

The Lands of Yotsear

a worldbook for **GURPS** Fourth Edition

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Figure 1: The Lands of Yotsear before the Third Reaver War



Figure 2: The Lands of Yotsear after the Third Reaver War

PART 1

WORLD

CHAPTER 1: HISTORICAL NOTES

The history of the Lands of Yotsear is one of expansion followed by collapse. In the distant past, before the beginning of the common period as calculated by the Celatiern, that expansion involved the elves, followed by humans and fán, expanding across the continent (other groups—notably the dwarves, goblins, orcs, and gnomes—have mostly seen their lands and influence shrink at the hands of the elves and humans).

About 2000 years before the founding of the Celatier Confederacy (YBC), the elves were the dominant group across the landscape. They were ruled by the sæbloth—pure fae who lived high in the mountains with their dragon companions. It is said that the sæbloth ‘created’ the elves, and from them all other peoples were born. Sages have no way of determining the truth of this claim.

The sæbloth influence on Yotsear dwindled over the course of the millennia. By 800 YBC there are no recorded sightings of sæbloth by humans. By 200 YBC even elves no longer interacted with them. There are rumors that they have fled this plane, but there are also rumors that they still live in their mountain fastnesses waiting for their rise back to ascendancy. It was during this time that the elven cultures separated. The ice elves rejected magic and focused their skills on perfecting magic resistance as they traveled to their new homes on the Great Northern Glacier. The cultures of the Silverwood and the Gailfen Forest grew apart, with the Gailfen elves taking a more practical approach to life and enjoying their longevity while the elves of the Silverwood focused on magical study and a quest for perfection.

This was also the time period where the fán became a distinct culture, as the human nomads of the northern plains intermarried with elves who were seeking a more peaceful, less perfectionist lifestyle than they experienced in either the Great Northern Glacier or the Silverwood.

At 500 YBC we see the growth of human cultures, notably the cultural memories of the karn and the celatiern reach back to that date, without the help of elven historians work.

The influence of the celatiern began to be felt throughout the eastern portion of Yotsear, all the way to the Arnen mountains and south to the Kelanel Ocean. Because of the different needs of each area and the disparity of cultures, these lands were combined into a confederacy, with semi-autonomous regions working together for a common good.

Between Celatiern Year (CY) 0 and CY 500, the confederacy expanded to include all of the lands surrounding the Belvantine sea, as well as the provinces of Alfarnia and Moran, in addition to the original kernel of Celatier.

Peace and prosperity dominated history for thousands of years. When celatiern are consulted regarding their mechanism of achieving this singular goal, they invariably reply that it was through “listening to all the voices to hear their harmonies.”

In CY 6412, that peace was shattered by the arrival of the Miroganti—the demon-king Kanath and his human and demonic followers from across the eastern sea. They arrived in fleet after fleet of ship, which were able to invade Celatier and gain a foothold. They continued their conquest for 144 years (CY 6412–6556), until the Celatier fell and the celatiern were pushed into the Gailfen Forest, along with the elves who already lived there. This period was known as the War of Foundation within the Mirogant Empire and the Breaking among the celatiern.

Kanath secured his domination of vast areas by forging and enchanting the Reaver Blades and linking them to the people who would become his lieutenants, the Reavers. Once the Reavers had been invested with his power, and linked to the vast power source of the well of chaos underneath the capitol city of the Mirogant Empire, Daeblon, the first Reaver war began. It spanned from CY 6601 to 6826. By the end of the

war, the Mirogant Empire covered all formerly human lands from the eastern sea to the Wyrmsteeth Mountains in the west, including Moran, Alfarnia, the entire Belvantine Sea, and the area east of the Arnen Mountains. Only the lands of the elves—the Silverwood, the Great Northern Glacier, and the Gailfen Forest—as well as the lands of the fán, the Northern Plains, were spared.

This dominion, known in the Mirogant Empire as the Great Empire, lasted until the uprising of CY 7065, when the prophet Orren began to preach a new way, a way without magic. The Reaver Cormangar was expelled from Alfarnia and the Belvantine States. The Mirogant Empire shrunk to the size of pre-confederacy Celatier for the first time since the invasion. At this point, the Kingdom of Alfarnia was founded by Godric I in the name of Orren.

The uprising kicked off what would be known as the Second Reaver War, where the remaining celatiern, along with the alfarnians, belvantines, elves, and fán fought to overthrow the Mirogant Empire. These efforts were so unsuccessful that the Kingdom of Moran broke away from Alfarnia during the course of the war. The overall result of the Second Reaver War was a conversion to a cold war, which lasted from CY 7172 until CY 7500. During this time only the celatiern, from their new home in the Gailfen Forest, along with a few fán who had been touched by chaos, made an effort to fight the Mirogant Empire. This period is known as the Second Empire among the miroganti.

In CY 7516, The celatiern managed to convince their former allies, including the Kingdom of Alfarnia and the elves of the Gailfen Forest, as well as the great mages of the land, the dwarves of the Arnen Mountains, and some belvantines, to again fight the Mirogant Empire in what would be known as the Third Reaver War. This time they were successful in destroying the Reavers and casting Kanath into the pit of chaos.

TIMELINE

| Year(s) | Event |
|--------------|--|
| CY 0 | Foundation of Confederacy of Celatier |
| CY 6412 | Foundation of the Mirogant Empire |
| CY 6412-6556 | War of Foundation/The Breaking |
| CY 6550-6601 | Reaver blades forged |
| CY 6601-6826 | First Reaver War |
| CY 7065 | The Uprising |
| CY 7065 | Godric I founds the Kingdom of Alfarnia |
| CY 7065-7172 | Second Reaver War |
| CY 7099 | Melren I founds the Kingdom of Moran |
| CY 7516 | Third Reaver War/Restoration of Celatier |

CHAPTER 2: NATIONS

KINGDOM OF AALAN

This Kingdom, ruled by Kestlan IV, was run as a companion state to the Mirogant Empire and is struggling to find its place in a changed world. Although the Imperial forces marched out of here at the time of the Uprising (CY 7065) and never returned—and the empire itself has been overthrown—these people think of themselves as the last supporting state of the Mirogant Empire. The government is feudal in structure. The capital of the Kingdom of Aalan is the city of Aalan.

KINGDOM OF ALFARNIA

The Kingdom of Alfarnia was founded by Godric I in the name of Orren, wresting power from the Reaver Cormangar in the celatiern year 7066. Its current ruler is King Godric, who has ruled since his ascension in CY 7516, after the death of his elder brother and father. King Godric's ascension was resisted by many members of the Church of Orren (see page 32) because he is a wizard trained in the Illusionists College directly under the Arch Mage Faly Sin. He was also rejected because he is a gay trans man. He was, however, selected by his father to succeed and he was able to retain the throne during the brief (but bloody) war of succession. Historically, laws were in place banning the practice and study of magic in Alfarnia, but those laws are no longer in effect—though the Church, especially the Blades of Light and the Darkseekers, still will enforce them if they are able to.

ARNEN DWARVEN KINGDOM

The Dwarven Kingdom lies deep under the Arnen Mountains. Very few non-dwarves have ever visited the vast gold-filled halls of this kingdom. The crafters of the dwarves are the best in the world at their trades, but their goods do not come cheaply. To say that the dwarves remain strictly neutral in outside politics, would be a tremendous understatement. They closed their vast stone gates centuries ago (during the First Reaver War) to keep the outside world outside. Up until recently, that is. In the Third Reaver War, the dwarves joined the fight against the Reavers, their runemages enchanting the arms and armor of their allies.

The dwarves of the Arnen Mountains are known for their reclusivity, as well as their craftsmanship. The dwarven wares that are still in existence around the nations of the known world are prized possessions. The King of the Dwarves is Halleck.

BELVANTINE STATES

The Belvantine States include the city-states of Belva, Belia, Corta, Esta, Rorn. These independent city-states that ring the Belvantine Sea are ruled by city councils and mayors, who are elected for terms ranging from one to five years. These states are mostly concerned with trade and protecting the interests of their merchants.

In addition to the city states mentioned above, the following nations are also considered Belvantine States.

KINGDOM OF HALAN

This kingdom is situated at the mouth of the River Smilne, controlling the trade between the Belvantine States and the Kingdom of Alfarnia. As the gateway to the Belvantine States, this is a very rich Kingdom. The King, Leonard II rules from the city of Halan.

KINGDOM OF LAR

This island kingdom is an important home to the pirating activity on the Belvantine Sea. There is nothing of value in the world that cannot be stolen by these pirates and in turn sold

in their markets. The King is a former pirate and usually takes the crown by killing off the strongest competition.

STORM ISLE

This is the home of the Wind Mages, the only officially sanctioned magical order on the Belvantine Sea. These mages take to the sea on the islander's ships and aid them in their sailing. No outsider's ship may port at Storm Isle, although their boats travel all around the Belvantine Sea. Many outsiders say that the islander's may be the best sailors, but they have all sold their souls to the devils for their sanctioning of magic.

KINGDOM OF CELATIER

The Kingdom of Celatier was founded in CY 7516, after the defeat of the Mirogant Empire at the hands of the unified might of the allied nations and the mages. While the Kingdom itself is young, its history dates back to the Confederacy of Celatier. The Kingdom's laws are based on fairness and compromise. Although tensions exist between the miroganti inhabitants of Celatier and the celatiern, all have equal protection under the law, and pains have been taken to incorporate miroganti into the new government, at least in lower positions. King Wareen has ruled since his ascension in CY 7516.

THE DRY PLAINS/THE BORDERLANDS

There is no official government in the dry plains, which are known by alfarnians as "the borderlands" or "the frontier." The area is made up of villages of orcs, goblins, and humans of the karn and alfarnian cultures. Among the goblins, orcs, and karn, each village is self-reliant and trade is carried out with neighboring villages of any culture. Alfarnians generally owe allegiance to the King of Alfarnia. Their colonial influence in this area is resisted by the orcs, goblins, and karn.

ESTAVAN HILLS

The Estavan Hills, on the northwest coast of the Belvantine Sea, where the gnomes and halflings live, is an area of about a hundred gnome villages and about half as many halfling towns, villages, and hamlets. Each village is independent of all of the others, although in times of war or stress, they will each send a representative to gather in a great council.

They have a democratic society in which every individual has a voice in the government of their village and each village has a say in regional matters.

Gnomes and halflings are very private and prefer to be left alone, although they do pursue a small amount of trade with the Belvantine States.

FAERIE

Faerie is not actually a nation, nor is it on the same plane as the other nations listed here, but it is worth mentioning it as a land that is both important to history. In the ancient past, the realms of Faerie and Yotsear were once conjoined. The separation of the two realms is shrouded in mystery, and it is said that only the oldest of the fae know the truth of it.

GAILFEN FOREST

This kingdom of elves is nominally an extension of the Silverwood, although communication between the two forests is so sporadic that there is sometimes a twenty to fifty year gap between messages. These elves are in open alliance with the celatiern, and have offered their forest as a semi-permanent refuge for them. The true rulers of the wood

elves of the Gailfen are the nine elves on the council of the oldest and wisest elves in the forest. There are cities and villages built into the canopy of the forest, the chief of which is Menenar.

MORAN

Moran declared its independence in CY 7099. The current king of Alfarnia is Gelfarn I. The king of Moran is Hebrar an'Nefary.

MIROGANT EMPIRE (DEFUNCT)

This is the primary area that is controlled by the forces of Chaos. The ruler of this area is Kanath, who, along with being Emperor, is worshipped as a god. The political structure of this empire is somewhere between feudal and autocracy. Kanath divides his power among his vassals, but he still retains much of the control of the Realm. The Reavers still have quite a bit of power, but they have generally lost their lands outside of the Empire proper, so at this time they are not the powerful world rulers that they were during previous eras. The capital of the Mirogant Empire is the city of Daeblon.

NORTHERN PLAINS

The fän are divided into tribes and clans. They are often in conflict with each other over rights to grazing lands and water sources, but will typically be able to avoid bloodshed in favor of compromise.

SÆBLOTH EMPIRE

Since the decline of the dragon masters' empire, fifteen thousand years ago, the sæbloth have managed to remain, in their strongholds in the Wyrmsteeth Mountains. Humankind seems to have forgotten their existence. The other elves remaining in the Wyrmsteeth Mountains are servants to the sæbloth.

SILVERWOOD

The elves of the Silverwood are ruled by a queen, Kisara, a high elf who has ruled for the past fifteen thousand years, since the fall of the Sæbloth Empire. This forest boasts both high elven cities, built of stone in clearings in the forest, and wood elven cities built in the trees. In fact, the capital, Jakorn, is a combination of the two and is rumored to be the most beautiful place on the planet.

CHAPTER 3: ORGANIZATIONS

Throughout Yotsear there are many organizations pursuing their own interests. These are a few of them.

CRIMINAL ORGANIZATIONS

A thief is only as good as their connections. After all, if they can't sell their goods, what is the point? That's where criminal organizations come in.

BELVANTINE SYNDICATE

Mission Statement. The Belvantine Syndicate makes money by selling drugs, magical items, rare and unique items, and stolen goods, as well as through the operation of gambling establishments, fight clubs, and brothels. The leaders of the syndicate, a group of experienced underworld executives, is called the Council. The Council rules the membership with a firm hand, resorting to violence whenever a message needs to be sent.

Capabilities

| | |
|------------------------|---|
| TL | 3 |
| Members | 3,000 |
| Wealth | Wealthy |
| Contacts | Business skills-15 [10]; Criminal skills-18 [15]; Streetwise-21 [20] |
| Member Traits | Claim to Hospitality [5]; Legal Immunity [5]; Social Stigma (criminal) [-5] |
| Notable Resources | There are no official records of buildings, land or enterprises owned by the syndicate. All properties are held by lieutenants (or higher) who operate the property for the betterment of the syndicate as a whole, taking a cut of the profit. |
| Reaction-Time Modifier | -2 |

Costs and Values

| | |
|----------------------|---|
| Startup Cost | \$126,000 000 |
| Resource Value | \$630,000 |
| Patron Value | 20 points |
| Enemy Value | -30 points |
| Ally/Dependent Value | The Belvantine Syndicate can supply 0- to 100 point thugs as Dependents, or 100 to 150 point higher ranked operatives as allies |

Social Attributes

| | |
|--------------|--|
| Type | Criminal |
| CR | 3 |
| Loyalty | Good (14; +1) |
| Rank | Organized Crime Rank 0-5 [2/level] |
| Income Range | \$1,400 (Comfortable) to \$7,000,000 (Multimillionaire 2) |
| Reputation | -3 (criminal organization, among law enforcement and law abiding citizens) |

Notes

The Belvantine Syndicate is the primary criminal organization operating throughout Alfarnia, Moran, and—to some extent—the Belvantine States. From their base of operations in Alfarnia's capital, Lowfort, they control the trade in illegal goods (drugs, magical items, magical creatures, stolen items, and weapons) as well as criminal activity. There are very few fences within the bounds of Alfarnia, Moran, or even in the Borderlands who operate without the sanction of the Syndicate—sanction which comes at a price of up to 30% of saleable value.

Membership has its perks. Members of the Syndicate always have someone to turn to if they need operating capital (at hefty interest rates, of course) or if they need a safehouse. Members can also use Syndicate ties to attempt to arrange for leniency for many crimes in the unfortunate event that they are caught.

Membership comes at a price. Prospective members, during their probationary period, must surrender 50% of all monies collected from the intentionally vague "Syndicate Interests." This is calculated after any costs associated with doing business, such as using Syndicate fences. After an indeterminate time—often a year or more—a prospect becomes a full member. At this time, their tithe drops to 10% and they are allowed to take on their

own prospects (and they can take 70% of their prospects tithes for themselves). Full guild members may never leave the guild. In some cases they are allowed to retire from active membership, but the only way out of the Syndicate is to die—an eventuality that the bosses will gladly assist with in the event that the member crosses Syndicate Interests.

KELREW TRADE UNION

Mission Statement. The Kelrew Trade Unions exists to serve the interests of ethnic miroganti within the Kingdom of Celatier, as well as throughout the region. In order to do this, they make money by selling drugs, magical items, rare and unique items, and stolen goods, as well as through the operation of gambling establishments, fight clubs, and brothels.

Capabilities

| | |
|------------------------|---|
| TL | 3 |
| Members | 2,000 |
| Wealth | Average |
| Contacts | Business skills-15 [10]; Criminal skills-18 [15] |
| Member Traits | Legal Immunity [5]; Social Stigma (criminal) [-5] |
| Notable | There are no properties owned directly by the Union |
| Resources | by the Union |
| Reaction-Time Modifier | -2 |

Costs and Values

| | |
|----------------------|--|
| Startup Cost | \$16,800 000 |
| Resource Value | \$84,000 |
| Patron Value | 10 points |
| Enemy Value | -20 points |
| Ally/Dependent Value | The Trade Union can supply 0- to 100 point thugs as Dependents or Allies |

Social Attributes

| | |
|--------------|--|
| Type | Criminal |
| CR | 1 |
| Loyalty | Bad (6; -3) |
| Rank | Organized Crime Rank 0-5 [2/level] |
| Income Range | \$750 (Average) to \$3,500 (Wealthy) |
| Reputation | -3 (criminal organization, among law enforcement and law abiding citizens) |

Notes

This group was modeled on the Belvantine Syndicate and has many of the same benefits and requirements. The Kelrew Trade Union is very new, however. They were formed by ethnically miroganti people looking for a way to survive in the newly reformed Celatier. Because of the youth of the organization, it is much less effective at achieving the desired result when seeking leniency or in suppressing competition with Union Interests.

RELIGIOUS ORGANIZATIONS

In cultures where the old gods are worshipped, there is little need for an overarching organization. Each temple has a priest or priestess, and they can train their own apprentice.

THE CHURCH OF ORREN

Mission Statement. The Church of Orren is tasked with spreading Orren's light to all who can hear. The main goal is to follow the teachings of the prophet Orren: improve the lives of humanity by removing magic from the lands of humans. The Church provides social services as well as religious services, working to aid the basic survival of humans.

Capabilities

| | |
|-------------------------|--|
| TL | 3 |
| Members | 50,000,000 (total church members), 50,000 actually working for the Church. |
| Wealth | Very Wealthy |
| Contacts | Religious skills-18 [15] |
| Member Traits | Claim to Hospitality [5]; Legal Immunity [5] |
| Notable Resources | The Church owns lands in every city and major town in Alfarnia, Moran, and the Belvantine States. There are even chapels in the Kingdom of Celatier. The most notable resources include the Grand Cathedral in Lowfort and its attached Hierophant's Palace, built to rival the Palace of the King of Alfarnia. The Church collects tithes from church members throughout the lands, as well as taxes from many estates. |
| Reaction-Time Modifier | -2 |
| Costs and Values | |
| Startup Cost | \$8,400,000,000 |
| Resource Value | \$42,000,000 |
| Patron Value | 30 points |
| Enemy Value | -40 points |
| Ally/Dependent Value | The Church can supply 0- to 100 point scholars and priests as Dependents, or 100 to 150 point individuals as allies |

Social Attributes

| | |
|--------------|---|
| Type | Religious |
| CR | 3 |
| Loyalty | Very Good (16; +3) |
| Rank | Religious Rank 0-5 [3/level] |
| Income Range | \$140 (Poor) to \$3,500 (Wealthy) |
| Reputation | +4 (religious organization, among coreligionists), -2 (among adherents of other religions), -4 (intolerant, among non-humans) |

Notes

Members of the Order of Shepherds are the officiating priests of the Church of Orren. They function as the heads of local churches, traveling priests going from village to village, as well as the administration of the Church's considerable holdings. The Church of Orren is hierarchical, with ultimate power resting in the hands of the Hierophant. Priests swear a lifetime vow of poverty, chastity, and obedience to the Church. The priests do not have the ability to cast spells.

Within the Church, there are some sub-groups that require special discussion:

THE BLADES OF LIGHT

Mission Statement. The Blades of Light are the military arm of the Church of Orren. They are tasked with bringing Orren's light to all who can hear, by force if necessary. The main goal is to follow the teachings of the prophet Orren: stamp out magic from the lands of humans.

Capabilities

| | |
|------------------------|--|
| TL | 3 |
| Members | 10,000 |
| Wealth | Wealthy |
| Contacts | Military skills-18 [15] |
| Member Traits | Claim to Hospitality [5]; Legal Immunity [5] |
| Notable Resources | The Blades of Light do not own any land or properties as an independent organization. They operate out of Church land throughout Alfarnia and the Belvantine States. |
| Reaction-Time Modifier | -2 |

Costs and Values

| | |
|----------------------|--|
| Startup Cost | \$420,000,000 |
| Resource Value | \$2,100,000 |
| Patron Value | 15 points |
| Enemy Value | -15 points |
| Ally/Dependent Value | The Blades of Light can supply 0- to 100 point soldiers as Dependents, or 100 to 150 point individuals as allies |

Social Attributes

| | |
|--------------|---|
| Type | Religious |
| CR | 3 |
| Loyalty | Very Good (16; +3) |
| Rank | Military Rank 0-5 [2/level] |
| Income Range | \$700 (Average) to \$1,400 (Comfortable) |
| Reputation | +2 (among coreligionists), -2 (among adherents of other religions), -4 (intolerant, among non-humans) |

Notes

The Blades of Light are a sworn military order who have vowed to defend the Church of Orren against all threats. The Blades have posts throughout all of the lands touched by the Church, including the Kingdom of Celatier and the Dry Plains. Membership is lifelong, though members may be expelled for misconduct. The headquarters of the Blades is in Lowfort, Alfarnia.

For information about the martial art used by these warriors, see page 39.

THE ORDER OF LIGHT BRINGERS

Mission Statement. The Order of Light Bringers is tasked with rooting out magic from the lands of humans, no matter how insidious it is or how deep the roots stretch into the foundations of power. The Order has extra-judicial power to detain, interrogate, and execute heretics and non-believers.

Capabilities

| | |
|------------------------|---|
| TL | 3 |
| Members | 1,000 |
| Wealth | Comfortable |
| Contacts | Investigation skills-18 [15], Interrogation-21 [20], Theology-18 [15] |
| Member Traits | Claim to Hospitality [5]; Legal Immunity [5] |
| Notable Resources | The Light Bringers do not own any land or properties as an independent organization. They operate out of Church land throughout Alfarnia and the Belvantine States. |
| Reaction-Time Modifier | -2 |

Costs and Values

| | |
|----------------------|---|
| Startup Cost | \$16,800,000 |
| Resource Value | \$84,000 |
| Patron Value | 10 points |
| Enemy Value | -30 points |
| Ally/Dependent Value | The Light Bringers can supply 50 to 100 point dependants or 100-150 point allies. |

Social Attributes

| | |
|--------------|---|
| Type | Religious |
| CR | 5 |
| Loyalty | Very Good (16; +3) |
| Rank | Religious Rank 0-3 [3/level] |
| Income Range | \$700 (Average) to \$1,400 (Comfortable) |
| Reputation | +1 (among coreligionists), -3 (among adherents of other religions), -4 (intolerant, among non-humans) |

Notes

Light Bringers are an order of witch hunters who are devoted to seeking out spellcasters throughout Yotsear and neutralizing them. They are not numerous, but they do have a very powerful reputation. Light Bringers swear a vow of obedience to the church for a term of ten years. Many Light Bringers go on to become officiating priests at the end of this term. See page ??.

ORDER OF MAEBEC

The Order of Maebec is a penitent religious order of the Church of Orren, devoted to caring for the sick, orphans, and those who need full time care. Members swear a vow of poverty, chastity, and obedience for a term of one year to life, depending on their level of devotion. The Order is filled with skilled medical professionals and herbalists. While the herbal effects mimic magical healing, they are allowed by the Church. See page ??.

MAGICAL ORGANIZATIONS

Because of the impact of the Church of Orren and the Mirogant Empire, there are not many organizations devoted to magical pursuits in Yotsear. Most magic is taught from master to apprentice, rather than within an organization.

COLLEGE OF ILLUSION

Located in Lowfort, just blocks away from the head of the Church of Orren, lies the single, impregnable tower that is the College of Illusion—all 30 floors of it. It is at this tower that the High Illusionist, Faly Sin, has taught generations and generations of new illusionists, seemingly since before time began. Wizards who are members of the College learn the School of Illusion arcane tradition.

RUNE MAGES GUILD

The Rune Mages of the Arnen Dwarven Kingdom are legendary throughout Yotsear. Their labor has produced some of the most legendary magical objects. The Guild operates throughout the Arnen Kingdom. Rune mages are artificers who channel magical power through runes marked on objects. Knowledge of rune magic is kept secret, passed on only to those deemed worthy by the guild.

MONASTERY OF THE OPEN FLOWER

This mystical monastery is located high in the Arnen Mountains. Here warrior monks are trained in the way of the Open Flower. This monastery was founded very recently, near the end of the Third Reaver War. Little is known about the inner workings of the monastery. Once monks are trained they are sent out into the world to defend those who cannot defend themselves. Monks trained in the tradition of the Monastery of the Open Flower may learn the Way of the Flower martial art (see page 39).

CHAPTER 4: COMMERCE

WEALTH AND MONEY

COINS

The most common coin is the silver piece (SP). A gold piece is worth 16 silver pieces. Each silver piece is worth 16 copper pieces (CP). In addition to copper, silver, and gold coins, there are also letters of credit, provided by financiers for safely transporting the value of larger sums. These letters may be traded for cash either at a branch of the financial house or by finding a merchant willing to accept the letter in exchange for goods and currency. Prices and amounts are often represented by a series of numbers and slashes: #GP/#SP/#CP.

In terms of **GURPS** money (\$), 1 CP = \$1. The 'standard' coin weighs about a half ounce (32 to the pound), at least for silver and gold coins (copper coins typically weigh a quarter of that, or 128 per pound). These standard coins can be quickly halved, quartered, or eighthed with a chisel and hammer by many merchants and all smiths.

Each nation mints its own coins. Here are what they are called in various countries (for gameplay convenience, they are assumed to be equivalent):

| Country | Local Currencies |
|--------------------|--|
| Alfarnia and Moran | Penny (CP), Shilling (SP), Pound (GP) |
| Arnen Dwarves | Pfennich (CP), Floren (SP), Guilder (GP) |
| Belvantine States | Pica (CP), Réal (SP), Doubloon (GP) |
| Celatier | Piece (CP), Denier (SP), Talen (GP) |
| Silverwood | Forenti (CP), Silven (SP), Pound (GP) |

EQUIPMENT

Weapons, Armor, and Equipment lists can be found in GURPS Basic Set, GURPS Low Tech, and GURPS Martial Arts.

MUNDANE ITEMS

| | Armor | Cost | GP/SP/CP | Ref |
|------------------------|---------|--------|----------|-----|
| <i>Body Armor</i> | | | | |
| Cloth Armor | \$32 | -/2/- | B283 | |
| Double Mail Hauberk | \$512 | 2/-/- | B283 | |
| Fur Loincloth | \$10 | -/-/10 | B283 | |
| Fur Tunic | \$24 | -/1/9 | B283 | |
| Heavy Steel Corselet | \$2,304 | 9/-/- | B283 | |
| Leather Armor | \$96 | -/6/- | B283 | |
| Leather Jacket | \$48 | -/3/- | B283 | |
| Light Scale Armor | \$152 | -/9/8 | B283 | |
| Mail Hauberk | \$232 | -/14/8 | B283 | |
| Mail Shirt | \$152 | -/9/8 | B283 | |
| Scale Armor | \$416 | 1/10/- | B283 | |
| Steel Breastplate | \$512 | 2/-/- | B283 | |
| Steel Corselet | \$1,280 | 5/-/- | B283 | |
| Steel Laminate Plate | \$896 | 3/8/- | B283 | |
| <i>Limb Armor</i> | | | | |
| Cloth Sleeves | \$20 | -/1/4 | B283 | |
| Heavy Leather Leggings | \$60 | -/3/12 | B283 | |
| Heavy Leather Sleeves | \$48 | -/3/- | B283 | |
| Heavy Plate Arms | \$1,536 | 6/-/- | B283 | |
| Heavy Plate Legs | \$1,600 | 6/8/- | B283 | |
| Leather Leggings | \$40 | -/2/8 | B283 | |
| Leather Pants | \$40 | -/2/8 | B283 | |
| Mail Leggings | \$112 | -/7/- | B283 | |
| Mail Sleeves | \$72 | -/4/8 | B283 | |
| Plate Arms | \$1,024 | 4/-/- | B283 | |
| Plate Legs | \$1,104 | 4/5/- | B283 | |
| Scale Leggings | \$256 | 1/-/- | B283 | |
| Scale Sleeves | \$208 | -/13/- | B283 | |
| Studded Leather Skirt | \$60 | -/3/12 | B283 | |
| <i>Headgear</i> | | | | |
| Barrel Helm | \$256 | 1/-/- | B284 | |

| | Clothing | Cost | GP/SP/CP | Ref |
|--------------------------|----------------------------|-------------|-----------------|------------|
| Cloth Cap | \$5 | -/-/5 | B284 | |
| Face Mask | \$96 | -/6/- | B284 | |
| Greathelm | \$336 | 1/5/- | B284 | |
| Leather Cap | \$32 | -/2/- | B284 | |
| Leather Helm | \$20 | -/1/4 | B284 | |
| Mail Coif | \$56 | -/3/8 | B284 | |
| Pot-Helm | \$96 | -/6/- | B284 | |
| <i>Gloves</i> | | | | |
| Cloth Gloves | \$16 | -/1/- | B284 | |
| Gauntlets | \$96 | -/6/- | B284 | |
| Heavy Gauntlets | \$256 | 1/-/- | B284 | |
| Leather Gloves | \$32 | -/2/- | B284 | |
| <i>Footwear</i> | | | | |
| Boots | \$80 | -/5/- | B284 | |
| Sandals | \$24 | -/1/8 | B284 | |
| Shoes | \$40 | -/2/8 | B284 | |
| <i>Shield</i> | | | | |
| Large Shield | \$96 | -/6/- | B287 | |
| Light Shield | \$24 | -/1/8 | B287 | |
| Medium Shield | \$64 | -/4/- | B287 | |
| Small Shield | \$40 | -/2/8 | B287 | |
| | Camping Equipment | Cost | GP/SP/CP | Ref |
| Backpack, Frame | \$96 | -/6/- | B288 | |
| Backpack, Small | \$60 | -/3/12 | B288 | |
| Blanket | \$20 | -/1/4 | B288 | |
| Bottle, Ceramic | \$3 | -/-/3 | B288 | |
| Candle, Tallow | \$4 | -/-/4 | B288 | |
| Candle, Beeswax | \$8 | -/-/8 | LT33 | |
| Canteen | \$12 | -/-/12 | DF1:23 | |
| Firebow | \$4 | -/-/4 | LT35 | |
| Flint | \$2 | -/-/2 | LT35 | |
| Hammock | \$26 | -/1/8 | LT33 | |
| Lantern, Covered | \$40 | -/2/8 | B288 | |
| Oil (pint) | \$2 | -/-/2 | B288 | |
| Personal basic camp gear | \$8 | -/-/8 | B288 | |
| Pouch | \$12 | -/-/12 | B288 | |
| Sleeping Fur | \$48 | -/3/- | B288 | |
| Sulphur Matches (20) | \$8 | -/-/8 | LT35 | |
| Tent (1 person) | \$48 | -/3/- | B288 | |
| Tent (20 person) | \$304 | 1/3/- | B288 | |
| Tent (2 person) | \$80 | -/5/- | B288 | |
| Tent (4 person) | \$152 | -/9/8 | B288 | |
| Torch | \$3 | -/-/3 | B288 | |
| Traveler's Rations | \$2 | -/-/2 | B288 | |
| Wineskin | \$12 | -/-/12 | B288 | |
| | Climbing Gear | Cost | GP/SP/CP | Ref |
| Climbing Pole | \$80 | -/5/- | LT125 | |
| Climbing Spikes (4) | \$152 | -/9/8 | LT125 | |
| Grappling Hook, Padded | \$32 | -/2/- | LT125 | |
| Grappling Hook, Unpadded | \$20 | -/1/4 | LT125 | |
| Ladder, 6' | \$352 | 1/6/- | LT125 | |
| Ladder, 10' | \$24 | -/1/8 | DF1:24 | |
| Ladder, Rope, 30 feet | \$48 | -/3/- | LT125 | |
| Piton | \$4 | -/-/4 | LT125 | |
| Piton Hammer | \$12 | -/-/12 | LT125 | |
| Rope, 3/8 inch, 10 yd | \$4 | -/-/4 | B288 | |
| | Clothing (status 0) | Cost | GP/SP/CP | Ref |
| Apron, Leather | \$64 | -/4/- | LT99 | |
| Boots, Leather | \$80 | -/5/- | LT98 | |
| Cloak, Freeman | \$64 | -/4/- | LT99 | |
| Cloak, Leather/Wool | \$96 | -/6/- | LT99 | |
| Clothing, Ordinary | \$120 | -/7/8 | LT98 | |
| Clothing, Summer | \$60 | -/3/12 | LT97 | |
| Clothing, Winter | \$176 | -/11/- | LT98 | |
| Coat, Long | \$48 | -/3/- | LT99 | |
| Coat, Long, Heavy | \$256 | 1/-/- | LT99 | |

| | | | | | | | |
|--------------------------------|---------|--------|----------------------------|----------------------|-----------------|------------|---------|
| Foot Wrappings | \$2 | -/-/2 | LT98 | Thrusting Greatsword | \$896 | 3/8/- | B274 |
| Hunting Shirt, Dyed | \$96 | -/6/- | LT126 | Warhammer | \$96 | -/6/- | B274 |
| Hunting Shirt, Plain | \$48 | -/3/- | LT126 | Whip | \$20 | -/1/4 | B274 |
| Shoes, Leather | \$40 | -/2/8 | LT98 | Wooden Stake | \$4 | -/-/4 | B272 |
| Entertainment | | | Musical Instruments | | | | |
| Board Game | \$40 | -/2/8 | LT39 | Bagpipe | \$152 | -/9/8 | LT49 |
| Deck of Cards | \$400 | 1/9/- | LT39 | Cittern | \$152 | -/9/8 | DF1:24 |
| Dice Set | \$6 | -/-/6 | LT39 | Drum | \$40 | -/2/8 | B288 |
| Firearms | | | Ranged Weapons | | | | |
| Handgonne, .90 | \$3,072 | 12/-/- | B279 | Fife | \$96 | -/6/- | LT49 |
| Incendiaries | | | Cost | | GP/SP/CP | Ref | |
| Greek Fire (pint) | \$8 | -/-/8 | LT84 | Flute | \$60 | -/3/12 | LTC1:17 |
| Naptha (pint) | \$2 | -/-/2 | LT84 | Lute | \$152 | -/9/8 | DF1:24 |
| Saltspeter | \$5 | -/-/5 | LT84 | Lyre | \$256 | 1/-/- | LT49 |
| Serpentine Black Powder | \$8 | -/-/8 | LT85 | Oud | \$150 | -/9/8 | DF1:24 |
| Medical Equipment | | | Cost | | GP/SP/CP | Ref | |
| Bandages/TL3 (6) | \$12 | -/-/12 | B289 | Panpipes | \$12 | -/-/12 | LTC1:17 |
| Barber's Kit | \$100 | -/6/4 | LT148 | Recorder | \$12 | -/-/12 | LTC1:17 |
| Crash Kit/TL3 | \$200 | -/12/8 | B289 | Trumpet | \$200 | -/12/8 | LT49 |
| Diagnostic Manual, Basic | \$36 | -/2/4 | LT145 | Zither | \$256 | 1/-/- | DF1:24 |
| Diagnostic Manual, Comp. | \$176 | -/11/- | LT145 | | | | |
| First Aid Kit/TL3 | \$48 | -/3/- | B289 | | | | |
| Forceps | \$24 | -/1/8 | LT148 | | | | |
| Needle, Surgical | \$4 | -/-/4 | LT148 | | | | |
| Scalpel | \$32 | -/2/- | LT148 | | | | |
| Surgeon Kit, Large | \$1,536 | 6/-/- | LT149 | | | | |
| Surgeon Kit, Small | \$304 | 1/3/- | LT149 | | | | |
| Tourniquet | \$2 | -/-/2 | LT145 | | | | |
| Melee Weapons | | | Cost | | GP/SP/CP | Ref | |
| Axe | \$48 | -/3/- | B271 | Atlatl | \$20 | -/1/4 | B276 |
| Bastard Sword | \$656 | 2/9/- | B271 | Blowpipe | \$32 | -/2/- | B275 |
| Baton | \$20 | -/1/4 | B273 | Composite Bow | \$896 | 3/8/- | B275 |
| Blackjack or Sap | \$20 | -/1/4 | B271 | Crossbow | \$152 | -/9/8 | B276 |
| Brass Knuckles | \$8 | -/-/8 | B271 | "Goat's Foot" | \$48 | -/3/- | B276 |
| Broadsword | \$512 | 2/-/- | B271 | Harpoon | \$64 | -/4/- | B276 |
| Cavalry Saber | \$512 | 2/-/- | B271 | Large Net | \$40 | -/2/8 | B276 |
| Cutlass | \$304 | 1/3/- | B273 | Lariat | \$40 | -/2/8 | B276 |
| Dagger | \$20 | -/1/4 | B272 | Longbow | \$200 | -/12/8 | B275 |
| Flail | \$96 | -/6/- | B274 | Melee Net | \$20 | -/1/4 | B276 |
| Glaive | \$96 | -/6/- | B272 | Prodd | \$152 | -/9/8 | B276 |
| Great Axe | \$96 | -/6/- | B274 | Short Bow | \$48 | -/3/- | B275 |
| Greatsword | \$800 | 3/2/- | B274 | Sling | \$20 | -/1/4 | B276 |
| Halberd | \$152 | -/9/8 | B272 | Staff Sling | \$20 | -/1/4 | B276 |
| Hatchet | \$40 | -/2/8 | B271 | | | | |
| Javelin | \$32 | -/2/- | B273 | | | | |
| Katana | \$656 | 2/9/- | B271 | | | | |
| Lance | \$64 | -/4/- | B272 | | | | |
| Large Knife | \$40 | -/2/8 | B272 | | | | |
| Light Club | \$5 | -/-/5 | B271 | | | | |
| Long Spear | \$64 | -/4/- | B273 | | | | |
| Mace | \$48 | -/3/- | B271 | | | | |
| Maul | \$80 | -/5/- | B274 | | | | |
| Morningstar | \$80 | -/5/- | B272 | | | | |
| Pick | \$72 | -/4/8 | B271 | | | | |
| Poleaxe | \$120 | -/7/8 | B272 | | | | |
| Quarterstaff | \$8 | -/-/8 | B273 | | | | |
| Rapier | \$512 | 2/-/- | B273 | | | | |
| Saber | \$704 | 2/12/- | B273 | | | | |
| Scythe | \$16 | -/1/- | B274 | | | | |
| Short Staff | \$20 | -/1/4 | B273 | | | | |
| Shortsword | \$400 | 1/9/- | B273 | | | | |
| Small Knife | \$32 | -/2/- | B272 | | | | |
| Small Mace | \$32 | -/2/- | B271 | | | | |
| Smallsword | \$400 | 1/9/- | B273 | | | | |
| Spear | \$40 | -/2/8 | B273 | | | | |
| Throwing Axe | \$64 | -/4/- | B271 | | | | |
| Thrusting Bastard Sword | \$768 | 3/-/- | B271 | | | | |
| Thrusting Broadsword | \$608 | 2/6/- | B271 | | | | |
| Riding Equipment | | | Cost | | GP/SP/CP | Ref | |
| Tools | | | Cost | | GP/SP/CP | Ref | |
| Bit and Bridle | | | \$32 | | -/2/- | B289 | |
| Horseshoes (set) | | | \$48 | | -/3/- | B289 | |
| Saddle and Tack | | | \$152 | | -/9/8 | B289 | |
| Spurs | | | \$24 | | -/1/8 | B289 | |
| Stirrups | | | \$124 | | -/7/12 | B289 | |
| War Saddle | | | \$256 | | 1/-/- | B289 | |
| Astrolabe | | | Cost | | GP/SP/CP | Ref | |
| Backpack Alchemy Lab | | | \$200 | | -/12/8 | LT43 | |
| Balance and Weights | | | \$32 | | -/2/- | B289 | |
| Crowbar | | | \$20 | | -/1/4 | B289 | |
| Housebreaker's Kit | | | \$256 | | 1/-/- | LT126 | |
| Knitting Needles | | | \$4 | | -/-/4 | B289 | |
| Lockpick Set, Basic | | | \$48 | | -/3/- | LT126 | |
| Lockpick Set, Good | | | \$256 | | 1/-/- | LT126 | |
| Metalworking Chisel | | | \$20 | | -/1/4 | LT30 | |
| Metalworking File | | | \$48 | | -/3/- | LT30 | |
| Pickaxe | | | \$16 | | -/1/- | B289 | |
| Plow, Iron | | | \$224 | | -/14/- | B289 | |
| Plow, Wooden | | | \$48 | | -/3/- | B289 | |
| Saw | | | \$158 | | -/9/8 | B289 | |
| Shovel | | | \$12 | | -/-/12 | B289 | |
| Smithing Anvil | | | \$1,296 | | 5/1/- | LT30 | |
| Smithing Draw Plate | | | \$48 | | -/3/- | LT30 | |
| Smithing Hammer | | | \$32 | | -/2/- | LT30 | |
| Smithing Pliers | | | \$16 | | -/1/- | LT30 | |
| Smithing Shears | | | \$64 | | -/4/- | LT30 | |
| Smithing Tongs | | | \$40 | | -/2/8 | LT30 | |
| Spinning Wheel | | | \$12 | | -/-/12 | B289 | |
| Surveyor's Kit | | | \$256 | | 1/-/- | LT43 | |
| Tool Kit, Armory/TL3 | | | \$608 | | 2/6/- | B289 | |
| Tool Kit, Carpentry/TL3 | | | \$304 | | 1/3/- | B289 | |
| Torture Kit | | | \$158 | | -/9/8 | LT131 | |
| Wheelbarrow | | | \$64 | | -/4/- | B289 | |
| Whetstone | | | \$5 | | -/-/5 | B289 | |
| Weapon Cost Adjustments | | | | | | | |

| | Cost | Ref |
|--------------------------|-------------|------------|
| Balanced | +4 CF | LT59 |
| Poorly Balanced | -0.6 CF | LT59 |
| Cheap Weapon | -0.6 CF | LT59 |
| Fine Bow or Crossbow | +3 CF | LT59 |
| Fine Crushing Weapon | +2 CF | LT59 |
| Fine Fencing Weapon | +3 CF | LT59 |
| Fine Impaling Weapon | +2 CF | LT59 |
| Fine Projectile | +2 CF | LT59 |
| Fine Sword | +3 CF | LT59 |
| Fine Thrown Weapon | +2 CF | LT59 |
| Meteoric | +19 CF | DF1:27 |
| Ornate | +1-9 CF | LT59 |
| Silver | +19 CF | LT59 |
| Silver, Coating | +2 CF | LT59 |
| Very Fine Fencing Weapon | +19 CF | LT59 |
| Very Fine Sword | +19 CF | LT59 |

Weapon Accessories

| | Cost | GP/SP/CP | Ref |
|--------------------------|-------------|-----------------|------------|
| Arrow or Bolt, broadhead | \$2 | -/-/2 | B289 |
| Arrow or Bolt, bodkin | \$2 | -/-/2 | B277 |
| Hip Quiver | \$16 | -/-/- | B289 |
| Hip Quiver, Large | \$32 | -/2/- | DF1:24 |
| Lanyard, Leather | \$1 | -/-/1 | B289 |
| Shoulder Quiver | \$12 | -/-/12 | B289 |
| | Cost | GP/SP/CP | Ref |
| Ink, pint | \$3 | -/-/3 | LT46 |
| Ink Stone | \$20 | -/1/4 | LT46 |
| Paper, sheets | \$1 | -/-/1 | LT127 |
| Scribe's Kit | \$48 | -/3/- | DF1:24 |
| Signet Ring, Base Metal | \$32 | -/2/- | LT46 |
| Signet Ring, Gold | \$1,344 | 5/4/- | LT46 |
| Vellum, Sheet | \$4 | -/-/4 | LT36 |

HIGH(ER) TECH ITEMS

Note: Generally, these items are only available in Moran. Please be aware that these weapons have a malfunction of 16.

Firearms

| | Cost | GP/SP/CP | Ref |
|------------------------|-------------|-----------------|------------|
| Blunderbuss, 8G | \$1,504 | 5/14/- | B279 |
| Breechloading Carbine | \$2,704 | 10/9/- | LT94 |
| Dragoon Pistol, heavy | \$1,456 | 5/11/- | LT94 |
| Dragoon Pistol, light | \$1,456 | 5/11/- | LT94 |
| Flintlock Musket, .75 | \$2,000 | 7/13/- | B279 |
| Flintlock Pistol, .51 | \$2,000 | 7/13/- | B278 |
| Jäger Rifle | \$3,008 | 11/12/- | LT94 |
| Matchlock Musket, .80 | \$1,504 | 5/14/- | B279 |
| Wheel-Lock Pistol, .60 | \$2,000 | 7/13/- | B278 |

Firearm Accessories

| | Cost | GP/SP/CP | Ref |
|---------------------|-------------|-----------------|------------|
| Bandolier | \$48 | -/3/- | LT96 |
| Belt Hook | \$12 | -/-/12 | LT96 |
| Bullet-Molding Gear | \$48 | -/3/- | LT96 |
| Gun-cleaning Kit | \$20 | -/1/4 | LT96 |
| Holsters | \$128 | -/8/- | LT96 |
| Match Cover | \$12 | -/-/12 | LT96 |
| Musket Rest | \$12 | -/-/12 | LT96 |
| Sling, Long Arm | \$12 | -/-/12 | LT96 |

Incendiaries

| | Cost | GP/SP/CP | Ref |
|----------------------------|-------------|-----------------|------------|
| Corned Black Powder | \$20 | -/1/4 | LT85 |
| Incendiary Sphere | \$200 | -/12/8 | LT85 |
| Iron Bomb | \$608 | 2/6/- | LT85 |
| Paper Bomb | \$96 | -/6/- | LT85 |
| Quick Match (yard) | \$2 | -/-2 | LT84 |
| Self-lighting Matches (50) | \$80 | -/5/- | LT35 |
| Slow Match (yard) | \$2 | -/-2 | LT84 |

Instruments

| | Cost | GP/SP/CP | Ref |
|--|-------------|-----------------|------------|
| | | | |

| | | | |
|-----------|------|-------|------|
| Spy Glass | \$96 | -/6/- | LT42 |
|-----------|------|-------|------|

MAGICAL ITEMS

These items are not legally (or generally) available in Alfarnia, Moran, or the Belvantine states, though local tolerance is increasing. Because they are illegal there, the cost/cost modifier is 500% of that listed below in those places.

Enchanted Weapons

| | Cost | GP/SP/CP | Ref |
|-----------------------|-------------|-----------------|------------|
| <i>Melee Weapons</i> | | | |
| graceful | +\$4,992/lb | 19/8/- | M63 |
| quick draw | +\$9,984/lb | 39/-/- | M63 |
| penetrating | +\$7,488 | 29/4/- | M63 |
| extra penetrating | +\$22,528 | 88/-/- | M63 |
| accuracy +1 | +\$7,488 | 29/4/- | M65 |
| accuracy +2 | +\$29,952 | 117/-/- | M65 |
| accuracy +3 | +\$150,016 | 586/-/- | M65 |
| puissance +1 | +\$7,488 | 29/4/- | M65 |
| puissance +2 | +\$29,952 | 117/-/- | M65 |
| puissance +3 | +\$150,016 | 586/-/- | M65 |
| <i>Arrow or Bolt</i> | | | |
| penetrating | +\$832 | 3/4/- | M63 |
| extra penetrating | +\$2,240 | 8/12/- | M63 |
| accuracy +1 | +\$832 | 3/4/- | M65 |
| accuracy +2 | +\$3,008 | 11/12/- | M65 |
| accuracy +3 | +\$15,040 | 58/12/- | M65 |
| puissance +1 | +\$832 | 3/4/- | M65 |
| puissance +2 | +\$3,008 | 11/12/- | M65 |
| puissance +3 | +\$15,040 | 58/12/- | M65 |
| <i>Ranged Weapons</i> | | | |
| penetrating | +\$15,040 | 58/12/- | M63 |
| extra penetrating | +\$45,056 | 176/-/- | M63 |
| accuracy +1 | +\$15,040 | 58/12/- | M65 |
| accuracy +2 | +\$59,904 | 234/-/- | M65 |
| accuracy +3 | +\$300,032 | 1,172/-/- | M65 |
| puissance +1 | +\$15,040 | 58/12/- | M65 |
| puissance +2 | +\$59,904 | 234/-/- | M65 |
| puissance +3 | +\$300,032 | 1,172/-/- | M65 |

Enchanted Armor

| | Cost | GP/SP/CP | Ref |
|-------------------------|-------------|-----------------|------------|
| <i>Full Suit</i> | | | |
| Full Suit +1 DR | +\$1,664 | 6/8/- | M66 |
| Full Suit +2 DR | +\$4,992 | 19/8/- | M66 |
| Full Suit +3 DR | +\$25,088 | 98/-/- | M66 |
| Full Suit +4 DR | +\$97,024 | 379/-/- | M66 |
| <i>Torso and Vitals</i> | | | |
| Torso and Vitals +1 DR | +\$832 | 3/4/- | M66 |
| Torso and Vitals +2 DR | +\$2,560 | 10/-/- | M66 |
| Torso and Vitals +3 DR | +\$12,544 | 49/-/- | M66 |
| Torso and Vitals +4 DR | +\$50,176 | 196/-/- | M66 |
| <i>Arms</i> | | | |
| Arms +1 DR | +\$256 | 1/-/- | M66 |
| Arms +2 DR | +\$768 | 3/-/- | M66 |
| Arms +3 DR | +\$3,840 | 15/-/- | M66 |
| Arms +4 DR | +\$15,360 | 60/-/- | M66 |
| <i>Legs</i> | | | |
| Legs +1 DR | +\$512 | 2/-/- | M66 |
| Legs +2 DR | +\$1,664 | 6/8/- | M66 |
| Legs +3 DR | +\$7,680 | 30/-/- | M66 |
| Legs +4 DR | +\$30,720 | 120/-/- | M66 |
| <i>Helmet</i> | | | |
| Full Helmet +1 DR | +\$160 | -/10/- | M66 |
| Full Helmet +2 DR | +\$512 | 2/-/- | M66 |
| Full Helmet +3 DR | +\$2,560 | 10/-/- | M66 |
| Full Helmet +4 DR | +\$9,728 | 38/-/- | M66 |
| Skull or Face +1 DR | \$100 | -/6/4 | M66 |
| Skull or Face +2 DR | +\$256 | 1/-/- | M66 |
| Skull or Face +3 DR | +\$1,280 | 5/-/- | M66 |
| Skull or Face +4 DR | +\$4,864 | 19/-/- | M66 |
| <i>Groin</i> | | | |
| Codpiece +1 DR | +\$160 | -/10/- | M66 |

| | | | |
|--------------------------|-----------|---------|-----|
| Codpiece +2 DR | +\$512 | 1/-/- | M66 |
| Codpiece +3 DR | +\$2,560 | 10/-/- | M66 |
| Codpiece +4 DR Shield | +\$9,728 | 38/-/- | M66 |
| Defending Shield +1 | +\$15,360 | 60/-/- | M67 |
| Defending Shield +2 | +\$30,720 | 120/-/- | M67 |
| Defending Shield +3 | +\$61,440 | 240/-/- | M67 |

Powerstones

| | Cost | GP/SP/CP | Ref |
|---------------------|----------|----------|-----|
| powerstone level 5 | \$592 | 2/5/- | M20 |
| powerstone level 10 | \$1,920 | 7/8/- | M20 |
| powerstone level 15 | \$4,096 | 16/-/- | M20 |
| powerstone level 20 | \$7,424 | 29/-/- | M20 |
| powerstone level 25 | \$12,032 | 47/-/- | M20 |

Magical Tools

| | Cost | GP/SP/CP | Ref |
|----------------|----------|----------|-----|
| Crystal Ball | \$31,720 | 120/-/- | M71 |
| Wizard's Staff | \$48 | -3/- | M13 |
| Wizard's Wand | \$32 | -2/- | M13 |

Alchemical Elixirs

| | Cost | GP/SP/CP | Ref |
|------------------|----------|----------|------|
| Attractiveness | \$608 | 2/6/- | M216 |
| Awakening | \$512 | 2/-/- | M217 |
| Battle | \$352 | 1/6/- | M214 |
| Beast Speech | \$848 | 3/5/- | M213 |
| Endurance | \$1,664 | 6/8/- | M214 |
| Fire Resistance | \$512 | 2/-/- | M216 |
| Flight | \$3,008 | 11/12/- | M216 |
| Healing | \$120 | -7/8 | M217 |
| Health | \$768 | 3/-/- | M217 |
| Invisibility | \$3,008 | 11/12/- | M216 |
| Invulnerability | \$2,304 | 9/-/- | M214 |
| Leadership | \$1,664 | 6/8/- | M214 |
| Magic Resistance | \$1,664 | 6/8/- | M216 |
| Reanimation | \$4,096 | 16/-/- | M217 |
| Regeneration | \$4,992 | 19/8/- | M218 |
| Resurrection | \$25,600 | 100/-/- | M218 |
| Sleep | \$120 | -8/- | M218 |
| Speed | \$544 | 2/2/- | M214 |
| Stealth | \$512 | 2/-/- | M214 |
| Strength | \$256 | 1/-/- | M214 |
| Water Breathing | \$640 | 2/8/- | M216 |
| Youth | \$25,600 | 100/-/- | M218 |

HERBAL ELIXIRS

Herbal Elixirs occupy a gray area in law. They tolerated by the Church of Orren, and are generally easier to locate than alchemical elixirs and are not marked up above the below values.

Herbal Elixirs

| | Cost | GP/SP/CP | Ref |
|--------------|----------|----------|------|
| Awakening | \$480 | 1/14/- | M217 |
| Battle | \$272 | 1/1/- | M214 |
| Beast Speech | \$704 | 2/12/- | M213 |
| Drunkenness | \$78 | -4/8 | M219 |
| Fertility | \$5,888 | 23/-/- | M217 |
| Healing | \$96 | -6/- | M217 |
| Health | \$640 | 2/8/- | M217 |
| Love | \$800 | 3/2/- | M219 |
| Reanimation | \$3,968 | 5/8/- | M217 |
| Regeneration | \$4,608 | 18/-/- | M218 |
| Resurrection | \$25,600 | 100/-/- | M218 |
| Sleep | \$96 | -6/- | M218 |
| Speed | \$480 | 1/14/- | M214 |
| Stealth | \$384 | 1/8/- | M214 |
| Strength | \$192 | -12/- | M214 |
| Truth | \$1,024 | 4/-/- | M219 |
| Youth | \$25,600 | 100/-/- | M218 |

CHAPTER 5: JOBS

| Job | Prerequisites | Roll | Monthly Pay | Wealth Level | Status |
|------------------|---|--|---|--------------|--------|
| Alchemist | Alchemy-12+ | Highest alchemical technique. On critical failure gain -1 Reputation for being a Charlatan | \$2,000 | Comfortable | 1 |
| Architect | Administration-12; Architecture-12; Carpentry-14 or Masonry-14 | Architecture. On a critical failure gain a -1 Reputation for poor work. | \$4,000, adjusted for success/failure | Wealthy | 2 |
| Armorer | Armory (any)-13+ | Prerequisite. On critical failure suffer 2d injury | \$2,000 | Comfortable | 1 |
| Artificer | Chemistry-14+, Engineer-14+, or Mechanic-14+ | Prerequisite. On critical failure gain -1 reputation for low quality work | \$3,500 | Wealthy | 2 |
| Assassin | Holdout-14+, Any attack skill-14+ | Worse prerequisite. On Critical failure, wanted by law | \$2,500, adjust for success/failure | Wealthy | 1 |
| Bandit | Riding-12+, Weapon-12+ | Worse prerequisite. On critical failure, suffer 1d injury | \$600, adjusted for success/failure | Average | 0 |
| Brewer | Professional Skill (Brewer)-12 | Professional Skill (Brewer) | \$820, adjusted for success/failure | Average | 0 |
| Building Laborer | ST 11; Carpentry-10 or Masonry-10 | Prerequisite skill | \$400 | Struggling | -1 |
| Bureaucrat | Any three of Administration-14, Diplomacy-14, Law-14, or Writing-14. Native fluency in at least one written language. | Worst prerequisite skill | \$4,100, adjusted for success/failure | Wealthy | 2 |
| Carpenter | Artist (Woodworking)-12, Carpentry-12, or Mechanic (appropriate specialty)-12 | Prerequisite skill | \$790, adjusted for margin of success/failure | Average | 0 |
| Clerk | Any two of Accounting-12, Administration-12, or Writing-12; Native fluency in at least one written language. | Worse prerequisite skill | \$760, adjusted for success/failure | Average | 0 |
| Clothworker | Professional Skill (Clothmaker or Dyer)-12 | Better prerequisite skill. | \$800, adjusted for success/failure | Average | 0 |
| Courier | Riding (Horse)-14 or both Hiking-12 and Running-12 | Worse prerequisite skill | \$375, adjusted for success/failure | Struggling | -1 |
| Court Bard | Literature 13+; Musical Instrument 12+; Singing 14+ | Savoir-faire (high society). On critical failure lose position. | \$6,750 | Wealthy | 2 |
| Drover | Animal Handling (Equines)-12; Packing-12 or Teamster-12 | Worse prerequisite | \$500, adjusted for success/failure | Struggling | -1 |
| Farmer | Farming-12 | Farming | \$750, adjusted for success/failure | Average | 0 |
| Fisher | Fishing-12 | Fishing | \$410, adjusted for success/failure | Struggling | -1 |
| Glassblower | Professional Skill (Glassblower)-12 | Prerequisite skill | \$610, adjusted for success/failure | Average | 0 |

(continued on next page)

| Job | Prerequisites | Roll | Monthly Pay | Wealth Level | Status |
|-----------------------|--|---|---------------------------------------|--------------|--------|
| Hunter | Tracking-12; Traps or any ranged weapon at 12 | Worse prerequisite | \$400, adjusted for success/failure | Struggling | -1 |
| Jeweler | Jeweler-14. | Prerequisite skill | \$1,800, adjusted for success/failure | Comfortable | 1 |
| Knight | Status 2+; Any sword skill 12+; Riding 12+. | Worst prerequisite. On critical failure suffer 3d injury | \$3,000, adjusted for success/failure | Wealthy | 2 |
| Mason | Masonry-12 | Prerequisite skill | \$900, adjusted for success/failure | Average | 0 |
| Mercenary | Weapon Skill 13+; HT 10+ | Weapon Skill, on critical failure take 3d damage | \$1,300, adjusted for success/failure | Comfortable | 1 |
| Miner | ST 12 | ST. On critical failure take 2d crushing damage to random hit location. | \$420 | Struggling | -1 |
| Money Lender | Accounting-14; Merchant-14 or Streetwise-14. | Worse prerequisite skill. On a critical failure gain -1 Reputation. | \$4,200, adjusted for success/failure | Wealthy | 2 |
| Priest of Orren | Clerical Investment. | Savoir-Faire (Church of Orren). On critical failure censured for heretical statements, Reputation -1. | \$1,000 | Average | 0 |
| Sailor | Seamanship-12 | Prerequisite Skill. On a critical failure take 1d crushing damage to a random hit location | \$390, adjusted for success/failure | Struggling | -1 |
| Scribe | Professional Skill (Scribe)-12; Writing-12; Native fluency in at least one written language. | Worse prerequisite skill. | \$800, adjusted for success/failure | Average | 0 |
| Shipwright | Engineer (Ships)-12; Mechanic (Ships)-12. | Engineer | \$850, adjusted for success/failure | Average | 0 |
| Smith | ST 11. Smith-12. | Smith | \$900, adjusted for success/failure | Average | 0 |
| Tanner | Professional Skill (Tanner)-12 | Prerequisite skill | \$800, adjusted for success/failure | Average | 0 |
| Thief | Filch 13+, Knife 13+, or Pickpocket 13+; Streetwise 11+. | Worst prerequisite. On critical failure arrested | \$300, adjusted for success/failure | Struggling | 1 |
| Town Guard | Weapon Skill 12+, HT 10+ | Weapon Skill, on critical failure take 3d damage | \$340 | Struggling | -1 |
| Wandering Entertainer | Literature 12+; Musical Instrument 11+; Singing 12+ | Best prerequisite. | \$1,200, adjusted for success/failure | Comfortable | 1 |
| Wise One | Minor Healing 11+, Esoteric Medicine, or Pharmacy (Herbal) 11+ | Any prerequisite skill. | \$360, adjusted for success/failure | Struggling | -1 |

PART 2
CHARACTERS

CHAPTER 6: ANCESTRY AND CULTURES

Inspired by the work of Eugene Marshall, who wrote *Ancestry & Culture: an Alternative to Race in 5e*,¹ cultures and genetic heritage are separated in character development. This both reduces the impact of the problematic conceptualization of “race” in the game as well as makes it possible to describe characters more genuinely. For instance, it becomes easy to say that you have a character who has one elven parent and one orc parent, who grew up in a human nation, surrounded by a particular human culture.

When constructing your character make sure they have at least one culture and at least once ancestry template. Rules for having more than one are discussed on page 31.

META-TRAITS

FAE

FAE

[-31 points]

Advantages Magery 0 [5]; Unaging [15].

Disadvantages Cannot speak or write a falsehood [-1]; Dependency (Mana) (very common, constantly—1 HP/min) [-25]; Vulnerability (meteoric iron; wounding x4) [-20]; Weakness (meteoric iron; 1d/5 mins) [-5].

Full blooded fae can live forever. Although the fae reach physical maturity at about the same age as humans, the fae understanding of adulthood goes beyond physical growth to encompass worldly experience. A fae typically claims adulthood and an adult name around the age of 100. Once a fae reaches maturity, they no longer show age.

FAE ANCESTRY

FAE ANCESTRY

[-20 points]

Advantages Extended Lifespan 3 [6]; Magery 0 [5].

Disadvantages Cannot speak or write a falsehood [-1]; Dependency (Mana) (very common, Hourly—1 HP/10 min) [-20]; Vulnerability (meteoric iron; wounding x2) [-10].

Characters with mixed ancestry that includes fae blood mature to adulthood at the same rate as humans and can expect to live as much as 8 times as long as humans.

DARKSPAWN

INFERNAL ANCESTRY

[19 points]

Attributes HT+1[10].

Secondary Characteristics Per+2 [10].

Advantages Magery 1 [15]; Unaging [15]; Night Vision 9 [9].

Disadvantages Dependency (Mana) (very common, constantly—1 HP/min) [-25]; Social Stigma (minority group) [-10]; Unnatural Features (5) [-5].

Individuals with infernal ancestry—often called Darkspawn, both by themselves and others—can trace their heritage to a mating between a demon and another species. These people are common in the Kingdom of Celatier, as they used to be the ruling class of the Mirogant Empire. This option is open to players to add to another ancestry template. Typically, they are mostly human and are from the Miroganti culture. Darkspawn always have an unnatural feature, whether it is cats eyes, clawed hands, or horns. If their unusual feature can be used in any way (e.g., claws, sharp teeth, or usable wings) the appropriate advantages should be purchased as well.

¹Eugene Marshall. *Ancestry & Culture: An Alternative to Race in 5e*. Arcanist Press, 2020.

DWARVES

DWARF

[**-9 points**]

Physically, dwarves range from 4½ to 5½ feet tall and tend to have stocky builds.

Meta-Traits FAE [-31].

Secondary Characteristics FP+3 [9]; Basic Speed -1 [-5].

Advantages Damage Resistance 1 (Tough Skin, -40%) [3]; Infravision [10]; Resistant to Poison (+3) [5].

For dwarves from their home culture, use the following cultural template as well. If the dwarf originates from another culture, use that cultural template instead.

ARNEN DWARVISH CULTURE

[**10 points**]

Cultural Familiarity Dwarvish [0]; Faerie [1]

Languages Dwarvish (native/native) [0]; Elvish (broken/broken) [2]; Faerie (broken/broken) [2].

Attributes HT+1 [10].

Secondary Characteristics none.

Advantages Artificer 1 [10].

Disadvantages Stubbornness [-5]; Miserliness [-10].

Religion/Magic. The dwarves worship the old gods, especially any who protect the miners and smiths. Magic is used by the dwarven rune-mages.

Clothing/Decoration. Clothing is generally heavy and well decorated with inset metals and gold threads. Every dwarf that is seen by outsiders looks rich.

ELVES

ELF

[**19 points**]

Elves range from under 6 feet to 7 feet tall and typically have slender builds. They have pointed ears. Their hair and eye color may vary to any color of the spectrum, naturally.

Meta-Traits FAE [-31].

Advantages Appearance (Attractive) [4]; Improved Magic Resistance (+15 vs mind control) [15]; Night Vision 6 [6]; Perfect Balance [15]; Voice [10].

For elves from their home culture, use one of the following cultural templates:

GAILFEN FOREST CULTURE

[**5 points**]

Cultural Familiarity Gailfen [0]; Silverwood [1]; Celatier [1]; Faerie [1].

Languages Celatiern (native/native) [6]; Elvish (native/native) [0]; Faerie (native/native) [6].

Attributes DX +1 [20].

Disadvantages Curious [-5]; Sense of Duty (Elves) [-15]; Sense of Duty (Celatiern) [-10].

Long lived, these elves practice a variety of professions throughout their lives. Individuals are judged on character rather than their profession or social status within their society.

The elves of the Gailfen Forest value justice and honor in all of their dealings. Capability (either intellectual or artistic) in a profession is the most important aspect of status. Status is fluid throughout one's life, except for the royal family. Freedom within elven society is contingent on good behavior. The only punishment exercised by these people is exile.

Religion/Magic. Religion and magic are interwoven in the lives of these elves. They place a great emphasis upon their magic-users, relying upon them as advisers.

Clothing/Decoration. The elves of the gailfen prefer practical clothes that will not catch on their surroundings as they move through the forest. Typically, these clothes are colored in shades of green and brown.

ICE ELVISH CULTURE

[30 points]

Cultural Familiarity Ice Elvish [0]; Fán [1]

Languages Elvish (native/native) [0]; Faerie (native/native) [6]

Attributes ST+1 [10].

Advantages Damage Resistance 3 (against cold; tough skin) [3]; Improved Magic Resistance 2 [-10].

The ice elves left the elven homeland millenia ago after a terrible magical event caused a mass conversion among a group of wood elves (who later became the ice elves). This conversion prohibited them from using magic or even coming into contact with those who practice magic.

The ice elves live difficult lives on the Great Northern Glacier. They hunt and trade (with the fán, see page 28) for their food, and live relatively spartan existences. The ice elves are divided into independent, although cooperative, villages. These villages are collections of skin tents set up on top of the ice of the glacier, so that they can be moved as necessary. In the heat of summer, the ice elves move south to the tundra on the north coast of the Belvantine Sea, where they trade with the Belvantine States and the fán for their yearly supplies. Each village has a mayor and a council which decides matters according to their customs. It is very rare for a villager to move between villages, except for reasons of marriage.

Religion/Magic. Religion is an integrated part of the ice elves' lives. Magic is feared (and not used) by these elves, despite their innate imagery and reliance on mana.

Clothing/Decoration. Ice elves prefer clothing of gray or white, with very simple, or no, designs. Typically, clothing is made of fur, leather, or wool.

SILVERWOOD CULTURE

[28 points]

Cultural Familiarity Gailfen [1]; Silverwood [0]; Faerie [1].

Languages Elvish (native/native) [0]; Faerie (native/native) [6].

Attributes IQ+1 [20].

Disadvantages Intolerance of Non-elves [-1].

Skills Thaumatology (VH) IQ-3 [1].

Religion/Magic. Religion and magic are interwoven in the lives of these elves. They place a great emphasis upon their magic-users, relying upon them as advisers.

Clothing/Decoration. The elves of the silverwood prefer long, flowing robes of gray, silver, or blue. They prefer intricate designs woven into their clothes in metal threads.

FAIRY

Fairies are found throughout Yotsear in small communities. These communities were separated from their ancestral home in the lands of Faerie many years ago. There are a number of fairy species, below are a few examples.

SPRITE

[12 points]

Sprites are typically about 2½ to 3 feet tall and typically have slender builds, pointed ears, and wings. Their hair and eye color may vary to any color of the spectrum, naturally.

Meta-Traits FAE [-31].

Attributes ST-4 [-40]; DX+1 [20].

Secondary Characteristics SM-2 [0]

Advantages Appearance (Attractive) [4]; Enhanced Dodge [15]; Flight (winged) [30]; Reduced Consumption 2 [4]; Striking ST 2 [10].

PIXIE

[-17 points]

Pixies are typically about 2½ feet tall and typically have slender builds, pointed ears, and sharp teeth.

Meta-Traits textscFae [-31].

Attributes ST-4 [-40]; DX+1 [20].

Secondary Characteristics SM-2 [0].

Advantages Appearance (Attractive) [4]; Enhanced Dodge [15]; Reduced Consumption 2 [4]; Striking ST 2 [10]; Teeth (sharp) [1].

SIDHE

[30 points]

The fairy nobility, Sidhe range from 6 to 7 feet tall. They are of slender build and have sharply pointed ears.

Meta-Traits FAE [-31].

Attributes DX +1 [20].

Advantages Appearance (transcendant) [20]; Improved Magic Resistance (+15 vs mind control) [15]; Night Vision 6 [6].

Fairies originating in the realm of Faerie use the following cultural template.

FAERIE CULTURE

[6 points]

Cultural Familiarity Faerie [0]

Languages Elvish (native/native) [6]; Faerie (native/native) [0]

Religion/Magic. Religion for fairies is a respect for nature and the balance between life and death. As undying beings, the fae see themselves as the natural shepherds of the mortal world. Each fairy chooses an identity based on a part of the life-cycle of mortal beings, and also corresponding to the cycle of the seasons. This is reflected in the various courts of the land of Faerie as well as in the rituals of the fairies of the mortal realm. Magic is interwoven in the lives of fairies and is respected as a force of nature unto itself. They place a great emphasis upon their magic-users, relying upon them as advisers.

Clothing/Decoration. Fairies from the realm of Faerie prefer bright, colorful clothing, especially those colors that are reminiscent of flowers.

Fairies from the lands of Yotsear have the following cultural traits.

YOTSEAR FAIRY CULTURE

[3 points]

Cultural Familiarity Yotsear Fairy [0]

Languages Elvish (native/native) [6]; Faerie (native/native) [0]

Advantages Unusual Training (Invisibility Art; only in natural settings) [1]

Disadvantages Sense of Duty (fae) [-15]

Skills Camouflage (IQ/E) IQ+1 [2]; Invisibility Art (IQ/VH) IQ-3 [1]; Stealth (DX/A) DX+2 [8]

Religion/Magic. Religion for fairies is a respect for nature and the balance between life and death. As undying beings, the fae see themselves as the natural shepherds of the mortal world. Each fairy chooses an identity based on a part of the life-cycle of mortal beings, and also corresponding to the cycle of the seasons. This is reflected in the various courts of the land of Faerie as well as in the rituals of the fairies of the mortal realm. Magic is interwoven in the lives of fairies and is respected as a force of nature unto itself. They place a great emphasis upon their magic-users, relying upon them as advisers.

Clothing/Decoration. Fairies prefer earth toned clothing under normal circumstances. They tend to blend in to natural environments.

FÁN

The fán are the product of the first unions between the elves and humans. They have been living in the Northern Plains for several millennia. With the coming of Kanath and the Miroganti, they became some of the fiercest opponents of the Demon-King.

FÁN

[11 points]

Meta-Traits FAE ANCESTRY [-20]

Secondary Characteristics Per+2 [10]

Advantages Magic Resistance (improved) 3 [15]; Night Vision 6 [6]

Fán from their home culture use the following template.

NORTHERN PLAINS FÁN CULTURE

[16 points]

Cultural Familiarity Northern Plains Fán Culture [0].

Languages Elvish (accented/accented) [4]; Fán (native/native) [0]; Miroganti (broken/broken) [2].

Skills Bow (A) DX+2 [8]; Riding (A) DX-1 [1]; Survival (plains) (A) Per-1 [1].

Religion/Magic. These elf-kin worship the elven goddess Yalond, queen of the quiet.

Clothing/Decoration. Clothes are generally made of leather, wool, or linen. Some wealthy fán wear silk clothes imported from far off lands.

GНОMES

Gnomes are between 3 and 4 feet tall and average about 40 pounds.

GNOME

[-24 points]

Meta-Traits FAE [-31].

Attributes none.

Secondary Characteristics FP+1 [3]; SM-1; Basic Move -1 [-5].

Advantages Damage Resistance 1 (Tough Skin, -40%) [3]; Honest Face [1]; Night Vision 5 [5].

Gnomes raised within their own culture use the following cultural template:

ESTAVAN HILLS CULTURE

[9 points]

Cultural Familiarity Estavan Hills [0].

Languages Elvish (accented/accented) [4]; Faerie (accented/accented) [4]; Gnomish (native/native) [0]; Halfling (native/native) [6].

Attributes ST-2 [-20]; HT+1 [10].

Advantages Green Thumb 1 [5].

GOBLINS

GOBLIN

[-22 points]

Meta-Traits FAE [-31].

Secondary Characteristics SM-1 [0].

Advantages Night vision 9 [9].

Most goblins from yotsear are located in the dry plains.

DRY PLAINS GOBLIN CULTURE

[-33 points]

Cultural Familiarity Dry Plains [0].

Languages Goblin (native/none) [-3].

Attributes ST-2 [-20]; HT+2 [20].

Disadvantages Low Tech Level/TL2 [-5]; Impulsiveness [-10]; Innumerate [-5]; Social Stigma (minority group) [-10].

Religion/Magic. Religion is not stressed by the goblins of the dry plains. Magic is used when possible to assist in daily life of the community.

Clothing/Decoration. Goblins wear simple skins and leather clothing, in brown or tan. They do not value fashion as such and will willingly wear dirty, smelly hides to protect themselves from the elements (and in combat).

HALFLINGS

Halflings look like smaller humans with slightly pointed ears. They average about 3 feet tall.

HALFLING

[-25 points]

Meta-Traits FAE [-31].

Secondary Characteristics SM-2 [0].

Advantages Night vision 6 [6].

Most Halflings in Yotsear live in the Estavan Hills, intermixed with Gnomes. For an appropriate cultural template see page 29.

HUMANS

Humans are the youngest of the species who live in Yotsear. They are said by some to have come about as an experiment among the elves. Others say that they came to this world from another plane, one where they were the only people. That said, only the oldest of the elves would know for sure and they are not telling anyone. One thing is clear, however. They became the most populous group in a very short time due to their incredible ability to reproduce.

HUMAN

[0 points]

Traits none.

There are many human cultures in the lands of Yotsear. Below are a few:

ALFARNIAN CULTURE

[0 points]

Humans from the lands of Alfarnia and Moran fall under the alfarnian culture.

Cultural Familiarity Alfarnian [0].

Languages Alfarnian (native/native) [0].

Lens Moran [+5]

Advantages Tech Level/TL4 [5].

Clothing/Decoration. Alfarnians prefer highly decorative, loose fitting clothing, appropriate to the warm climate of their area.

Religion. Orren is worshiped by the majority alfarnians (with the exception of those carrying on the old rites in secret). Many people are distrustful of magic, especially because the position of the church is that all mages are damned and dangerous. Many magic-users are burned as witches. Clerics of Orren do not use magic. For more information on the Church of Orren, see page 32. You may choose to worship other gods, or to have no gods, of course, but it is likely that your parent(s) belong(ed) to the Church.

BELVANTINE CULTURE

[0 points]

Humans from the Belvantine States fall under the belvantine culture. Life in the Belvantine States revolves around the sea and trade.

Cultural Familiarity Belvantine [0].

Languages Belvantine (native/native) [0].

Clothing/Decoration. Heavy wools in winter, heavy cotton shorts in summer. Durability and reliability in clothing is key. Tattoos and jewelry are common among sailors.

Religion. Superstitious to a fault, these people worship Orren (see page 32) with some quirks. Magic is feared, but used, and witches and mages are not persecuted here. You may choose to worship other gods, or to have no gods, of course, but it is likely that your parent(s) belong(ed) to the Church.

CELATIERN CULTURE

[12 points]

Humans from the Kingdom of Celatiern fall under the celatiern culture. This culture is currently undergoing a revolution as the remnants of the Mirogant Empire are being merged somewhat under the relatively new, re-formed Kingdom of Celatiern.

Cultural Familiarity Celatiern [0]; Gailfen Forest [1]; Miroganti [1].

Languages Celatiern (native/native) [0]; Elvish (native/native) [6]; Miroganti (broken/broken) [2].

Skills Broadsword (A) DX-1 [1] or Bow (A) DX-1 [1]. First Aid/TL (E) IQ [1].

Clothing/Decoration. Clothing varies by environment. That means heavy wools in the northern winter and lighter linen robes in the southern areas. Tattoos are common, on older celatiern they are usually depicting one's greatest foes.

During the occupation, warriors carved the runes from the Darkspawn they have slain on their sheaths. In fact, some went so far as to skin the foreheads of the slain to make patches to sew onto their sheaths.

Religion. These people worship the old gods (see page 31, primarily the god of war (Rhal Sonl) and the goddess of nature (Lantimi). Magic is embraced and used as part of their daily lives.

MIROGANTI CULTURE

[5 points]

Cultural Familiarity Celatiern [1]; Miroganti [0].

Languages Celatiern (accented/accented) [4]; Miroganti (native/native) [0].

The most important aspect of miroganti culture is that everything has a price, and that price must be paid, whether it is paid as a purchase or as an exchange of services, or as revenge.

Clothing/Decoration. Long, heavy robes are common among the non-warriors. Warriors wear armor and short skirts.

Religion. Traditionally, miroganti are demonists, but many have turned to the old gods since the fall of the Mirogant Empire.

KARN CULTURE

[-18 points]

The Karn, an indigenous group native to the area now known as "the borderlands" or "Western Alfarnia," live on the edges of Alfarnian control, between them and the orcs and goblins of the Dry Plains.

Cultural Familiarity Karn [0]

Languages Karn (native/none) [-3]

Disadvantages Low Tech Level/TL2 [-5]; Social Stigma (minority group) [-10],

Clothing/Decoration. Clothing is plain and functional. Decoration is reserved for religious symbols.

Religion. Many karn worship the old gods. Others are members of the Church of Orren. In their lands, each village would either be dedicated to the Church of Orren or to the old gods.

DARKWOOD ORCISH CULTURE

[-28 points]

Cultural Familiarity Darkwood [0].

Languages Orcish (native/none) [-3].

Disadvantages Impulsiveness [-10]; Innumerate [-5]; Social Stigma (minority group) [-10].

Religion/Magic. Orc priests communicate with the spirits of places, asking for aid when the band enters a new area and giving offerings when the band prospers.

Clothing/Decoration. Orcs wear simple skins and leather clothing, in brown or tan. They do not value fashion as such and will willingly wear dirty, smelly hides to protect themselves from the elements (and in combat).

DRY PLAINS ORCISH CULTURE

[-13 points]

Cultural Familiarity Dry Plains [0].

Languages Orcish (native/none) [-3].

Attributes ST+2 [20].

Disadvantages Low Tech Level/TL2 [-5]; Impulsiveness [-10]; Innumerate [-5]; Social Stigma (minority group) [-10].

Religion/Magic. Religion is an important part of life in the Dry Plains. As the villages are generally agricultural in nature, offerings are often made to the old gods who ensure prosperity.

Clothing/Decoration. The orcs of the dry plains wear clothing of linen, cotton, or light wool. They prefer bright, garish colors, and silver and gold jewelry.

MIXED ANCESTRY AND DIVERSE CULTURE

The ancestry and culture options above assume that a character has a single ancestry and culture. Thus, if a character has elven ancestry, this assumes that their ancestry is primarily elven. Most commonly, this would mean that both of their parents are of elven ancestry.

Some characters have mixed ancestries, however. For example, a character can have an elven parent and a human parent, or a dwarven parent and a halfling parent. Other characters can have parents who themselves have mixed ancestry. The rules in this section provide mechanics to generate such mixed ancestries.

Finally, rules for creating diverse cultures follow the rules for mixed ancestries. Diverse cultures represent those that are a combination of several cultures, as one might find in a multicultural urban environment, or if the character's elven parents moved from the Gailfen Forest to the Kingdom of Alfarnia.

MIXED ANCESTRAL TRAITS

With the exception of the FAE Meta-Trait, most traits **can** breed true. That is, ancestry templates may be layered on top of one another. If the same trait is repeated, they do not stack (and the points are not spent). It is up to the players and GM to determine which elements of a particular character's ancestry are present, but in general anything (except FAE) that appears on either parent's ancestry template can be brought forward to the character.

If both parents have the FAE Meta-Trait, then the child does as well. If only one has the FAE Meta-Trait, the child gets the FAE ANCESTRY Meta-Trait instead. The specified meta-trait must be taken.

Characters of mixed ancestry might look almost entirely like one parent or the other, or anywhere on the continuum between them. Thus the two children of a dwarf-orc couple might both look orcish, dwarven, some combination, or one might look orcish and the other dwarven, even though they are siblings.

DIVERSE CULTURAL TRAITS

Like Ancestry Templates, Cultural Templates can stack, with any repeated traits removed. The only exceptions to this are Cultural Familiarity and Language. A character may only claim the discounted native rate for one culture and one language.

RELIGION AND MAGIC

THE OLD GODS

The Old Gods are still worshipped by all of the non-human races as well as the celatiern and some karn. Among these people—with the exception of the ice elves—magic is used in every-day life and spell-users are respected.

RHAL SONL

Rhal Sonl is the battle god of the celatiern, and now their primary god. His titles include the Protector of Celatier, the Battle-weary, the Invincible, and the Mighty Hand. He appears as a brightly shining knight mounted on a silver or white warhorse. He values ingenuity in war, fearlessness in battle, and loyalty to comrades in arms. His symbol is a kite shield crossed by a sword and arrow.

ARRA

Arra is the earth goddess, and Rhal Sonl's wife. She is called the Earth Mother. She appears as an middle-aged woman who has clearly worked hard throughout her life. Her realms are growth and decay, cooking, and family. Her symbol is a sheaf of grain.

SÆBLOTH

SÆBLOTH

[30 points]

The oldest of the peoples, sæbloth have resided in the Wyrmsteeth Mountains since before even time began. They allied themselves with dragons of all types, and used their allies to create an empire that spanned the known world. Sæbloth look like even more majestic and sleek elves, because they based the elves they created off of themselves.

Meta-Traits FAE [-31].

Attributes DX +1 [20].

Advantages Appearance (transcendent) [20]; Improved Magic Resistance (+15 vs mind control) [15]; Night Vision 6 [6].

SÆBLOTH CULTURE

[9 points]

Cultural Familiarity Saebloth [0]; Faerie [1].

Languages Faerie (native/native) [0]; Elvish (native/native) [6].

Skills Hidden Lore (fae) IQ [2].

Religion/Magic. Magic is thought of as part of life, and is not considered any more separate than any other occupation. Religion is not stressed.

Clothing/Decoration. Sæbloth prefer bright clothing with intricate designs. Weapons are usually very ornate with engraving and bossing.

NEREN

Neren is the celatiern god of death and dying. He is called the Guardian of Souls. Neren appears as a cloaked figure that comes to guide the souls of the dead to the next life. His only concern is making sure that the souls of the dead leave the world. His symbol is a shining lantern held high.

TORR

Torr, the Trickster, is the god of the impish desire to cause difficulties for others. He appears in a variety of faces—it is said that no two are alike. He enjoys tricks, whether they are playful or serious. In times past, he was worshipped by thieves and charlatans, but now he is respected by warriors and politicians because his methods are so effective. Torr also holds sway over the realm of chance. His symbol is three cups turned down on a plank.

HELMEK

Helmek is the god of storms and the sea. He is called the Storm King. It is common knowledge that he cares not for humans—or any of the other races—but only for chaos and destruction. He is placated by his priests and priestesses through a variety of bloody rights, but no one knows exactly what would make him happy. His symbol is a wave cresting over a ship.

YALOND

The primary goddess of the elves, Yalond is worshipped by almost all elves. Her titles include Elf-mother and the Great Healer. She appears as an extremely beautiful and radiant elven woman. She values heartfelt laughter, artistic endeavors, loyalty to friends and family, and good work. Her symbol is a green tree growing to great heights.

LANANATRET

Lananatret is the primary god of the dwarves and gnomes. Initially, he was a god of craft. He appears as a dwarf (or, sometimes, as a gnome) with a hammer in his hand or belt. He encourages hard work and long hours—in an effort to make the perfect item. His symbol is a hammer.

THE CHURCH OF ORREN

The Church of Orren, founded shortly after the reputed ascension of Orren to heaven, is a monotheistic religious institution centered in Alfarnia, but extending throughout the Belvantine States and into Moran. The Church was founded on the concept that *all* magic is dangerous and corrupting.

Orren was born in Lowfort (now the capital of the Kingdom of Alfarnia), while the lands of Alfarnia were under the control of the Mirogant Empire and the Reaver Cormangar. He worked his whole (short) life to end the threat of the miroganti, finally succeeding in what has come to be known as the Great Uprising. His main philosophy was that magic destroys the souls of those who use it.

This philosophy has led the Church to declare a crusade against all ‘witches’—those who practice magic of any realm. Needless to say, the clergy of the Church of Orren are *not* spell-users (see page 36 for more information about the Priests of Orren).

DEMONISTS

Among the miroganti (both human and darkspawn), the demon-emperor Kanath may still be worshipped as a god. The cult of Kanath teaches that he was not killed at the end of the war, but merely shoved out of this plane into an infernal plane. They believe that he will come again in glory to resume his rightful place as the leader of the Mirogant Empire. Magic is employed by these people in their everyday lives.

CALENDARS AND TIME-KEEPING

The year is divided into eight lunar months of 45 days (five nine-days):

- High and Low Summer
- High and Low Autumn
- High and Low Winter
- High and Low Spring

The High months begin with a nine day long celebration of the season.

In all of the human lands, years are measured from the foundation of Celatiern (Celatiern Year or CY). This calendar is often used between cultures as well.

LANGUAGES

| Language | Typical Speakers (culture) | Script |
|------------------------|-------------------------------|-----------|
| | Standard Languages | |
| Alfarnian | Humans (alfarnian) | Celatiern |
| Belvantine | Humans (belvantine) | Celatiern |
| Celatiern | Humans (celatier) | Celatiern |
| Dwarvish | Dwarves | Dwarvish |
| Elvish | Elves, Fán, Sæbloth | Elvish |
| Giant | Ogres, Giants | Dwarvish |
| Gnomish | Gnomes | Dwarvish |
| Goblin | Goblinoids | Dwarvish |
| Halfling | Halflings | Celatiern |
| Karn | Humans (karn) | Celatiern |
| Miroganti | Humans (miroganti), Darkspawn | Infernal |
| Orcish | Orc | Dwarvish |
| Exotic Languages | | |
| Celestial | Celestials | Celestial |
| Draconic | Dragons | Draconic |
| Infernal | Demons, Devils | Infernal |
| Primordial | Elementals | Elvish |
| Faerie | Fae creatures | Elvish |
| Ancient/Dead Languages | | |
| Old Celatiern | No living cultures | Celatiern |

Note: Some ancient versions of modern languages are comprehensible with a roll against the Linguistic skill. If the individual is familiar with a modern descendant, they may also attempt an IQ roll at -8 (e.g., Old Celatiern may be understood by speakers of Alfarnian, Celatiern, and Belvantine). Either of these checks must be made separately for each passage read or sentence spoken.

Note: Alfarnian and Celatiern are often used as trade languages.

CHAPTER 7: CHARACTER TEMPLATES

These character templates are meant to be *adventuring* templates. They include skills necessary for adventure that are not required for a life solely taking place within the bounds of a town wall or a farming community. NPC scholars, sages, and craftspeople would not use these.

ARCHER

[140 POINTS]

Attributes ST+1 [10]; DX+2 [40]; HT+1 [10].

Secondary Characteristics Basic Speed +0.5 [10].

Advantages Heroic Archer [20]; Outdoorsman 1 [10]; and 30 points from:

- Absolute Direction [5]
- Acute Vision [2/level]
- Combat Reflexes [15]
- Danger Sense [15]
- Extra Attack 1 [25]
- Fit [5]
- High Pain Threshold [10]
- Peripheral Vision [15]
- Signature Gear [1/\$1,000]
- Weapon Bond [1]
- Weapon Master (Bow or Crossbow) [20]

Disadvantages -20 points chosen from:

- Bloodlust [-10]
- Callous [-5]
- Chummy [-5/-10]
- Greed [-15]
- Code of Honor (Soldier's) [-10]
- Duty [-2 to -15]
- Honesty [-10]
- Overconfidence [-5]
- Sense of Duty (Comrades) [-5]
- Stubbornness [-5]
- Wealth (Struggling) [-10]

Primary Skills One 12-point package chosen from the following:

- Bow (A) DX+2 [8] and Fast-Draw (Arrow) (E) DX+2 [4]
- Crossbow (E) DX+2 [4] and Fast-Draw (Arrow) (E) DX+3 [8]
- Sling (H) DX+2 [12]
- Thrown Weapon (Spear) (E) DX+4 [12]

Secondary Skills Hiking (A) HT+1 [4] or Riding (Equines) (A) DX+1 [4]; Soldier (A) IQ [2]; Stealth (A) DX [2]. One of:

- Knife (E) DX+1 [2]
- Shortsword (A) DX [2]
- Smallsword (A) DX [2]
- Shortsword (A) DX-1 [1] and Shield (E) DX [1]

Background Skills Survival (any) (A) Per [2]. Brawling (E) DX [1]. First Aid (E) IQ+1 [2]. Armoury (Missile Weapons or Small Arms) or Leadership (A) IQ-1 [1]. Observation (A) Per [2] or Tracking (A) Per [2].

ASSASSIN

[140 POINTS]

Attributes DX+3 [60]; IQ+2 [40].

Advantages Single-Minded [5]; Wealth (Comfortable) [10]; and 25 points chosen from:

- Absolute Direction [5] or 3D Spatial Sense [10]
- Claim to Hospitality (Assassins' Guild) [5]
- Contact or Contact Group (Go-Betweens) [Varies]
- Honest Face [1]
- Night Vision [1/level]
- Smooth Operator 1 [15]
- Striking ST [5/level]

Disadvantages Callous [-5] or Code of Honor (Professional) [-5]; Secret (Possible Death) [-30]; and -10 points chosen from among:

- Bad Temper [-10]
- Bloodlust [-10]
- Cowardice [-10]
- Loner [-5]
- Overconfidence [-5]
- Social Stigma (criminal record) [-5]
- Trademark [-5 or -10]

Primary Skills Holdout (A) IQ+2 [8]. Either Shadowing (A) IQ+2 [8] or Stealth (A) DX+2 [8]. One of Crossbow, Garrote, Knife, or Thrown Weapon (Knife), all (E) DX+2 [4]; Rapier or Smallsword (A) DX+1 [4]; or Blowpipe or Sleight of Hand, both (H) DX [4].

Secondary Skills Acting (A) IQ+1 [4]. Either Cloak or Main-Gauche, both (A) DX+1 [4]. Either Savoir-Faire (High Society or Servant) (E) IQ+2 [4] or Streetwise (A) IQ+1 [4]. One of

- Armoury (A) IQ+2 [8]
- Traps (A) IQ+2 [8]
- Poisons (H) IQ+1 [8]

Background Skills First Aid (E) IQ [1]; Riding (Equines) (A) DX [2]; Four of:

- Scrounging (E) Per+1 [2]
- Climbing (A) DX [2]
- Architecture (A) IQ [2]
- Disguise (A) IQ [2]
- Observation (A) Per [2]
- Cryptography (H) IQ-1 [2]
- Forgery (H) IQ-1 [2]
- Hidden Lore (Conspiracies) (H) IQ-1 [2]
- Intelligence Analysis (H) IQ-1 [2]

BANDIT

[140 POINTS]

Attributes ST+1 [20]; DX+2 [40]; HT+1 [10].

Advantages 30 points chosen from:

- Allies [Varies]
- Ambidexterity [5]
- Charisma [5/level]
- Combat Reflexes [15]
- Contacts or Contact Group (Fences) [Varies]
- Daredevil [15]
- Fearlessness [2/level]
- Social Regard (Feared) [5/level]

Disadvantages -30 points chosen from:

- Code of Honor (Highwayman's or Pirate's) [-5] or (Gentleman's) [-10]
- Compulsive Behavior (Carousing) [-5 or -10], (Generosity) [-5], or (Spendthrift) [-5]
- Enemy (Law Enforcement) [Varies]
- Impulsiveness [-10]

- Lecherousness [-15]
- Overconfidence [-5]
- Pacifism (Cannot Harm Innocents) [-10]
- Secret Identity [Varies]
- Sense of Duty (Comrades) [-5] or (Oppressed People) [-10]
- Social Stigma (Disowned) [-10]
- Trademark [-5 to -15]

Primary Skills Brawling (E) DX+2 [4]; Intimidation (A) Will+2 [8]; Fast-Draw (arrow) (E) DX+1 [2]; Riding (Horses) (A) DX+2 [8]; Streetwise (A) IQ+1 [4]; Survival (any) (A) Per+1 [4]; Teamster (A) IQ+1 [4]. Either Crossbow (E) DX+3 [8] or Bow (A) DX+2 [8]. Either Broadsword (A) DX+2 [8] or Saber (A) DX+2 [8].

Secondary Skills Camouflage (E) IQ+2 [4]; First Aid/TL (E) IQ+2 [4]; Leadership (A) IQ+1 [4]; Stealth (A) DX [2]. Either Navigation (Land) (A) IQ [2] or Area Knowledge (E) IQ+1 [2].

Background Skills Savoir-Faire (E) IQ+1 [2]; Carousing (E) HT [1]; Gambling (A) IQ-1 [1].

BARD

[140 POINTS]

Attributes DX+1 [20]; IQ+2 [40]; HT+1 [10].

Secondary Characteristics Will-1 [-10].

Advantages Magery 3 (limitation: song) [23]; Empathy [15]; Rapier Wit [5]; Charisma 1 [5]. Either Musical Ability 2 [10] or Voice [10]; and 15 points chosen from among:

- Appearance (Attractive) [4] or (Handsome) [12]
- Channeling (the Muses or other gods of poetry) [10]
- Cultural Adaptability [10]
- Eidetic Memory [5] or Photographic Memory [10]
- Language Talent [10]
- Mimicry [10]
- Status 1 [5]
- Talent (Bard) [5/level]
- additional levels of Charisma [5/level]

Disadvantages -30 points chosen from among:

- Alcoholism [-15]
- Bully [-10]
- Chummy [-5/-10]
- Compulsive Behavior (Carousing) [-5]
- Impulsiveness [-10]
- Jealousy [-10]
- Lecherousness [-15]
- Post-Combat Shakes [-5]

Primary Skills Literature (H) IQ [4]; Persuade (H) Will-1 [2]; Poetry (A) IQ [2]; Singing (E) HT+3 [2].

Secondary Skills Musical Instrument (H) IQ-1 [2]. Either Hidden Lore (any) (A) IQ [2] or Expert Skill (Bardic Lore) (H) IQ-1 [2].

Background Skills One of:

- Carousing (E) HT [1]
- Public Speaking (A) IQ [1]
- Savoir-Faire (High Society) (E) IQ [1]

Three of:

- Area Knowledge (E) IQ+1 [2]
- Connoisseur (Literature, Music, or Wine) (A) IQ [2]
- Current Affairs (E) IQ+1 [2]
- Diplomacy (H) IQ+1 [2]
- Games (Riddles) (E) IQ+1 [2]
- Heraldry (A) IQ [2]
- Observation (A) Per [2]

- Propaganda (A) IQ [2]
- Sex Appeal (A) HT [2]

Spells 16 points of spells in Communication and Empathy and/or Mind Control colleges.

BATTLE MAGE

[140 POINTS]

Attributes DX+3 [60]; IQ+2 [40]; HT+1 [10].

Advantages Magery 1 [15]; Magical Style Familiarity (way of the flower) [1]; Martial Arts Style Familiarity (way of the flower) [1]; Trained By A Master [30].

Disadvantages Disciplines of Faith (asceticism) [-15]; Wealth (poor) [-15]; A total of -30 points chosen from among:

- Charitable [-15]
- Chronic Pain [var.]
- Code of Honor [var.]
- Honesty [-10]
- Light Sleeper [-5]
- Loner [-5]
- Overconfidence [-5]
- Pacifism (Cannot Harm Innocents) [-10]
- Pacifism (Cannot Kill) [-15]
- Post-Combat Shakes [-5]
- Truthfulness [-5]
- Vow [var.]

Primary Skills Body Sense (H) DX-2 [1]; Breath Control (H) HT-2 [1]; Broadsword (A) DX+1 [4]; Broadsword Art (A) DX-1 [1]; Judo Art (H) DX-2 [1]; Judo (H) DX [4]; Karate Art (H) DX-2 [1]; Karate (H) DX [4]; Kiai (H) HT-1 [1]. Meditation (H) Will-2 [1]; Two-handed Sword (A) DX+1 [4].

Secondary Skills Acrobatics (H) DX-2 [1]; Stealth (A) DX-1 [1].

Background Skills Mental Strength (E) Will [1]; Parry Missile Weapons (H) DX-2 [1].

Spells (all (H) IQ+M-2 [1], except as noted): Apportation; Choke; Climbing; Great Haste; Haste; Itch; Jump; Lend Energy; Lend Vitality; Major Healing (VH) IQ+M-3 [1]; Minor Healing; Pain; Recover Energy; Sense Foes; Spasm; Stun.

HEDGE WIZARD

[140 POINTS]

Attributes DX+1 [20]; IQ+2 [40].

Languages Old Celatiern (accented/accented) [4] or Faerie (accented/accented) [4].

Advantages Magery 3 (Ritual Path) [35]; Magical Style Familiarity (Craft of the Wise) [1]; and 40 points chosen from among:

- Allies (Familiar) [Varies]
- Animal Empathy [5]
- Empathy [15]
- Plant Empathy [5]
- Spirit Empathy [10]
- Unusual Background [Varies]
- Ritual Adept [40]

Disadvantages Wealth (Struggling) [-10]; and -20 points chosen from:

- Bully [-10]
- Code of Honor (Professional) [-5]

- Loner [-5]
- Pacifism (Reluctant Killer) [-5] or (Cannot Harm Innocents) [-10]
- Sense of Duty (Village) [-5]

Primary Skills Alchemy (VH) IQ-1 [4]; Herb Lore (VH) IQ-1 [4]; Thaumatology (VH) IQ [8].

Secondary Skills First Aid (E) IQ+1 [2]; Naturalist (H) IQ-1 [2]; One of:

- Diagnosis (H) IQ-1 [2]
- Pharmacy (Herbal) (H) IQ-1 [2]
- Professional Skill (Midwife) (A) [IQ] [2]

Background Skills Area Knowledge (Village or Town) (E) IQ [1]; Staff (A) DX [2].

Path Skills Path of the Body (IQ/VH) IQ-3 [1]; Path of Chance (IQ/VH) IQ-3 [1]; Path of Spirit (IQ/VH) IQ-3 [1]; and two other Path Skills at IQ-3 [1].

HOLY CLERIC

[140 POINTS]

Attributes ST+1 [10]; DX+1 [20]; IQ+2 [40].

Advantages Blessed [10]; Charisma 2 [10]; Power Investiture 1 [10]; 15 points chosen from among:

- Animal Empathy [5]
- Clerical Investment [5]
- Empathy [15] or Sensitive [5]
- Hard to Kill [2/level]
- Higher Purpose [5]
- Plant Empathy [5]
- Religious Rank [5/level]
- Spirit Empathy [10]
- True Faith [15]
- Voice [10]
- additional levels of Charisma [5/level]
- additional levels of Power Investiture [10/level]

Disadvantages -30 points chosen from among:

- Charitable [-15]
- Disciplines of Faith [-5 to -15]
- Fanaticism [-15]
- Honesty [-10]
- Pacifism [-5 to -30]
- Selfless [-5]
- Sense of Duty [-10 to -20]
- Social Stigma (Excommunicated) [-5]
- Vow [-5 to -15]

Primary Skills Public Speaking (A) IQ+2 [2]; Teaching (A) IQ+1 [4].

Secondary Skills Religious Ritual (H) IQ [4]. Theology (H) IQ [4]. One 4-point package selected from:

- Detect Lies (H) Per [4]
- Hidden Lore (Spirit Lore) (A) IQ+1 [4]
- Mental Strength (E) Will+2 [4]
- Persuade (H) Will-1 [2] and Sway Emotions (H) Will-1 [2]
- two divinely granted spells (H) IQ [2].

Background Skills One of:

- Administration (A) IQ-1 [1]
- Architecture (A) IQ-1 [1]
- Dancing (A) DX-1 [1]
- Musical Instrument (H) IQ-2 [1].
- Poetry (A) IQ-1 [1]
- Singing (E) HT [1]
- Writing (A) IQ-1 [1]

One of

- Thanatology (H) IQ-2 [1]
- Dreaming (H) Will-2 [1]
- Exorcism (H) Will-2 [1]
- Meditation (H) Will-2 [1]

Adventuring Skills 10 points in melee weapon, ranged weapon, and/or unarmed combat skills.

Spells (All (H) IQ+PI-2 [1]) Armor; Aura; Bravery; Cleansing; Coolness; Detect Magic; Final Rest; Light; Might; Minor Healing; Purify Air; Purify Water; Sense Danger; Sense Spirit; Shield. One of the following 10-point packages from the deity worshipped:

Arra 10 points in Earth and/or Food spells.

Helmek 10 points in Weather spells.

Lananatret 10 points in Making and Breaking, Technological, and/or Enchantment spells.

Neren 10 points in Necromantic spells.

Rhal Sonl Haste; Lightning; and 8 points in Movement and/or Protection and Warning spells.

Torr 10 points in Mind Control spells.

Yalond 10 points in Animal, Plant, and/or Healing spells.

KNIGHT

[140 POINTS]

Attributes ST+4 [40]; DX+1 [20].

Secondary Characteristics HP+3 [6].

Advantages Status 2 [5]; Wealth (Very Wealthy) [30] or Wealth (Wealthy) [20] and Signature Gear 10 [10]; Weapon Bond [1]; and 20 points chosen from among:

- Charisma [5/level]
- Combat Reflexes [15]
- Fearlessness [2/level]
- Higher Purpose [5]
- Independent Income [1/level]
- Legal Enforcement Powers [Varies]

Disadvantages Code of Honor (Chivalry) [-15]; and -15 points chosen from among:

- Compulsive Behavior (Carousing or Generosity) [-5]
- Debt [-1/level]
- Disciplines of Faith (Monasticism) [-10]
- Duty [-2 to -15]
- Fanaticism [-15]
- Intolerance (Commoners or Unbelievers) [-5]
- Overconfidence [-5]
- Selfish [-5†]
- Sense of Duty (Vassals) [-5] or (The weak) [-10]
- Stubbornness [-5]
- Vow [-5 to -15]

Primary Skills Lance (A) DX+2 [8]; Riding (Horse) (A) DX+2 [8]; Shield (E) DX+2 [4].

Secondary Skills Either Axe/Mace or Broadsword, both (A) DX+2 [8]; Savoir-Faire (E) IQ+1 [2].

Background Skills Heraldry (A) IQ+1 [4]; Intimidation (A) Will+1 [4]; Leadership (A) IQ [2]; Strategy (H) IQ-1 [2]; First Aid/TL (E) IQ+2 [4]. Two of

- Brawling (E) DX [1]
- Carousing (E) HT [1]
- Dancing (A) DX-1 [1]
- Falconry (A) IQ-1 [1]
- Games (Tournament Rules) (E) IQ [1]

- Jumping (E) DX [1]
- Religious Ritual (H) IQ-2 [1]
- Singing (E) HT [1]
- Tactics (H) IQ-2 [1]
- Tracking (A) Per-1 [1]

PEASANT ADVENTURER

[140 POINTS]

Attributes ST+2 [20]; DX+2 [40]; HT+1 [10].

Secondary Characteristics Per+1 [5].

Advantages Fit [5]; Lifting Strength 2 [6]; and 35 points chosen from:

- Alcohol Tolerance [1]
- Animal Empathy [5]
- Animal Friend [5/level]
- Charisma [5/level]
- Combat Reflexes [15]
- Green Thumb [5/level]
- Hard to Kill [2/level]
- High Pain Threshold [10]
- Luck [15]
- Outdoorsman [5/level]
- Rapid Healing [5] or Very Rapid Healing [15]
- Temperature Tolerance [1/level]
- increase Fit [5] to Very Fit [15]

Disadvantages Language (Actual native language; Native/None) [-3]; Wealth (Struggling) [-10]; and -15 points chosen from among:

- Alcoholism [-15]
- Berserk [-10]
- Chummy [-5 or -10]
- Compulsive Behavior (Carousing or Generosity) [-5]
- Delusion (All men are equal) [-5]
- Gluttony [-5]
- Ham-Fisted [-5 or -10]
- Impulsiveness [-10]
- Intolerance [-5 or -10]
- Laziness [-10]
- Lecherousness [-15]
- Overconfidence [-5]
- Pacifism (Cannot Harm Innocents) [-10]
- Sense of Duty (Village) [-5] or (Poor People) [-10]
- Stubbornness [-5]

Primary Skills Brawling (E) DX+3 [8]; Knife (E) DX+3 [8]. One of:

- Axe/Mace (A) DX+2 [8]
- Spear (A) DX+2 [8]
- Staff (A) DX+2 [8]
- Two-Handed Axe/Mace (A) DX+2 [8]

Secondary Skills First Aid (E) IQ+2 [4]; Hiking (A) HT+1 [4]; Riding (Equines) (DX) DX+1 [4]; Scrounging (E) Per+1 [2]; Stealth (A) DX [2]; Teamster (A) IQ+1 [4]; . Either Farming (A) IQ+1 [4] or Boating (Sailboat or Unpowered) (A) DX [2] and Fishing (E) Per+1 [2]. One of:

- Bow (A) DX+1 [4]
- Sling (H) DX [4]
- Thrown Weapon (Axe/Mace) (E) DX+2 [4]

Background Skills One of:

- Carousing (E) HT [1]
- Dancing (A) DX-1 [1]
- Games (E) IQ [1]
- Sports (A) DX-1 [1]

One of:

- Carpentry (E) IQ+1 [2]
- Leatherworking (E) IQ+1 [2]
- Masonry (E) IQ+1 [2]

One of:

- Meteorology (A) IQ [2]
- Naturalist (H) IQ-1 [2]
- Tracking (A) Per [2]

PRIEST OF ORREN (ORDER OF SHEPHERDS)

[140 POINTS]

Attributes IQ+3 [60]; HT+1 [10].

Advantages Charisma 2 [10]; Clerical Investment [5]; Magic Resistance 5 [10]; and 15 points chosen from among:

- Allies (Disciples) [Varies]
- Animal Empathy [5]
- Empathy [15] or Sensitive [5]
- Hard to Kill [2/level]
- Higher Purpose [5]
- Religious Rank [5/level]
- Spirit Empathy [10]
- True Faith [15]
- Voice [10]
- additional levels of Charisma [5/level]

Disadvantages Vow (Chastity) [-5].

Primary Skills Public Speaking (A) IQ+4 [8]; Teaching (A) IQ+1 [4]; Theology (H) IQ+1 [8].

Secondary Skills Religious Ritual (H) IQ+1 [8]. One 8-point package selected from:

- Detect Lies (H) Per+1 [8]
- Hidden Lore (Spirit Lore) (A) IQ+2 [8]
- Mental Strength (E) Will+3 [8]
- Persuade (H) Will [4] and Sway Emotions (H) Will [4].

Background Skills Administration (A) IQ [2]; Riding (Equines) (A) DX-1 [1]; One of:

- Architecture (A) IQ-1 [1]
- Dancing (A) DX-1 [1]
- Musical Instrument (H) IQ-2 [1].
- Poetry (A) IQ-1 [1]
- Singing (E) HT [1]
- Writing (A) IQ-1 [1]

One of:

- Dreaming (H) Will-2 [1]
- Exorcism (H) Will-2 [1]
- Meditation (H) Will-2 [1]
- Thanatology (H) IQ-2 [1]

Adventuring Skills 4 points in any melee and/or ranged weapon.

PRIEST OF ORREN (ORDER OF MAEBEC)

[140 POINTS]

Attributes ST+1 [10]; IQ+2 [40]; HT+1 [10].

Secondary Characteristics Per+1 [10].

Advantages Clerical Investment [5]; Empathy [15]; Status 1 [5].

Disadvantages Disciplines of Faith (Monasticism) [-10]; Vow (Chastity) [-5].

Primary Skills Diagnosis/TL3 (IQ/H) IQ+1 [8]; First Aid/TL3 (IQ/E) IQ+2 [4]; Naturalist (IQ/H) IQ+1 [8]; Pharmacy/TL3 (Herbal) (IQ/H) IQ+1 [8]; Physiology/TL3 (Human) (IQ/H) IQ [4]; Religious Ritual (IQ/H) IQ+1 [4]; Theology (IQ/H) IQ+1 [8].

Secondary Skills Body Language (Per/A) Per-1 [1]; Detect Lies (Per/H) Per+1* [1]; Surgery (IQ/VH) IQ-1 [4]; Veterinary/TL3 (IQ/H) IQ-1 [2].

Background Skills Knife (E) DX [1]; Poisons/TL3 (IQ/H) IQ-2 [1]; Psychology (IQ/H) IQ+2* [2].

Adventuring Skills 4 points in one melee or ranged weapon.

*includes bonus for Empathy

PRIEST OF ORREN (ORDER OF LIGHT BRINGERS) [140 POINTS]

Attributes DX+1 [20]; IQ+3 [60].

Advantages Clerical Investment [5]; Religious Rank 1 [5]; Status 1 [5].

Disadvantages Callous [-5]; Disciplines of Faith (Monasticism) [-10]; Vow (Chastity) [-5]; -15 points from:

- Bad Temper [-10]
- Curious [-5]
- Impulsiveness [-10]
- Light Sleeper [-5]
- Nightmares [-5]
- Overconfidence [-5]
- Sadism [-15]

Primary Skills Detect Lies (Per/H) Per+1 [8]; Interrogation (IQ/A) IQ+2 [8]; Intimidation (Will/A) Will+2 [8]; Psychology (IQ/H) IQ+1 [8]; Theology (IQ/H) IQ+1 [8].

Secondary Skills Acting (IQ/A) IQ [2]; Body Language (Per/A) Per+1 [4]; Knife (DX/E) DX+1 [2]; Knot-Tying (DX/E) DX+1 [2]; Poisons/TL3 (IQ/H) IQ-2 [1]; Politics (IQ/A) IQ [2]; Propaganda/TL3 (IQ/A) IQ [2]; Religious Ritual (IQ/H) IQ [4]; Shadowing (IQ/A) IQ [2]; Stealth (DX/A) DX [2]; Surgery (IQ/VH) IQ-1 [4];

Background Skills First Aid/TL3 (IQ/E) IQ [1]; History (Alfarnia) (IQ/H) IQ-1 [2].

Adventuring Skills 10 points in weapon skills.

SPELLCASTER [140 POINTS]

Attributes IQ+3 [60].

Secondary Characteristics FP+2 [6].

Advantages Magery 1 [15] and two of:

- Eidetic Memory [5]
- Language (Accented/Native) [5]
- Single-Minded [5]
- Status 1 [5]
- Versatile [5]
- +1 to Will [5]

Disadvantages -15 points chosen from among:

- Absent-Mindedness [-15]
- Bad Temper [-10]
- Curious [-5]
- Duty [-2 to -15]
- Gluttony [-5]
- Obsession [-5 or -10]
- Secret [-5 to -15]
- Sense of Duty [-2 to -15]
- Shyness [-5 or -10]

Primary Skills Occultism (A) IQ+2 [8]; Thaumatology (VH) IQ [8].

Secondary Skills Three of:

- Alchemy (VH) IQ-1 [4]
- Astronomy (H) IQ [4]
- Cryptography (H) IQ [4]
- Dreaming (H) Will [4]
- Expert Skill (any) (H) IQ [4]
- Games (Magical Challenges) (E) IQ+3 [4]
- Hidden Lore (any) (A) IQ+1 [4]
- Mathematics (any) (H) IQ [4]
- Meditation (H) Will [4]
- Naturalist (H) IQ [4]
- Research (A) IQ+1 [4]
- Theology (any) (H) IQ [4]

Background Skills First Aid/TL (E) IQ+2 [4]; Riding (Equines) (A) DX [2]; Savoir-Faire (High Society or Magical) (E) IQ [1]. One of:

- Knife (E) DX+2 [4]
- Shortsword (A) DX+1 [4]
- Staff (A) DX+1 [4]

Spells (all (H) IQ [1]) Detect Magic; Lend Energy; and one of the following packages:

Elementalist Create Air; Create Fire; Create Water; Ignite Fire; Purify Air; Purify Water; Seek Earth; Seek Water; Shape Air; Shape Earth; Shape Fire.

Mentalist Daze; Fear; Foolishness; Forgetfulness; Hide Thoughts; Mind-Reading; Mind-Sending; Sense Foes; Sense Emotion; Sleep; Truthsayer.

Illusionist Blur; Complex Illusion; Continual Light; Darkness; Hide; Illusion Disguise; Illusion Shell; Light; Simple Illusion; Silence; Sound.

Choose four spells for advanced study and raise their level to (H) IQ+2 [4].

THIEF [140 POINTS]

Attributes ST+1 [10]; DX+3 [60]; IQ+1 [20].

Secondary Characteristics Per+1 [5].

Advantages 20 points chosen from:

- Absolute Direction [5]
- Acute Hearing [2/level]
- Contact or Contact Group (Fences) [Varies]
- Danger Sense [15]
- High Manual Dexterity [5/level]
- Night Vision [1/level]
- Perfect Balance [15]
- Wealth (Comfortable) [10]

Disadvantages Secret (Imprisonment or Exile) [-20] and -15 points chosen from:

- Greed [-15]
- Overconfidence [-5]

- Pacifism (Cannot Kill) [-15]
- Trademark [-5 to -15]
- Wealth (Struggling) [-10]

Primary Skills Observation (A) Per+2 [8]; Search (A) Per+2 [8]; and one of the following skill sets:

Burglar Climbing (A) DX+2 [8]; either Forced Entry (E) DX+2 [4] or Lockpicking (A) DX+1 [4].

Cutpurse/Pickpocket Shadowing (A) IQ+1 [4]; either Pickpocket (A) DX+1 [8] or Knife (E) DX+3 [8].

Shoplifter Filch (A) DX+2 [8]; Holdout (A) IQ+1 [4].

Secondary Skills Fast-Talk (A) IQ [2]; Streetwise (A) IQ [2]; either Running (A) HT+2 [8] or Stealth (A) DX+2 [8].

Background Skills First Aid (E) IQ [1]. *Two* of:

- Architecture (A) IQ-1 [1]
- Connoisseur (A) IQ-1 [1]
- Jeweler (H) IQ-2 [1].
- Merchant (A) IQ-1 [1]
- Savoir-Faire (High Society or Servant) IQ [1]
- Traps (A) IQ-1 [1]
- Urban Survival (A) Per-1 [1]

One of:

- Brawling (E) DX [1]
- Knife (E) DX [1]

An additional 12 points in combat skills.

CHAPTER 8: MARTIAL ARTS STYLES

Martial Arts styles are discussed in **GURPS Martial Arts** (MA141-210). Please see that book for more information. These are some that are appropriate for Yotsear.

BELVANTINE KNIFE FIGHTING

[3 points]

Members of the Belvantine Syndicate are known to practice a very showy, and incredibly mobile, form of knife fighting. This martial art uses spins and grabs to maneuver the opponent into position before driving the blade of the knife home. The entire blade is used, both as a slashing weapon and as a thrusting weapon—in a standard grip as well as a reversed grip.

Skills. Knife; Wrestling.

Techniques. Arm Lock (Knife or Wrestling); Armed Grapple (Knife); Back Strike (Knife); Choke Hold (Knife); Feint (Knife); Retain Weapon (Knife); Reverse Grip (Knife); Spinning Strike (Knife).

Cinematic Skills. Hypnotic Hands; Power Blow.

Cinematic Techniques. Dual-Weapon Attack (Knife or Wrestling); Fighting While Seated (Knife).

Perks. Off-Hand Weapon Training (Knife); Quick-Swap (Knife).

OPTIONAL TRAITS

Advantages. Ambidexterity.

Disadvantages. Reputation (Thug).

Skills. Brawling; Fast-Draw (Knife); Main-Gauche; Thrown Weapon (Knife).

Techniques. Disarming.

BLADE OF LIGHT

[5 points]

Members of the Church of Orren's Blades of Light (see page 14) are taught a martial art involving two-handed longsword fighting in heavy armor. The sword is held in a variety of grips, including a defensive posture and a reversed hold (wielding the sword using the two-handed axe/mace skill) allowing the crosspiece to be used as a hook.

Skills. Brawling; Judo; Knife; Two-Handed Sword.

Techniques. Arm Lock (Judo); Armed Grapple (Two-Handed Sword); Bind Weapon (Two-Handed Sword); Choke Hold (Two-Handed Sword); Close Combat (Two-Handed Sword); Counterattack (Two-Handed Sword); Disarming (Judo or Two-Handed Sword); Ground Fighting (Knife); Kicking; Knee Strike; Retain Weapon (Two-Handed Sword); Roll with Blow; Targeted Attack (Two-Handed Sword Thrust/Face); Targeted Attack (Two-Handed Sword Thrust/Neck); Targeted Attack (Two-Handed Sword Thrust/Vitals Chinks); Trip.

Cinematic Skills. Mental Strength; Power Blow.

Cinematic Techniques. Dual-Weapon Defense (Two-Handed Sword); Timed Defense (Two-Handed Sword).

Perks. Armor Familiarity (Judo); Grip Mastery (Longsword); Skill Adaptation (Bind Weapon defaults to Two-Handed Sword); Sure-Footed (Uneven).

OPTIONAL TRAITS

Advantages. Enhanced Dodge; Enhanced Parry (Two-Handed Sword or All); Weapon Master (Two-Handed Sword).

Disadvantages. Obsession (Achieve certificate of mastery).

Skills. Broadsword; Fast-Draw (Knife); Two-Handed Axe/Mace; Wrestling.

Techniques. Hook (Two-Handed Axe/Mace).

Perks. Weapon Bond.

WAY OF THE FLOWER

[8 points]

High in the Arnen Mountains an ancient temple houses the Order of the Open Flower, an ascetic order reformed after the Third Reaver War by the Battle Mage Iona and her followers. At this temple they teach both magic and the non-magical martial art that combine into Battle Magery. Mages and non-mages are both welcome to begin the grueling training.

The style itself features sword and open-hand fighting, combining wrestling, kicks, unarmed strikes, and fast sword-work with curved swords with a grip long enough to be taken in two hands, but light enough to be wielded in one (e.g., katana). The style features internal control using breathing to focus power and mobility in combat.

Skills. Breath Control; Broadsword; Broadsword Art; Judo; Judo Art; Karate; Two-handed sword.

Techniques. Arm Lock; Hammer Fist; Sweep (Judo or Karate).

Cinematic Skills. Immovable Stance; Mental Strength; Pressure Points; Pressure Secrets; Push.

Cinematic Techniques. Pressure-Point Strike; Roll with Blow.

OPTIONAL TRAITS

Advantages. Forceful Chi; Inner Balance; Perfect Balance; Trained By A Master.

Skills. Autohypnosis; Knife; Knife Art; Meditation; Savoir-Faire (Dojo); Spear; Spear Art; Staff; Staff Art.

Techniques. Push Kick.

CHAPTER 9: MAGIC

In the Lands of Yotsear, there are many different kinds of magic. Arcane magic, controlled by Magery (see B66), takes multiple forms depending on the tradition of the caster: spells as skills (see *GURPS Magic*), Dwarven Rune Magic (see below), and Ritual Path Magic (as in *GURPS Thaumatology: Ritual Path Magic*). Clerical magic, granted by deities who do that sort of thing, is controlled by Power Investiture (B77). Clerical spells are bestowed directly from the appropriate deity and do not need prerequisites. Enchantment can be accomplished by Ritual Path Magic, spells as skills, Rune Magic, or clerical magic. Alchemy and Herb lore are as provided in *GURPS Magic* (M210-222).

MODIFIED ADVANTAGES

MAGERY

Multiple types of magery exist, including standard Magery and Magery (Ritual Path). Characters can gain levels in multiple Magery styles (for instance standard Magery and Magery (Ritual Path) as alternate abilities, with the less expensive one costing 1/5 normal cost (2/level). The levels of the alternate cannot exceed the levels in the primary Magery. This requires Unusual Background (student of multiple magic types) [5]. The rules for each system are separate.

SPIRIT EMPATHY

Spirit Empathy gives a bonus of +1 to the Path of Spirit skill.

TALENT

SPIRIT WORKER

This talent covers: Exorcism, Hidden Lore (Spirit Lore or Demon Lore), Mental Strength, Occultism, Ritual Magic, Symbol Drawing, Thaumatology, Path of Spirits. Reaction bonus: spirits. *10 points/ level*.

MAGIC STYLES

MAGIC STYLES

Each of these different groups are outlined as a magical style, for ease of description. Magical Styles are outlined in *GURPS Thaumatology: Magical Styles*, please see that for more information.

CRAFT OF THE WISE

[7 points]

Style Prerequisites: Language: Old Celatiern (accented/accented) or Language: Faerie (accented/accented); Magery 0+ (Ritual Path).

The wise, sometimes called wizards or witches, depending on who is doing the calling, are a group of ritual casters who are scattered in every town and village throughout the lands. This tradition is passed from master to apprentice through years of work and study in mastering the ways of modifying reality. They utilize slow, but powerful, ritual path magic from *GURPS Thaumatology: Ritual Path Magic*. Thematically, the work done by the wise is completed by working with spirits to effect change in reality (see **Assisting Spirits** in *GURPS Thaumatology* p. 90-94, and p. 7 of *Pyramid* 3/66). The Craft of the Wise uses Ritual Magic (Craft of the Wise) as its core skill.

The wise may "borrow" the following benefits from their spirit contracts (on a case by case basis): Magery 0 (Ritual Path), Ritual Adept, Easy Spell Access, and Energy (see *Pyramid* 3/66 p. 7). The risk, of course, is the accumulation of Spiritual Distortion.

Required Skills Alchemy; Hidden Lore (Spirit Lore); Ritual Magic (Craft of the Wise).

Required Paths Path of Spirit (IQ/VH).

Required Ritual Mastery Call Spirit.

Suggested Traits Higher Purpose (Spirit Magic); Natural Caster; Ritual Adept.

Perks Accommodating Magic; Discreet Ritual; Elixir Resistance; Intuitive Cantrip; Life-Force Burn; Mana Compensation; Ritual Mastery; Sanctum; Secret Mage; Spirit Contract; Stabilizing Skill.

After learning the basics, the wise may learn the following path skills: Path of the Body (IQ/VH); Path of Chance (IQ/VH); Path of Crossroads (IQ/VH); Path of Energy (IQ/VH); Path of Magic (IQ/VH); Path of Matter (IQ/VH); Path of Mind (IQ/VH); Path of Undeath (IQ/VH).

Note: While the wise may gain bonuses for both willing and unwilling sacrifices, there is a strict code among practitioners to not utilize unwilling sapient creatures for magical purposes. Breaking this stricture will result in repercussions, including a change in the aura of the practitioner (which is apparent to other mages) as well as excommunication from the community of the wise.

DWARVEN RUNEMAGE STYLE

[9 points]

Style prerequisites: Magery 2+ (Symbol Magic).

Dwarven runemages use symbol magic as described in *GURPS Magic* (M205-209). The actual casting of runic magic is only possible for dwarves, and only those dwarves who have trained for years are able to do it well. Others may learn the runes in order to activate runemagic.

This magic is slow and cumbersome to use. It is best suited to temporary or permanent enchantments, rather than combat casting.

Required Skills Artist (Body Art); Artist (Calligraphy); Metallurgy/TL3; Smith/TL3 (Iron); Symbol Drawing (Dwarven Runes).

Required Spells Gef/Food (IQ/E); At/Sound (IQ/E); Birk/Create (IQ/H).

Perks Better Magical Items; Guild Rank; Intuitive Cantrip; Thaumatological Doublespeak.

After learning the basics, a runemage can learn any of the remaining runes: Arat/Strengthen (IQ/A); Bot/Destiny (IQ/VH); Elgol/Protect (IQ/A); Engwat/Heal (IQ/H); Ensaz/Communicate (IQ/A); Fah/Animal (IQ/H); Ishi/Image (IQ/A); Iswa/Move (IQ/A); Kanat/Fire (IQ/A); Kel/Weaken (IQ/A); Lagat/Water (IQ/A); Mannet/Body (IQ/H); Natat/Control (IQ/H); Prato/Magic (IQ/H); Redho/Sense (IQ/H); Sawelo/Spirit (IQ/H); Tagat/Light (IQ/A); Tivat/Mind (IQ/H); Turitat/Transform (IQ/H); Uhwa/Earth (IQ/H); Vunya/Air (IQ/A); Yaru/Plant (IQ/A)

ILLUSIONIST COLLEGE

[7 points]

Style prerequisites: IQ 12+; Magery 1+ (not one college); ability to see and hear.

The Illusionist College in Lowfort, Alfarnia is the only magical higher education institute in Yotsear. At the college, the masters teach students the ways of illusion and creation magic.

Required Skills Thaumatology.

Required Spells Complex Illusion; Know Illusion; Phantom Flame; Simple Illusion; Sound.

Perks Academic Rank; Adjustable Spell; Intuitive Cantrip; No Gestures; No Incantations; Spell Bond; Spell Resistance; Staff Attunement; Staff Bond; Thaumatological Doublespeak; Wizardly Garb.

SPELL LIST

Apprentice. Apprentices must spend all of their time at the college, where they are taught the basics of illusion and creation magic. During this time they learn the following spells.

Spells: Complex Illusion; Know Illusion; Phantom Flame; Simple Illusion; Sound.

Journeyman. After the apprentice masters all of the spells on their spell list they are promoted to Journeyman status. At this point they are allowed to wander the countryside and return to the college on their own schedule. While at the college they may learn the following spells.

Spells: Control Illusion; Dispel Illusion; Perfect Illusion.

Crafter. After learning all of the Journeyman spells, the crafter is promoted to Crafter rank. At this point they are expected to learn the following spells, as well as at least one craft appropriate to creating physical items (in order to better learn to manipulate the creation process).

Spells: Apportation; Create Earth; Create Object; Earth to Stone; Haste; Hinder; Independence; Phantom; Seek Earth; Shape Earth.

Master. After learning the spells on the Crafter list and learning at least once craft at 12+, the illusionist becomes a Master. At this point they may learn any of the following spells.

Spells: Control Creation; Copy; Create Animal; Create Mount; Create Servant; Create Water; Dispel Creation; Duplicate; Dye; Illusion Disguise; Inscribe; Purify Water; Restore; Seek Water.

Grandmaster. After learning all of the spells on the Master list, the illusionist is given the rank of Grandmaster.

WAY OF THE FLOWER BATTLE MAGE STYLE

[10 points]

Style prerequisites: Magery 1+ (not one college); Way of the Flower Martial Arts Style.

The Way of the Flower, as taught by the Monastery of the Open Flower, is a combined magical and martial art that encompasses what have become known as *battle mages* in Yotsear. These mages are skilled with hand-to-hand and weapon fighting as well as body control and movement spells that they use to fuel their ability to fight many enemies at once. They are a truly mighty force on the battlefield, as evidenced by the legendary actions of the battle mage Iona.

For information on the martial arts style, see page 39.

Required Skills Body Sense; Meditation.

Required Spells Apportation; Haste; Itch; Jump; Lend Energy; Lend Vitality; Spasm.

Perks Afflicted Casting (flagellant's blessing); Attribute Substitution; Magical Weapon Bond; No Incantations; Sacrificial Blocking Spell; Spell Bond; Sword as Staff (see below).

NEW PERKS

Sword as Staff. You may use a bonded katana as a wizard staff, rather than an actual staff. A powerstone may be set in the pommel.

SPELL LIST

Prospect. Prospective initiates are required to learn the following spells before they may consider themselves initiates.

Spells: Apportation; Haste; Itch; Jump; Lend Energy; Lend Vitality; Spasm

Initiate. Upon learning all of the spells from the Prospect list, the initiate is entitled to learn the following spells:

Spells: Choke; Climbing; Create Air; Great Haste; Light; Major Healing; Minor Healing; Pain; Poltergeist; Quick March; Recover Energy; Seek Air; Sense Emotion; Sense Foes; Shape Air; Shield; Slow; Stun

Wanderer. Upon learning four spells from the Initiate list (so they know a minimum of 11 spells), the initiate is promoted to the rank of Wanderer and told to wander the countryside. The Wanderer is entitled to learn any of these spells :

Spells: Armor; Catch Missile; Cloud Vaulting; Clumsiness; Continual Light; Deflect Missile; Detect Poison; Distant Blow; Dream Viewing; Grace; Levitation; Missile Shield; Paralyze Limb; Reflexes; Reverse Missiles; Sense Danger; Shape Air; Slow Fall; Total Paralysis; Truthsayer; Turn Blade; Walk on Air; Winged Knife

Mage. When the student has learned seven spells from the Wander list (a minimum of 18 spells known), they are promoted to the rank of Mage and invited to return to the temple to learn any of the following spells.

Spells: Ambidexterity; Balance; Body of Air; Boost Dexterity; Boost Strength; Compel Truth; Dream Sending; Flight; Hawk Flight; Hide Thoughts; Might; Return Missile; Strike Blind; Walk on Air; Wither Limb.

Sage. If the mage learns five spells from the Mage list, they are promoted to Sage. At this point they may study these spells:

Spells: Ball of Lightning; Bladeturning; Blink; Counterspell; Deathtouch; Dispel Magic; Flying Carpet; Lightning; Lightning Weapon; Lightning Whip; Shocking Touch; Spellguard; Suspend Magic; Suspend Spell; Teleport; Windstorm.

Master. After learning six spells from the Sage list, the student becomes a Master. Masters may learn any of the following spells.

Spells: Air Vortex; Blink Other; Body of Wind; Catch Spell; Delay; Drain Mana; Ethereal Body; Great Ward; Rapid Journey; Reflect; Reflex; Sense Observation; Spark Cloud; Teleport Other; Teleport Shield; Throw Spell; Ward.

APPENDIX A: RPM GRIMOIRE

AFFECT SPIRITS

Spell Effects Greater Sense Undead, Lesser Strengthen Body

Inherent Modifiers None

Greater Effects 1 (x3)

Page Reference M151

Typical Casting Greater Sense Undead(2) + Lesser Strengthen Body(3); Duration: 10 minutes (1) + Subject Weight: 300 lbs. (3). Cost: 27 (9x3)

AGE

Spell Effects Greater Transform Body; Lesser Control Crossroads

Inherent Modifiers None

Greater Effects 1 (x3)

Page Reference M154

Typical Casting Greater Transform Body(8) + Lesser Control Crossroads(5); Duration: 100 years (121) + Range: Cross-time: 3,000 days (9) + Subject Weight: 300 lbs. (3). Cost: 438 (146x3)

ASTRAL BLOCK

Spell Effects Greater Control Spirits; Lesser Destroy Crossroads

Inherent Modifiers Area of Effect

Greater Effects 1 (x3)

Page Reference M159

Typical Casting Greater Control Spirit(5) + Lesser Destroy Crossroads(5); Area Of Effect: 3 yds radius (2) + Duration: 10 minutes (1). Cost: 42 (13x3)

ASTRAL VISION

Spell Effects Lesser Sense Crossroads; Lesser Sense Spirit

Inherent Modifiers Altered Traits

Greater Effects 0 (x1)

Page Reference M105

Typical Casting Lesser Sense Crossroads (2) + Lesser Sense Spirit (2) + Altered Trait, See Invisible: Astral Vision (15) + Duration, 10 minutes (1). Cost: 20 (20x1)

AURA

Spell Effects Greater Sense Magic; Greater Sense Mind

Inherent Modifiers None

Greater Effects 2 (x5)

Page Reference M101

Typical Casting Greater Sense Magic (2) + Greater Sense Mind (2). Cost: 20 (4x5)

BANISH

Spell Effects Greater Control Spirit; Lesser Destroy Crossroads

Inherent Modifiers None

Greater Effects 1 (x3)

Page Reference M156

Typical Casting Greater Control Spirit (5) + Lesser Destroy Crossroads (5); Range: Cross-dimension (10) + Subject Weight: 300 lbs. (3). Cost: 69 (23x3)

BEAST SPEECH

Spell Effects Lesser Strengthen Mind

Inherent Modifiers Altered Traits

Greater Effects 0 (x1)

Page Reference M31

Typical Casting Lesser Strengthen Mind (3) + Altered Trait, Speak with Animals (25) + Duration, 10 minutes (1). Cost: 29 (29x1)

BIND SPIRIT

Spell Effects Greater Control Spirit; Greater Transform Mind.

Inherent Modifiers None

Greater Effects 2 (x5)

Page Reference M158

Typical Casting Greater Control Spirit(5); Greater Transform Mind(8); Duration: 10 years (31). Cost: 220 (44x5)

BLESS

Spell Effects Greater Strengthen Chance

Inherent Modifiers Bestow a Bonus

Greater Effects 1 (x3)

Page Reference M129

Typical Casting Greater Strengthen Chance (3) + Bestow a Bonus, +1 (5) + Duration, 1 day (7) + Weight, 300 lbs (3). Cost: 54 (18x3)

BLESS PLANTS

Spell Effects Greater Strengthen Matter

Inherent Modifiers Area of Effect

Greater Effects 1 (x3)

Page Reference M161

Typical Casting Greater Strengthen Matter(3) + Area Of Effect: 3 yds radius (2) + Duration: 3 months (13) + Subject Weight: 10 lbs. (0). Cost: 54 (18x3)

BODY READING

Spell Effects Greater Sense Body

Inherent Modifiers None

Greater Effects 1 (x3)

Page Reference M88

Typical Casting Greater Sense Body (2) + Duration, Momentary (0) + Subject Weight, 300 lbs. (3). Cost: 15 (5x3)

CALL SPIRIT

Spell Effects Lesser Sense Spirit.

Inherent Modifiers Altered Traits, Bestows a Bonus, Duration, Range.

Greater Effects 0 (x1)

Typical Casting Lesser Sense Spirit (2) + Altered Traits, add Spirit Empathy (+2) + Bestows a Bonus, +3 (+4) + Duration, 30 minutes (+2) + Range, 1 mile (+2). Cost 12 (12x1).

This spell calls the nearest spirit within range matching the specifications that the caster sets at the beginning of the spell and summons it to be negotiated with and facilitates communication between the caster and spirit for the duration of negotiations. It also bestows a bonus to that negotiation, both in the form of a bonus to skills and by temporarily granting the Spirit Empathy advantage. As there is no control effect, this spell merely gives the spirit the opportunity to communicate with the caster, it does not compel them. This spell is typically used for friendly and neutral spirits who do not require a pentagram trap, though it could be combined with that ward.

CHARM

Spell Effects Greater Control Mind; Lesser Transform Mind

Inherent Modifiers None

Greater Effects 1 (x3)

Page Reference M139

Typical Casting Greater Control Mind(5); Lesser Transform Mind(8); Duration: 10 minutes (1); Cost: 42 (14x3)

CLEANSING

Spell Effects Greater Restore Body; Lesser Destroy Matter

Inherent Modifiers None

Greater Effects 1 (x3)

Page Reference M94

Typical Casting Greater Restore Body (4) + Lesser Destroy Matter (5) + Subject Weight, 300 lbs. (3). Cost: 36 (12x3)

COMMAND SPIRIT

Spell Effects Greater Control Spirit; Lesser Transform Mind

Inherent Modifiers None

Greater Effects 1 (x3)

Page Reference M153

Typical Casting Greater Control Spirit(5); Lesser Transform Mind(8); Duration: 10 minutes (1). Cost: 42 (14x3)

CREATE SPRING

Spell Effects Lesser Control Matter; Lesser Create Matter

Inherent Modifiers None

Greater Effects 0 (x1)

Page Reference M190

Typical Casting Lesser Control Matter(5); Lesser Create Matter(6); Duration: 1 hour (3); Subject Weight: 100 lbs. (2). Cost: 16 (16x1)

CRYSTAL BALL

Spell Effects Greater Create Magic; Greater Sense Crossroads

Inherent Modifiers None

Greater Effects 2 (x5)

Page Reference M71

Typical Casting Greater Create Magic (6) + Greater Sense Crossroads (2) + Duration, 100 years (121) + Range, 10,000 miles (10) + Range, 274 years (12) + Subject Weight, 10 lbs (0). Cost: 755 (151x5)

CURE DISEASE

Spell Effects Greater Restore Body

Inherent Modifiers None

Greater Effects 1 (x3)

Page Reference M91

Typical Casting Greater Restore Body (4) + Subject Weight, 300 lbs. (3). Cost: 21 (7x3)

CURSE

Spell Effects Greater Destroy Chance

Inherent Modifiers Bestow a Penalty

Greater Effects 1 (x3)

Page Reference M129

Typical Casting Greater Destroy Chance (5) + Bestow a Penalty, -1 (5) + Duration, 1 day (7) + Weight, 300 lbs (3); Cost: 60 (20x3)

DEATH VISION

Spell Effects Greater Sense Chance; Lesser Destroy Mind

Inherent Modifiers None

Greater Effects 1 (x3)

Page Reference M149] [PDF:TRPM41

Typical Casting Greater Sense Chance (2) + Lesser Destroy Mind (5) + Affliction, stunning (0) + Range, 10 yds (4); Cost: 33 (11x3)

DETECT MAGIC

Spell Effects Lesser Sense Magic; Lesser Sense Matter

Inherent Modifiers None

Greater Effects 0 (x1)

Page Reference M101

Typical Casting Lesser Sense Magic (2) + Lesser Sense Matter (2) + Subject Weight, 10 lbs. (0). Cost: 4 (4x1)

DETECT POISON

Spell Effects Lesser Sense Matter

Inherent Modifiers Area of Effect

Greater Effects 1 (x3)

Page Reference M166

Typical Casting Greater Sense Matter(2); Area Of Effect: 3 yds radius (2); Cost: 12 (4x3)

DISPEL MAGIC

Spell Effects Greater Destroy Magic

Inherent Modifiers Area of Effect

Greater Effects 1 (x3)

Page Reference M126

Typical Casting Greater Destroy Magic (5) + Area of Effect, 10 yds (8); Cost: 39 (13x3)

DISPEL POSSESSION

Spell Effects Lesser Destroy Mind, Lesser Destroy Magic

Inherent Modifiers None

Greater Effects 0 (x1)

Page Reference M49

Typical Casting Lesser Destroy Mind (5) + Lesser Destroy Magic (5). 10 (10x1)

DIVINATION

Spell Effects Greater Sense Matter, Lesser Sense Crossroads

Inherent Modifiers None

Greater Effects 1 (x3)

Page Reference M108

Typical Casting Greater Sense Matter (2) + Lesser Sense Crossroads (2) + Range: Cross-time: 0-2 hrs (0). Cost: 12 (4x3)

DREAM PROJECTION

Spell Effects Greater Create Crossroads, Lesser Sense Mind

Inherent Modifiers None

Greater Effects 1 (x3)

Page Reference M46

Typical Casting Greater Create Crossroads (6) + Lesser Sense Mind (2) + Lesser Transform Mind (8) + Duration, 10 minutes (1) + Range, 0-200 yds (0). Cost: 51 (17x3)

DREAM SENDING

Spell Effects Lesser Sense Mind, Lesser Transform Mind

Inherent Modifiers None

Greater Effects 0 (x1)

Page Reference M45

Typical Casting Lesser Sense Mind (2) + Lesser Transform Mind (8) + Duration, 1 hour (3) + Range, 0-200 yds (0). Cost: 13 (13x1)

DREAM VIEWING

Spell Effects Greater Sense Mind, Lesser Sense Mind

Inherent Modifiers None

Greater Effects 1 (x3)

Page Reference M45

Typical Casting Greater Sense Mind (2) + Lesser Sense Mind (2) + Duration, 1 hour (3) + Range, 0-200 yds (0). Cost: 21 (7x3)

DRY SPRING

Spell Effects Lesser Control Matter, Lesser Destroy Matter

Inherent Modifiers None

Greater Effects 0 (x1)

Page Reference M188

Typical Casting Lesser Control Matter (5) + Lesser Destroy Matter (5); Duration: 1 hour (3) + Subject Weight: 100 lbs. (2); Cost: 15 (15x1)

ENTRAP SPIRIT

Spell Effects Greater Strengthen Mind, Lesser Control Spirit

Inherent Modifiers None

Greater Effects 1 (x3)

Page Reference M157

Typical Casting Greater Strengthen Matter (3) + Lesser Control Spirit (5) + Duration: 10 minutes (1); Cost: 27 (9x3)

FINAL REST

Spell Effects Greater Destroy Crossroads, Lesser Destroy Undead

Inherent Modifiers None

Greater Effects 1 (x3)

Page Reference M89

Typical Casting Greater Destroy Crossroads (5) + Lesser Destroy Undead (5) + Duration, 10 years (31) + Subject Weight, 300 lbs. (3). Cost: 132 (44x3)

GHOST WEAPON

Spell Effects Greater Create Crossroads, Greater Transform Matter

Inherent Modifiers None

Greater Effects 2 (x5)

Page Reference M65

Typical Casting Greater Create Crossroads (6) + Greater Transform Matter (8) + Duration, 10 mins (1) + Subject Weight, 10 lbs (0); Cost: 75 (15x5)

HAIR GROWTH

Spell Effects Lesser Control Body

Inherent Modifiers None

Greater Effects 0 (x1)

Page Reference M39

Typical Casting Lesser Control Body (5) + Duration, Momentary (0) + Subject Weight, 300 lbs. (3). Cost: 8 (8x1)

HEALING SLUMBER

Spell Effects Lesser Control Body, Lesser Strengthen Body

Inherent Modifiers Altered Trait

Greater Effects 0 (x1)

Page Reference M94

Typical Casting Lesser Control Body (5) + Lesser Strengthen Body (3) + Altered Trait, Regeneration: Regular (Only While Asleep) (15) + Duration, 12 hours (6) + Subject Weight, 300 lbs. (3). Cost: 32 (32x1)

IDENTIFY SPELL

Spell Effects Lesser Sense Magic

Inherent Modifiers None

Greater Effects 0 (x1)

Page Reference M102

Typical Casting Lesser Sense Magic (2); Cost: 2 (2x1)

KNOW TRUE SHAPE

Spell Effects Lesser Sense Magic, Lesser Sense Matter, Lesser Sense Energy

Inherent Modifiers None

Greater Effects 0 (x1)

Page Reference M106

Typical Casting Lesser Sense Magic (2) + Lesser Sense Matter(2) + Lesser Sense Energy(2); Cost: 6 (6x1)

LEND ENERGY

Spell Effects Lesser Destroy Body, Lesser Restore Body

Inherent Modifiers None

Greater Effects 0 (x1)

Page Reference M89

Typical Casting Lesser Destroy Body (5) + Lesser Restore Body (4) + Subject Weight, 300 lbs. (3). Cost: 12 (12x1)

LEND VITALITY

Spell Effects Lesser Destroy Body, Lesser Restore Body

Inherent Modifiers None

Greater Effects 0 (x1)

Page Reference M89

Typical Casting Lesser Destroy Body (5) + Lesser Restore Body (4) + Subject Weight, 300 lbs. (3). Cost: 12 (12x1)

MAGE SIGHT

Spell Effects Greater Sense Magic

Inherent Modifiers Area of Effect

Greater Effects 1 (x3)

Page Reference M102

Typical Casting Greater Sense Magic (2) + Area of Effect, 10 yds (8) + Duration, 10 minutes (1). Cost 33 (11x3)

MAGIC RESISTANCE

Spell Effects Greater Destroy Magic

Inherent Modifiers Altered Traits

Greater Effects 1 (x3)

Page Reference M123] [PDF:TRPM48

Typical Casting Greater Destroy Magic (5) + Altered Traits, Magic Resistance 3 (6) + Duration, 10 minutes (1) + Subject Weight, 300 lbs. (3). Cost: 45 (15x3).

MALEFICE

Spell Effects Greater Create Crossroads, Greater Create Magic, Greater Control Magic

Inherent Modifiers None

Greater Effects 3 (x7)

Page Reference M60

Typical Casting Greater Create Crossroads (6) + Greater Create Magic (6) + Greater Control Magic (5) + Duration, 1 month (11) + Subject Weight, 300 lbs (3). Cost: 217 (31x7)

MASTER

Spell Effects Lesser Control Body

Inherent Modifiers None

Greater Effects 0 (x1)

Page Reference M30

Typical Casting Lesser Control Body (5) + Subject Weight, 300 lbs. (3). Cost: 8 (8x1)

MATERIALIZE

Spell Effects Greater Restore Undead, Lesser Restore Body

Inherent Modifiers None

Greater Effects 1 (x3)

Page Reference M150

Typical Casting Greater Restore Undead (4) + Lesser Restore Body (4) + Duration, 10 minutes (1). Cost: 27 (9x3)

MIND READING

Spell Effects Greater Sense Mind

Inherent Modifiers None

Greater Effects 1 (x3)

Page Reference M46

Typical Casting Greater Sense Mind (2) + Duration, 10 minutes (1). Cost: 9 (3x3)

MIND SEARCH

Spell Effects Greater Sense Mind (x2)

Inherent Modifiers None

Greater Effects 2 (x5)

Page Reference M46

Typical Casting Greater Sense Mind (2) + Greater Sense Mind (2) + Duration, 10 minutes (1). Cost: 25 (5x5)

MINOR HEALING

Spell Effects Lesser Restore Body

Inherent Modifiers Healing

Greater Effects 0 (x1)

Page Reference M91] [PDF:TRPM47

Typical Casting Lesser Restore Body (4) + Healing, 1d (0) + Subject Weight, 300 lbs. (3). Cost: 7 (7x1)

MYSTIC MARK

Spell Effects Lesser Create Magic, Lesser Create Matter

Inherent Modifiers None

Greater Effects 0 (x1)

Page Reference M119

Typical Casting Lesser Create Magic (6) + Lesser Create Matter (6) + Duration: 1 years (22) + Subject Weight: 300 lbs. (3). Cost: 37 (37x1)

NEUTRALIZE POISON

Spell Effects Lesser Destroy Matter

Inherent Modifiers None

Greater Effects 0 (x1)

Page Reference M92

Typical Casting Lesser Destroy Matter (5) + Subject Weight, 300 lbs. (3). Cost: 8 (8x1)

NIGHTMARE

Spell Effects Greater Destroy Mind, Lesser Control Mind

Inherent Modifiers Altered Traits

Greater Effects 1 (x3)

Page Reference M140

Typical Casting Greater Destroy Mind (5) + Lesser Control Mind (5) + Altered Traits: -5 (1) (Nightmares) + Damage: 1d fat (0). Cost: 33 (11x3)

OATH

Spell Effects Lesser Control Mind, Lesser Transform Chance

Inherent Modifiers None

Greater Effects 0 (x1)

Page Reference M138

Typical Casting Lesser Control Mind (5) + Lesser Transform Chance (8) + Duration: 50 years (71). Cost: 84 (84x1)

PEACEFUL SLEEP

Spell Effects Lesser Strengthen Body, Lesser Strengthen Mind

Inherent Modifiers Altered Traits

Greater Effects 0 (x1)

Page Reference M138

Typical Casting Lesser Strengthen Body (3) + Lesser Strengthen Mind (3) + Altered Traits: 10 (10) (Regeneration: Regular: Only While Sleeping) + Duration: 6 hours (5) + Subject Weight: 300 lbs. (3). Cost: 24 (24x1)

PENTAGRAM

Spell Effects Lesser Control Magic, Lesser Control Spirit, Lesser Sense Spirit

Inherent Modifiers Area of Effect

Greater Effects 0 (x1)

Page Reference M124] [PDF:TRPM47

Typical Casting Lesser Control Magic (5) + Lesser Control Spirit (5) + Lesser Sense Spirit (2) + Area of Effect, 5 yards (4) + Duration, 1 week (9). Cost: 25 (25x1)

PERMANENT FORGETFULNESS

Spell Effects Greater Destroy Mind

Inherent Modifiers None

Greater Effects 1 (x3)

Page Reference M138

Typical Casting Greater Destroy Mind (5) + Duration: 10 years (31). Cost: 108 (36x3)

PESTILENCE

Spell Effects Lesser Create Matter, Lesser Destroy Body

Inherent Modifiers None

Greater Effects 0 (x1)

Page Reference M154

Typical Casting Lesser Create Matter (6) + Lesser Destroy Body (5) + Subject Weight: 300 lbs. (3). Cost: 14 (14x1)

PREDICT EARTH MOVEMENT

Spell Effects Greater Sense Matter

Inherent Modifiers None

Greater Effects 1 (x3)

Page Reference M51

Typical Casting Greater Sense Matter (2) + Range, Cross-time: 0-2 hrs (0) + Range, 0-200 yds (0). Cost: 6 (2x3)

PREDICT WEATHER

Spell Effects Lesser Sense Energy, Lesser Sense Matter

Inherent Modifiers None

Greater Effects 0 (x1)

Page Reference M193

Typical Casting Lesser Sense Energy (2) + Lesser Sense Matter (2) + Range: Cross-time: 0-2 hrs (0). Cost: 4 (4x1)

PROTECT ANIMAL

Spell Effects Lesser Strengthen Body

Inherent Modifiers Altered Traits, Area of Effect

Greater Effects 0 (x1)

Page Reference M32

Typical Casting Lesser Strengthen Body (3) + Altered Trait, Damage Resistance 5 (Only Affects One Species of Animal) (15) + Area Of Effect, 3 yards (2) + Duration, 10 minutes (1). 21 (21x1)

PURIFY EARTH

Spell Effects Lesser Restore Matter

Inherent Modifiers Area of Effect

Greater Effects 0 (x1)

Page Reference M54

Typical Casting Lesser Restore Matter (4) + Area Of Effect, 3 yards (2). 6 (6x1)

PURIFY WATER

Spell Effects Lesser Restore Matter

Inherent Modifiers None

Greater Effects 0 (x1)

Page Reference M184

Typical Casting Lesser Restore Matter (4) + Subject Weight: 10 lbs. (0). Cost: 4 (4x1)

RAIN

Spell Effects Lesser Create Matter (x2)

Inherent Modifiers Area of Effect

Greater Effects 0 (x1)

Page Reference M195

Typical Casting Lesser Create Matter (6) + Lesser Create Matter (6) + Area Of Effect: 3 yds radius (2) + Duration: 1 hour (3). Cost: 17 (17x1)

RECOVER ENERGY

Spell Effects Lesser Restore Body

Inherent Modifiers Healing

Greater Effects 0 (x1)

Page Reference M89

Typical Casting Lesser Restore Body (4) + Healing, 1d FP (0) + Subject Weight, 300 lbs. (3). Cost: 7 (7x1)

RELIEVE ADDICTION

Spell Effects Greater Restore Body

Inherent Modifiers Altered Traits

Greater Effects 1 (x3)

Page Reference M92

Typical Casting Greater Restore Body (4) + Affliction, 50% to Negated Disadvantage: Addiction (Physiological) (10) + Duration, 1 day (7) + Subject Weight, 300 lbs. (3). Cost: 72 (24x3)

RELIEVE MADNESS

Spell Effects Greater Restore Mind

Inherent Modifiers Altered Traits

Greater Effects 1 (x3)

Page Reference M92

Typical Casting Greater Restore Mind (4) + Affliction, 50% to Negated Disadvantage: Variable (10) + Duration, 10 minutes (1). Cost: 45 (15x3)

RELIEVE PARALYSIS

Spell Effects Lesser Restore Body (x2)

Inherent Modifiers Healing

Greater Effects 0 (x1)

Page Reference M93

Typical Casting Lesser Restore Body (4) + Lesser Restore Body (4) + Duration, 10 minutes (1) + Healing, 4d HP (12) + Subject Weight, 300 lbs. (3). Cost: 24 (24x1)

RELIEVE SICKNESS

Spell Effects Lesser Restore Body

Inherent Modifiers None

Greater Effects 0 (x1)

Page Reference M90

Typical Casting Lesser Restore Body (4) + Duration, 10 minutes (1) + Subject Weight, 300 lbs. (3). Cost: 8 (8x1)

REMOVE CONTAGION

Spell Effects Lesser Destroy Matter

Inherent Modifiers Area of Effect

Greater Effects 0 (x1)

Page Reference M90

Typical Casting Lesser Destroy Matter (5) + Area Of Effect, 3 yards (2). Cost: 7 (7x1)

REMOVE CURSE

Spell Effects Greater Destroy Magic

Inherent Modifiers None

Greater Effects 1 (x3)

Page Reference M126

Typical Casting Greater Destroy Magic (5) + Extra Energy (30). Cost: 105 (35x3)

REPEL SPIRITS

Spell Effects Greater Control Spirits

Inherent Modifiers Area of Effect

Greater Effects 1 (x3)

Page Reference M158

Typical Casting Greater Control Spirit (5) + Area Of Effect: 3 yds radius (2) + Duration: 1 hour (3). Cost: 30 (10x3)

RESIST DISEASE

Spell Effects Lesser Strengthen Body

Inherent Modifiers Altered Traits

Greater Effects 0 (x1)

Page Reference M90

Typical Casting Lesser Strengthen Body (3) + Altered Trait, Resistant: Immunity to Disease (10) + Duration, 1 hour (3) + Subject Weight, 300 lbs. (3). 19 (19x1)

RESTORE HEARING

Spell Effects Greater Restore Body

Inherent Modifiers Altered Traits

Greater Effects 1 (x3)

Page Reference M92

Typical Casting Greater Restore Body (4) + Affliction, 200% to Negated Disadvantage: Deafness (40) + Duration, 1 hour (3) + Subject Weight, 300 lbs. (3). 150 (50x3)

RESTORE MEMORY

Spell Effects Lesser Restore Mind

Inherent Modifiers None

Greater Effects 0 (x1)

Page Reference M92

Typical Casting Lesser Restore Mind (4). 4 (4x1)

RESTORE SIGHT

Spell Effects Greater Restore Body

Inherent Modifiers Altered Traits

Greater Effects 1 (x3)

Page Reference M92

Typical Casting Greater Restore Body (4) + Affliction, 500% to Negated Disadvantage: Blindness (100) + Duration, 1 hour (3) + Subject Weight, 300 lbs. (3). 330 (110x3)

RESTORE SPEECH

Spell Effects Greater Restore Body

Inherent Modifiers Altered Traits

Greater Effects 1 (x3)

Page Reference M93

Typical Casting Greater Restore Body (4) + Affliction, 500% to Negated Disadvantage: Mute (100) + Duration, 1 hour (3) + Subject Weight, 300 lbs. (3). 330 (110x3)

RIDER WITHIN

Spell Effects Greater Control Mind, Lesser Sense Mind

Inherent Modifiers None

Greater Effects 1 (x3)

Page Reference M31

Typical Casting Greater Control Mind (5) + Lesser Sense Mind (2) + Duration, 10 minutes (1). 24 (8x3)

SEEKER

Spell Effects Lesser Sense Body, Lesser Sense Crossroads

Inherent Modifiers None

Greater Effects 0 (x1)

Page Reference M105

Typical Casting Lesser Sense Body (2) + Lesser Sense Crossroads (2) + Duration, 1 hour (3) + Range, 0-200 yds (0). 7 (7x1)

SENSE SPIRIT

Spell Effects Lesser Sense Undead

Inherent Modifiers Area of Effect

Greater Effects 0 (x1)

Page Reference M149

Typical Casting Lesser Sense Undead (2) + Area Of Effect: 3 yds radius (2). Cost: 4 (4x1)

SHAPESHIFT OTHERS

Spell Effects Greater Transform Body

Inherent Modifiers Altered Traits

Greater Effects 1 (x3)

Page Reference M33

Typical Casting Greater Transform Body (8) + Altered Trait, Animal Template (0) + Duration, 1 hour (3) + Subject Weight, 300 lbs. (3). 42 (14x3)

SOLIDIFY

Spell Effects Greater Create Body, Greater Restore Body, Greater Restore Undead, Greater Transform Undead

Inherent Modifiers None

Greater Effects 4 (x9)

Page Reference M151

Typical Casting Greater Create Body (6) + Greater Restore Body (4) + Greater Restore Undead (4) + Greater Transform Undead (8) + Duration: 10 minutes (1). Cost: 207

STEAL BEAUTY

Spell Effects Lesser Create Crossroads, Lesser Destroy Body, Lesser Strengthen Body

Inherent Modifiers Altered Traits

Greater Effects 0 (x1)

Page Reference M159

Typical Casting Lesser Create Crossroads (6) + Lesser Destroy Body (5) + Lesser Strengthen Body (3) + Altered Traits: -4 (1) (Appearance) + Altered Traits: 4 (4) (Appearance) + Duration: 1 day (7) + Subject Weight: 300 lbs. (3). Cost: 29

STOP BLEEDING

Spell Effects Lesser Restore Body

Inherent Modifiers None

Greater Effects 0 (x1)

Page Reference M91

Typical Casting Lesser Restore Body (4) + Subject Weight, 300 lbs. (3). 7 (7x1)

STOP PARALYSIS

Spell Effects Lesser Restore Body

Inherent Modifiers None

Greater Effects 0 (x1)

Page Reference M93

Typical Casting Lesser Restore Body (4) + Subject Weight, 300 lbs. (3). 7 (7x1)

STOP SPASM

Spell Effects Lesser Restore Body

Inherent Modifiers None

Greater Effects 0 (x1)

Page Reference M35

Typical Casting Lesser Restore Body (4) + Subject Weight, 300 lbs. (3). 7 (7x1)

STORM

Spell Effects Lesser Control Energy, Lesser Create Energy, Lesser Create Matter

Inherent Modifiers Area of Effect

Greater Effects 0 (x1)

Page Reference M195

Typical Casting Lesser Control Energy (5) + Lesser Create Energy (6) + Lesser Create Matter (6) + Area Of Effect: 3 yds radius (2) + Duration: 1 hour (3). Cost: 22 (22x1)

STRIKE BARREN

Spell Effects Lesser Destroy Body, Lesser Control Magic

Inherent Modifiers Subject Weight

Greater Effects 0 (x1)

Page Reference M41

Typical Casting Lesser Destroy Body (5) + Lesser Control Magic (5) + Duration, Until counteracted by appropriate spell (24) + Subject Weight, 300 lbs. (3). 37 (37x1)

SUMMON SPIRIT

Spell Effects Greater Control Crossroads, Greater Restore Spirit, Greater Sense Spirit

Inherent Modifiers None

Greater Effects 3 (x7)

Page Reference M150

Typical Casting Greater Control Crossroads (5) + Greater Restore Spirit (4) + Greater Sense Spirit (2) + Duration: 10 minutes (1). Cost: 84 (12x7)

SUSPEND ANIMATION

Spell Effects Greater Control Body, Lesser Control Mind

Inherent Modifiers Subject Weight

Greater Effects 1 (x3)

Page Reference M94

Typical Casting Greater Control Body (5) + Lesser Control Mind (5) + Affliction, 1000% (200) + Duration, Until counteracted by appropriate spell (24) + Subject Weight, 300 lbs. (3). 711 (237x3)

TURN SPIRIT

Spell Effects Lesser Control Undead, Lesser Sense Undead

Inherent Modifiers None

Greater Effects 0 (x1)

Page Reference M151

Typical Casting Lesser Control Undead (5) + Lesser Sense Undead (2) + Duration: 10 minutes (1). Cost: 8

TURN ZOMBIE

Spell Effects Greater Control Undead

Inherent Modifiers Area of Effect

Greater Effects 1 (x3)

Page Reference M152

Typical Casting Greater Control Undead (5) + Area Of Effect: 3 yds radius (2) + Subject Weight: 300 lbs. (3). Cost: 30 (10x3)

ZOMBIE

Spell Effects Lesser Create Undead, Lesser Restore Undead

Inherent Modifiers None

Greater Effects 0 (x1)

Page Reference M151

Typical Casting Lesser Create Undead (6) + Lesser Restore Undead (4) + Lesser Transform Body (8) + Duration: 10 minutes (1) + Subject Weight: 300 lbs. (3). Cost: 22