cause the target to be unable to see a small, static object with silhouette 1 such as a chest, weapon, door, or shelf. Before making an Illusion check, choose any number of additional effects from Table: 9.6 Illusion Additional Effects on page 54 .

Cantrip

Cantrips covers all the minor things that we expect people to be able to do with magic, such as levitating a book, transmuting a pebble into a butterfly, detecting something magical nearby, summoning a ghostly light source to see in the dark, or making ones voice growl with distant thunder. Basically, these are all cool abilities with a minor benefit,

Cost	Effect
♦	**Additional Illusion:** The spell creates an additional visual illusion. You may spend ⚔ ⚔ to create one additional visual illusion.
♦	**Additional Target:** The spell affects three additional targets within range of the spell. In addition, after casting the spell, you may spend ⚔ to affect two additional targets within range of the spell (and may trigger this multiple times, spending ⚔ each time).
♦	**Conceal:** Until the beginning of the user's turn, the target cannot see or sense a chosen person or object of silhouette 1 or smaller. The chosen person or object must remain stationary or the spell fails.
♦	**Increased Size:** The spell creates an illusion up to silhouette 3 or conceals a static object up to silhouette 2.
♦	**Movement:** The spell creates an illusion with basic movements and gestures, and can patrol in an area of up to short range. You may spend ⚔ ⚔ to increase the range the illusion can move by one range band per ⚔ ⚔ .
♦	**Range:** Increase the range of the spell (the distance from the character the illusion effect appears) by one range band. You may spend ⚔ ⚔ to extend the range band by one (and may trigger this multiple times, spending ⚔ ⚔ each time).
♦	**Simultaneous Effect:** The spell creates one additional sensory effect that appears in sync with the visual component of the illusion. You may spend ⚔ ⚔ to create one additional visual or sensory effect.
♦	**Silence:** The spell causes all sound within an area of 20 feet to be inaudible to any creature outside the area.
♦ ♦	**Disguise:** The spell alters the target's entire appearance, either physically or by adding/subtracting clothing, gear, personal effects, or other. You may spend ⚔ ⚔ to alter how the target sounds or smells. Nothing this spell creates has a physical component, so objects pass through it as normal, and any creature that touches it will feel nothing.
♦ ♦	**Massive Size:** The spell creates an illusion up to silhouette 4.
♦ ♦ ♦	**Invisibility:** The target is invisible and gains ✸ on any Stealth checks it makes for as long as concentration is maintained. You may spend ⚔ ⚔ to render all sounds the target makes inaudible.

but are more tricks than dangerous or powerful magics. That doesnt mean a player can't fig- ure out how their character can use a utility spell to their best advantageth- ats half the fun of being a spellcaster!

Cantrips don't have an equivalent action for structured encounters, since the effects are almost entirely narrative in nature. A check to cast a utility spell should always be Easy (♦). If that check seems too easy for what you want to accomplish, then what you want to do is probably beyond the scope of the cantrips!

Primal Spells

Augment

Skill: Primal
Concentration: Yes
This is using magic to enhance people. A character selects one target they are engaged with (which can be themself), then makes a Primal or Divine skill check. The default difficulty of the check is Average (♦♦). If the check is successful, until the end of your character's next turn, the target increases the ability of any skill checks they make by one (in effect, this means they add ⬡ to their checks). A character may not be affected by more than one Augment spell at the same time (so no stacking effects). Before making an augment check, you may choose any number of additional effects from Table: 9.7 Augment Additional Effects on page 55 .

Conjure

Skill: Primal
Concentration: Yes
This action represents the ability of a spellcaster to animate objects or create items (or even allies) out of thin air and the aether. The character makes a Primal skill check. The default difficulty for the check is Easy (♦). If the check is successful, the character summons a simple tool with no moving parts (such as a shovel or pickax), a one-handed melee weapon with no moving parts (such as a sword or knife), or a minion no bigger than silhouette 1 (such as an animal, magical creature, elemental spirit, or even undead mon strosity). These appear engaged with the character. The summoned minion or item remains present until the end of the characters next turn. If the character summons a creature, the creature behaves in the best approximation of its natural instincts (as determined by the GM). It is not controlled by the character, and may even be hostile to them. In a structured encounter, it takes its turn immediately after the character. Before making an Conjure check, you may choose any number of additional effects from Table: 9.8 Conjure Additional Effects on page 55 .

Curse

Skill: Primal
Concentration: Yes
This action represents the combat use of curse magic. Your character selects one target within short range, then makes an Arcana or Divine skill check. The default difficulty of the check is Average (♦♦). If it is successful, until the end of the characters next turn, the target decreases the ability of any skill checks they make by one (in effect, this means they remove one ⬡ from their checks).

Before making an Curse check, you may choose any number of additional effects from Table: 9.9 Curse Additional Effects on page 55 .

Shape

Skill: Arcane
Concentration: Yes

Cost	Effect
♦	**Haste:** Targets affected by the spell can always perform a second maneuver during their turn without spending strain (they may still only perform two maneuvers a turn).
♦	**Fury:** The target adds damage equal to the character's ranks in Knowledge to unarmed combat checks, and their Critical rating for unarmed combat checks becomes 3.
♦	**Range:** Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.
♦	**Swift:** Targets affected by the spell ignore the effects of difficult terrain and cannot be immobilized.
♦♦	**Additional Target:** The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ⚔ to affect one additional target within range of the spell (and may trigger this multiple times, spending ⚔ each time).

Table 9.8: Conjure Additional Effects

Cost	Effect
♦	**Additional Summon:** The spell summons one additional item, weapon, or creature. In addition, after casting the spell, you may spend ⚔ ⚔ to summon one additional item, weapon, or creature (and may trigger this multiple times, spending ⚔ ⚔ each time).
♦	**Medium Summon:** The character may summon a more complicated tool with moving parts, a rival no larger than silhouette 1, or a two-handed melee weapon.
♦	**Range:** Increase the range of the spell (the distance from the character that the summoned item or creature appears) by one range band. This may be added multiple times, increasing the range by one range band each time.
♦	**Summon Ally:** The creature the character summons is friendly to them and obeys their commands. The character may spend a maneuver to direct the creature, allowing them to determine its action and maneuver. (If the character summons multiple creatures, the character may spend one maneuver on their turn to direct the turns of all summoned creatures.)
♦♦	**Grand Summon:** The character may summon a rival of up to silhouette 3.

Table 9.9: Curse Additional Effects

Cost	Effect
♦	**Enervate:** If a target suffers strain for any reason, they suffer 1 additional strain.
♦	**Misfortune:** After the target makes a check, you may change one ☐ to a face displaying a ✪ .
♦	**Range:** Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.
♦♦	**Additional Target:** The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend ⚔ to affect one additional target within range of the spell (and may trigger this multiple times, spending ⚔ each time).
♦♦	**Despair:** The target's strain and wound thresholds are reduced by an amount equal to the characters ranks in Knowledge. This effect may not be combined with the additional target effect.
♦♦	**Doom:** After a target makes a check, you may change any one die in the pool not displaying a ✗ or ✹ to a different face.
♦♦♦	**Paralyzed:** The target is staggered for the duration of the spell. This affect may not be combined with the additional target effect.

Shape spells change the area around them. A druid compels the plants to grow into aggressive, grasping vines to entangle anything that moves. A wizard creates a sheets of slippery, flammable grease in the path of her gith persuers. Pooling their power together, a group of cultists call forth a swirling storm of spirits that rip at the armor of the adventuring party that seeks to stop them.

Shaping magic is how spellcasters exert their will over an entire battlefield. Though it does little against a single adversary compared to other magic, shaping magic can effect a wide area for an extended period, completely changing the course of an encounter. Shaping magic generally does no damage - instead, it restricts movement. In its most basic form, it turns an area into difficult terrain. As a rule, shaping magic does not exclude the caster or their allies. All characters within the affected area suffer its effects unless the caster increases the difficulty. The caster selects a point within medium range, and everything within short range of that point is affected.

The default difficulty of the check is Average (♦♦). At higher levels a shape spell may immobilize creatures, create an area of total silence, or simply freeze everything inside a huge block of salt.
Before making an Shape check, choose any number of ad-

Table 9.10: Shape Additional Effects

Cost	Effect
♦	**Entangle:** All creatures in the affected area are Immobilized.
♦	**Range:** Increases the range of the spell by one range band.
♦	**Radius:** The size of the area increases by one range band. This may be added again to further increase the size.
♦	**Precision:** The character may select one creature within the area to remain unaffected. You may spend one ⋀ to select an additional creature.
♦ ♦	**Burn:** All creatures in the area suffer Burn damage equal to the character's ranks in the Knowledge skill.
♦ ♦ ♦	**Quick Sand:** All characters in the area are Paralysed and immune to all damage. The area is impassable terrain. This cannot be combined with Precision.

ditional effects from   Table: .

Psionics

Your rank in the Psionics skill determines your psionics rating. When using a psionics power, you roll a number of ○ die equal to your psionics rating. You can use ◑ to enhance your psionics power, using ○ is free, however ● points show that you have a harder time, if you want to use ● points, you lose 1 strain for each ● point you use.

In contrast to the Arcana and Primal skills, anyone with one or more ranks in Psionics can buy and use a Psionics Power, as listed below.

Bind (Power)

The Psionic can restrain one target, preventing it from acting.

The character may spend ◑ to immobilize a target within short range until the end of the character's next turn. If the character used any ● to generate ◑ , the target also suffers 1 wound per ◑ spent on the check (ignoring soak).

15

Bind Range

Spend ◑ to increase powers range by a number of range bands equal to Range upgrades purchased.

10

Bind Magnitude

Spend ◑ ◑ to affect 1 additional target within range per rank of Magnitude purchased.

15

Bind Strength

Spend ◑ to disorient the target for a number of rounds equal to Strength upgrades purchased.

10

Bind Control

Spend ◑ . While affected by Bind, a target suffers strain equal to the user's Willpower whenever the target takes an action.

10

Bind Range

Spend ◑ to increase powers range by a number of range bands equal to Range upgrades purchased.

15

Bind Magnitude

Spend ◑ ◑ to affect 1 additional target within range per rank of Magnitude purchased.

20

Bind Strength

Spend ◑ to disorient the target for a number of rounds equal to Strength upgrades purchased.

10

Bind Duration

Commit ◯ ◯ ◯ to sustain the ongoing effects of the power on each affected target.

15

Bind Control

Spend ◑ . While affected by Bind, a target suffers strain equal to the user's Willpower whenever the target takes an action.

10

Bind Magnitude

Spend ◑ to disorient the target for a number of rounds equal to Strength upgrades purchased.

25

Bind Strength

Spend ◑ to disorient the target for a number of rounds equal to Strength upgrades purchased.

15

Bind Range

Spend ◑ to increase powers range by a number of range bands equal to Range upgrades purchased.

20

Bind Strength

Spend ◑ to disorient the target for a number of rounds equal to Strength upgrades purchased.

25

Enhance (Power)

When making an Athletics check, the Psionic may roll an Enhance power check as part of the pool. The user may spend ◑ to gain ☀ or ⋏ (user's choice) on the check.

10

Enhance Control 1

Enhance can be used with the Coordination skill.

5

Enhance Control 2

Enhance can be used with the Resilience skill.

5

Enhance Magnitude 1

Take a Psionic leap action; make an Enhance power check. The user may spend F to jump horizontally to any location in short range.

10

Enhance Control 3

Enhance can be used with the Ride skill.

5

Enhance Strength 1

Enhance can be used with the Brawl skill.

5

Enhance Magnitude 2

When performing a Psionic Leap, the user can jump vertically in addition to horizontally.

10

Enhance Control 5

Enhance can be used with the Operate skill.

5

Enhance Strength 2

Ongoing effect: Commit ⬡ . The user increases his Brawn characteristic by 1 (to a maximum of 6).

10

Enhance Range

Spend ◑ to increase power's range by a number of range bands equal to Range upgrades purchased.

10

Enhance Control 6

Ongoing effect: Commit ⬡ . The user increases his Agility characteristic by 1 (to a maximum of 6).

10

Enhance Magnitude 3

The user can perform a Psionic Leap as a maneuver instead of an action.

10

Farsight (Power)

The Force user expands normal visual sense through a connection to the Force. The Force user may spend ◐ to ignore the effects of darkness or blindness and see normally at up to medium range for the remainder of the round (or one minute). This allows the user to view everthing most sentients could normally be able to see on a well lit day.

5

Farsight Control 1

Spend ◐ to see microscopic details of a single object within engaged range.

5

Farsight Control 2

Spend ◐ to see through a single object at medium range as through it were transparent.

5

Farsight Control 3

Spend ◐ to make out fine details on a single object within medium range.

5

Farsight Duration

Spend ◐ to increase duration by number of rounds or minutes equal to Duration upgrades purchased.

5

Farsight Range

Spend ◐ to increase the power's range by a number of range bands equal to Range upgrades purchased.

10

Farsight Duration

Spend ◐ to increase duration by number of rounds or minutes equal to Duration upgrades purchased.

5

Farsight Control 4

When making a Vigilance or Perception check, make a Farsight power check as part of the pool and spend ◐ to gain ☼ or ⋀ on the check.

10

Farsight Range

Spend ◐ to increase the power's range by a number of range bands equal to Range upgrades purchased.

10

Farsight Control 5

This power gains the ongoing effect: Commit ◇ after sucessfully activating the Farsight power to increase ranks in Perception by 1.

15

Farsight Control 6

Spend ◐ ◐ to see in every direction simultaneously, noticing and observings things in a full 360 arc.

10

Farsight Mastery

Spend ◐ ◐ . The user can now see as thought from a spot within close range of the user's body.

20

Influence (Power)

The character may attempt to guide, shape, and even twist the thoughts and feelings of others. The character may also spend ◑ to stress the mind of one living target he is engaged with, inflicting 1 strain.

10

Influence Range

Spend ◑ to increase power's range by a number of Range bands equal to range upgrades purchased.

5

Influence Magnitude

Spend ◑ to increase targets affected equal to Magnitude upgrades purchased.

5

Influence Control 1

The Force user may make an opposed Discipline vs Discipline checks combined with an Influence Power check . If the user spends ◑ and succeeds on the check, he can force the target to adopt an emotional state or believe something untrue, lasting for 1 round or 5 minutes.

10

Influence Control 2

When making a Coercion, Charm, Deception, Leadership, or Negotiation check, the Force user may roll an Influence Power check as part of his dice pool. He may spend ◑ to gain ☼ or ⋏ (user's choice) on the check.

10

Influence Strength

When stressing the mind of a target, the character inflicts 2 strain.

10

Influence Range

Spend ◑ to increase power's range by a number of Range bands equal to range upgrades purchased.

10

Influence Magnitude

Spend ◑ to increase targets affected equal to Magnitude upgrades purchased.

5

Influence Duration

Spend ◑ to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

5

Influence Duration

Spend ◑ to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

5

Influence Range

Spend ◑ to increase power's range by a number of Range bands equal to range upgrades purchased.

10

Influence Magnitude

Spend ◑ to increase targets affected equal to Magnitude upgrades purchased.

10

Influence Duration

Spend ◑ to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

5

Influence Duration

Spend ◑ to increase duration by number of rounds (or minutes) equal to Duration upgrades purchased.

5

Move (Power)

The Psionic can restrain one target, preventing it from acting.

The character may spend ◑ to immobilize a target within short range until the end of the character's next turn. If the character used any ●
to generate ◑ , the target also suffers 1 wound per ◑ spent on the check (ignoring soak).

10

Move Magnitude

Spend ◑ ◑ to affect 1 additional target within range per rank of Magnitude purchased.

5

Move Strength

Spend ◑ to disorient the target for a number of rounds equal to Strength upgrades purchased.

10

Move Range

Spend ◑ to increase powers range by a number of range bands equal to Range upgrades purchased.

5

Move Range

Spend ◑ to increase powers range by a number of range bands equal to Range upgrades purchased.

5

Move Magnitude

Spend ◑ ◑ to affect 1 additional target within range per rank of Magnitude purchased.

5

Move Strength

Spend ◑ to disorient the target for a number of rounds equal to Strength upgrades purchased.

10

Move Control

Spend ◑ . While affected by Move, a target suffers strain equal to the user's Willpower whenever the target takes an action.

5

Move Magnitude

Spend ◑ ◑ to affect 1 additional target within range per rank of Magnitude purchased.

10

Move Strength

Spend ◑ to disorient the target for a number of rounds equal to Strength upgrades purchased.

15

Move Control

Spend ◑ to disorient the target for a number of rounds equal to Strength upgrades purchased.

5

Move Range

Spend ◑ to disorient the target for a number of rounds equal to Strength upgrades purchased.

15

Move Magnitude

Spend ◑ ◑ to affect 1 additional target within range per rank of Magnitude purchased.

10

Move Strength

Spend ◑ to disorient the target for a number of rounds equal to Strength upgrades purchased.

20

Move Control

Spend ◑ . While affected by Move, a target suffers strain equal to the user's Willpower whenever the target takes an action.

15

Sense (Power)

The Force User can sense the Force interacting with the world around him. The user may spend ◑ to sense all living things within short range (including sentient and non-sentient beings). The user may spend ◑ to sense the current emotional state of one living target with whom he is engaged.

10

Sense Control 1

Ongoing effect: Commit ⬡ . Once per round, when an attack targets the Force user, he upgrades the difficulty of the pool once.

10

Sense Control 2

Effect: Spend ◑ . The Force user senses the current thoughts of one living target with whom he is engaged.

10

Sense Duration

Sense's ongoing effects may be triggered one additional time per round.

10

Sense Range

Spend ◑ to increase power's range by a number of range bands equal to Range upgrades purchased.

5

Sense Magnitude

Spend ◑ to increase number of targets affected by power equal to Magnitude upgrades purchased.

5

Sense Strength

When using Sense's ongoing effects, upgrade the pool twice, instead of once.

10

Sense Range

Spend ◑ to increase power's range by a number of range bands equal to Range upgrades purchased.

10

Sense Magnitude

Spend ◑ to increase number of targets affected by power equal to Magnitude upgrades purchased.

10

Sense Control 3

Ongoing effect: Commit ⬡ . Once per round, when making a combat check, he upgrades the ability of that check once.

10

Sense Range

Spend ◑ to increase power's range by a number of range bands equal to Range upgrades purchased.

10

Sense Magnitude

Spend ◑ to increase number of targets affected by power equal to Magnitude upgrades purchased.

10

Chapter 10: Adversaries

> "To survive, almost every form of life has become a monster in one sense or another. These adaptations have taken an almost diabolical turn. Because the world is so barren, to some extent every creature is both predator and prey. Be cautioned, traveler. For even the most passive beast and sweetest flower is often deadly on Athas. In a world where creatures must kill or be killed, this is only logical. Still, many people forget this rule when they see a brightly colored plant or a seemingly friendly ball of scales roll by."

<div align="right">

– The Wanderers Chronicle

</div>

Beasts of Burden

Crodlu

Crodlu (Rival)

and hind limbs, and its scaly hide is a yellowish red, with similar colors along its side and underbelly.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	1	2	2	1

SOAK	HEALTH		PHYSICAL DEFENSE		MAGIC DEFENSE	
4	12	0	0	0	0	0
	WOUNDS	STRAIN	MELEE	RANGED	MAGIC	PSIONIC

Summon: true
Skills (group only): Athletics 2, Brawl 1, Survival 1
Talents: None
Abilities:
- **Large:** Silhouette 2
- **Trained Mount 1:** Add ☐ to a rider's Riding check while mounted
- **Sure-Footed:** Crodlu suffer no penalties while moving through difficult terrain
- **Beast of Burden 5:** Add 5 to encumbrance threshold

Equipment:
- **Claws:** (Brawl; Damage: 5; Critical: 5; Range [Engaged];

Crodlu are a species of flightless, scaled avianlike creatures that roams the wilderness in herds. They have powerful hind legs, which were built for jumping great lengths. Crodlu have very poor eyesight, but make up for it with an excellent sense of smell. Crodlu have great endurance, almost better than a mul's, and can run at high speeds for long periods of time.

This creature is a large, flightless combination of bird and reptile. It has wicked claws at the end of its long fore

War Crodlu (Rival)

A large, flightless combination of bird and reptile, this creature is more heavily muscled than most others of its species, and its clawed feet splay more broadly in the sand. A strong creature, used to heavy loads, it has a reddish-yellow scaled hide, with similar variations on its sides and underbelly.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	3	1	2	2	1

SOAK	HEALTH		PHYSICAL DEFENSE		MAGIC DEFENSE	
5	16	0	0	0	0	0
	WOUNDS	STRAIN	MELEE	RANGED	MAGIC	PSIONIC

Summon: true
Skills (group only): Athletics 3, Brawl 2, Survival 1
Talents: None
Abilities:
- **Large:** (Silhouette 2
- **Trained Mount 2:** Add □ □ to a rider's Riding check while mounted
- **Sand Walker:** Remove 1 ■ from any checks made to traverse sandy or desert terrain
- **Sure-Footed:** Crodlu suffer no penalties while moving through difficult terrain
- **Beast of Burden 5:** Add 5 to encumbrance threshold

Equipment:
- **Claws:** Brawl; Damage: 8; Critical: 4; Range [Engaged]; Knockdown

Erdlu

Erdlu (Rival)

The erdlu is a smaller version of the crodlu. Its body is covered in tough scales, and its folded forelimbs sprout useless wings. Hardy and fast, this drakelike creature is a fine riding beast for a Silhoutte 0 rider. It is too skittish to be trained for war, however.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	1	2	1	1

SOAK	HEALTH		PHYSICAL DEFENSE		MAGIC DEFENSE	
3	12	0	0	0	0	0
	WOUNDS	STRAIN	MELEE	RANGED	MAGIC	PSIONIC

Summon: true
Skills (group only): Athletics 2, Brawl 1
Talents: None
Abilities:
- **Trained Mount:** Add □ to a rider's Riding check while mounted
- **Beast of Burden 5:** Add 5 to encumbrance threshold
- **Sure-Footed:** Erdlu suffer no penalties while moving through difficult terrain

Equipment:
- **Beak:** Brawl; Damage: 5; Critical: 5; Range [Engaged]

Inix

Inix (Rival)

Broad and low to the ground, an inix is a reptilian behemoth. Used widely as a beast of burden, the inix is capable of incredible feats of strength. It is tough, plodding, and slow to anger, but once roused, it is nearly unstoppable.

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	1	1	2	2	1

SOAK	HEALTH		PHYSICAL DEFENSE		MAGIC DEFENSE	
7	18	0	0	0	0	0
	WOUNDS	STRAIN	MELEE	RANGED	MAGIC	PSIONIC

Summon: true
Skills (group only): Athletics 3, Brawl 2, Resilience 1, Survival 1
Talents: None
Abilities:
- **Large:** Silhouette 3
- **Trained Mount 2:** (Add □ □ to a rider's Riding check while mounted
- **Sand Walker:** (Remove 1 ■ from any checks made to traverse sandy or desert terrain
- **Beast of Burden 8:** (Add 8 to encumbrance threshold

Equipment:
- **Trample:** Brawl; Damage: 8; Critical: 5; Range [Engaged], Inaccurate 1, Knockdown
- **Tail Slap:** Brawl; Damage: 6; Critical: 5; Range [Engaged], Knockdown, Disorient 2

Humanoid Enemies

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	2	2	1

SOAK	HEALTH		PHYSICAL DEFENSE		MAGIC DEFENSE	
3	6	0	0	0	0	0
	WOUNDS	STRAIN	MELEE	RANGED	MAGIC	PSIONIC

Gith Warrior (Minion)

Standing hunched before you is a vaguely reptilian humanoid with hairless, greenishgray skin and jet black lidless eyes. With clawed hands and feet and a fanged pronounced underbite, the creatures appearance is rendered all the more strange by its bowlegged waddling gait.

Gith combat tactics usually involve ambushes. They prefer to have a distinct advantage in numbers, and so attack in mass. Their weapon of choice is an obsidian spear designed for chopping and slashing rather than piercing, but they will use any weapon they have access to. They disdain the use of range weapons, since they enjoy watching the pain and fear of their opponents.

Summon: true
Skills (group only): Athletics, Melee (Light), Perception, Skulduggery, Stealth
Talents: None
Abilities:
- **Ambusher:** A Gith Warrior may determine initiative using Skullduggery instead of Cool or Vigilance
- **Psionic Leap:** A Gith Warrior may once per encounter, as a manouver move from long to medium range using one manouver

Equipment:
- **Spear:** Melee (Light); Damage: 4; Critical: 4; Range [Engaged]; Accurate 1, Defensive 1
- **Shield:** Melee (Light); Damage: 2; Critical: 6; Range [Engaged]; Defensive 1, Deflection 1, Inaccurate 1, Knockdown
- **Leather Armour:** +1 Soak

Gith Captain (Rival)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	2	2	1

SOAK	HEALTH		PHYSICAL DEFENSE		MAGIC DEFENSE	
3	6	0	0	0	0	0
	WOUNDS	STRAIN	MELEE	RANGED	MAGIC	PSIONIC

Summon: true
Skills (group only): Athletics 2, Brawl 2, Melee (Light) 2, Leadership 1, Perception 2, Skulduggery 2, Stealth 2
Talents: None
Abilities:
- **Ambusher:** A Gith Captain may determine initiative using Skullduggery instead of Cool or Vigilance
- **Psionic Leap:** A Gith Captain may once per encounter, as a manouver move from long to medium range using one manouver
- **Brain Fog:** All enemies in short range gain ■ on Arcana, Discipline, Psionics and Primal checks unless they succees in an Discipline check as an incidental
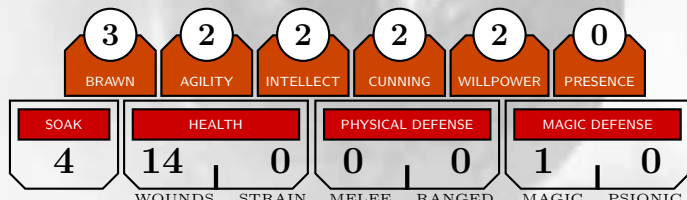- **Pack Tactics:** A Gith Captain that uses the assist maneuver grants ◻ ◻ instead of ◻

Equipment:
- **Spear:** Melee (Light); Damage: 4; Critical: 4; Range [Engaged]; Accurate 1, Defensive 1
- **Shield:** Melee (Light); Damage: 2; Critical: 6; Range [Engaged]; Defensive 1, Deflection 1, Inaccurate 1, Knockdown
- **Chitin Armor:** +2 Soak, Solid

Elementals

Elementals

Minor Earth Elemental (Rival)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	2	2	0

SOAK	HEALTH		PHYSICAL DEFENSE		MAGIC DEFENSE	
4	14	0	0	0	1	0
	WOUNDS	STRAIN	MELEE	RANGED	MAGIC	PSIONIC

Summon: true
Skills (group only): Brawl 3, Perception 2, Resilience 2, Vigilance 2
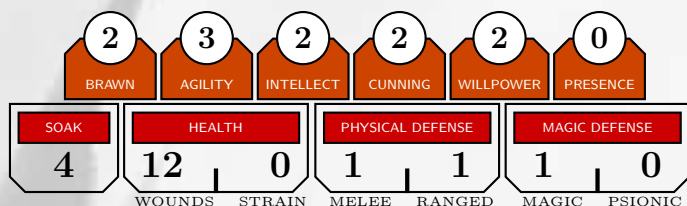**Talents:** None
Abilities:
- **Rock Solid:** An Earth Elemental is Immune to Knockdown

Equipment:
- **Crushing Fist:** Brawl; Damage: 6; Critical: 3; Range [Engaged]; Knockdown, Empowered:Concussive 1

Minor Air Elemental (Rival)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	2	2	0

SOAK	HEALTH		PHYSICAL DEFENSE		MAGIC DEFENSE	
4	12	0	1	1	1	0
	WOUNDS	STRAIN	MELEE	RANGED	MAGIC	PSIONIC

Summon: true
Skills (group only): Brawl 3, Perception 2, Resilience 2, Vigilance 2
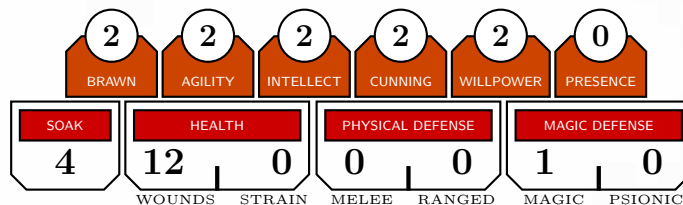**Talents:** None
Abilities:
- **Flighty:** An Air Elemental is Immune to Immobilize
- **Light as the Wind:** Flying (Hovering)

Equipment:
- **Lightning Strike:** Ranged; Damage: 6; Critical: 3; Range [Short]; Disorient 1, Stun Damage 1, Empowered:Disorient 2, Stun Damage 4

Minor Fire Elemental (Rival)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	0

SOAK	HEALTH		PHYSICAL DEFENSE		MAGIC DEFENSE	
4	12	0	0	0	1	0
	WOUNDS	STRAIN	MELEE	RANGED	MAGIC	PSIONIC

Summon: true
Skills (group only): Brawl 3, Perception 2, Resilience 2, Vigilance 2
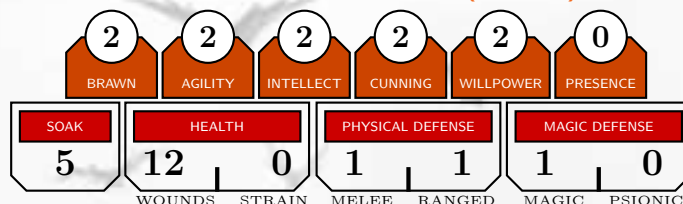**Talents:** None
Abilities:
- **Burning:** An Fire Elemental is Immune to Fire damage

Equipment:
- **Fire Blast:** (Melee; Damage: 7; Critical: 3; Range [Engaged]; Burn 1, Empowered:Blast 4

Minor Water Elemental (Rival)

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	2	2	0

SOAK	HEALTH		PHYSICAL DEFENSE		MAGIC DEFENSE	
5	12	0	1	1	1	0
	WOUNDS	STRAIN	MELEE	RANGED	MAGIC	PSIONIC

Summon: true
Skills (group only): Brawl 3, Perception 2, Resilience 2, Vigilance 2
Talents: None
Abilities:
- **Wet:** An Water Elemental is Immune to Immobilize.

Equipment:
- **Fire Blast:** Melee; Damage: 7; Critical: 3; Range [Engaged]; Ensnare 2, Empowered:Disorient 2, Ensnare 4