

## CHARACTER CREATION QUICK START

Before setting out to put anything on paper, it might be worth asking: “What kind of character do you want to play?” Starting with a solid character concept is one of the best (and perhaps easiest) ways to begin character creation. This is not to say that one cannot be inspired by many of the things in this book, but that having an idea in your mind as to what kind of character you want to explore will be a big help. Though there are many ways in which to create and draft a character, those new to Athia might want to try the approach listed below:

### RACE AND CLASS

It's best to begin with the Race and Class of the character, as many of the statistics recorded for the character stem from those initial choices. Record those on your character sheet.

### ATTRIBUTES

Next, you will need to know from your GM what your character's starting attribute total should be (see Attributes under Character Statistics). Decide upon and record each of your character's attributes.

### RACIAL PERKS

Choose two of the Racial Perks listed for the Race you have chosen for your character and make note of any bonuses that apply elsewhere on your character.

### ABILITIES

Your Class will determine the number of Abilities you can select. Choose any Ability listed for your Class in the Abilities section, and/or from the General Abilities list. Make note of any bonuses that apply elsewhere on your character.

### TALENTS

Your Class will determine the number of Talent Points your character has to spend. Any number of Talent Points can be added to any of the eighteen Talent choices.

### ASPECTS

Now with your character's Attributes, Racial Perks, and Abilities selected, you can determine the Aspects of your character. Note: your base Defense may be impacted by armor that you choose to purchase for your character.

### MAGIC, ARCANES OR DIVINE

Should your character have any Arcane magic, your Aptitude Points are determined by your Class. Spend those in any of the appropriate Arts for your character. You may then begin designing Spells for your character. Should your character have any Divine magic, select the Influence(s) for your character as determined by your Class. You may then design any Interventions you wish.

### EQUIPMENT

Your character will begin with 75 silver Septems with which to purchase Armor, Arms, and Gear. Record all purchased items and any remaining money on your character sheet. Note: Armor may have an impact on your character's maximum Dexterity Bonus and may modify your available Stamina when wearing it.

### ATTACKS AND DAMAGE

Whether armed or unarmed, record the Hit Check bonus and Damage for each of your character's weapons. Include any bonuses to your Hit Check (Rogue) or Damage (Warrior) that is derived from your Class.

### FINAL TOUCHES

Select a House that your character calls their own, as well as a Faith (if applicable). Make note of how old your character is. Record any additional information on your character sheet (Blesses, Grimoire pages used, Talent Specialties notes, Combat Style, etc.). Finally, if you haven't already, name your character.



# CHARACTER STATISTICS

## ATTRIBUTES

A Character's inherent physical characteristics are represented by six core Attributes. Each of these Attributes is assigned a numeric value representing average (zero), below average (negative number), or above average (positive number). Scores normally range from -3 (far below average) to +3 (far above average) unless modified by some rare magic, Ability, or Racial Perk. This assumes an average Character, creature, or NPC in Athia, having a 0 (zero) ability score, would thus have no modifier to a Check against that ability.

During Character creation, the GM will decide the Campaign's Starting Attributes pool, determined by how heroic he would like the cast of characters for his campaign to be. With this Starting Attribute pool, the Players assigns values to their

**Campaign Starting Attributes Table**

Campaign	Attributes Total
Commoners	0
Young Heroes	2
Heroes	4

Character's six Attributes as desired to best represent their Character concept. Scores may not exceed the -3/+3 limits (barring any applicable Perks a Character may possess) and the aggregate total must not exceed the total from the Campaign Starting Attributes pool.

**Attribute Score** = Attribute Points + Abilities + Racial Perks

**Attribute Check** = d20 + Attribute Score

Each Attribute has three derived Talents associated with it. These Talents are listed in each Attribute description but are defined later in the Talents section along with rules on their use. The six core Attributes are described as follows:

**Constitution (CON):** Vitality, resilience, fitness, and vigor are all aspects represented by this Attribute. Characters with higher Constitution scores tend to be tougher, healthier physical specimens. They are typically able to exert themselves for longer periods of time and have a greater resistance to discomfort. Characters with a very high Constitution are often able to withstand more damage in combat and usually recover faster after a battle. Characters with very low scores appear weak and often avoid combat at all costs. Soldiers in Athia typically have high Constitution.

**Modifiers:** A Character's Constitution modifier is added to their Health (Fatigued, Battered, and Injured tiers) and Stamina at Character creation. The Constitution modifier is also added to Checks when using the Talents listed below.

## CHARACTER STATISTICS

**Talents:** The Talents associated with Constitution are Combat Rest, Endurance, and Recuperation.

**Dexterity (DEX):** Agility, coordination, fleetness, and poise are all aspects represented by this Attribute. Characters with higher Dexterity scores are generally quicker, more acrobatic, and have keen hand-eye coordination. They often possess an affinity for manipulating and making things. Characters with very high Dexterity scores tend to excel at ranged weapons and can sometimes avoid the strikes of their enemies. Characters with very low scores tend to be clumsy and easy targets in combat. Craftsman in Athia typically have high Dexterity.

**Modifiers:** A Character's Dexterity modifier is added to their Defense score at Character creation. They also add it to a Hit Check when utilizing most weapons. The Dexterity modifier is also added to Checks when using the Talents listed below.

**Talents:** The Talents associated with Dexterity are Craft, Stealth, and Thievery.

**Instinct (INS):** Intuition, insight, perception, and discernment are all aspects represented by this Attribute. Characters with higher Instinct scores are generally more alert, focused, and have a good sense of the people and environment around them. Characters with very high Instinct scores excel at discovering and then anticipating the actions of those around them, whether man or beast. Characters with very low scores are oblivious and have difficulty around animals. Huntsmen in Athia typically have high Instinct.

**Modifiers:** A Character's Instinct modifier is added to a Divine Caster's Favor at Character creation. The Instinct modifier is also added to Checks when using the Talents listed below.

**Talents:** The Talents associated with Instinct are Concentration, Notice, and Taming.

**Knowledge (KNO):** Intelligence, expertise, academics, and judgment are all aspects represented by this Attribute. Characters with higher Knowledge scores have a greater understanding of the workings of the world and are the most learned in Athia. They can usually read, write, and have an affinity for language. Characters with very low scores are dimwitted and struggle to communicate effectively. Sages and Scholars in Athia typically have high Knowledge.

**Modifiers:** A Character's Knowledge modifier is added to determine the number of additional Talent points a Character has and to Checks when using the Talents listed below.

**Talents:** The Talents associated with Knowledge are Hermetics, Scholar, and Survival.

**Strength (STR):** Athleticism, might, muscle, and power are all aspects represented by this Attribute. Characters with higher Strength scores are stronger, faster, and are more physically capable. They can run, climb, and jump higher, better, quicker. Characters with very high Strength scores can wear heavier armor and deliver terrible damage on the battlefield. Characters with very low scores struggle to wield a weapon and can carry little more than their own clothes. Laborers in Athia typically have high Strength.

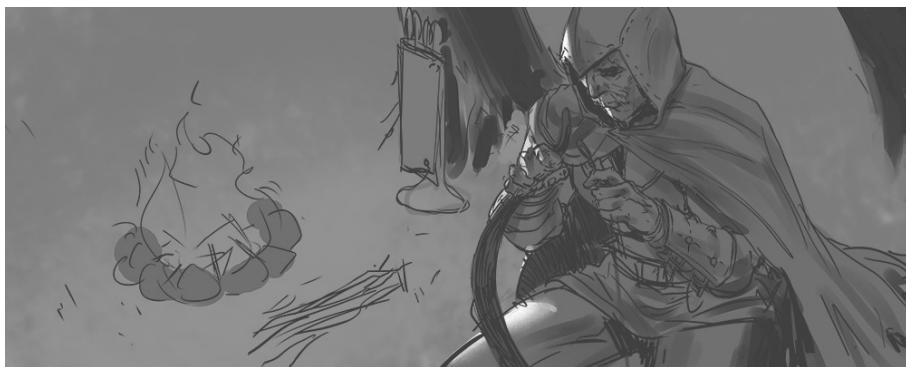
**Modifiers:** A Character's Strength determines their Base Strength Damage. The result of their Base Strength Damage roll is added to Damage when utilizing Hurled or Melee weapons. Strength modifiers are added to an Arcane Caster's Mana at Character creation. The Strength modifier is also added to Checks when using the Talents listed below.

**Talents:** The Talents associated with Strength are Athletics, Exertion, and Swimming.

**Valor (VAL):** Willpower, leadership, courage, and presence are all aspects represented by this Attribute. Characters with higher Valor tend to be brave and outspoken. They typically find themselves in positions of leadership. Characters with very high Valor are often perceived as fearless and will be inspirations to their peers. Characters with very low scores are cowardly and crude. Politicians and Clergymen in Athia typically have high Valor.

**Modifiers:** A Character's Valor modifier is added to their Daring score at Character creation. The Valor modifier is also added to Checks when using the Talents listed below.

**Talents:** The Talents associated with Valor are Charisma, Discipline, and Faith.



## ASPECTS

Aside from a Character's Attributes there are several other facets in which Characters are measured. These additional Aspects include a Character's Daring, Defense, Health, Favor, Mana, Stamina, and Speed. Each of these Aspects is described below:

### DARING

Courage and skill in combat encompass a Character's Daring. Daring is used to determine not only how quickly and confidently one is able to act in combat, but it is also used to determine just how susceptible they are to their worst fears.

A combination of a Character's Valor, Abilities, and potential Racial Perks make up one's Daring. It is compared to a monster's Fear value in determining one's Reaction, as well as determining whether a Character suffers Disadvantage because of a monster's fearsomeness. Additional information on Daring, Fear, and Reaction can be found in the Combat section.

### DEFENSE

The culmination of the armor a Character wears, their agility, defensive capabilities, and combat prowess is reflected in their Defense. Defense is a combination of many factors that contribute to one's capability to avoid injury during combat.

Defense is the sum of the Defense value of the armor a Character wears, their Dexterity Modifier (up to the maximum Dexterity Modifier listed for the armor), and any Abilities, Racial Perks, and/or Magic Item benefits.

Although a Character's Defense is a static number it should be considered the Character's best effort to dodge, block, parry, and avoid attacks and damage during combat. Any attempt to Hit an opponent that meets or exceeds a target's Defense is considered successful. Attacks and Defense are further described in the Combat section.

### HEALTH

A Character's ability to survive the hardships of their environment and their ability to withstand the rigors of battle are all reflected in a Character's Health. Health is more than just a number; it is one's ability to stand up to the trials of adventure.

A Character's Health is divided into four tiers: Fatigued, Battered, Injured, and Down. The number of points in the first three tiers are primarily determined by their Class (as shown in the Level Progression Chart for each Character Class). At first level a Character's Fatigued, Battered, and Injured totals are listed in the

## ATHIA

Level Progression Chart. On top of that, a first level Character will add their Racial Health Bonuses to each applicable tier, their Constitution modifier to each of the first three Health tiers, and any bonuses from any applicable Abilities they have chosen. When a Character advances to each new level they gain additional Fatigue, Battered, and Injured points equal to the number listed in the Level Progression Chart, plus bonuses for any new Abilities they may have acquired.

For example, a Player is creating a Human Rogue Character with a Constitution modifier of (+1). He would begin with a Fatigued tier of 4, a Battered tier of 5, and an Injured tier of 2 from the Rogue Level Progression Chart. Humans receive a bonus to their Fatigued tier of +1, to their Battered tier of +1, and their Injured tier of +1. Finally, the Player adds his Character's Constitution modifier (+1) to each of the Health tiers. This gives the Character the final total of a Fatigued tier of 6, a Battered tier of 7, and an Injured tier of 4.

Every time a Character suffers injury, the number of points equal to the Damage done are temporarily removed from their Health beginning with the first Health tier (Fatigued). When a Character has taken damage equal to or greater than the amount of Fatigue they possess, they then start taking damage in the Battered tier. Likewise, when they have taken damage equal to or greater than their Battered tier, they then start taking damage in their Injured tier. When a Character has taken enough damage to exceed their Injured tier, they will mark their Character as Down. Down Characters are on the verge of death and are exceedingly vulnerable. Any Character who is Down and takes any further damage, whether purposeful or coincidental, dies.

Characters who have taken any Fatigued damage do not suffer any in game penalties. Characters who have taken any Battered damage can only perform an Action or a Maneuver, but not both, in a single turn. Characters who have taken any Injured damage suffer Disadvantage on all Checks. Finally, Characters who are Down become incapacitated and can only take Free Actions during their turn. It is important to note that as a Character suffers more and more wounds, they suffer the collective penalties of each tier they have been reduced to.

## FAVOR AND MANA

Magic is very real in Athia. There are two types of magic: Arcane and Divine. Arcane magic is raw power that affects the elemental world around us, whereas Divine magic is celestial in nature and grants the ability to impact all living things.

Favor represents the amount of trust a god has in a Character as well as the amount of consideration the god gives the requests of their most devout followers. Favor fuels the Divine Interventions a god enacts on behalf of their followers. Favor is primarily determined by the Divine Caster's Class in accordance with the Class Level Progression Chart. At first level the Divine Caster's Favor

## CHARACTER STATISTICS

Score is the total of the number listed in the Level Progression Chart, plus their Instinct modifier, plus any bonuses from Racial Perks, plus any bonuses from initial Abilities. When a Divine Caster advances to each new level they gain additional Favor equal to the numbers listed in the Level Progression Chart, plus bonuses for any new Abilities they may have acquired. Divine Casters can enact Divine Interventions, cashing in the Favor of their gods for assistance. Each Intervention has an associated Favor cost, and when the Caster has expended sufficient Favor to implore his god's hand, they can then enact a Divine Intervention.

Mana represents a Character's ability to Formulate magical energies and cast spells. Mana determines just how many Magical Effects an individual is capable of releasing into the world. A Character's Mana is primarily determined by the Arcane Caster's Class in accordance with the Class Level Progression Chart. At first level an Arcane Caster's Mana is the total of the number listed in the Level Progression Chart, plus their Strength modifier, plus any bonuses from Racial Perks, plus any bonuses from initial Abilities. When Characters advance to each new level, they gain additional Mana equal to the numbers listed in the Level Progression Chart plus bonuses for any new Abilities they may have acquired.

## ARCANE APTITUDE

Arcane Aptitude determines just how skilled the Arcane Caster is at casting Spell Effects from a magical Art. A Character's pool of Arcane Aptitude is primarily determined by the Arcane Caster's Class in accordance with the Class Level Progression Chart. At first level a Caster's Arcane Aptitude is the total of the number listed in the Level Progression Chart, plus any bonuses from Racial Perks, plus any bonuses from initial Abilities. These Aptitude points are then distributed across the different Arcane Arts, choosing which Arts they would like their Character to be proficient at.

Each Arcane Art has a governing Attribute, and after spending their Aptitude points on the various Arts one can determine their Art Aptitude modifier by adding the number of points they have spent on an Art, plus that Art's governing Attribute Modifier, plus any bonuses from any other Abilities the Character may possess. The governing Attributes for each Art's Aptitude is listed in the Arcane Aptitude Table.

**Arcane Aptitude Table**

Arcane Art	Governing Attribute
Air	Knowledge
Cosmos	Instinct
Earth	Constitution
Fire	Valor
Water	Dexterity

Arcane Casters build Spells by choosing the Arcane Effect or Effects they wish to enact, determining the specifics of the Spell (Damage, Duration, Range, Focus,



## ATHIA

etc.), and then obtaining the Difficulty of the Spell. Making a Check with the appropriate Aptitude in the Spell's Art determines whether the Spell has been successfully cast. Further details on Arcane and Divine Magic can be found in the Magic section.

## STAMINA

Cinematic moves of a frenzied melee are fueled by Stamina. A Character's Stamina score reflects just how capable they are in combat. Stamina allows for Characters to make multiple attacks, to pull off acts of heroism, or to devastate opponents.

A Character's Stamina is primarily determined by their Class in accordance with the Class Level Progression Chart. At first level a Character's Stamina is the total of the number listed in the Level Progression Chart, plus their Constitution modifier, plus any bonuses from Racial Perks or initial Abilities. When Characters advance to each new level, they gain additional Stamina equal to the number listed in the Level Progression Chart, plus bonuses for any additional Abilities they may have acquired. See the Combat section for specific rules on the use of Stamina.

## SPEED

How fast a Character can move is represented by their Speed. All Characters in Athia begin with a base move of 20 feet (20') per Round. It is assumed that a Character can comfortably walk 10 hours a day, covering roughly thirty miles of easy terrain.

## TALENTS

Beyond a Character's core Abilities are a series of more specific capabilities known as Talents. A Character begins the game with a number of Talent Points equal to those designated by the Class they choose for their Character in accordance with the Class Level Progression Chart. Characters also add their Knowledge modifier to that number of starting Talent Points. When Characters advance to each new level, they gain additional Talent Points equal to the number listed in the Level Progression Chart for their chosen Class, plus bonuses for any new Abilities they may have acquired.

Talent Points can be spent to either obtain Apprentice Expertise in a Talent, or to improve the level of Expertise in a Talent as noted in the Expertise Level Benefits and Limitations Table. Talent points are spent one for one to raise the Expertise level of the Character. Additionally, every point spent on a Talent's Expertise adds to the Talent Score for the Character. The first point expended to increase the Expertise level of a Character grants them the Apprentice level of Expertise. The

third point raises their Expertise level to Journeyman. Finally, the sixth and last point a Player may spend on a Character's Talent grants them the Master Expertise.

Each of the eighteen Talents is derived from one of the six core Attributes. Talents without any allocated Talent Points are considered Untrained, otherwise a Character's Talent Score is equal to the number of Talent Points allocated to that Talent plus the Character's Attribute Modifier for that Talent (plus any other bonuses from Perks or Abilities). Characters will have a variable degree of Expertise in each Talent ranging from Untrained to Master, and each degree of Expertise will affect Checks as follows:

**Expertise Level Benefits and Limitations Table**

Expertise (Talent Points Spent)	Check Benefit and Limitations
Untrained (0)	Checks are made at Disadvantage
Apprentice (1-2)	Standard Check
Journeyman (3-5)	Suffer no worse than Double Disadvantage
Master (6)	Checks are never made at Disadvantage

The Target Number for a Talent Check is normally determined by the difficulty of the task as categorized in the Checks section. When using some Talents in an Opposed Check, the target number is determined by the die roll of the opponent. Talents that may or must be used as an Opposed Check are noted in the Modifiers section of each Talent description.

**Talent Score** = Talent Points + Attribute Modifier + Abilities + Racial Perks

**Talent Check** = d20 + Talent Score

**Modifiers:** Modifiers to Talent Checks may include but are not limited to Conditions, Equipment, Opponents, and Cooperation.

**Cooperation:** Two or more Characters may use Cooperation in a Talent Check, as an Action, when all have at least Apprentice Expertise in the Talent being used. Each Cooperating Character makes a Check and the highest total is used for all.

**Example of Modifiers in a Talent Check:** Character A is attempting to make an Exertion Check to break down a locked wooden door with assistance from Character B and C while using a bench as a battering ram. All Characters possess the Exertion Talent at Apprentice Expertise or greater. The GM has determined breaking down the heavy door will require a Difficult Check (15). Because the Characters are using a bench as a battering ram, the GM has awarded the Characters a beneficial Condition Bonus, reducing the target number from 15 to 14. The Exertion Check is made as follows: Each Player rolls an Exertion Check. If any of

the three Characters’ Exertion Check results in a total of 14 or greater, the companions are successful at breaking down the door.

The Talents are described below. An abbreviation of the associated Attribute for each Talent is noted in parenthesis after the Talent title.

**Athletics (STR):** Running, jumping, climbing, or throwing (non-attack) in a critical situation may require a Check against this Talent. Untrained Characters will find it difficult to run long distances or jump more than a few feet. Masters of Athletics can typically sprint blindingly fast, broad jump several times their own height, and throw a large sack of treasure over a castle wall with little effort. Attempting an Athletics Check while wearing armor can modify the target Difficulty. See the Athletic Modifiers Table below:

*Athletic Modifiers Table*

Condition	Increase
Against a Strong Headwind	+1
With a Strong Tailwind	-1
In Medium Armor	+1
In Heavy Armor	+2

**Modifiers:** Athletics is a Talent that can be used in an Opposed Check as described in the Checks section. Conditions, Cooperation, and Opponents may add/subtract from the Athletics Check.

**Charisma (VAL):** There are those gifted with appeal, and such individuals are often capable of impacting the people around them. A Character’s ability to lead, charm, provoke, or make any other social impact is measured by this Talent. Untrained Characters are socially awkward, rude, or possibly just shy. Masters of Charisma can influence people’s opinions, draw great audiences, or even affect people’s emotions.

**Modifiers:** Charisma is a Talent that can be used in an Opposed Check as described in the Checks section. Conditions, Cooperation, and even Opponents may all add/subtract from the Charisma Check.

**Inspiring Allies in Combat:** A Character may make a Charisma Check as an Action to attempt to offset an ally’s Disadvantage for an encounter. By making a successful Charisma Check the Character can halve his ally’s Disadvantage duration (round down) with a difficulty set by how many of the Character’s allies they want to influence as noted in the Inspiring Allies Table.

*Inspiring Allies Table*

# of Allies	Difficulty
1	Easy (9)
2	Average (12)
3	Difficult (15)
All	Extreme (18)

**Intimidation in Combat:** Characters may attempt to intimidate their enemies and force them to act at Disadvantage. Against an opponent, the Player makes a Charisma Check against a Difficulty of 10 plus one-half ( $\frac{1}{2}$ ) the target's Challenge Level (max 20). If successful, the target of the intimidation suffers Disadvantage during any Checks against the Character who was successful with their intimidation effort until such time that they succeed in any Check against them. Opponents may only be targeted once each during any single combat.

**Combat Rest (CON):** Catching a few winks in the direst of circumstances is difficult, but all the best trained troops and soldiers have developed the skill of Combat Rest. Attempting to get a Worthwhile Rest on a few hours of sleep or sleeping in one's armor requires a Check against this Talent. Untrained Characters usually sleep late and get little value from short rest, or struggle to sleep in anything other than their nightshirts. Masters of Combat Rest sleep in small doses whenever permitted, recover quickly with even the shortest of naps, and have been known to sleep not only in their plate armor, but while riding and carrying an injured comrade from the field.

**Modifiers:** Conditions and available time for rest may add/subtract from the Combat Rest Check.

**Gaining a Worthwhile Rest in Less Than 8 Hours:** Characters may make a Combat Rest Check to gain the benefits of a Worthwhile Rest in less than a normal 8-hour span. For each hour rested less than 8, the difficulty of the Check increases, beginning at Easy (9). If the Check were to fail, the Character receives no benefit from the rest. Characters may not attempt more than one Combat Rest Check per night.

**Reduced Rest Table**

Hours Resting	Difficulty
7	Easy (9)
6	Average (12)
5	Difficult (15)
4	Extreme (18)

**Sleeping in Discomfort:** Characters may attempt a Combat Rest Check to gain the benefits of a Worthwhile Rest while in armor or in less than the normal comfortable conditions. For each type of armor worn, the difficulty of the Check increases, beginning at Easy (9) for Light Armor. If the Check fails, the Character receives no benefit from the rest. Characters may not attempt more than one Combat Rest Check per night.

Uncomfortable Rest Table

Armor Type / Condition	Condition	Difficulty
Light Armor	Light Rain	Easy (9)
Medium Armor	Medium Rain, Snow	Average (12)
Heavy Armor	Extreme Temperatures	Difficult (15)
Any	Hail, Blizzard, Sandstorm	Extreme (18)

**Concentration (INS):** Maintaining your focus over an extended period while under duress may require a Check against this Talent. Untrained Characters can rarely use Arcane magic and will struggle to focus while distracted. Masters of Concentration are often practitioners of powerful magic and can stay on task even when being attacked or hurt.

**Modifiers:** Concentration is a Talent that can be used in an Opposed Check as described in the Checks section. Abilities, Conditions, Racial Perks, and Opponents may add/subtract from the Concentration Check.

**Concentration to Maintain Arcane Spells:** Some Spells have Durations that are Concentration based. Any time a caster who is currently concentrating to maintain an Arcane Effect (or Effects) takes Damage or takes an Action, they must make a successful Concentration Check. The Difficulty for this Check begins at Easy (9) for their first Check and increases by one category (from Easy to Average, Average to Difficult, etc.) each subsequent Round the caster takes Damage or takes an Action. Concentrating to maintain Arcane Effects is a Free Action.

**Reattempt:** From time-to-time circumstances may allow for an individual to refocus their efforts. After attempting to collect themselves, to clear their head, or to focus on the task at hand, they may Reattempt a failed Talent Check. All Reattempts are at the discretion of the GM. A Player whose character has failed at a Talent Check can (with their GM’s approval) make a Reattempt as a change of their circumstances. The Reattempt’s difficulty is equal to the difficulty of the failed Talent Check. Should the Reattempt Check be successful, the Player may then make a second Talent Check at their same (previous) difficulty. Not all Talents or Talent Checks can be Reattempted. The GM has the final say when a Reattempt for a given Talent Check is applicable.

**Craft (DEX):** Building, cooking, sewing, and making tools, weapons, traps, or other tangible items may require a Check against this Talent. Untrained Characters will find it difficult to keep their own clothing or equipment in good repair and cannot turn rough materials into finished goods. Master Craftsmen create the finest items ranging from masterpiece paintings to unique weapons of legend, to the cathedrals of the Gods in Athia.

**Modifiers:** Conditions, available materials and Cooperation may add/subtract from the Craft Check.

**Setting/Disarming Traps:** Building and deactivating traps may require a Check against this Talent. See the Traps section for more information on Trap types and their effects.

**Discipline (VAL):** A Character's willpower, grit, and drive is often tested in the lands of Athia. Resisting interrogation, fending off one's sense of fear, and staying true to values might all require a Check against this Talent. Untrained Characters cower against terrifying enemies and are easily demoralized. Masters of Discipline are courageous in battle and remain unphased in the face of corruption.

**Modifiers:** Discipline is a Talent that can be used in an Opposed Check as described in the Checks section. It is commonly used in opposition to someone's use of the Charisma Talent. Abilities, Conditions, Racial Perks, and Opponents may add/subtract from the Concentration Check.

**Staving Off Fear:** By taking an Action to collect themselves, Characters can attempt to overcome their Reactions to Fear. When determining Reaction, a Character compares their Daring to the Fear of their

**Staving Off Fear Table**

Disparity	Difficulty
1	Easy (9)
2	Average (12)
3	Difficult (15)
4	Extreme (18)

enemy. The difference is the number of Rounds the Character is at Disadvantage. Whatever the disparity between their Daring and the enemy's Fear, the Character can attempt a Discipline Check at the Difficulty listed in the Staving Off Fear Table to overcome their Disadvantage for their Reaction. Note: Should a Player fail his Discipline Check to stave off fear, they are unable to attempt that Check again until their circumstances change.

**Endurance (CON):** Enduring the elements, resisting afflictions, holding one's breath, or fighting past their injuries may require a Check against this Talent. Untrained Characters will find themselves highly susceptible to poisons and can scarcely miss a single meal. Masters of Endurance can drink people under the table, go days without water and weeks without food, and fight on when they should otherwise expire.

**Modifiers:** Conditions, Equipment, and Cooperation may all add/subtract from the Endurance Check.

**Fighting Without Penalty:** Characters who have taken enough Damage to become Battered or Injured may attempt a Check with this Talent to overcome their wound penalties for a round. This use of the Endurance Talent is a Free Action, and therefore does not cost the character their Action during an Encounter. The Difficulty for this check begins at Easy (9) and gets progressively harder each subsequent round (becoming an Average Difficulty the second round, Difficult the next, and finally Extreme). The Difficulty for the Check remains at Extreme until the Character fails their Endurance Check. At any point, when the Character fails their Endurance Check, the Character suffers the full penalties for their wounds for the remainder of the combat. Successful Endurance Checks result in the Character only suffering the penalties of the Health tier one higher than the Health tier in which they find themselves (Battered Characters function as if Fatigued, Injured Characters function as if Battered).

**Fighting On When Down:** Characters that have been reduced to Down may attempt an Endurance Check against a Difficulty of Extreme (18) to take either an Action or a Maneuver and suffer Disadvantage on any/all Checks. This use of the Endurance Talent is a Free Action, and therefore does not cost the Character their Action during an Encounter. If successful with their Endurance Check they may proceed in the following round to make another Check to continue to act (under the circumstances mentioned earlier). As soon as the Character fails their Extreme Difficulty Endurance Check, they are incapacitated and may only take Free Actions from then on for the remainder of the Combat. Characters who have been successful in their Endurance Checks are still susceptible to death should they take any further damage while Down.

**Example:** A Warrior fighting a Troll has been reduced to Down and wishes to continue fighting. The Character may make an Extreme (18) Endurance Check to act the following Round. The Warrior has a +1 CON and has Apprentice (+1) Endurance, giving a +2 total modifier against a Difficulty of 18. The Player rolls a  $16 + 2 = 18$ , success. The Warrior may take an Action or Maneuver on their turn, and at Disadvantage. The Warrior would then like to fight on and must now make another Extreme (18) Endurance Check. The Player Rolls a  $15 + 2 = 17$ , failure. The Warrior succumbs to his wounds and is rendered Incapacitated.

**Exertion (STR):** Lifting, dragging, moving, crushing, holding fast, or attempting other physical acts may require a Check against this Talent. Untrained Characters will find it difficult to lift a full pack or to force open a stuck door. Masters of the Exertion Talent can lift several times their own weight, out-pulling beasts of burden, and holding the main gate against an enemy battering ram.

**Modifiers:** Exertion is a Talent that can be used in an Opposed Check as described in the Checks section. Conditions, Equipment, Cooperation, and Opponents may all add/subtract from the Exertion Check.

**Faith (VAL):** Sustaining your conviction over prolonged periods while under duress may require a Check against this Talent. Untrained Characters will find themselves giving up on enacting their god's will under stress, and otherwise may be lacking in their belief. Masters of Faith can maintain the greatest of Divine Interventions, even amidst combat, and are unshakable in their troth.

**Modifiers:** Faith is a Talent that can be used in an Opposed Check as described in the Checks section. Abilities, Conditions, Racial Perks, and Opponents may add/subtract from the Faith Check.

**Distinguish Sick:** When encountering the Sick, Characters may attempt to identify them as such. Though in some cases this will be more obvious than others, one's Faith is a reliable way to determine if the individual's soul has departed their mortal body. Players make a Faith Check against a Difficulty determined by the GM to discern if an individual is still alive, or if they've become one of the Sick. Though Difficulties are commonly Easy (9), this can increase in certain circumstances, especially when an individual is freshly passed, or with no visible signs of injury. Success on this Check affirms whether the individual's soul is still with them, or if they are to be counted as one of the Sick.

**Faith to Prolong Divine Interventions:** Some Divine Interventions have Durations that are prolonged. Any time a caster who is currently attempting to maintain a Divine Effect (or Effects) takes Damage, or takes an Action, they must make a successful Faith Check. The Difficulty for this Check begins at Easy (9) for their first Check and increases by one category (from Easy to Average, Average to Difficult, etc.) each subsequent Round the caster takes Damage or takes an Action. For each Divine Intervention being maintained, the starting Difficulty for the Faith Check increases by one category. For example, an individual needing to make a Faith Check while maintaining two active Divine Interventions, makes their initial check at Average Difficulty. Faith to Prolong Divine Interventions is a Free Action.

**Hermetics (KNO):** Attempting to create balms, salves, and tinctures from natural ingredients may require a Check against this Talent. Untrained Characters may have difficulty covering a small open wound and will struggle to brew a pre-measured tea. Masters of Hermetics can treat any illness, disease, or injury with a few simple herbs or plants from their surroundings. Successful use of the Hermetics Talent may also counter Acids & Poison, remove Conditions, or increase Natural Healing.



**Modifiers:** Conditions, Cooperation, and available materials may all add/subtract from the Hermetics Check.

**Hermetics Aid:** Those with skills in Hermetics can assist an individual's healing process. By setting bones, dressing wounds, and applying salves, a Character trained in Hermetics can improve the amount of Health recovered during a Worthwhile Rest. Only Characters with an Apprentice Expertise of Hermetics or greater can attempt to assist with another's healing. See the Injury & Recovery section for further details.

**Treating Disease:** Most diseases are not curable with Hermetics, but the Hermetics Talent can be used to assist someone in overcoming the effects of their disease. With a Successful Hermetics Check made against the Difficulty of the disease, the diseased Character can forgo the effects of their disease for the day.

**Treating Poison:** Characters may attempt to treat a victim that has been poisoned through use of the Hermetics Talent. To help cease the effects of poison, a Character must take an Action to treat the victim. By making a successful Hermetics Check against the Difficulty of the poison's severity, the victim of the toxin gains Advantage on their next Endurance Check.

**Notice (INS):** Attempting to see, smell, hear, or otherwise become aware of your surroundings may require a Check against this Talent. Untrained Characters will seem almost oblivious. They may walk past an unseen pouch of coins on the street or not realize the horse being sold is their own. Masters of the Notice Talent can spot the details of a signet ring from across the room, hear a rat scurrying in the basement from the second floor, and smell a fresh kill from a mile away.

**Modifiers:** Notice is a Talent that can be used in an Opposed Check as described in the Checks section. Conditions, Cooperation, and Opponents may all add/subtract from the Notice Check.

**Recuperation (CON):** An attempt to recover Stamina during an encounter requires a Check against this Talent. Untrained Characters are normally capable of only rudimentary combat and become fatigued quickly. Masters of Recuperation are often very skilled at hand-to-hand combat and recover quickly after even long laborious fights.

**Modifiers:** Abilities, Conditions, and Perks may all add/subtract from the Recuperation Check.

**Attempting to recover Stamina in combat:** As an Action, a Character may make a Recuperation Check to recover Stamina expended in previous Turns. Players make a Recuperation Check against a static difficulty of 10.

## CHARACTER STATISTICS

For every point above ten (10) that the Player rolls, the Character Recovers a portion of their Stamina equal to that difference (Characters cannot recover more than their maximum Stamina). If the result of the Check is less than 1, the Character recovers no Stamina.

**Example:** A Warrior has expended 5 Stamina and would like to attempt a Recuperation Check to recover a portion of that Stamina while remaining locked in combat with a Troll. The Warrior spends his Action to attempt to Recuperate a portion of his Stamina. The Warrior has a CON of +1 and has Apprentice expertise in Recuperation +1, resulting in a +2 to his roll. The Player rolls a  $4 + 2 = 6$ , fail. No Stamina is recovered. The next round the Warrior attempts to Recuperate his Stamina again. He rolls an  $11 + 2 = 13$ . The Warrior recovers 3 Stamina ( $13-10=3$ ).

**Scholar (KNO):** Recalling historic, traditional, academic, or obscure knowledge may require a Check against this Talent. Untrained Characters will find it difficult to do simple calculations, recognize House heraldry, or recall historic tales. Masters of Lore can quote from ancient Elven stories, can recite the lineages of the Five Kings, and can productively dig through a great library with ease.

**Modifiers:** Conditions and available materials may add/subtract from the Scholar Check.

**Literacy:** Characters with an Apprentice level of Expertise in the Scholar Talent are considered literate (able to read and write fluently). Untrained Characters are considered illiterate and would otherwise have to make an Untrained Scholar Check (at Disadvantage) to attempt to read or write.

**Reading/Activating Runework:** For all intents and purposes Runework is a pre-charged, pre-programmed magical Effect awaiting discharge. Any Character may activate Runework if the writing of the runes can be deciphered. Shorthand, Arcane code, or ancient ciphers can all complicate the activation of Runework, and Characters attempting to activate the magic of the runes must make a successful Scholar Check against the Runework's Spell Difficulty. If successful, the Character has deciphered enough of the Runework's writing to successfully activate the runes.

**Stealth (DEX):** Attempting to move quietly and unseen may require a Check against this Talent. Untrained Characters will find it difficult to be quiet even when still and seem to stand out wherever they go. Masters of Stealth can approach a sleeping beast across dry leaves without a sound and can seemingly disappear from plain sight.

**Modifiers:** Stealth is a Talent that can be used in an Opposed Check as described in the Checks section. Conditions, Cooperation, and Opponents may all add/subtract from the Stealth Check.

**Survival (KNO):** Starting fires, foraging for food, and tracking prey may require a Check against this Talent. Untrained Characters struggle to build themselves shelter and cannot forage for food. Masters of Survival can live comfortably off the land, in almost any climate or condition, indefinitely.

**Modifiers:** Conditions, Cooperation, Equipment, and available materials may all add/subtract from the Survival Check.

**Swimming (STR):** Propelling oneself and maneuvering through water may require a Check against this Talent. Untrained Characters will likely struggle to keep themselves afloat. Masters of Swimming can traverse some of the largest and most active waterways in Athia and might even survive while in armor.

**Modifiers:** Conditions, Equipment, or even Cooperation may all modify a Swimming Check. Likewise, what type of water one might be in or whether one is attempting to swim while in armor can affect one’s likelihood of success. Swimming Checks begin at the Easy (9) Difficulty and modify the Difficulty level based upon unfavorable conditions as noted in the Swimming Modifiers Table.

Swimming Modifiers Table

Condition	Increase
Rough Water	+1
Swim Against Current	+1
Swim With Current	-1
In Medium Armor	+1
In Heavy Armor	+2

**Taming (INS):** Riding, training, or driving animals may require a Check against this Talent. Untrained Characters will find it difficult to mount a horse or even feed livestock without a disturbance. Masters of Taming can quickly calm rampaging beasts, can motivate their mounts to attempt amazing jumps, and can direct familiar animals with little more than their eyes.

**Mount or Dismount:** Characters can attempt to mount or dismount as a Free Action by making a Difficult Taming Check.

**Modifiers:** Taming is a Talent that can be used in an Opposed Check as described in the Checks section. Conditions, Cooperation, and Opponents may all add/subtract from the Taming Check.

**Thievery (DEX):** Picking pockets, concealing items, or even picking locks may require a Check against this Talent. Untrained Characters will find it difficult to sneak an extra biscuit at mealtime and fail to conceal even small items. Masters

## CHARACTER STATISTICS

of Thievery can remove valuables from several nearby merchants and walk right past a guard while carrying all their acquired loot on their person.

**Modifiers:** Thievery is a Talent that can be used in an Opposed Check as described in the Checks section. Conditions, Cooperation, and Opponents may all add/subtract from the Thievery Check.

