# History of Aspect Prime

Where did Aspect Prime come from? And for those familiar with its predecessor Aspect, why Aspect Prime? What's with the weird dice?

I was ten years old the first time I ran a role-playing game. I ran the 1st edition of a popular role-playing system in a red box for a friend.

My player wanted to be a wizard, which sounded good to me. Who wouldn't want to be a spellcaster in this world of fantasy and magic? We made the character together, following the instructions provided.

I ran the example adventure in the book. The character died in the first encounter from a single hit, after using their one spell and missing with it, having to fall back to an ineffective dagger attack.

It was clear to me then this system was inadequate for telling the kinds of stories I wanted to tell inspired from the fantasy books I had been reading. The Vancian concept of daily memorizing spells that could only be cast once and then had to be re-memorized before using them again was nowhere to be found in any of these books.

A number of the early character classes I developed took inspiration from the Vancian mechanic, just with new spell effects. It didn't take long, however, until I began creating alternatives. Sure we still used the same popular core rule set, now in their 2nd edition, just with numerous new character classes and species of my own devising.

Players could now invent their own spells through various tables. The process was a bit clunky and slow, but players were able to express their magic creatively. Not long after, I added a fighter class with a similar ability to create moves, inspired by a certain 1-on-1 arcade fighting game we loved.

My player's handbook was now a tattered graph book with some copied tables and spells, but mostly new content of our devising – over 30 unique classes. Friends began referring to it as 6th edition, implying we were far ahead from the system that inspired it.

*Above: Some of the original "6th edition" set of hand-written books.*

The 3rd edition of the popular rule set came out, and we integrated some of the accomplishments. But by then we had tossed the original Wizard class completely in favor of a more flavorful New Wizard that inspired players to hand craft their own physical spell books to use during gameplay. We had already solved the 15 minute day issue where players do 3 encounters and then rest 8 hours to get their spells back so they can resume the adventure. Adventures had a flow that better allowed for the epic stories we were telling.

Then the 4th edition of that rule set was released, purporting to have solved the 15 minute day among other issues. Unfortunately, it had only made it so that all the characters had a 15 minute day, not just the spellcasters. It became clear that something had to be done.

We had something great and we wanted to share it with the world.

That is when work on publishing what we had began in earnest. Starting from scratch and building a new system to address other things like player creativity and splat book power creep.

Three years later, Aspect was released. I had attempted to simplify the work for players. Rather than providing frameworks to build powers, I prebuilt all the powers myself. Whenever a new ability was needed, I'd build it and add it to the game. We ended up with over a thousand unique powers. I intended to release the custom power making system to the public once I could polish the framework up.

The system worked great, but we were only testing with premade characters, or characters I would develop abilities for when someone came up with something that didn't fit my existing work.

What finally made the flaws clear to me was in 2015 when I was running a game for some new friends and one of the players (Jake) borrowed the book for the weekend to build his character.

Jake came back on Monday and stated that he read the whole book, which was over 300 pages at the time. I was taken aback, why had he read the whole book? He replied he wanted to see all of his options. At that point it was obvious I needed to revisit my earlier work.

I looked into making the framework available, but it turned out to be too complex for a typical player. The concepts were not particularly complicated, but the total math required was. I looked into ways to simplify that math using scaling dice *(a table of d2s, d4s, d6s, etc)*, but that was not enough to cover the use cases I had in mind. I dug up my old tables and notes, looking for a solution.

We had tried various dice systems and several different existing unique dice for Aspect, but nothing could scale the way we wanted. That's when I realized that we would have to make our own custom dice. We had recently played an Edge of the Empire campaign and while I had liked the dice mechanics in concept, they had seemed overly complex. We could simplify and improve it.

Making custom dice let me take my old math tables and put all the calculation on the dice themselves, making chance do math for us! Players could do better than build their own abilities. They could build those abilities on the fly during gameplay. Making all the results part of a single die roll also sped gameplay up immensely.

Using a three layer Ability Score / Skill / Gear system made it possible for characters to get defenses from multiple sources, so much of the complex talent and weapon system from Aspect was no longer needed. We added the moniker "Prime" because it was now just the core essence of what made Aspect and "6th Edition" great.

Aspect Prime was born. We used a highly trimmed down system of less than 40 pages for 3 years so I could wrap my head around these new mechanics and what they meant. It became simple enough that 6 year old kids were running the game smoothly.

Soon I finally settled on the core dice values and character creation rules. I started the work of bringing not only all the content from Aspect into Aspect Prime, but even all the remaining "6th Edition" content that I could not manage to get working in Aspect's somewhat more rigid systems, including the different types of boosts from different power sources, the Oracle die, and some more details about the world I ran "6th Edition" in and now run Aspect Prime in.

Is it perfect? No. Is it done? Never. But it *is* great fun.

# Aspect Prime™

## Core Rulebook

### About Aspect Prime

Fast. Flavorful. Flexible.

Aspect Prime is a standalone tabletop fantasy role-playing system. We combined our favorite bits of other game systems with new innovations to make what we call **creative strategy fantasy role-playing**.

**Creative!** While we have many options laid out to use, we encourage players to customize anything: species, background, powers, gear, magic, motivations, die rolls, and most of all their own story. The world is diverse and anything is possible.

**Strategy!** Aspect Prime is compatible with grid, hex, or theater of the mind play style while still leaving room for strategic combat. Strategy carries forward from the Physical aspect into Mental, Social, and mixed-aspect encounters as well. Even if your character is not good at the current kind of encounter, they can always lend a hand.

**Fantasy!** Annor is flat. The world has seen many magical calamities. A new threat is brewing underneath the surface, promising to consume the world. The gods might be dead. Wonder is woven into the world's history, many cultures, and its very landscape.

**Role-Playing!** Aspect Prime's character creation system is a streamlined process more about defining your character's personality and how they fit into the world than it is about numbers. We are more concerned with giving you options than defining your character's lore for you.

Here are some more highlights:

**Trained Skills** let players be chronomancers, tacticians, elementalists, sages, thespians, dancers, demonologists, shapeshifting druids, necromancers, artificers in mechanized armor, and more in addition to classic mages, priests, rogues, and warriors. Make the character *you* want to play.

**Success** and **Edge** mean that even if you fail, you just might still get something from your roll, even though it is not what you intended.

**Flexible talents** let you design moves on the fly with a simple die roll modification system. This means versatility and a simple easy-to-read character sheet.

**Power Sources** let you decide where your combat skills come from and what resources you use to boost them. **Arcane** comes from components and experiments; **Divine** from favor and retribution; **Elemental** has essence and sources; **Martial** has techniques and stunts; and **Supernatural** requires blood and contracts. You can power up in many ways.

Aspect Prime has **4 unique combat roles**. Want to be a demonologist **defender**? A wizard **leader**? A barbarian **controller**? A pastor **striker**? Decide your combat dynamic, regardless of backstory.

Aspect Prime has more than **30 detailed species** and **easy species creation** for making half Orc and other mixed species. Humans, Gnomes, Dragonkin, Forest Elves, Treefolk, Mushroom People, Catkin, Foxkin, Giantkin, and more are ready to play.

**Your species matters as much as you want it to.** Gnome warrior, Orc wizard, Giantkin rogue – these are viable in Aspect Prime. Your species doesn't pigeonhole you.

Gear is free form. **You define your gear.** Want a pet calico cat that increases your perception skill? A poison tattoo from a dark god that makes your weapons venomous? A flaming toe that gives you fire magic? You define your character and their gear.

**Attack talents aren't just for combat.** Fire powers allow you to create a dim light or set logs aflame. Wind and Force powers let you levitate light objects. Cold powers can freeze water to bridge raging rivers. Descriptive keywords aren't just fluff, they give your character extra utility out of combat.

The **basic talents** that every character gets for free mean characters can meaningfully contribute to combat in any aspect no matter what other talents they buy.

**No more long rests after just 3 fights**. Everything in the system is designed to keep the flow of the story going without being delayed by obsolete game mechanics.

**All abilities are at-will** in Aspect Prime. Nothing is limited to once per day: fireballs, mighty blade attacks, demon summoning, and even healing are limited by character skill and the time they take to execute.

Aspect Prime uses a **skill point** and **talent buy system**. Make your character as flexible or focused as you want without worrying about falling behind *(or being overpowered)* because you were spread too thin. The rules are made to fit your character concept, not the other way around.

**Encounters are easy to design and manage.** Following XP budgets, Guides can challenge the players without leaving serious lasting marks or they can make a climactic battle they will have to recover from. This is because health is split into two separate pools: **composure** that heals easily and **wounds** that are harder to heal.

**Foes are simple to make.** Building foes uses the same quick system as player characters. Not only will encounter making feel familiar, but foes can use anything a player can. Because talents scale, they adjust to a foe's difficulty grade and combat role. As if that's not enough, we have **120+ premade foes** and an **Instant foe** page to save you time. We even have shortcuts for scaling difficulty.

Flipping through this book, you might think "Hey, that's how this other system did this." Why reinvent the wheel? We took inspiration from many other games to build something we love. We stand on the shoulders of giants so you can reach for the stars.


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# Aspect Prime Core Rulebook – First Edition

## Design, Character, Cover, and Monster Art

Heather Gunn

## Playtesters

Caroline Bouchard, Tishia Browder, Alice Buchanan, Alexandra Bullard, Zachary "Macaroni & Cheese Elemental" Clayson, Linda Cook, Shawn Endresen, Nicodemus Estee, Ephraim Gunn, Gabriel Gunn, John Hanely, Stephen Hilber, Russell Johnson, Caroline Kersten, Noel Overkamp, Matt Perrett, Jenevieve Power-Defer, Kimberly Power-Defer, Sarah Capri Richmond, Hannah L. Siegel, John Stack, Jacob Yanovsky

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## Inspiration

Aspect Prime, Aspect, and Annor were inspired by many kinds of media. Here are a few that inspired us:

Games: Street Fighter II (Unarmed Combat), Halo (Shields, which eventually became Composure), Dungeons and Dragons 1st-5th ed (a lot of stuff), City State of the Invincible Overlord (Stat blocks for a City), Edge of the Empire (some of the dice mechanics), and Soap Opera Challenge (our Oracle die)

Authors and Novels: Steven Brust's Taltos series and Khaavren Romances, Lawrence Watt-Evans' Legends of Ethshar and Obsidian Chronicles, Melanie Rawn's Dragon Prince series, Tamora Pierce's Song of the Lioness series, Terry Brooks's Shannara series and Landover series, Raymond E. Feist's Riftwar Saga, Piers Anthony's Xanth, Incarnations, and Adept series, Jack L Chalker's Rings of the Master series, David and Leigh Eddings' Belgariad and Malloreon, James Gurney's Dinotopia, and Robert Aspirin's Myth series.

*A northerner traversing the frosty mountains near Eldar's Footstool.*

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## Welcome to Annor!

The world is flat, the floor of the universe is infinite, the gods are probably dead, long ago the world's largest continent sank beneath the ocean, the most powerful empire was obliterated by a massive explosion leaving a hole through the world, and recently two capital cities vanished overnight.

The world is diverse, untamed, filled with magic, peril, and folks trying to survive and make their fortunes (see Annor on page 140 for more details on the world).

# Playing Aspect Prime

Aspect Prime is a role-playing game, or RPG. In an RPG, participants engage in telling stories of adventures while each playing the roles of characters in that story. Characters use physical, mental, and social aspects to overcome danger and weave a tale of heroics in a world of epic fantasy.

## How It Works

In Aspect Prime, there are the Players and the Guide.

Players make or choose a character to play in the adventure. While there are premade character examples in this book and several premade characters available on our website, there really is nothing like playing a character you were inspired to create yourself!

The Guide presents the world, scenario, plays the other characters and monsters in the adventure, and adjudicates the rules of the game.

## What You'll Need

The Guide will need this book. It is a good idea for the players to have a copy as well.

The Players and Guide will need a set of Aspect Prime dice. Preferably each Player has four or more each of A dice, B dice, and C dice (see Dice, page 4). The Guide will need at least as many, and we recommend they also use an Oracle die (page 133).

*Why the unique dice? To do less math and to speed up the game. Also, they are super fun to use. However, if you want the whole story, read the History of Aspect Prime, on page 198.*

Paper for notes and a pencil is helpful for both Guide and Players, as well as tokens or coins to keep track of Action Points (page 113).

A blank character sheet or premade character is needed for each Player. You can print a blank sheet (page 192) and write by hand or use our online automated sheet to make your character:

tinyurl.com/AspectPrimeSheet

You'll need a bit of imagination. The Guide will need an adventure to run. We have details on how to do that in the Running the Game section of the book (page 126).

*The World of Annor is the base setting for Aspect Prime, but there are many other high-fantasy game worlds and adventures you could use. Aspect Prime is straightforward and the adjusts easily to content from other systems that we tried so far.*

You can also get updates and free content on our Patreon:

patreon.com/AspectPrime

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## Aspects

In Aspect Prime, the three Aspects that an encounter can involve are Physical, Mental, and Social. Each Aspect can be used to attack, has its own defenses, can take damage and be defeated, and uses the same mechanics for conflict resolution.

This means an encounter can involve a battle of wits, a wrestling match, and a plea for clemency all at the same time and each part of the conflict can affect the others. More on this later, but if you want to skip ahead, see Aspects: Physical, Mental, and Social, page 9.

# The Core Mechanic

Aspect Prime uses a single die-rolling mechanic to resolve both the success and results of an action in one roll. Swinging a sword, climbing treacherous cliffs, bluffing the town guards, casting magic spells, and even persuading the Count to send aid is all done with one simple mechanic.

> Select an appropriate skill, modify the skill's dice pool based on the situation, then roll.
>
> Count your successes. If the Successes are equal to or greater than the Success Target, the action succeeds.
>
> Excess success means a better result. Edge and Criticals can then be spent to modify the situation in various ways.

Picking this apart, there are two mechanics that are working together. There are **Dice pools** that are associated with your character's skills, and **Difficulty Targets** (DTs) made of Success Targets and Edge Targets that you are trying to meet with those rolls. This we will explain in the next section.

Let's go over this in order: First, how dice pools are notated so you can select the correct dice, then how to upgrade and downgrade dice before the roll, and then how to read the roll.

# Dice

There are four kinds of dice in Aspect Prime. The 6-sided Add (or A) dice, The 8-sided Balanced (or B) dice, the 10-sided Critical or Crit (or C) dice, and the pictogram Oracle die (detailed on page 133).

The A, B, and C dice are the combat dice and the ones both players and the Guide use. The Oracle die… we discuss later.

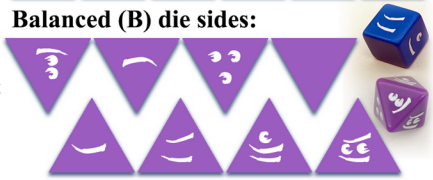
You can acquire some dice through our Patreon or print and build our PDF to paper craft your own set.

patreon.com/aspectprime

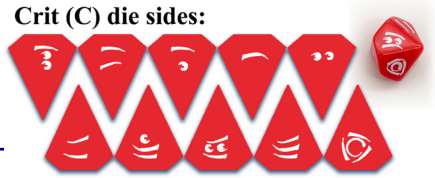
tinyurl.com/AspectPrimePaperDice

**Add (A) die sides:**

**Balanced (B) die sides:**



**Crit (C) die sides:**



## Dice Pools

Each action can be used with a specific skill to determine results of that action. Every skill, whether Earth, Charm, Transform, Tactics, Leadership, or Entertain (there are over 30 basic and trained skills), has its own dice pool.

## Dice Notation

Dice are notated in Aspect Prime materials with just their letters: A, B, and C. So a dice pool of AABC is two Add dice (6 sided), one Balanced die (8 sided), and one Crit die (10 sided).

We call the A dice *Add dice* because they are the dice you most often add to your pools. B dice are called *Balanced* because they are more average. C dice are called *Crit dice* because they are the only ones with Crits. The Oracle is not used in dice pools so it has no notation.

## Modifying Your Dice Pools

A key part of what makes Aspect Prime so fluid is the ability to quickly modify your character's dice pools in meaningful ways.

You might be making your character's pool stronger because you spent an Arcane Component, you are in the presence of some powerful Element, you are getting assistance from an ally, or you're calling in some Divine Favor.

You might be weakening a pool because a foe has moved further out of range, you were Nullified, or you just want to target a larger area.

In any case, you have choices as to how you make these changes.

### Upgrading Dice or ↑

Many talents and boosts give die upgrades. Usually this is written as ↑X, where X is either a specific number of die upgrades, or the variable X is defined elsewhere in the talent.

For each upgrade, you can choose one of these three options:

- add another Add die to the pool
- convert an Add die to a Balanced die
- convert a Balanced die to a Crit die

Upgrading two dice? Do this twice.

How you upgrade a dice pool is your choice. Adding more A dice means more Edge and maximum potential Success. Upgrading dice to Bs and Cs means more consistent Success. If you think you are definitely going to hit and just want more Edge, you could add a bunch of A dice. If you need consistency, try Bs and Cs!

### Downgrading Dice or ↓

Many talents require die downgrades. Usually this is written as ↓X, where X is either a specific number of die downgrades, or the variable X which is defined elsewhere in the talent.

For each downgrade, you can choose one of these three options:

- convert a Crit die to a Balanced die
- convert a Balanced die to an Add die
- discard an Add die from the pool

Again, your choice. Downgrading three dice? Do this three times.

Don't have enough dice to downgrade? No worries, you will always roll at least one Add die, even if your total downgrades and upgrades leave you with 0 or fewer dice.

> ***Note:*** *You may apply your upgrades and downgrades in any order, but you can only use a downgrade to downgrade to at least one remaining Add die. If you can't apply a downgrade yet, apply an upgrade if you have any. If all you have left is downgrades and one Add die, ignore the remaining downgrades.*
>
> *For example, if you have CC and four downgrades and four upgrades, you can apply them in any order you want because you never end up with just a single Add die. You can easily end up with AAAAAA, AAAAB, AABB, BBB, ABC, or CC.*
>
> *As another example, if you have a dice pool of AA and get 4 downgrades and 2 upgrades, no matter how the downgrades are applied, you will have a single Add die left.*

## Reading Combat Dice

The combat dice have three different kinds of symbols. The slashes are Successes. The dots are Edge. The Crit symbol is shown as a C shape with three successes surrounding it. This is worth three Successes plus a Crit.

### Successes

Successes mean that your character is doing well at the task being attempted. Successes are designated by slashes.

These get compared to the Success Target for an action, and if your Successes are equal to or greater than the Success Target, you succeed at the task.

Additional Successes mean you succeeded with greater skill. For attacks, this means damage unless otherwise specified. For other skill checks, it could mean more healing, extra running speed, etc.

### Edge

Edge represents other positive results of your action other than just succeeding at the task. Edge is designated by dots.

Edge is a currency that can be spent on various talents, but must be spent before any subsequent roll is made. If you do not use Edge before another roll, it is lost.

If you hit a foe with an attack and have enough Edge, you could spend Edge on additional effects to impair that foe.

If you are unsure what to spend Edge on, pass them as upgrades to the next roll made by your allies in that situation (using the **Enhance** basic talent, see the Basic Talents list on page 195). For every two Edge you spend this way, the next roll is upgraded by one. You can spend Edge this way even if your roll did not succeed.

### Criticals or Crits

Crits represent particularly impressive results of your action. The Crit is designated by a C shape and always has three successes surrounding it. Rolling this symbol counts as rolling a Crit plus three successes.

Each character will have at least one thing to spend Crits on from their combat role (see Combat Roles, page 36). Additionally, there are talents that you can purchase that give you special effects to spend Crits on. Some talents give special effects just for rolling one.

Spending a Crit does not negate the 3 successes that came with it.

### A, B, and C Dice and Variability

The six-sided Add dice are wild and unpredictable. There are 2 blank sides, 3 sides with Edge, and 2 with Success. You can roll up to 3 Edge or 2 Successes on an Add die!

The eight-sided Balanced dice are average. There is only one blank side. Every other side has Success or Edge. There are 4 sides with Edge. The best you can roll on one is 2 Edge plus 2 Successes.

The red Crit dice guarantee at least one Success or some Edge. There are 5 sides with Edge, but your best possible roll is a Crit, which counts as 3 Successes and one Crit.

For more specific math of the dice, see Combat Die Sides, page 134.

### Total Failure

If you roll all blanks, this is called a Total Failure.

If you suffer a Total Failure, the Guide will roll A dice equal to the Success Target of the task. The number of successes rolled is how much damage you take from your failure. The Edge rolled is how disadvantaged you end up. The damage aspect is dependent on the situation. If you fail a linguistics check, you fail to communicate so badly you end up embarrassing yourself, taking social damage. If you fail a climbing check you take physical damage from the fall.

The disadvantage also depends on the situation. In the above linguistics check, you might wind up insulting the target. In the climbing check, perhaps you fall somewhere worse than where you started. Disadvantage from a total failure on a weapon attack might mean your weapon goes clattering across the room.

*Rolling a side with only Edge does not count as a blank, so will not count as a Total Failure.*

*It is impossible to get Total Failure with any C dice in your pool, because C dice have no blank sides. Be wary of downgrading a pool with C dice in it so that it has none!*

*Rolls with no DT cannot result in any A dice rolled against you. So rolling a Total Failure on initiative check won't disadvantage you.*

## Difficulty Targets or DTs

A Difficulty Target is the target you are trying to reach when rolling an attack or other kind of skill check. It is notated as X,Y where X is the Success Target and Y is the Edge Target.

*Difficulty Target = Success Target, Edge Target*

So for example a DT of 4,5 is a Success Target of 4 and an Edge Target of 5. Sometimes a DT might specify only a single number. That number is always the Success Target, so the Edge Target is 0.

### Success Target

To have success, your total successes on a roll must meet the Success Target of the task. More than that target means a stronger success. When counting successes, subtract the target from the successes rolled. So rolling 5 successes against a Success Target of 1 costs 1 success to succeed at the action, leaving 4 remaining successes.

With attack talents, each remaining success is damage unless specified otherwise by the talent. So rolling a 2 against a DT of 1 does 1 damage, and a 5 against a DT of 1 deals 4 damage. A 3 vs a 3,4 DT is a success, but 0 damage.

Apply your roll on each foe you targeted with the attack. A roll of 5 on a 1,2 defense and a 3,2 defense would leave 4 success on the first and 2 on the second for damage.

#### *Hit*

When you meet or exceed a Success Target, we say the target is Hit.

### Edge Target

The Edge Target is the amount of Edge you have to roll in order to use Edge against the target. To use Edge on a foe, you must meet both the Success Target AND Edge Target.

Edge is spent either on negative effects on the targets, or on positive things for members of the active character's team.

#### *Impaired*

If your Edge is greater than or equal to the Edge Target, that foe is Impaired. You may spend Edge on effects that target that foe. Your Edge is not reduced by the target's Edge Target (unlike Successes).

If you miss the target or fail to reach the target's Edge Target, you might as well spend that Edge on yourself or your allies.

*In multi-target attacks, each Edge Target is considered separately in order to determine if they are affected by any effect you spend that Edge on. For instance, if two foes have a 2,2 defense and the third has a 4,5 defense, and you rolled a 5,4, you could use that 4 edge on an effect and it will affect the first two, but not the third.*

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# Role of Players and Guide

Aspect Prime is a cooperative storytelling game. This means all involved are active participants in telling the story. In order for this to work, everyone will need to be comfortable and engaged in the story. Here are a few suggestions on how to make that work:

## Safety Discussion

Before playing, it is useful to establish some ground rules of what everyone is comfortable with. This establishes trust and gives the Guide a sense of what they can do to make the game fun for all. Before playing or even making characters, have a Safety Discussion. If a new player joins the game, do another Safety Discussion.

### Content Rating

Many kinds of media use Content Ratings to convey a sense of what kind of themes will be presented. This allows people to choose what kind of content they would like to take part in.

Use film ratings or similar tools in the discussion to agree on together the overall kind of content that will be in the story. Is it G rated, PG-13, or R? Be aware that people might just not play if they cannot feel that the content will be fun and comfortable for them.

### Theme Veto / Request

Discuss what themes that participants want to see or are comfortable seeing in the game. This could be a simple as making statements like "I would sacrifice my character's life for a cause she believes in."

There are themes that could be hard nos for some people. This is a good time to specify themes that might be acceptable for the chosen rating, but are unacceptable for other reasons. Torture, gore, etc. might be unacceptable for some players. Some people might have specific trauma triggers they would like to avoid.

There should be no pressure to specify why exactly the content or triggers need to be avoided, as that can be difficult as well.

### Rewind, Skip, and Stop

Just because we planned ahead doesn't mean there is no chance that content issues won't come up during gameplay. Players and the Guide can use these three tools to negotiate safely.

At any time during the game, Players and the Guide should feel comfortable saying (or typing) one of these shortcuts to modify the content for their comfort and safety.

#### *Rewind or <<*

Rewind is just stepping backwards and reversing some actions that occurred during the game. This allows the group to change the content to something that is better suited for the group.

#### *Skip or >>*

Skip allows the content to just fast forward. This is a fade to black. The content is kept in the story, but happens off-screen. It is left implied as having happened, but not described further.

#### *Stop*

Someone needs a break. Take a break and come back to the game when they are ready. This can be used with the other safety tools.

### Aftercare

At the end of the session, everyone should check in on how they are feeling. This can be a good place to discuss game highlights, or moments that caused discomfort in a safe way. Never force someone to discuss why a scene made them uncomfortable.

#### *Highlights*

Players should be encouraged to highlight other player characters for Spot XP. Highlights can be a particularly fun bit of role-playing, clever solution to a problem, or an amazing die roll.

We recommend the Guide doles out Spot XP for these cool moments (we recommend from 25% to 50% of the character's BEV, depending on how awesome it was). Try to include each player.

## Player Tips

The Guide is not the only person telling this story, you are responsible for making the game interesting as well!

### Stay Engaged

Put your phone away. Be part of the story!

Ask questions that could help establish the scene. Work towards something your character wants to get done. Even if it isn't your turn and you feel the need to fidget, do something related to the game:

- Think about why your character is on this adventure
- Think about what your character's goals might be and how they might achieve them
- Draw your character or something game related
- Skim this book or make a stack of your dice
- Describe what your character is doing even when standing around (eg. whittling a bird from a branch found earlier)

### Yes And…

Did someone in your party just insult the count you were trying to negotiate with? Rather than preventing it from happening, decide what to do now it has happened. Apologize for their rude behavior, tell your ally to not be so uncouth, or maybe even join in the jeering.

Assuming the content itself isn't a problem, try to build on the actions of other characters rather than preventing those actions.

### Respect Everyone Else

Starting a fight with another player or stealing their stuff generally is not fun for them. Unless this was something you negotiated with them in the Safety Session, don't do it.

Remember the Platinum Rule: Do unto others only as they would have you do unto them. In other words: don't be a jerk.

### Apologize

If you find you have made someone uncomfortable, apologize to them. Being kind won't lose you any friends.

### Turn Failure Into Adventure

Sometimes we roll poorly. Sometimes we choose the wrong corridor. Sometimes we insult the Count. Just remember that failure is not the end. It is the beginning of the next part of the story.

### Work Together to Have Fun

At the end of the day, this is a cooperative game, even for the Guide. It is meant to be fun. If everyone is there to have fun and help others tell an interesting story, you are all more likely to have fun.

## Guide Tips

While all of the previous tips for players can be helpful for Guides, we also have an entire chapter later in the book explicitly dedicated to helping Guides (Running the Game, page 126). If you are the Guide, make sure to read it after this section.

# Character Make Up

While your character will eventually have stats, abilities, etc., we like to start with who your character is as a person. We recommend you follow these steps in order:

1. Define some characteristics of your character (see Characteristics, page 7).
2. Think about your character's interests (see Interests, page 7) and Favorite Words (see Favorite Words, page 8). You can choose them later, but it's a good time to think about them.
3. Choose your Ability Scores (page 9).
4. This can be a good time to pick your Species (See Species, page 12) and Background (See Background, page 35).
5. Decide on Trained Skills and a few Basic Skills you want to spend ranks on (see Skills, page 10). We recommend taking at least one Trained Skill if this is your first character as they let you take advantage of Power Sources (see Power Sources, page 37).
6. Choose a combat role, maybe buy talents from there and your best skills (see Roles on page 36 and Talents on page 115). Maybe spend some talents on Spells (page 95).
7. Choose your gear and assign them value (see Gear, page 88). Don't worry too much about Equipment, we got you covered (see Did I Bring the Thing?, page 93).
8. Calculate your Dice pools, Defenses, and Composure Pool (see Filling out the Character Sheet, page 10).
9. Start playing! Maybe finish up Favorite Words, interests, and decide what your Gear represents during play.

## Persona

Your character not just numbers, but rather an idea, a persona, and an integral part of the story that you are about to tell with your fellow players and Guide. Start with these questions to flesh out a general history and personality before digging into numbers and such.

If you want to start with the Species, Power Source, Trained Skills, etc., skip to Character Mechanics (page 8) and come back later.

### Characteristics

This can be a good place to start building ideas about what makes your character tick. Explore who your character is and what their motivations might be. Some helpful questions:

- What is this character's greatest flaw?
- What would this character never admit?
- What doesn't this character know yet?
- Does this character have a vice?
- What is this character's proudest achievement?
- What is this character's deepest regret?
- Name three cherished items this character owns.
- Describe where this character lives.
- Who are this character's parents and family?
- What calms this character?
- List the choices that brought this character to this point.

You don't need to answer all of these or even any of them. But they can be a great starting point.

Having even vague answers to these questions can help you understand how they might react in different situations. If you don't really know where to start, feel free to come back to this part later when you have a better idea about who your character is.

The back of the character sheet gives you a lot of space to jot down any ideas you have about these things. For some ideas on how you might write these thoughts, take a look at some of our example characters and their bios (see the Example Characters Index at the end of the book to see exactly which pages to find them on).

### Interests

Interests are what your character cares about. Your character's interests can have a powerful impact on the game, not just on the story but also in encounters as well.

Your character has various interests based on their aspects. Each character has a number of interest points for each aspect equal to the larger of the two ability scores for that aspect. You may put up to two points into each interest.

Interests cannot be simply one of your character's skills. For example, they cannot simply have an interest in fencing if they are someone who uses a rapier. Instead thy might be particularly interested in the history of rapiers, blade making, 1 on 1 dueling, or perhaps are part of a regular fencing group.

Interests cannot covers half or more of your character's expected uses of any individual skill, though can touch on multiple skills. There are three different interest groups, one for each aspect.

#### Devotions

Social interests are devotions. Some examples are faiths, social causes, teaching, entertainment, celebrities, ideals, convictions, bringing word of Tarlekk's unconditional hatred of all beings to all who will listen, etc.

Devotions are things your character doesn't want to give up. These tend to be things that are integral to the character's identity, and are often linked to social circles they tend to be involved in.

#### Topics

Mental interests are topics. Some examples include mechanics, philosophy, gardening, the history of dueling in Southside, the aesthetics of Cephaloid architecture, etc.

These are things your character loves to discuss and learn about. These tend to be things that are on your character's mind a lot.

#### Activities

Physical interests are activities. Some examples include spelunking, writing, researching, sports, climbing, swimming, constructing miniature aerial circus automatons from bits of scrap, etc.

These are things that your character loves doing, whether or not they are good at them. These tends to be things your character does during their down time for fun, enjoyment, or relaxation.

#### Using Interests

Once per scene per interest, when you are making a roll that is related to that interest, you may upgrade that roll by the total points invested in that interest. You may apply multiple interests to a single roll if they are applicable.

*Guide Note: Make sure to learn the interests of the characters in your group. Try to include some of those interests every session. This can be fertile ground for you and your players' creativity!*

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## Favorite Words

Aspect Prime enforces word counts on characters talking during encounters. This prevents long monologues where other characters don't get any actions and keeps the action moving. The word count represents a certain amount of focus that is needed to say whatever it is. See Quip (Keyword), page 116 for more detail.

Some words come to our minds easier than others. Each character has one or more Favorite Words that never counts towards this word limit. The articles “the,” “an,” and “a” also never count towards total word count. However, these free words can never be used to more than double the actual total word count.

Your character shouldn't have more than a couple of Favorite Words. They might be favorite responses, short catchphrases, or maybe just a pet name for everyone they meet. Some examples:

- Alrighty (sarcastic disbelieving character)
- Axe (the character's favorite weapon)
- Believe me (con artist)
- Blasted or Blast (perhaps as a curse word)
- Chill (a character that specializes in cold)
- Darling (posh but friendly)
- Eldar or Eldar's (the character's deity)
- Excellent (enthusiastic optimist)
- Friend (outgoing but a bit clueless)
- Fun (happy-go-lucky)
- Great, perfect (exaggerating)
- Hooray (celebrates the little things)
- Honey (sweet but patronizing)
- I Want (bossy character)
- Me, My or I (egocentric)
- Mraow (feline character)
- My pet (sweet character)
- Neighbor (friendly and down to earth)
- Precisely (studious)
- Quite so (calm and well-learned)
- Ruffian (posh but paranoid)
- Somehow (unbelieving)
- Sorry (obsequious or low confidence)
- Thanks (considerate)
- True (thoughtful)
- We and They (always choosing or creating sides)
- What (always confused)
- You’ll see (keeps folks guessing)
- You know (deferential and vague)

You need not choose Favorite Words right away, but should choose them once you understand your character’s personality. Favorite Words are not a required part of Aspect Prime, but having some can help you get into character quickly.

Remember that your character’s Favorite Words could change over time, they do not need to be set in stone!

## Character Mechanics

While your character is a being and personality of your own creation, we also need to be able to resolve conflict. At the end, your character will have **Dice Pools** for each skill they have, **Talents** to use with those pools, and **Defenses** for each of the six Ability Scores. We will talk through each part in brief here, then in detail after.

**Ability Scores** are your character’s base qualities. How strong are they? How agile? Do they think quickly on their feet? Are they well-learned? Is your character well liked by others? Do they understand people? These are used for defenses, health, and basic skills.

**Skills** are broad categories of knowledge and expertise the character has practiced and learned or is just naturally good at. This includes **basic skills** like athletics, lore, and customs as well as **trained skills** such as swinging a sword, tossing fireballs, or manipulating time. Each basic skill has skill ranks, a related ability score, maybe some gear, and a resulting dice pool of dice. For Trained Skills, you choose the associated Ability Score.

**Power Source** is how you boost your abilities so they are stronger. Each Power Source does this differently. When you pick Trained Skills, you choose what Power Source to associate with them.

**Talents** are ways you use your dice pools to succeed in encounters. This can be uses like distracting targets with your entertain skill, bolstering allies with your leadership skill, or slicing a foe with your blade skill. Every character can use the Basic Talents (page 195 for the full list), as well as Prime talents from skills they have ranks in.

Level 1 Hero characters will purchase four Tier talents from either their Skills they have ranks in, their Combat Role, Species, or to pick up some Spells (described below).

**Combat Role** gives you a few base talents for free as well as a pool of additional talents you can purchase that specifically help you contribute to encounters according to your role.

**Items** can be gear or equipment. Items that improve your skills’ dice pools are called **Gear**. Items that do not are equipment. However, Gear doesn’t have to be just items, it can represent special kinds of training, characteristics inherent to you, a pet you keep with you, etc. Gear can even give you access to skills you are not trained in!

**Defenses** are based on your Ability Scores, Skills, and Gear. When a skill is used to affect you adversely, this is the difficulty target the opponent uses to determine success. Each aspect has two defenses, corresponding to the Aspect’s two ability scores. When you are attacked in an aspect, you choose which ability score to defend with.

**Health** is how much damage it takes to neutralize, hobble, humiliate, flummox, chasten, baffle, or otherwise defeat a character.

**Species** determines some additional basic physical traits such as size, kind of vision, movement speed, and bonus starting skill ranks. Species have unique traits, perks, and culture as well.

**Backgrounds** determine a few additional skill ranks or perks, based on your career or the career of those who raised you thus far.

**Spells** are complex magical rituals your character can learn. These are less reliable than talents, and some cost material components.

**Interests** are things your character cares about. These are topics, devotions, and activities that are part of your character’s every day.

All of these elements tie together to answer two questions.

- Who is my character?
- How do they handle conflict?

The answers to both of these questions should be interesting, as they can determine how interesting your contribution to the story is.

## Aspects: Physical, Mental, and Social

In Aspect Prime, conflict can happen using the physical, mental, or social aspects of your character.

Many games focus just on the physical aspect, so that realm is a known quantity. But what is the difference between mental and social aspects?

Mental is about **can** and **is**, and social is about **should**.

Mental questions are about facts. Can this work? Can I defeat this foe? Is the sky blue? Mental attacks will question the target's perception and understanding of reality. Convincing someone of a tall tale, using stalling tactics, confusing a foe, playing a game of chess, and fighting a battle of wits all fall under mental conflicts.

Social questions are about "should". Should I do this, should she be allowed to do that, should I fight this creature. Social attacks question the target's morality and social position. Peer pressure, persuasion, negotiation, proper etiquette, and leading a team to victory all involve the social realm.

*For example, convincing someone that they shouldn't eat apples because the invisible purple giant doesn't want them to must be done in two steps.*

*First you must convince them the invisible purple giant exists and doesn't want them eating apples. This is a Mental battle, as it is about asserting the existence of the invisible purple giant and her specific preferences regarding apple eating.*

*The next battle would be a Social one convincing them that they should care about what the invisible purple giant thinks. But they've already been worn down enough to be defeated mentally, though, so a social victory won't take as long.*

## Ability Scores

Your character's six base ability scores mainly determine how strong your basic skills innately are, and how good you are at defending against different kinds of attacks (even mental or social ones). See Health and Defenses, page 123.

Each of the three Aspects has two ability scores – a Power and an Agility. Physical has Brawn and Dexterity, Mental has Genius and Savvy, and Social has Appeal and Empathy. Power ability scores represent the ability to endure difficult situations, while Agility is the ability to avoid difficult situations.

All ability scores are a value of 1 or more. 1 is considered weak, 2 is average, 3 is good, and 4 is impressive.

You have 15 Ability Score points you can distribute among your character's ability scores. The lowest score you can have is a 1, the highest a 4. You may only have one 1.

Most characters start with the following scores in any order: 4, 3, 3, 2, 2, 1. This is called the standard array.

*Design Note: The other optional starting arrays are 4, 4, 2, 2, 2, 1; 4, 3, 2, 2, 2, 2 and 3, 3, 3, 2, 2, 2.*

*The first two can work in larger groups or if you are fine with being just okay or utterly terrible at most things.*

*The last can work for solo adventuring characters. The downside is that is your best dice pool is BCC and best defense has a 3 ST. The upside is that no specific ability score is a weakness.*

As the character advances, they will get additional ability score points that they can use to upgrade their ability scores. It costs 1 ability score point to upgrade to the next ability score. As your character's level increases, so does the maximum value you can raise an ability score to (see Advancement, page 94).

## Physical

Physical is about the body and how your character moves, resists, dodges, and the quality of their raw muscle. Their Physical aspect determines how well they can stand in the front line of combat.

Physical is about acrobatics, stamina, movement, force, and strength.

Physical defeat means you are unconscious (See Defeat, page 123).

The physical ability scores are Brawn and Dexterity.

### Brawn (Physical Power)

Brawn represents raw muscle mass and brute force capability. The three basic skills for Brawn are Athletics, Durability, and Intimidate.

Brawn defeat means you are neutralized (See Defeat, page 123).

### Dexterity (Physical Agility)

Dexterity represents your character's speed and flexibility. The three basic skills for dexterity are Nimble, Precision, and Stealth.

Dexterity defeat means you are hobbled (See Defeat, page 123).

## Mental

Mental is about the mind and how your character learns, knows, discovers, and creates. Your character's Mental aspect determines how well they perceive, plan, and manipulate the battlefield.

Mental is about knowledge, belief, intuition, cleverness, plans, learning, comprehension, focus, truth, and reason.

Mental defeat means you are flummoxed (See Defeat, page 123).

Your character's mental ability scores are Genius and Savvy.

### Genius (Mental Power)

Genius represents your character's raw mental power and knowledge. The three basic Genius skills are Craft, Lore, and Nature.

Genius defeat means you are stumped (See Defeat, page 123).

### Savvy (Mental Agility)

Savvy represents quickness of thought and how one processes new information. The Savvy skills are Perception, Tactics, and Vigilance.

Savvy defeat means you are baffled (See Defeat, page 123).

## Social

Social is about the heart and how your character influences and understands the desires of others. Their Social aspect determines how one inspires allies and affects the will of their foes.

Social is about charisma, confidence, desire, trust, respect, influence, friendship, spirituality, motivation, and discipline.

Social defeat means you are chastened (See Defeat, page 123).

Your character's social ability scores are Empathy and Appeal.

### Appeal (Social Power)

Appeal represents how other people react to your character. The three basic skills for Appeal are Charm, Entertain, and Leadership.

Appeal defeat means you are cowed (See Defeat, page 123).

### Empathy (Social Agility)

Empathy represents your character's ability to read and navigate others' intellectual and emotional states. The three basic skills for Appeal are Customs, Shrewd, and Trickery.

Empathy defeat means you are ashamed (See Defeat, page 123).

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## Skills

How does your character deal with conflict? What is their primary conflict resolution method? If it is a physical method, what do they use as a backup when physical resolutions are impossible? If it was a non-physical method, what happens if that one is impossible?

Skills are how characters resolve conflict and overcome difficulty. Purchasing Skill Ranks during character creation and character advancement is one of the ways they get better at using particular skills. You also get Skill Ranks from Species and Background.

There are two skill groups: Basic Skills and Trained Skills.

Trained Skills require Skill Ranks to use them. These tend to be skills that are more combat oriented. Trained skills come from one of the five Power Sources: Arcane, Divine, Elemental, Martial, and Supernatural. While multiple skills from a single power source can work well, characters may take skills from multiple power sources.

| Skill | Typical Uses |
|---|---|
| Air | Flight, Fog, Lightning, Snow, Weather, Wind |
| Death | Necromancy, Parasite, Shadow, Undead, Venom |
| Earth | Earth, Plants, Stone, Wood |
| Evocation | Cold, Fire, Force, Lightning, Materia, Wild Magic |
| Fire | Flame, Heat, Infernal, Magma |
| Hunter | Light Melee Weaponry, Ranged Weapons |
| Innovator | Automata, Devices, Teleportation, Time |
| Mind | Deception, Illusion, Insights, Phantasm |
| Spirit | Healing, Life, Radiant, Social |
| Stalwart | Blunt or Large Weapons, Shields |
| Swift | Accurate, Banter, Brutal, Maneuverability, Quick |
| Transform | Transforming into Creatures or Elements |
| Unarmed | Grapples, Hand to Hand, Mobility, Self Mastery |
| Vanguard | Coordinated, Front Line, Options, Pole-arms |
| Water | Currents, Frost, Healing, Ice, Water |
| Companion | Hirelings, Pets, Multi-person Characters |

Do any of those skills sound like what you are looking for?

What about the basic skills?

Basic Skills are skills all characters can use, even without any Skill Ranks. Each Ability Score has three Basic Skills associated with them, as discussed in the Ability Score section previously.

| Skill | Ability Score | Typical Uses |
|---|---|---|
| Athletics | Brawn | Climb, lift, jump, terrain, swim |
| Charm | Appeal | Convince, coax, haggle, persuade |
| Craft | Genius | Craft, improvise, repair, salvage |
| Customs | Empathy | Culture, divine, history, language |
| Durability | Brawn | Fortitude, health, survival, withstand |
| Entertain | Appeal | Dance, distract, entice, theater, music |
| Intimidate | Brawn | Bully, enrage, insult, scare off |
| Leadership | Appeal | Console, dissuade, inspire, military |
| Lore | Genius | Arcane, detect & identify magic, science |
| Nature | Genius | Elemental, forage, herbs, shelter, track |
| Nimble | Dexterity | Acrobatics, dash, dodge, escape, ride |
| Perception | Savvy | Listen, search, read lips, weather |
| Precision | Dexterity | Catch, deflect, disable, rope, toss, traps |
| Shrewd | Empathy | Appraise, assess, initiative, local info |
| Stealth | Dexterity | Blend in, hide, sleight of hand, sneak |
| Tactics | Savvy | Games, plans, martial, outwit, strategy |
| Trickery | Empathy | Bluff, gamble, persuade, supernatural |
| Vigilance | Savvy | Awareness, initiative, preparedness |

Take note of interesting ones, we discuss them later on.

# Filling out the Character Sheet

Here we discuss how to fill in the sheet. If you use the online sheet (tinyurl.com/AspectPrimeSheet) it will do most of the work for you. There is also a blank sheet you can copy and fill out in the Appendix (page 192) along with an example filled sheet for reference.

First you need the following information written down for your character (all examples here assume a level 1 hero character):

- Ability Scores (4, 3, 3, 2, 2, 1; 4, 4, 2, 2, 2, 1; 4, 3, 2, 2, 2, 2; or 3, 3, 3, 2, 2, 2)
- Species (and Size based on your base size or height) and Background (and the starting Skill Ranks from both)
- Additional Skill Ranks (9 additional ranks)
- Gear (5 total pieces of Gear, valued at 2, 2, 2, 1, and 1)
- 48gp (minus any additional inventory you purchase – 48gp already accounts for cost of the 5 pieces of gear above)
- Combat role (pick one on page 36) and its Prime talents
- Your Power Sources for your Trained Skills (if any)
- The Prime talent you chose for each of your Trained Skills
- The names of your 4 Tier talents

Interests, Favorite Words, Description, or Portrait don't need to be filled in to fill out the rest of the sheet.

For each skill, add together the Ranks Bought, Species Ranks, and Background Ranks. Write the total in that skill's Total Ranks column.

A level 1 hero cannot have more than 3 ranks in a skill, no matter the source. So if your character has Species or Background Ranks in a skill, do not buy additional ranks making the total greater than 3.

## Quick Ability Scores

Having a hard time deciding your Ability Scores? Here is a series of questions that should sort you out right quick.

1. Put a single mark in each of the six ability scores: Brawn, Dexterity, Genius, Savvy, Appeal, and Empathy.
2. Is it is more important to your character to be smart than social? If so, put another mark on Genius and Savvy, otherwise put a mark on Appeal and Empathy.
3. Is it is more important to your character to be healthy than smart? If so, put another mark on Brawn and Dexterity, otherwise put a mark on Genius and Savvy.
4. Is it is more important to your character to be social than healthy? If so, put another mark on Appeal and Empathy, otherwise put a mark on Brawn and Dexterity.
5. Is your character better at long distance running than short sprints? If so, put another mark in Brawn, otherwise put it in Dexterity.
6. Is your character better at figuring things out than just knowing the answers? If so, put another mark in Savvy, otherwise put it in Genius.
7. Is your character better at understanding people than making friends? If so, put another mark in Empathy, otherwise put it in Appeal.

Tally up the marks in each ability score. You should have one 4, two 3s, two 2s, and a 1 (unless you chose healthy, smart, and social each once, then you will have three 3s and three 2s). These are your stats. Feel free to swap a few now or later in the character building process if we didn't quite get it just right.

## Building Dice Pools

To build a dice pool for a skill, determine the value of the Ability Score, Skill, and Gear for the pool. The three values determine the quantity and quality of the dice.

*Take the highest Gear value, the total Skill Ranks, and the Ability Score for that skill. Those are the three base numbers in the pool.*

*Take the highest value. That is how many A dice are in the pool.*

*Take the 2nd highest value. Convert that many A dice to B dice.*

*Take the lowest value and convert that many B dice to C dice. This is your dice pool.*

Don't worry, you only ever recalculate a pool when you are upgrading a stat, skill, or gear as part of leveling up.

*For example, Baloc has an Appeal of **four**, **three** Leadership Skill Ranks, and his Neat Uniform has a gear value of Leadership **two**. The numbers for his Leadership pool are four, three, and two.*

*You start with four A dice because of the score of four: AAAA.*

*The next highest is a three, so three of those As become Bs: ABBB.*

*The lowest number is a two, so two Bs become Cs: ABCC is the final result.*

Most level 1 heroes will have ABCC dice in their best skill pools. Leveling up and adjusting your pools is even simpler.

*Later, Baloc levels up to level 2 and now can have a maximum Skill Rank of 4. He adds one of his new skill ranks to Leadership.*

*Now the second highest is a 4 instead of a 3. We upgrade one more Add die to a B and get BBCC as his new Die Pool for Leadership.*

Some other examples:

*An ability score of 2, skill rank of 2, and Gear of 0 makes BB.*

*An ability score of 3 with no skill ranks or Gear makes just AAA.*

*An ability score of 1 with no skill ranks and Gear of 2 makes AB.*

*An ability score of 1 with 3 skill ranks and Gear of 1 makes AAC.*

## Defense Target Construction

Defenses are based on their ability scores, skill ranks, and/or gear. Each ability score has a Difficulty Target (DT) composed of a Success Target followed by an Edge Target. They are shown in order, separated by a comma like so: 3,2. There are six defenses, one for each Ability Score.

### Determining Defenses

For each ability defense, determine the three following values:

- Your character's ability score
- The greatest rank of the skills using that ability score (including any trained skills)
- The highest Gear Value for skills using that ability score

The highest of those three values is used for the Success Target and the other two values are added together for the Edge Target.

*Paka has a Savvy of 4, 3 ranks in Perception, no ranks in Vigilance or Tactics, a Perception gear of 2, and no other Savvy skill gear. So her Savvy defense is 4,5 (2+3=5).*

*Paka has a Dexterity of 4, 2 ranks in Nimble, 1 in Stealth, and no Dexterity skill gear, so her Dexterity defense is 4,2.*

*Paka has an Appeal of 1, 3 ranks in Entertain, and no other ranks in Appeal skills or gear for Appeal skills. Her Appeal defense is 3,1 (her skill ranks are 3, and the ability score and max gear total 1).*

#### *Defense Caps*

Minion and Fodder grade creatures have maximum defense values. This won't matter when making your Hero. But if your Hero has a companion of one of these grades (see page 76) or you are a Guide making some foes, this is important to remember (see Fodder and Minions, page 188).

## Save Pool and Save DT

Your character's Save Pool is a dice pool created by their highest Ability Score, highest Skill Ranks in a single skill, and the highest value piece of Gear. Level 1 Heroes usually have a highest Ability Score of 4, highest Skill Rank of 3, and highest Gear Quality of 2 and so will roll ABCC for their Save Pool.

Your character's Save Target (the number that foes need to roll to overcome their ongoing effects) is the highest number plus the lowest number in that set. This is usually a highest Ability Score of 4 and a highest Gear Quality of 2 (ignoring the middle value of your Skill Ranks) plus one if they are a Controller.

Usually level 1 Controller Heroes will have a 7 and other level 1 Heroes will have a 6.

A character with 3,3,3,2,2,2 Ability Scores will end up with a smaller Save Pool and Save DT because their highest Ability Score is a 3 and not a 4. Their Save Pool is BCC and will have a Save DT of 5 (6 for a Controller).

The intent here is that the character's Save Pool and Save DT will scale in proportion to their advancement and grade.

## Hit Point Total Construction

Your character has one composure pool. Each of the six defenses has a separate health pool.

### Determining Composure

Your composure pool is equal to your character grade times 3 (or times 5 if you are a defender). For a level 1 hero, this should be 9 except for defenders, who add their grade twice more and have 15.

### Determining Health

Health in a defense is equal to that defense's Success Target. We don't write them separately since they are the same. The Wounds box by the DT on the character sheet is used to track how many Wounds the character has taken in that ability score. Remember to use pencil!

## Action Points

Your character will have a base action point of 1, unless they are a Human, in which case they will have base of 2.

## Filling Out Talents

Write in the Skill and Tier of each talent in the box next to the talent name. Then jot down a summarized version of the talent in the box below that. In our bestiary and example characters, we make use of UYNTE in place of "until your next turn ends", and other shortcuts.

## Level

Most characters start out at level 1. As your character adventures and gains more experience, their level will increase, giving the character additional skill ranks, more talents, increases in ability scores, health, and more. See Advancement, page 94, for more details.

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# Species

Species determines typical size, movement, base languages, favored ability score, senses, species traits, and any cultural skill bonuses.

## Common Accord

The world of Annor is a dangerous place, home to many sentient species. Many of these species are completely hostile to all others, and perhaps even to other groups among themselves.

Thousands of years ago there was an epic war that lasted 100 years. Most call it The 100 Year Bloody War. Many species were completely wiped out. The war ended when most of the remaining species banded together in common defense. As time went on, more species joined the Common Accord.

Most player characters in Aspect Prime will be from the Common Accord. These species groups are described in brief here.

## Species Summary

Species in Aspect Prime determine basic physical traits, such as vision types, movement speed, and size. Species have one or more skills they gain starting ranks for (listed here in parentheses for your quick reference). Each Species also has one or more unique talents you can learn.

**Celethi** are long-lived and graceful folk with elegant features and long pointed ears, usually referred to as **Elves** by other species. There are several varieties of Celethi in Annor. The **Aulvyyn** is a city Celethi **(**sometimes called a **High Elf**) with refined tastes (Customs, Entertain, Lore). The **Lasvyyn (**sometimes called a **Forest Elf**) is a Celethi of the woods, with keen tracking ability (Nature, Nimble, Shrewd). The secretive **Lyyven (**sometimes called a **Shadow Elf)** can tap into the magic of shadow innately (Death, Nature, and Shrewd). The **Tyylven (**sometimes called a **Longstrider Elf**) is a swift legged nomad (Charm, Nature, Precision).

**Cephaloid** are Humanoids of the sea related to squid, octopi, and cuttlefish. Their undersea realm is beautiful beyond compare. All Cephaloid can morph into smaller animal versions of themselves and squirt ink at foes. **Cuttle Cephaloid** are quite stealthy due to their more advanced chromatophores (Stealth and Ink). **Octoid Cephaloid** are more agile (Nimble and Ink). **Squid Cephaloid** are a bit stronger (Athletics and Ink).

A **Dweor** is a stout, stubborn, gruff, and durable creature, sometimes referred to by other larger species as **Dwarves**. Dweor tend to be bearded. The subterranean **Deep Dweor** is solid like a rock, and as durable as the stone they dwell under (Craft, Shrewd, Vigilance). The **Mountain Dweor** is known to be an incredible metal crafter (Craft and Vigilance).

**Elysians** are beings literally born of light from a now-lost world. **Erelim** are angelic beings with feathery wings (Charm and Social Rank). **Ishim** are humanoids of ice and fire (Air and Fire).

**Eumykin** are sentient humanoid fungi. They can be the smaller, weaker, and faster **Agaric Eumykin** or the larger, slower, and stronger **Bolete Eumykin**. Eumykin can somewhat adjust their shape to glide through the air, shimmy through tight spaces, move faster, or wield a natural tongue-like weapon (Customs and Nimble).

**Fae-kin** are beast-like humanoids created by the powerful Fae. The **Bearkin** are large durable creatures with massive claws, teeth, and a keen nose (Customs, Durability). **Birdkin** are winged (Tactics). **Boarkin** are devout and solid beings (Athletics, Durability). **Catkin** are small with catlike features and sharp claws (Perception, Precision). **Cheetahkin** are the fastest of all the Common Accord, and can push themselves to even greater speeds with training (Nimble). The **Foxkin** are clever and affable fox folk (Nature, Trickery). **Lionkin** have powerful claws and natural speed for chasing down prey (Intimidation, Lore). **Lizardkin** have many natural weapons, and are quite precise and clever (Precision, Trickery). **Rabbitkin** are long eared and long footed impressive leapers (Athletics, Perception). **Ratkin** are small, cunning and highly intelligent (Tactics, Shrewd). **Salamanderkin** are great swimmers (Charm, Nimble). **Snakekin** have a long sinuous and legless body (Perception, Shrewd). **Tigerkin** have claws and speed and incredible strength (Athletics, Nimble). **Tortoisekin** are slow but incredibly solid folk (Durability). **Wolfkin** can be great pack leaders and have a keen nose and sharp teeth (Leadership, Vigilance).

**Giantkin** are big. They are powerful and fast, though are awkward in indoor locations not designed with them in mind due to their size (Athletics, Craft).

**Gnomes** are eccentric creators and innovators. The knobby nosed, grizzled **Tinker Gnomes** make inventions that are renowned across the world (Craft, Entertain, Precision). The more slender and muscled **Wild Gnomes** are bold people of the wilderness (Craft, Nimble, and Nature).

**Humans** have incredible drive and perseverance. Given time, they can master any skill. They are the only Species to gain an extra action point at the start of each day. Humans can pick any one skill to put their racial bonus in (choose any one skill).

**Hyflind** look like miniature Humans, but with hairy hands and feet. **City Hyflind** eschew country life for a more fast paced glamorous world (Entertain, Stealth, Trickery). The **Meadow Hyflind** are friendly and enjoy sharing their great love for food with others (Customs, Perception, Precision).

**Karablan** are Humanoids with dragon heritage, sometimes referred to as **Dragonkin**. They come in many varieties from half dragons all the way to those who only have a bit of dragon blood from somewhere in their ancient ancestry. Their traits vary from tougher skin to wings and fire breathing (Durability and Lore. Also Nimble for 1/8th or less Karablan).

**Orc** are a species of green skinned Humanoids renowned for their industrial skills. Their societies are exceedingly efficient and purposefully designed (Athletics, Durability, Tactics).

**Treefolk** are sentient trees. They live quite long and look exactly like trees when resting. All Treefolk are extremely resistant to several types of damage, but vulnerable to Fire and Slashing damage. The **Apple Treefolk** are jovial (Charm, Earth). **Cherry Treefolk** are artisans (Air, Craft). **Oak Treefolk** are sturdy but slower (Durability, Earth). **Pine Treefolk** are knowledgeable and patient (Lore, Earth).

Hybrid characters such as half Celethi are also possible (see page 34), as well as characters based on species other than the Common Accord listed above (such as goblins, golems, pixies, dragons, or whatever, page 190). And if that isn't enough, you can make a custom one using the custom Species section on page 188.

*In Eldar's book, The Beginning of All Things, there is a reference to **bunnies** as a sentient species. Who this species was exactly is lost to time, only a handful of ancient sketches exist of them, but they all seem to disagree on what exactly these people looked like. The Fae touched Fae-Kin doubt that these were Rabbitkin, as Fae-kin are most often not born to other Fae-kin, but the actual truth of who they were is unknown.*

## Species Block

Each sub-species block lists an average height and weight, their creature type, favored ability, skill bonuses, movement forms, senses and traits, and languages.

## Species Talents

Each species has a number of available talents unique to that species. These talents are due to unique physiology of your species, so are not available to other characters.

Species talents come in two varieties: Prime and Tier. By simply being a specific species, a character automatically gains the Prime talent for that species, if any. Tier talents can be purchased the same way other Tier talents can. You can always choose a Tier 1 talent from your species (as your species is not a skill, so you cannot have ranks in it), but the higher tier talents cannot be purchased without having a talent of the previous Tier (or in the case of Cephaloid Ink, if you have ranks in Ink equal to the tier of that talent, since all Cephaloid gain a starting rank in Ink).

Species talents are treated similar to Trained talents but instead of an Ability Score, you choose what Skill is used with these talents. When a species talent uses a roll, use the dice pool from that skill. Apply that skill and power source to the talents as keywords. If a power source is specified in a species talent, you may only use it with skills from that power source.

Some talents are inherent to a species, while some are inherent to traits that species has. For example, Catkin have Natural Weapon (Claw), which means they can purchase the Sharpened Claws talent.

## Favored Ability Score

Favored Ability Score is an ability score that tends to be prized in your specific species' culture. If your ability score is lower than 2, it means that your character is not well-accepted in their culture - when interacting with members of your own species, you are treated as if your social rank is 1 rank lower. If your favored ability score is over 3, you are instead treated as if your social rank is 1 higher by members of your own species.

## Skill Bonuses

Skill bonuses are ranks in specific skills your character automatically gets based on their cultural background. For the most part, this isn't a natural inherent ability of the species, but rather your character's cultural heritage.

Cephaloid Ink is a unique case, however, as Ink is a skill unique to Cephaloid biology and other ink-producing creatures.

## Movement

Movement is the number of squares your character can traverse during a Move action. The Common Accord (see page 12) all have ground movement as their base speed, though some species have additional Movement Forms (see page 122).

## Creature Type

Creature type is the Size (page 124), Origin (page 157), Morphology (page 157), and Species (page 158) of the creature.

### Species Size

Size is how much space your character takes up, and determines the size and weight of your equipment. Most of the Common Accord (see page 12) are Medium in size.

## Vision Senses

Senses are how we experience our world. Vision Senses are how we visualize the space around us and are able to know where we can move, what is around us, and where. Different Vision Senses care about light differently. Most creatures have normal vision, but some have slightly enhanced or even worse vision.

### Visibility

There are three levels of visibility. Good, Faint, and Zero (see Light and Vision, page 107 for more details).

**Good visibility** is normal, your eyes have adjusted and you can see well. This is assumed to be the default.

**Faint visibility** means you can make out shapes, but have a hard time seeing details. In faint visibility, any roll you must make that requires you to see what you are doing is downgraded by 4.

In **zero visibility**, you cannot make any sight-only skill checks (like anything involving reading) and all other rolls where sight is helpful are downgraded by 8.

### Fine Vision vs Rough Vision

There are two types of senses, rough and fine. Fine sense types can detect things like text written in ink, color, facial expressions, or similar fine details. Rough sense types cannot.

### Normal Vision (Fine)

Those with Normal Vision follow the above guidelines for light and visibility.

### Darkvision (Fine)

Those with Darkvision can always see with Faint visibility when there is no light source brighter than a Soft light in their view. This means they can see with Faint visibility even in utter darkness. Otherwise, they have Normal Vision. Darkvision is no different from Normal Vision in full sunlight, for example.

### Infravision (Fine)

Those with Infravision can see colors that most creatures cannot. Their view of the light spectrum is a huge benefit in low light conditions. Their penalties for skill checks and attack checks against targets in faint light are reduced by 2 downgrades.

### Dimvision (Rough)

Creatures with Dimvision treat Faint visibility as Zero visibility.

### Blind (Rough)

Blind creatures treat all light as zero visibility.

## Other Major Senses

Non-vision senses are not affected by light. If a creature has one of these senses and normal vision is not listed, that creature does not have normal vision.

### Echolocation (Rough)

Echolocation is the ability to use the reflection of sound as a means to visualize your surroundings. A creature with echolocation is treated as being in constant faint visibility within range increments equal to their Savvy plus ranks in Perception. Loud noises increase their visibility to good for one round. Creatures with echolocation may emit sound as a free action in order to increase visibility to good instead of faint for that turn. Echolocation is nullified by deafness or magical silence.

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Creatures without echolocation may attempt it as a maneuver action by rolling a Perception check against a DT of 5. A success means the creature gains temporary echolocation in range increments equal to the amount they passed the check by until the end of their next turn.

### Heat Vision (Fine)

Heat vision is completely unaffected by light. Heat vision has a maximum range of squares equal to Savvy plus ranks in Perception. A creature with heat vision can see terrain and all warm blooded creatures and water or fire elemental creatures with good visibility. Most other creatures are treated as faint visibility.

### Scentsense (Rough)

Scentsense allows you to visualize an entire scene using just your sense of smell. It can sense nearly anything with good visibility within range of squares equal to their Savvy plus ranks in Perception, even things hidden away. With a strong breeze, this becomes faint visibility. In a strong breeze or better, you are blind to anything downwind of you. You gain three upgrades when attempting to find other creatures. Scentsense is useless in any environment where you cannot breathe.

### Vibrosense (Rough)

Vibrosense is the ability to sense movement, not just on the ground, but vibrations in the air as well. A creature with vibrosense is able to get a sense of the shape of the immediate terrain within range of squares equal to their Savvy plus ranks in Perception at faint visibility, as well as any creatures within that area with good visibility.

Creatures without vibrosense may attempt it as a move action by rolling a Perception check against a DT of 6. A success means the creature gains temporary vibrosense within squares equal to the amount they passed the check by until the end of their next turn.

## Traits

Traits are innate components that each member of your species is born with. Lizardkin have tails, Tyylven are fast, Dweor have darkvision. These traits are prerequisites for some talents, which are listed here with the traits for your convenience. These traits also give special bonuses or additional abilities you can use in certain circumstances.

Trait talents are noted with **Trait:** where you would normally see the associated skill. Trait talents rolls may use any Trained Skill die pool.

Some Traits have specified Ranks. These Trait Ranks are what allow the character to purchase higher Tier Talents. Traits with no specified Ranks have a Trait Rank of 1.

Here are the various traits and what they do.

### Climber (Trait) X

Your claws are particularly well-suited to climbing.

**Climbing Grip (Trait: Climber. Prime) –** Perk: Gain ↑4X to all climb checks, where X is your Climber Ranks.

**Strong Grip (Trait: Climber. Tier 1)** – Perk: You have a climb speed of 2 less than your species' base speed (minimum of 1).

### Digger

Your limbs are particularly well-suited for digging.

**Burrowing (Trait: Digger. Prime) –** Perk: Gain ↑4X to all digging checks, where X is your Digger Ranks.

**Greater Burrowing (Trait: Digger. Tier 1)** – Perk: You have a burrow speed of 2 less than your species' base speed (minimum of 1).

### Fast (1, 2, or 3)

Fast creatures move faster than other species of the same size.

**Speedy (Trait: Fast. Prime) –** Perk: Whenever you use a Major action to make a Basic Movement action, you may move an additional X squares. X is your Fast Ranks.

**Longstrider (Trait: Fast. Tier 1) –** Perk: You gain a +1 species bonus to your ground move speed.

**Greater Longstrider (Trait: Fast. Tier 2)** – Free: move 2 squares.

**Improved Longstrider (Trait: Fast. Tier 3) –** Free: shift one square.

### Gills

Creatures with gills can breathe underwater indefinitely. Unless noted otherwise, these species also have lungs and can breathe air.

### Innate Keywords

An innate keyword is a keyword that the creature can use without learning a talent with that keyword.

### Invulnerable (Keyword)

Attacks with this keyword or weapon type that hit the creature do at most 1 damage to them. This is effectively infinite Soak for that damage type, so Strikers do still cap at 2 damage.

### Mighty (Keyword) X

You gain a +X species bonus to damage with melee weapons. This bonus is applied after determining success.

### Natural Weapon (type)

You have a natural weapon. This weapon cannot be disarmed, though surgery can remove it. Each natural weapon has a prime talent that comes with it.

**Chomp (Trait: Bite. Prime)** – *Piercing, Attack;* Major: Roll vs Physical on a foe in melee.

Spend X Bite Crits: X impaired foes are dazed, save ends.

**Claw Slash (Trait: Claw. Prime)** – *Slashing, Attack;* Major: Roll vs Physical on a foe in melee.

Spend X Claw Crits: Hit foes have X ongoing damage.

**Horn Toss (Trait: Horn. Prime)** – *Slashing, Attack;* Major: Roll vs Physical on a foe in melee.

Spend 2X Horn Edge or X Horn Crits: Slide the foe 2X squares.

**Tail Swipe (Trait: Tail. Prime)** – *Slashing, Attack;* ↓X, Major: Roll vs Physical on a foe in melee+X. X cannot be more than 1.

You may pick things up with your tail up to a quarter of your weight allowance. You can use your tail to grab at +1 reach, but with ↓1.

**Tongue Slap (Trait: Tongue. Prime)** – *Crushing, Attack;* Major: Roll vs Physical on a foe in melee.

Spend X Tongue Edge: Pull the foe X squares.

**Tusking (Trait: Tusk. Prime)** – *Crushing, Attack;* Major: Roll vs Physical on a foe in melee. +1 damage.

### Resist (Keyword) X

You gain X Soak against attacks of this keyword.

### Scent (Trait)

You are good at tracking using only your sense of smell.

**Scent Memory (Trait: Scent. Prime) –** Major, Examine a target or a trail of a target: You memorize the target's scent for later comparison. You can accurately remember up to Genius or Savvy scents of specific targets at one time.

**Scentsense (Trait: Scent. Tier 1) –** Perk: You gain scentsense.

### Soak X

Soak reduces damage by X, to a minimum of 1. Damage from Strikers can only be reduced to 2 by Soak.

### Skinny X

You are treated as X size categories smaller for the purposes of tight spaces and the number of squares you take up. Your height can instead be considered your length.

### Swimmer

Your body is well-suited to swimming.

**Aquatic (Trait: Swimmer. Prime) –** Perk: Gain ↑4X to all swimming checks, where X is your Swimmer Ranks.

**Swimming (Trait: Swimmer. Tier 1) –** Perk: You have a swim speed equal to your species' base speed.

### Voracious

By eating a meal, you can get some of the benefits of a long rest. Your action points reset, and you heal wounds and marks as if you slept in an inn equivalent to your current location.

### Vulnerable (Keyword) X

You take X additional damage per hit from attacks of this keyword.

### Weak (Keyword) X

You gain a -X species penalty to damage with melee weapons. This bonus is applied after determining success. This cannot reduce the damage below 1, or 2 for Strikers.

### Wings (1, 2, or 3)

Wings let you learn how to fly though the air. There are three types of wings, and each type offers a differing degree of control over flight. These are the talents available to species who have wings.

**Wing Boost (Trait: Wings. Prime 1) –** Perk: Gain ↑2X to all jump checks, where X is your Wing Ranks.

**Glide (Trait: Wings. Tier 1) –** Perk: You have learned how to use your wings, but can only glide. You have a glide speed equal to your species' base speed plus twice the number of additional Wings talents you have taken.

**Fly (Trait: Wings. Tier 2) –** Perk: You have learned how to use your wings to fly. You gain a fly speed of 1 less than your species' base speed plus the number of additional Wings talents you have taken.

**Hover (Trait: Wings. Tier 3) –** Perk: You have learned how to use your wings, and can now hover. You gain a hover speed of 2 less than your species' base speed.

## Starting Languages

These are the languages your character knows automatically, based on your cultural heritage. You can put skill ranks in Customs to learn more languages (see Customs (Empathy), page 82).

## Gender and Families in Aspect Prime

While the world of Annor is a fantasy world, we choose to have gender and families within that world as diverse as they are in ours.

Our real world scientists have made amazing discoveries regarding gender and family organization in nature, which has greatly expanded our understanding. It has been found that some types of mushrooms have thousands of genders. Many trees have both stamen and pistils. All clown fish start as male and then can choose to become female. Mushroom coral can change back and forth. Some female snakes and lizards can reproduce without males. In seahorses, males are the ones who become pregnant. Amphibians can change their gender based on environmental shifts. Some cuttlefish can change their gender presentation at will.

Same sex pairings have been seen in nearly every form of life including foxes, dolphins, swans, penguins, owls, salmon, pandas, frogs, weevils, dragonflies, fruit flies, crabs, spiders, octopi, wasps, moths, water striders, and even spiny-headed worms!

Family groupings vary wildly as well. Most ants and bees have queens that give birth to all of the others, while most of the colony is composed of infertile workers or soldiers that cannot have children. Many species such as salmon just deposit eggs and leave them to survive on their own. When octopi are born, they are immediately left to their own devices. Anglerfish females often have multiple males permanently attached to them for life.

In real life, gender is much more complex than just male and female, presenting instead a spectrum of gender roles and expressions.

Aspect Prime's world of Annor is filled with many different forms of magic. With magic, even more variations are possible, such as the Karablan who are unable to reproduce except with non-Karablan species, beings who are born out of spontaneous emotion, beings created by Fae rather than born to parents, and whatever else your imagination can bring to the table.

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# Celethi

Celethi are the eldest species. Long-lived and graceful, their arts and culture are elegantly refined. Most other species call them Elves (the term Elven is the closest most species can approximate pronouncing "Aulvyyn"). Most Celethi don't generally bother correcting them.

**Personality:** Celethi are long lived patient folk. They are polite and gentle people. Some might call them extravagant or arrogant.

**Relations:** Celethi get along well with most species, though they are particularly fond of Hyflind, who seem to share their affinity for natural beauty. They are not generally fond of Dweor mining habits, though Dweorn mines are nothing compared to the strip mining that most orcs employ.

**Celethi Lands:** Celethi prefer to integrate their culture and civilization into the untamed wilds. Their homes are often made of living plants, or built in a way to encourage the growth of natural plant matter. They are part of the wild.

**Religion:** The Celethi revere nature and animals, so often will worship the gods of those things. They tend not to have very structured religion, but rather prefer solitary or paired study and learning.

**Names:** Celethi names are lyrical and pleasant. Some example Celethi first names are Aiuna, Berian, Eliarra, Lelldian, Neyellin, Soraio. Some last names are Cera'itha, Eilo'ea, Dey'eldeia, Fel'arian.

**Adventures:** Celethi quest to mend the world, they are frequently a force for good. An able Celethi who sees a need will embark on adventure to right that wrong.

**Average Starting Age:** 120-150. Celethi start looking beyond their community for causes to aid in order to complete the Celethi training in their chosen profession.

**Gender and Family:** Celethi do not have gender in their culture or language, but some in mixed species environments have found they have preferences how their gender is regarded by other cultures. Celethi tend to desire to be with others who are more like themselves, so will often pair with another Celethi who shares the same preferences. Celethi will pair for as long as they share enough similarities to enjoy each other's company. This can be for their entire lives, or only for a few short decades.

Celethi can produce offspring from any pairing and can only reproduce intentionally. When Celethi have children, usually they are raised by the community, much like the Eumykin they often associate with. However, Celethi children must be cared for from birth, so they will usually stay with their birth parents most of their first 100 years.

## Aulvyyn

**Average Height:** 178cm or 5'10"

**Average Weight:** 80kg or 177lbs

**Creature Type:** Medium Natural Humanoid Celethi

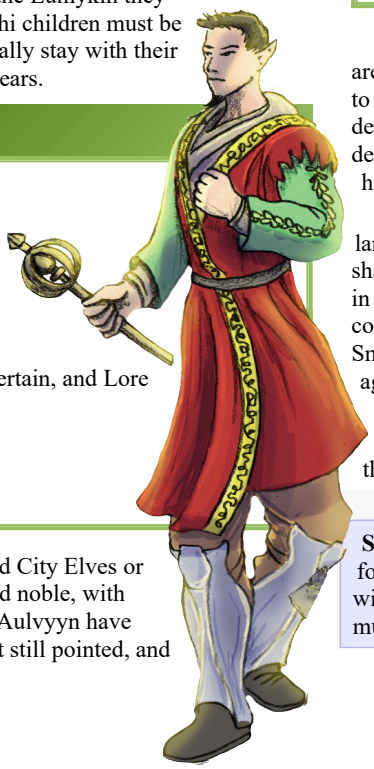
**Favored Ability:** Genius

**Skill Bonuses:** +1 to Customs, Entertain, and Lore

**Movement Forms:** 6 Ground

**Senses & Traits:** Infravison

**Languages:** Common, Celethi



**Physical Description:** Often called City Elves or High Elves, Aulvyyn are studious and noble, with striking features and delicate hands. Aulvyyn have shorter ears, more like a Human's but still pointed, and are very slender.

**Culture:** Aulvyyn are usually the Celethi seen in more refined cities. They are more social, as Celethi go. They sometimes work with non-Celethi societies in an effort to let others benefit from the Celethi ways. Aulvyyn are particularly patient, sometimes spending days in simple deep contemplation. Usually for Aulvyyn to leave home for an adventure, there must be a clear danger they must face or perhaps even avoid. Aulvyyn are not often known for their sense of adventure.

*Your mental discipline gives you the focus to make incisive strikes.*

**Scholar (Aulvyyn. Tier 1)** – *Stance, Agile;* Maneuver: your Arcane, Elemental, Tactics, and Customs gain Puncture 1 and ↑1.

## Lasvyyn

**Average Height:** 150cm or 4'11"

**Average Weight:** 42kg or 92lbs

**Creature Type:** Medium Natural Humanoid Celethi

**Favored Ability:** Savvy

**Skill Bonuses:** +1 to Nature, Nimble, and Shrewd

**Movement Forms:** 6 Ground

**Senses & Traits:** Infravison

**Languages:** Common, Celethi

**Physical Description:** Sometimes called Forest Elves, Lasvyyn are primal Celethi of the woods. They are short in stature compared to other Celethi, but their courage and resourcefulness cannot be denied. They build homes in the trees using wood that is already dead and have great reverence for nature, even for Celethi. Lasvyyn have a great affinity for animals and plants of all kinds.

**Culture:** The Lasvyyn are keenly attuned to nature, especially the larger flora. Their homes are built by guiding plants to grow into the shapes of the structures they intend, thus not needing to harm plants in any way while being able to live closely with the trees. Lasvyyn communities often are in contact with the local Fae (see Fae – The Small Gods, page 148), usually a mutually beneficial trade and aid agreement.

Many Lasvyyn practice *Celeth'ysl*, not consuming any plant or creature that is dead, but eating only partial fruit (so they can plant the seed with the rest of it), and products that do not harm animals.

*You focus on a foe, making it an easy target.*

**Seeker's Mark (Lasvyyn. Tier 1)** – *Stance;* Maneuver, Choose a foe you see: You gain ↑1 on rolls to attack that target. If you are within Dexterity squares of the target, you gain an additional ↑1. You must restart the stance to change targets.

## Lyyven

**Average Height:** 150cm or 4'11"

**Average Weight:** 42kg or 92lbs

**Creature Type:** Medium Natural Humanoid Celethi

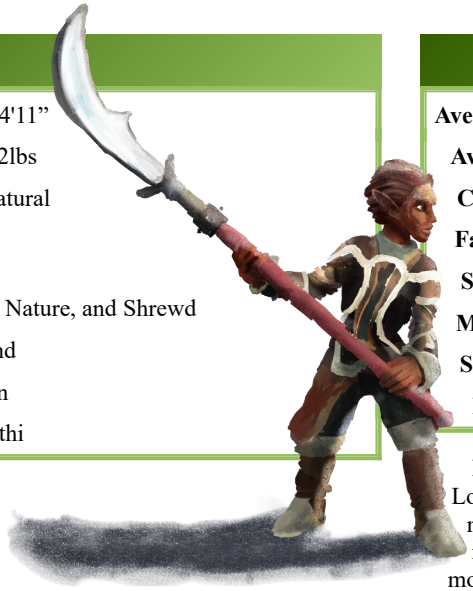
**Favored Ability:** Savvy

**Skill Bonuses:** +1 to Death, Nature, and Shrewd

**Movement Forms:** 6 Ground

**Senses & Traits:** Darkvision

**Languages:** Common, Celethi



**Physical Description:** Some call them Shadow Elves. Lyyven are Celethi of the deep places. Their nearest analog among the surface Celethi is the Forest Elves, and they share many physical characteristics including the medium length (about 4 inches) ear shapes and slightly less slender builds (for a Celethi). Lyyven naturally can control Shadow, so have a Skill Rank in Death.

**Culture:** In Lyyven culture, the bones of their family are used in decor and furniture making. Most Lyyven learn Shadow magic using the Elemental Power Source, so this helps empower them in their own homes.

*Your vision can pierce the darkness even in light.*

**Greater Darkvision (Lyyven. Tier 1)** – Perk: You can use Darkvision even when there is a light brighter than Soft in view.

## Tyylven

**Average Height:** 180cm or 5'11"

**Average Weight:** 73kg or 162lbs

**Creature Type:** Medium Natural Humanoid Celethi

**Favored Ability:** Empathy

**Skill Bonuses:** +1 to Charm, Nature, and Precision

**Movement Forms:** 6 Ground

**Senses & Traits:** Normal Vision, Fast 2

**Languages:** Common, Celethi

**Physical Description:** Sometimes called Mountain Elves or Longstrider Elves, the Tyylven are nomadic peoples of the sands, mountains, and rocky expanses. Long legs and sturdy limbs make them quite fast runners. Their ears tend to be longer and more swept than the pointed ears of other Celethi. They are lean and strong willed, having eked out a living in the harsh conditions of the deserts where there is little sustenance.

**Culture:** Tyylven have an innate urge to move and cannot stay in one place. Tyylven make bonds with larger creatures in order to be able to easily move their homes, some simply build their homes atop even larger creatures. One such settlement is Atilia, a town atop an immense ancient tortoise that wanders the Great Desert north of Velous in search of whatever turns up from beneath the dunes.

*The steady beat of your steps allows your allies to keep pace with you.*

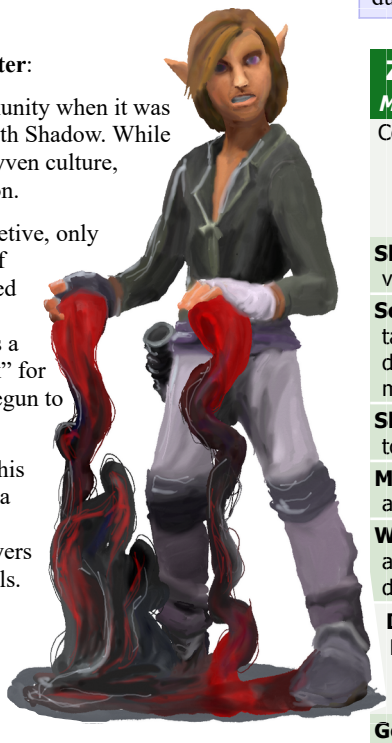
**Dune Dance (Tyylven. Tier 1)** – *Stance, Agile;* Maneuver: When you use a Basic Movement action, each ally you are adjacent to during that movement may move one square as a free action.

**Example Level 1 Celethi Character**:

Zaran was thrown out of his community when it was discovered he had made a Bond with Shadow. While Shadow magic is a core part of Lyyven culture, Supernatural magic is frowned upon.

Zaran has since kept his Bond secretive, only turning to Blood in the most dire of circumstances. This however has led Zaran to a fairly solitary life. He currently lives in Siathu and makes a living as a mercenary, doing "work" for the right amount of coin. He has begun to make a bit of a name for himself.

Zaran's most recent Contract with his Bond was to use Shadow to create a name for himself in Siathu. The contract was fulfilled when employers started seeking out his specific skills.



| **Zaran, Celethi Shadow Mage** | | | **Hero: Grade 3** |
|---|---|---|---|
| ***Medium Natural Humanoid Celethi*** | | | ***XPV: 30*** |
| Composure Pool: 9 – Striker: +1 damage on a hit / turn | | | SR 6 |
| Physical | Mental | Social | Speed: 6 |
| Brawn 2,0 | Genius 2,1 | Appeal 3,0 | Saves 6, ABCC |
| Dexterity 3,5 | Savvy 4,5 | Empathy 2,2 | AP: 1 |

**Shadow's Grasp** *(Death P) Fear, Shadow, Atk;* Major, ↓X dice: Roll vs Phy. on a foe in Melee X+2. Impaired targets are pulled X+1.

**Soul Drain** *(Death T3) Healing, Atk;* Major, You were adj. to the target your previous turn, the target is staggered, immobilized, or defeated: Roll vs Phy. If you deal Phy. wounds, you heal half that many Phy. wounds, to a max of your ranks in Death (3).

**Shadow Teleport** *(Death T4)* Maneuver: Teleport 2 to a square adj. to a foe you hit with a Death attack your previous action.

**Mind Fog** *(Death T4)* Spend 3 Death Edge: Impaired foes are dazed and weakened, save ends.

**Warlock's Welcome** *(Death T5) Stance, Healing;* Maneuver: When a foe moves or shifts to a square adj. to you, they take 1 physical dmg and you heal 1 physical composure.

**Death ABCC** *(Blood / turn: 3);* Craft AA, Customs A, Lore AA, Nature AB, Nimble AAB, Perception ABCC, Precision AAA, Shrewd B, Stealth BCC, Tactics AAAA, Trickery AC, Vigilance AABC, (Appeal AAA, Brawn AA); Darkvision; Languages: Common, Elven

**Gear:** Shadowy (Death 2), Sharp Senses (Perception 2), Soft Shoes (Stealth 2), Handy Bag of Tricks (Vigilance 1, Trickery 1), 48gp

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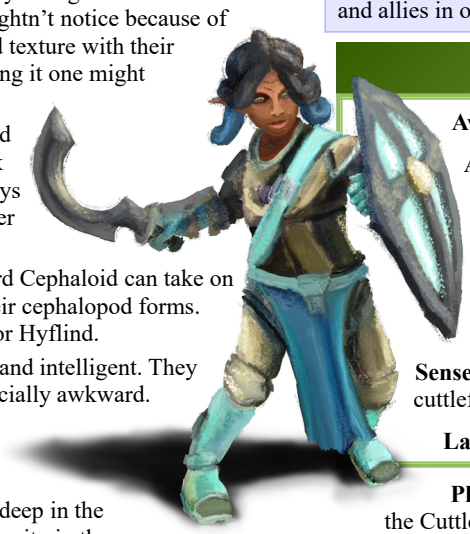
# Cephaloid

Cephaloid are from the undersea realm of Kel-Sir. They are cephalopods who have gained the ability to take Humanoid form. Cephaloid can change their shape from their typical Humanoid form to a smaller cephalopod form. Cephaloid choose their Humanoid form in early adolescence, locking in by the age of 12. Their "hair" is actually their tentacles, though one mightn't notice because of their ability to even create patterns and texture with their chromatophores and skin. Even touching it one might assume they just have very soft hair.



Humanoid forms of Cephaloid raised in Kel-Sir's hidden realm will not look very similar to other Humanoids, always having the cephalopod eyes and simpler pointed "ears" that are actually fins.

Humanoid forms of Common Accord Cephaloid can take on rounded pupils rather than those of their cephalopod forms. These are easily mistaken for Celethi or Hyflind.

**Personality**: Cephaloid are curious and intelligent. They are often solitary, so are sometimes socially awkward.

**Relations**: Cephaloid are newcomers to the Common Accord. Descendants of Kel-Sir's followers, they had spent most of their existence deep in the ocean in Kel-Sir's hidden realm. As a rarity in the Common Accord, the Cephaloid are still seen as outsiders.

**Cephaloid Lands**: Cephaloid are from the realm of Kel-Sir, deep in the sea. Cephaloid who have come to the realms of the Common Accord are quite rare.

**Religion**: Cephaloid often revere Kel-Sir, the term worship does not exactly apply here. Cephaloid simultaneously consider Kel-Sir their ancestor and wisest living kin. They will listen to what she says, but they have no organized religion around Kel-Sir.

**Names**: Cephaloid names tend to have very few consonants and have multiple vowel sounds in a row. Veeana, Ooly, Aeonio, Nooae, Ootaino, Vebaae, Jiiniao, Naaojaa are some examples. Cephaloid who wish to blend in with the Common Accord to avoid discrimination will often take Celethi or Hyflind nicknames.

**Adventures**: Usually Cephaloid will adventure to satisfy their own curiosity about the world.

**Average Starting Age**: 14-200. Cephaloid are usually not fully able to master their morphing into Humanoid forms and breathing air until around 14, so don't start adventuring until then.

Cephaloid have never been known to die of old age. The sea is exceedingly dangerous, and most Cephaloid die of predation. The oldest known Cephaloid is over 800 years old, though she admits she lost track of the exact year of her birth.

**Gender and Family:** Cephaloid express their gender identity however they like, because they choose their own forms. Their families are generally polyamorous, not so much pairing up, but finding others they adore and banding together as a family.

## Ink

Cephaloid have the ability to squirt ink with tremendous force. They can use this skill in both Humanoid or Cephalopod form. The ink is expelled from ink sacs between their gills, consequently approximately where their mouth and nose are in Humanoid form. Cephaloid ink evaporates after an hour and is water soluble.

*You blast stinging ink into your foes' eyes in self-defense.*

**Ink Blast (Trait: Ink. Prime)** – *Crushing or Slicing, Water, Attack;* Major, ↓X dice: Roll vs Physical on an Area X+1.

*Your ink irritates the senses of your foes, make it difficult to strike you.*

**Neuroxide Ink (Trait: Ink. Tier 1)** – *Stance;* Full: Whenever you deal Ink or Water damage to a foe, they are numbed, save ends.

*Your ink is not just a liquid, but can take semi-solid form.*

**Pseudomorph (Trait: Ink. Tier 1)** – Spend 3X Physical Edge: You and allies in or adjacent to the area gain X Soak for one turn.

## Cuttle Cephaloid

**Average Height:** 86cm or 2'10"

**Average Weight:** 9kg or 20lbs

**Creature Type:** Small Natural Humanoid Cephaloid

**Favored Ability:** Appeal

**Skill Bonuses:** +1 Stealth and Ink

**Movement Forms:** 5 Ground (5 Swim as cuttlefish)

**Senses & Traits:** Dark vision, Skinny 1, Morph to Tiny cuttlefish with Skinny 2 and Gills

**Languages:** Common, Cephalopod

**Physical Description:** Due to advanced chromatophores, the Cuttle Cephaloid can color shift while in Humanoid form, giving them a stealth advantage. Cuttle Cephaloid ink is brown. The natural cuttlefish pupil shape is a sort of squashed W.

## Octoid Cephaloid

**Average Height:** 150cm or 5'1"

**Average Weight:** 61kg or 135lbs

**Creature Type:** Medium Natural Humanoid Cephaloid

**Favored Ability:** Appeal

**Skill Bonuses:** +1 Nimble and Ink

**Movement Forms:** 6 Ground (6 Swim as octopus)

**Senses & Traits:** Dark vision, Skinny 1, Morph to Small octopus with Skinny 2 and Gills

**Languages:** Common, Cephalopod

**Physical Description:** Octoid Cephaloid ink is black. The natural pupil shape for an octopus is a horizontal rectangle.

## Squid Cephaloid

**Average Height:** 100cm or 3'0"

**Average Weight:** 11kg or 25lbs

**Creature Type:** Small Natural Humanoid Cephaloid

**Favored Ability:** Appeal

**Skill Bonuses:** +1 Athletics and Ink

**Movement Forms:** 5 Ground (5 Swim as squid)

**Senses & Traits:** Infrared Vision, Skinny 1, Morph to Tiny squid with Skinny 2 and Gills

**Languages:** Common, Cephalopod

**Physical Description:** Squid Cephaloid ink is a bluish-black. The natural pupil shape for a squid is round, as with most Humanoids.

***Note: See Ibba, page 64, for an example Cephaloid character.***

# Dweor

Dweor are members of a stout, proud species. They love gems and precious metal and are expert crafters.

**Personality:** Dweor are sturdy and resilient in all ways, with the patience that comes from long lives. However, their culture is gruff and not given to pandering. They tend to be practical folk.

**Relations:** Dweor get along with peaceful species, but are proud and have no tolerance for trespassers infringing on their territories.

**Dweorn Lands:** Dweor are mountain-dwellers whose mines are legendary. Dweor live either in encampments near the mines they work, or massive underground complexes.

**Religion:** Dweor worship gods of earth and crafting. Herulok, Mereth, and Eldar are common preferences.

**Names:** Dweorn first names are strong and sturdy and their last names tend to contain references to their earthbound heritage. Some Dweorn male first names are Doran, Nogget, Sardon, Thorston. Some Dweorn female first names are Corrin, Flanian, Soroi, Zannin. Some Dweorn last names are Granitenoggin, Ironshield, Stonethrow.

**Adventures:** Most Dweor will go adventuring for their clan or to protect their lands. Adventuring is a tradition for Dweor. Much Dweorn lore speaks of heroic adventures had by Dweorn ancestors.

**Average Starting Age:** 76-90. Dweor tend to send their local champions to adventure. These are the ones who have risen to the top and are ready for the next challenge. They look forward to making their mark on Dweorn history.

**Gender and Family:** Dweor pair for life and do not consider ability to bear children a requirement for a pairing. Dweor pairings usually involve one masculine and one feminine Dweor, regardless of gender. There are other types of expression amongst the Dweor, but they are not always recognized by their cultures.

Dweor childbearing and child-rearing are considered two separate things. Each pairing may be interested in one more than another, so adoption is very common among the Dweor. All Dweor can grow beards, though beards on Dweor children is highly uncommon.

*Standing amidst your allies, nothing can stop you.*

**In The Fray (Dweor. Tier 1)** – *Stance, Stable;* Maneuver: ↑X to melee attack rolls, where X is how many allies are adjacent to you.

*All the barbs of the infernal realm could not move you from this place.*

**Stand Your Ground (Dweor. Tier 1)** – *Stance, Stable;* Maneuver: You are immobilized. Reduce forced movement used against you by 2. Next time you are hit, gain Soak 2 for one turn.

**Example Level 1 Mountain Dweorn Character**:

| **Thorston, Dweorn Vanguard** | | | **Hero: Grade 3** |
|---|---|---|---|
| ***Medium Natural Humanoid Dweor*** | | | ***XPV: 30*** |
| Composure Pool: 9 – Striker: +1 damage on a hit / turn | | | SR 6 |
| Physical | Mental | Social | Speed: 5 |
| Brawn 4,5 | Genius 3,5 | Appeal 3,0 | Saves 6, ABCC |
| Dexterity 2,0 | Savvy 3,2 | Empathy 2,0 | AP: 1 |

**Inspiring Strike** *(Vanguard P) Atk;* Major, Weapon, ↓X dice: Roll vs Phy. on a foe in Melee. Allies get ↑X+2 on hit foes for one turn.

**Ranger's Focus** *(Vanguard T4) Atk;* Free, Weapon or Shield: Vanguard Ranks (3) vs Phy. on foes in an adj. Area 2 *(Do not roll).*

**Storm of Strikes** *(Vanguard T5) Atk;* Full, Weapon, ↓2X Vanguard dice: Roll vs Phy. on a foe in Melee, making X+4 attacks. ½ dmg and 0 Edge each hit. If 3 or more hit, the target is staggered, save ends.

**Paralyze** *(Vanguard T3)* 7E: Impaired foes are staggered and immobilized, save ends.

*Putting your shoulders into it, you charge headlong into your foe.*

**Toppling Charge (Dweor. Tier 1)** – *Martial, Attack;* Major, Weapon, you moved at least 1+X squares this turn: Roll vs Physical on a foe in Melee. Impaired foes are pushed X. If X is greater than 2, they are also knocked prone.

## Deep Dweor

**Average Height:** 114cm or 3'9"

**Average Weight:** 56kg or 123lbs

**Creature Type:** Medium Natural Humanoid Dweor

**Favored Ability:** Genius

**Skill Bonuses:** +1 to Craft, Shrewd, and Vigilance

**Movement Forms:** 5 Ground

**Senses & Traits:** Darkvision, Resist (Poison 2)

**Languages:** Common, Dweorn

**Physical Description:** The Deep Dweor are smaller and more compact than their mountain-dwelling cousins. Used to working deep underground, they are extremely durable, with skin the color and texture of stone. Most mature deep Dweor have beards, ranging from dark ragged beards to softer, smooth beards.

## Mountain Dweor

**Average Height:** 118cm or 4'0"

**Average Weight:** 55kg or 121lbs

**Creature Type:** Medium Natural Humanoid Dweor

**Favored Ability:** Brawn

**Skill Bonuses:** +1 to Craft, and Vigilance

**Movement Forms:** 5 Ground

**Senses & Traits:** Darkvision, Soak 1, Resist (Poison 2)

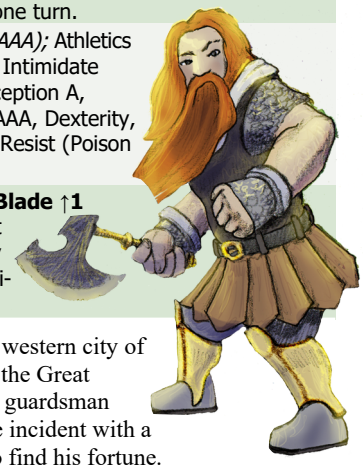
**Languages:** Common, Dweorn

**Physical Description:** Mountain Dweor have shoulders are nearly as wide as the Dweor is tall. Not all grow beards, but ones who do wear long beards. Beards are decorated with braids or trinkets in some clans, or with dirt, mud, and bits of recent meals in other clans.

**Stand Your Ground** *(Dweor T1) Stance, Stable;* Maneuver: You are immobilized. Reduce forced movement used against you by 2. Next time you are hit, gain Soak 2 for one turn.

**Vanguard ABCC** *(Stunt Bonus: +AAA);* Athletics ABCC, Craft BCC, Durability ABBC, Intimidate AAAB, Lore AAB, Nature AAA, Perception A, Tactics A, Vigilance AAC, (Appeal AAA, Dexterity, Empathy AA); Darkvision, Soak 1, Resist (Poison 2); Languages: Common, Dweorn

**Gear:** Battleaxe (2pt) **1H Heavy Blade ↑1 Vanguard** (Vanguard 2), Support Belt (Athletics 2), Burly (Durability 2), Travel Book (Customs 1), Multi-tool (Craft 1), 48gp



Thorston Stonechin hails from the western city of Velous, at the cliffs on the edge of the Great Desert. He was trained to be a city guardsman there, but following an unfortunate incident with a superior has ventured to the east to find his fortune.

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# Elysian

Elysians are refugees from a world obliterated by The Calamity. There are very few Elysians in existence, as the vast majority perished.

**Personality:** Elysians feel deeply, their very emotions often having tangible real-world effects.

**Relations:** The Common Accord is grateful for the aid lent by the Elysians in ages past, though some blame the Calamity on the arrival of the Elysians. Elysians are considered part of the Accord, though they never were officially added to it. Elysians have a strong enmity against worshipers of Norokk.

**Elysian Lands:** Elysians no longer have a home of their own.

**Religion:** Nearly all Elysians revere Alune, Solara, or both.

**Names:** Elysians have names unique to themselves. Some example Elysian names are Agmael, Belqiel, Chobol, Dalqun, Malaphon, N'Sumah, Temzir, Vudil, Zirut.

Elysians always hear their name when spoken intentionally, even across vast distances. The Elysian may attempt a Lore check to identify the speaker.

**Adventures:** Elysians are driven to adventure by emotions. Justice, anger, sorrow, and love are often strong motivators.

**Average Starting Age:** Elysians don't generally leave their family until they are an adult, which could be from 3 to 40 years, depending on how large their family is.

**Gender and Family:** On Elysia, the Elysian family varied from a single Elysian to hundreds. Families in Elysian culture are about deep emotional connection. On Annor, the rarity of Elysians is such that families of more than half a dozen are unheard of.

Elysians are born of intense emotions, usually from the joy of Elysians bonding together in love or from the sorrow from the death of someone they loved. The process looks much like a slowly growing orb of light that follows its parents about and usually takes anywhere from one to five years from inception to glimmer. The more Elysian parents of a child, the faster the creation of the Elysian child, as life experience of each parent is what nurtures and forms an Elysian child. When the orb matures, the Elysian bursts forth in adolescent form in a flash of light and energy called a glimmer. The subspecies, gender, and even name of an Elysian is unknown until they glimmer.

*Distantly, you hear your name and more.*

**I Am Named (Elysian. Tier 1)** – *Perk;* Whenever your name is spoken outside of your hearing range, roll A dice equal to your Savvy. You hear additional subsequent words in that sentence equal to success, but only those that are spoken with the same thought.

## Erelim

**Average Height:** 155cm or 5'0"

**Average Weight:** 93kg or 205lbs

**Creature Type:** Medium Magical Humanoid Elysian

**Favored Ability:** Appeal

**Skill Bonuses:** +1 to Charm, and +1 Social Rank

**Movement Forms:** 5 Ground

**Senses & Traits:** -1 Base Speed, Wings 3, Invulnerable Radiant

**Languages:** Common, Angelic

**Physical Description:** Erelim are angelic humanoids with feathery wings. They mostly look like small humans with wings.

## Ishim

**Average Height:** 112cm or 3'8"

**Average Weight:** 23kg or 50lbs

**Creature Type:** Small Magical Humanoid Elysian

**Favored Ability:** Savvy

**Skill Bonuses:** +1 to Air, Fire

**Movement Forms:** 5 Ground

**Senses & Traits:** Invulnerable Cold, Resist Fire 1

**Languages:** Common, Angelic

**Physical Description:** Ishim are humanoids formed of glowing ice, and snow, and fire. They are at once cold and burning.

**Example Level 1 Erelim Character**:

| **Riala, Alune's Scion** | | | **Hero: Grade 3** |
|---|---|---|---|
| ***Medium Magical Humanoid (Elysian)*** | | | ***XPV: 30*** |
| Composure Pool: 9 – Leader: ↑1 (ea adj or 1 ally) / turn | | | SR 5 |
| Physical | Mental | Social | Speed: 5 |
| Brawn 2,1 | Genius 3,3 | Appeal 3,5 | Saves ABCC |
| Dexterity 4,4 | Savvy 2,2 | Empathy 2,0 | AP: 0 |

**Torrent** *(Water P) Crushing, or Slicing, Atk;* Major, ↓X dice: Move 1. Roll vs Phy. on foes in an Area X+1.

**Undertow** *(Water T3)* 2E: Impaired foes are knocked prone.

**Ice Shield** *(Water T4)* Quick, Lock ↓X and you are slowed X until your next turn ends: Gain X Cold E and Soak X on an attack that hit you.

**Soothing Renewal** *(Water T5)* Maneuver, Spend 3X Water Edge or X Water Crits: You and each ally within 1 RI are healed X wounds.

**Healing Mists** *(Water T4) Healing;* Maneuver: Roll Water dice. You and each ally in Melee are healed composure equal to the least of the successes rolled and your ranks in Water (3).

**Water ABCC** *(Max Favor: ↑6, Max Retribution: 3C);* Athletics AB, Charm ABB, Craft ABC, Durability A, Entertain BCC, Intimidate A, Leadership AAA, Lore AAA, Nature AAA, Nimble ABBC, Perception AA, Precision AAAA, Stealth AAAA, Tactics AA, Vigilance BB, (Empathy AA); Wings 3, Invuln Radiant; Languages: Common, Angelic

**Gear:** Blade of Alune (2pts) **2H Heavy Blade Water ↑2** (Water 2), Soft Boots (Nimble 1), Steady Hand (Craft 1), Preparation (Vigilance 2), Dancing Ribbons (Entertain 2)

As Riala's mother Finaea mourned the death of her people in the Calamity, Riala was born as a pale blue orb of light. In the battles for Prax against the subsequent Infernal invasion, Finaea was slain over the Sea of Val. Adrift and alone, Riala's orb sought its own kind.

Riala's orb wandered the sea for three hundred years before arriving in Skevin. Sadly, no Elysians were to be found. It was another twenty years before an Elysian arrived and recognized Riala's orb for what it was. He then took it under his wing and home to his family in Siathu.

# Eumykin

Eumykin are sentient fungi created by the goddess Tariana. Rarely found outside of deep forests or caverns, they dislike direct sunlight. Eumykin can somewhat change their shape at will. Eumykin can have a broad cap to glide, can form a tongue weapon, or can slim down to fit through narrow passageways.

**Personality:** Eumykin are often curious, bold, and creative. Eumykin often have a strong sense of empathy due to their early life.

**Relations:** Eumykin are treated with respect by the Dweor, who have trade relations with them. Eumykin of the forests are respected by the Celethi. Most other species know very little of the Eumykin.

**Eumykin Lands:** Eumykin lands are in ancient forests or deep underground, some also in the more shadowed parts of Underside. A particularly large colony thrives deep underneath Vortex.

**Religion:** Eumykin are often followers of Herulok due to their associations with Dweor, or Tariana, as she created the Eumykin.

**Names:** Eumykin have flippant names. Ibblepek, Ledynik, Jibb, Geppa, Fabed, etc. Eumykin invent their own names upon gleaning.

**Adventures:** Eumykin adventure to escape to somewhere new.

**Average Starting Age:** 10-70. In their early development, Eumykin are grown in mycelium fields, attached to one place and immobile. It is not until around 10 years that they finally glean and gain mobility and the ability to communicate. Up until 10, they do progress mentally, so often a Eumykin will begin adventuring just to get away from where they have been stuck their life thus far.

**Gender and Family:** As fungus, Eumykin do not experience gender as most other species do, instead they have many thousands of different genders. Eumykin prefer eumy/eum/eumys pronouns, but often begrudgingly accept they/them/theirs when with other species for simplicity. Eumykin settlements crop up around mycelium fields where they spray their spores and the entire group is one family. As such, it is impossible to know a Eumykin's specific parentage.

*You can change shape to suit the situation.*

**Fungomorph (Trait: Eumykin. Prime)** – *Stance;* Major, Gain one of the following traits: Fast 1, Skinny 1, Tongue Weapon, Wings 1

*You quickly fold in your mantle, enough that you can still fit through.*

**Greater Fungomorphisis (Trait: Eumykin. Tier 1)** – Perk: You can Fungomorph as a Maneuver and either choose two of the traits at once or use a second Stance.

## Agaric Eumykin

**Average Height:** 175cm or 5'10"

**Average Weight:** 30kg or 66lbs

**Creature Type:** Medium Natural Humanoid Fungus

**Favored Ability:** Empathy

**Skill Bonuses:** +1 to Customs and Nimble

**Movement Forms:** 7 Ground

**Senses & Traits:** Infravision, Weak 1

**Languages:** Common, Eumykin

**Physical Description:** Agaric Eumykin are softer and faster, with brightly colored caps.

## Bolete Eumykin

**Average Height:** 4.0m or 13'4"

**Average Weight:** 113kg or 250lbs

**Creature Type:** Large Natural Humanoid Fungus

**Favored Ability:** Empathy

**Skill Bonuses:** +1 to Customs and Nimble

**Movement Forms:** 6 Ground

**Senses & Traits:** Infravision, Mighty 1

**Languages:** Common, Eumykin

**Physical Description:** Bolete Eumykin have tan or brown caps. They slower, but have stronger fiber.

**Example Level 1 Eumykin Character**:

| **Jibattap, Reality Artist** | | | **Hero: Grade 3** |
|---|---|---|---|
| ***Medium Natural Humanoid Fungus*** | | | ***XPV: 30*** |
| Composure Pool: 9 – Leader: ↑1 (ea adj or 1 ally) / turn | | | SR 6 |
| Physical | Mental | Social | Speed: 7 |
| Brawn 3,3 | Genius 4,5 | Appeal 2,0 | Saves 6, ABCC |
| Dexterity 2,2 | Savvy 3,0 | Empathy 3,5 | AP: 1 |

**Energy Bolt** *(Evocation P) Cold, Fire, or Lightning, Atk;* Major, ↓X dice: Roll vs Phy. on a foe in X+2 RIs.

**Boon** *(Evocation T1) Chaos;* Maneuver: Random.
**1 Heart**: Heal AAA dice composure to you or an adj. ally.
**2 Hand**: ↑your next roll by 3 dice.
**3 Lung**: Heal 1 composure and make a save with a +3 bonus.
**4 Foot**: You may shift 4 squares.
**5 Mind**: Gain 2 Soak for one turn.
**6 Muscle**: +3 to dmg for one turn.

**Curved Bolt** *(Evocation T3) Modifier;* Maneuver, ↓2X+2 dice: Your roll targets a Chain 3X+4. This attack ignores cover.

**Jaunty Step** *(Evocation T3) Chaos, Teleport, Movement;* Major: Choose a direction, roll Evocation. Teleport to the furthest unoccupied square in that direction up to the lesser of Success & Edge sq away.

**Wild Warp** *(Evocation T5) Chaos;* Spend a Crit or 3 Evocation Edge: Roll a Boon. *(or Weirdnesses if purchased).*

**Fungomorph** *(Eumykin P) Stance;* Major, Choose one of the following forms: Fast 1, Skinny 1, Tongue Weapon, Wings 1

**Evocation ABCC** ***(Max Favor: ↑6, Max Retribution: 3C);*** Athletics ABC, Craft ABBC, Customs BCC, Durability A, Intimidate A, Lore AAAA, Nature AAAA, Nimble AC, Precision AB, Shrewd AAA, Stealth AA, Trickery AAA, (Appeal AA, Savvy AAA); Infravision, **Weak 1**, Languages: Common, Eumykin

**Gear:** Paintbrush (Evocation 2), Belt (Athletics 2), Curious & Bold (Customs 2), Paintbrush (Craft 1), Light Clothes (Nimble 1), 48gp

As a little primordium growing in the mycelium field, Jibattap witnessed the destruction of eumys village and most of the others growing with eum. Jibattap was the last of the colony to glean. When Jibattap gleaned, there were no Eumykin remaining to aid eum, so Jibattap has had to make eumys own way in the world. Eumy has ventured into the world to find eumys only family, the other spawn from Jibattap's colony.

The last to glean before Jibattap was Dellitint, who, before leaving, expressed a desire to see the waterways of the great city Telvad on the Falls. So that is where Jibattap is headed.

From the little Jibattap was able to watch eumys colony worshiping the various gods before it was destroyed, Jibattap became an ardent follower of Eldar. Eumy now uses eumys creativity to bring unique magic to life through Eldar and a paintbrush. Jibattap uses painting to calm eumyself and as a way to escape from grim realities and create a much better reality.

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# Fae-kin

Fae-kin are Humanoids with animal traits. They are either born or made, always through Fae contact (see Fae – The Small Gods, page 148 for more information). Sometimes the Fae has a purpose for this bestowal (like Merlin), other times the Fae is unintelligent and grants no purpose, or the purpose is lost as the Fae disappears before the purpose can be realized.

Fae-kin that are born as Fae-kin can be born to a Humanoid couple (very rare); to a mixed Fae/Humanoid pairing (uncommon); or to an animal pairing signifying that Fae (most common). Some born Fae-kin do not know their own heritage, however, or are orphaned or abandoned at an early age. Other Fae-kin are not born that way, but transformed later in life as the patron Fae decides to bestow their touch either as a curse or a boon.

Fae-kin are Humanoid with some or many of the physical traits of their Fae patron. The physical traits are always very obvious unless the character attempts to hide their traits, even a passing glance would make it very obvious to the viewer that this character is Fae-kin. Fae-kin gain species Bonus Skill Ranks that reflect their heritage, and may gain natural weapons and forms of movement.

**Personality:** Fae-kin tend to take on personality traits of the animals they gain physical traits of. For example, Catkin tend to be social and somewhat finicky.

**Relations:** Fae-kin are tolerated as outsiders in more civilized societies, ones where the various Common Accord (see page 12) have mostly integrated. More homogeneous cultures fear, shun, or sometimes even revere them.

**Fae-kin Lands:** Fae-kin have no lands of their own. They are spread thinly across the world, and do not occur in great concentration in any specific part of the world.

**Religion:** Fae-kin have no society of their own, and thus will often take on the religion of those around them, if any. In areas of high population, like large cities, Fae-kin form their own communities including other minorities.

**Language:** Fae-kin speak the languages they are born to, usually Common and the language of their animal type. Because of their physical characteristics, they often have a bit of an accent in both languages.

**Names:** Fae-kin are often given names by the Fae who created them. Otherwise they will most likely be named by whatever Humanoids first encounter them.

**Adventures:** Fae-kin often adventure simply because that is literally what they were born to do. They may go on a quest to learn their purpose, leave their home in search of their own kind, or simply run away from their home.

Fae-kin are naturally restless, often feeling like they don't fit in, starting at a very early age. This is a large part of the reason that it is more common to find Fae-kin adventurers than adventurers of any of the other species groups.

**Average Starting Age:** 10-20. This is the age when the Fae-kin usually finally fully understands how different they are, or perhaps is told of their purpose, or even spurns their mentor.

**Gender and Family:** Fae-kin gender and families vary as wildly as their animal species. Because of their unusual heritage, Fae-kin families are often chosen, not based on heritage.

Because Fae-kin are treated as unusual, they tend to be much more introspective. This means that their gender and family pairing types will not reflect that of the society they dwell in, as they tend to have no traditions that hold them back or that they hold others to.

## Fae-kin Species Traits

The species traits for Fae-kin are based on two things: the animal type, and the size of the Fae-kin.

**Size:** The size of a Fae-kin varies between small, medium, or large. Generally, if the animal type is small or smaller, the size of the Fae-kin is small or medium, if the animal type is large or larger, the size of the Fae-kin is large, otherwise it is medium.

**Movement:** The base animal type determines the species speed modifier for movement. Other modes of locomotion from the character's animal type (such as fly, swim, climb, dig, etc.) may be taken as species talents.

**Natural Attacks:** If the creature has any simple natural attacks, you may purchase proficiency with talents, though you can use them to make basic melee attacks without proficiency, but you will get none of the weapon's bonuses.

**Bonus Skill Ranks and Favored Ability Score:** Identical to the base creature type's Bonus Skill Ranks and favored ability score.

**Languages:** Common + Animal type. Animal languages are grouped by family. For instance a Foxkin will know canine, a general language common to vulpines and canines. Though animals have communication skills that are limited by their intelligence, this is not a failing of animal languages themselves. A Fae who is intelligent can have a complex conversation with a Fae-kin of the same animal type using an animal language.

**Darkvision, etc.:** The Fae-kin creature has all extrasensory abilities of the animal and Humanoid type, such as darkvision, blindsense, low-light vision, keen scent, etc.

*Suddenly there's a house cat standing where you were.*

**Fae Shift (Fae-kin. Tier 1)** – *Stance, Transformation;* Major: You polymorph into your base animal type and size.

While transformed with Fae Shift, your have the same fur, scale, or feather markings as when you are not transformed.

## Bearkin

**Average Height:** 2.4m or 8'0"

**Average Weight:** 238kg or 525lbs

**Creature Type:** Large Supernatural Humanoid Fae

**Favored Ability:** Brawn

**Skill Bonuses:** +1 to Customs and Durability

**Movement Forms:** 7 Ground

**Senses & Traits:** Normal Vision, Climber 1, Bite Weapon, Claw Weapon, Scent

**Languages:** Common, Bear

**Physical Description:** Bearkin are Humanoid bears. They have thick fur and short snouts, and relatively short limbs. Their large size makes them stick out in a crowd. Bearkin have the claws of their animal heritage, but must learn how to make the best use of them. Their coloration is based on their patron Fae.

*Each strike hitting you only makes you more resilient to subsequent blows.*

**Ursine Resilience (Bearkin. Tier 1)** – *Stance;* Maneuver:

You take Brawn or more damage in one hit: You gain Soak X for one turn where X is your Brawn - 2.

*Have you ever tried to push a bear?*

**Ursine Stability (Bearkin. Tier 1)** – Perk: Whenever you would be pushed, pulled, or slid, reduce that movement by 1 *(minimum 1)*.

## Birdkin

**Average Height:** 117cm to 2.2m or 3'10" to 7'4"

**Average Weight:** 20 to 88kg or 45 to 195lbs

**Creature Type:** Medium Supernatural Humanoid Fae

**Favored Ability:** Empathy

**Skill Bonuses:** +1 to Tactics

**Movement Forms:** 6 Ground

**Senses & Traits:** Darkvision, Wings 2 and Choose one: Bite weapon, Claws 1, Fast 1, Swimmer, or Wings 3 (instead of 2)

**Languages:** Common, Avian

**Physical Description:** Birdkin are feathered with wings and beaks. They come in numerous varieties, but are all lightweight.

*You focus your most horrifying screech at a foe,*

**Avian Screech (Birdkin. Tier 1)** – *Sonic, Attack;* Major, ↓X dice: Roll vs Mental on a foe in X range increments.

Spend 2 Edge: Impaired foes are dazed, save ends.

## Boarkin

**Average Height:** 124cm or 4'1"

**Average Weight:** 97kg or 215lbs

**Creature Type:** Medium Supernatural Humanoid Fae

**Favored Ability:** Appeal

**Skill Bonuses:** +1 to Athletics and Durability

**Movement Forms:** 6 Ground

**Senses & Traits:** Normal vision, Soak 1, Tusk Weapon (males), Scent (females)

**Languages:** Common, Pig

**Physical Description:** Boarkin are Humanoid boars. The males have massive tusks. Their feet are hooved and digitigrade like natural boars, they have short tufted tails, and they are covered in coarse fur.

*You use your tremendous leverage to toss your foes to the side.*

**Bodily Toss (Boarkin. Tier 1)** – *Attack;* Major: Roll vs Physical in an adjacent Line 2.

Spend X Edge: Push hit foes X squares.

## Catkin

**Average Height:** 96cm or 3'2"

**Average Weight:** 12kg or 27lbs

**Creature Type:** Small Supernatural Humanoid Fae

**Favored Ability:** Dexterity

**Skill Bonuses:** +1 to Perception and Precision

**Movement Forms:** 5 Ground

**Senses & Traits:** Infravison, Claw Weapon, Fast 1

**Languages:** Common, Cat

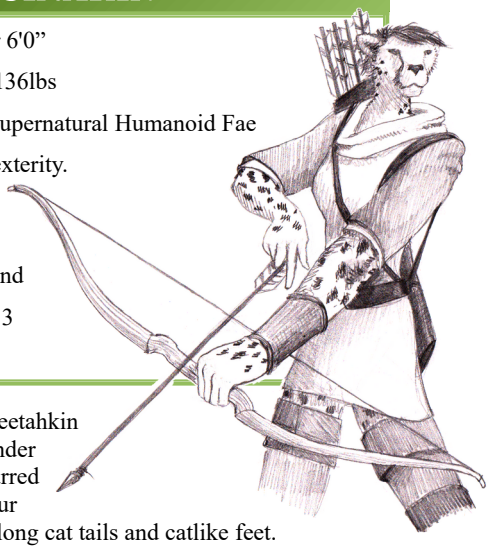
**Physical Description:** Catkin are Humanoid cats. They have human-like facial features and cat ears as well as the head hair of their Humanoid heritage. Their fur has markings that are typical to domesticated cats (calico, tabby, etc). They have long cat tails but very Humanoid feet.

***Note: See Tananda, page 70, for an example Catkin character.***

*You just naturally contort and utilize angular momentum for a safe landing.*

**Graceful Landing (Catkin. Tier 1)** – Perk: Treat falls as if they were 4 squares shorter.

## Cheetahkin



**Average Height:** 182cm or 6'0"

**Average Weight:** 61kg or 136lbs

**Creature Type:** Medium Supernatural Humanoid Fae

**Favored Ability Score:** Dexterity.

**Bonus Skill Ranks:** +1 to Nimble

**Movement Forms:** 7 Ground

**Traits:** Normal vision, fast 3

**Languages:** Common, Cat

**Physical Description:** Cheetahkin have powerful limbs and slender bodies. They have cat-like furred faces and yellow and white fur with black spots. They have long cat tails and catlike feet.

*You slide underneath your foe's strike, now poised perfectly for a pounce.*

**Graceful Vigilance (Cheetahkin. Tier 1)** – *Stance;* Maneuver:

Free, a foe misses you with a melee attack: Shift one square and ↑1 to your next roll.

## Foxkin

**Average Height:** 170cm 5'7"

**Average Weight:** 70kg or 155lbs

**Creature Type:** Medium Supernatural Humanoid Fae

**Favored Ability:** Savvy

**Skill Bonuses:** +1 to Nature and Trickery

**Movement Forms:** 6 Ground

**Senses & Traits:** Normal Vision, Bite Weapon, Fast 2, Scent

**Languages:** Common, Canine

**Physical Description:** Foxkin are Humanoid foxes with snouts and fur. Their fur can be orange, red, or gray, often with black or white highlights on the tips of their tails, ears, and feet and hands. They have a wiry build and walk on the toes of their long feet.

***Note: See Flevin, page 46, for an example Foxkin character.***

*You anticipate and capitalize on your foe's failings.*

**Foxkin Cunning (Foxkin. Tier 1)** – *Stance, Vocal;* Free x2:

Free, a foe misses you with a melee attack: Roll vs Social on the foe.

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## Lionkin

**Average Height:** 180cm or 5'11"

**Average Weight:** 87kg or 192lbs

**Creature Type:** Medium Supernatural Humanoid Fae

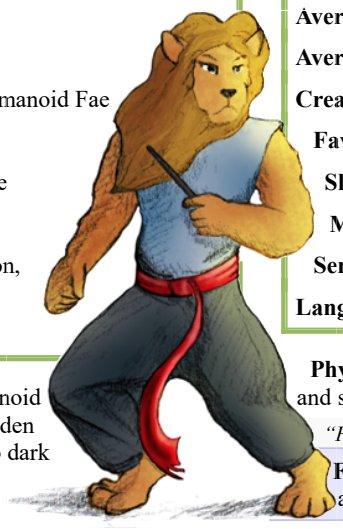
**Favored Ability:** Brawn

**Skill Bonuses:** +1 to Intimidation and Lore

**Movement Forms:** 6 Ground

**Senses & Traits:** Infravision, Claw Weapon, Fast 1

**Languages:** Common, Cat



**Physical Description:** Lionkin are Humanoid lions. They have furred feline faces with golden eyes. The males have large manes of light to dark fur, both genders usually have a tawny gold pelt. They walk on their toes and have a short tail with a bushy tuft at the end.

*You leap onto your target, pinning them to the spot.*

**Lionkin Pounce (Lionkin. Tier 1)** – *Attack;* Major, Claw, you moved 2 or more squares this turn, ↑1: Roll vs Physical on up to two foes in Melee who are adjacent to each other.

Spend 3 Edge: Impaired foes are immobilized, save ends.

## Lizardkin

**Average Height:** 170cm or 5'7"

**Average Weight:** 86kg or 190lbs

**Creature Type:** Medium Supernatural Humanoid Fae

**Favored Ability:** Savvy

**Skill Bonuses:** +1 to Precision and Trickery

**Movement Forms:** 6 Ground

**Senses & Traits:** Normal Vision, Climber 1, Bite Weapon, Claws Weapon, Tail Weapon

**Languages:** Common, Reptile

**Physical Description:** Lizardkin are Humanoid lizards. They have smooth scaled skin, blunt noses, and often have no hair at all, though many have hair on their heads just as their Humanoid parentage, if any. Their strong tails are frequently as long as the lizardkin is tall, and can be used to clumsily manipulate objects.

Lizardkin are sometimes mistaken for quarter Karablan, though the Karablan tend to have more dragon-like feet than the lizardkin's very Humanoid feet. The color of their scales vary.

*You slip around your foe's strike to a safer place.*

**Lizardkin Stability (Lizardkin. Tier 1)** – *Stance;* Maneuver:

Quick, You are pushed, pulled, or slid by a foe: Roll v Mental on that foe. Instead of damage, you may shift as many squares in the direction of your choice as the original forced movement would be.

*You knock your foes down with a low tail strike.*

**Tail Sweep (Lizardkin. Tier 1)** – *Attack;* Full, Tail: Roll vs Physical on each foe in Melee. Impaired foes are knocked prone.

## Rabbitkin

**Average Height:** 124cm or 4'1"

**Average Weight:** 37kg or 82lbs

**Creature Type:** Medium Supernatural Humanoid Fae

**Favored Ability:** Savvy

**Skill Bonuses:** +1 to Athletics and Perception

**Movement Forms:** 7 Ground

**Senses & Traits:** Darkvision

**Languages:** Common, Rabbit

**Physical Description:** Rabbitkin have long ears, twitchy noses, and soft fur. Their feet are long and they have a short tuft of a tail.

*"Feat of strength? What we have is great strength of feet!"*

**Feet of Leaping (Rabbitkin. Tier 1)** – Perk: You have ↑4 to any roll involving jumping.

## Ratkin

**Average Height:** 100cm or 3'0"

**Average Weight:** 10kg or 23lbs

**Creature Type:** Small Supernatural Humanoid Fae

**Favored Ability:** Savvy

**Skill Bonuses:** +1 to Tactics and Shrewd

**Movement Forms:** 5 Ground

**Senses & Traits:** Darkvision, Bite Weapon, Scent

**Languages:** Common, Rodent

**Physical Description:** Ratkin are Humanoid rats. They have long hairless tails and their bodies tend to be very low to the ground. They look pretty much like large rats that walk on their hind legs, at least until they start talking.

*You can eat anything. ANYTHING.*

**Iron Stomach (Ratkin. Tier 1)** – Perk: You have Resist Poison 2.

## Salamanderkin

**Average Height:** 162cm or 5'4"

**Average Weight:** 73kg or 162lbs

**Creature Type:** Medium Supernatural Humanoid Fae

**Favored Ability:** Dexterity

**Skill Bonuses:** +1 to Charm and Nimble

**Movement Forms:** 6 Ground

**Senses & Traits:** Normal Vision, Climber 1, swimmer, Choose one: fast 2 or gills

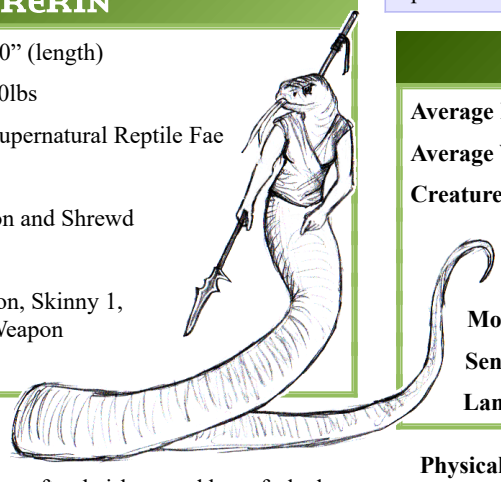
**Languages:** Common, Amphibian

**Physical Description:** Salamanderkin are Humanoid salamanders or newts. They are soft skinned, with a moist mucous coating. Salamanderkin are easily mistaken for Lizardkin or Karablan.

*Everything about you is deadly. Even your skin.*

**Poisonous Skin (Salamanderkin. Tier 1)** – Perk: When you are hit with a Natural Weapon melee attack, Roll AB. The attacker takes that much poison damage.

## Snakekin



**Average Height:** 4.5m or 14'10" (length)

**Average Weight:** 149kg or 330lbs

**Creature Type:** Large Long Supernatural Reptile Fae

**Favored Ability:** Savvy

**Skill Bonuses:** +1 to Perception and Shrewd

**Movement Forms:** 6 Ground

**Senses & Traits:** Normal Vision, Skinny 1, Scentsense, Vibrosense, Bite Weapon

**Languages:** Common, Reptile

**Physical Description:** Snakekin are Humanoids with lower bodies like snakes. They are often hairless, and have forked tongues that they use to smell the air. Snakekin have no legs, rather they have a long tail that they can use to sense vibrations through the ground. Snakekin usually stand at a height of one third their total length, but can easily stand at half their length in order to reach greater heights.

***Note: See Calaran, page 66, for an example Snakekin character.***

*You can use your length to gain reach on your strikes.*

**Viper Stance (Snakekin. Tier 1)** – *Stance;* Maneuver: You gain +1 reach and ↑1 to melee. You are slowed 2. End as a Free action.

## Tigerkin

**Average Height:** 172cm or 5'8"

**Average Weight:** 82kg or 180lbs

**Creature Type:** Medium Supernatural Humanoid Fae

**Favored Ability:** Brawn

**Skill Bonuses:** +1 to Athletics and Nimble

**Movement Forms:** 6 Ground

**Senses & Traits:** Infravision, Claw Weapon, Fast 1

**Languages:** Common, Cat

**Physical Description:** Tigerkin are sleek Humanoid tigers. They have thick white or orange fur with black stripes and a feline face with yellow, orange, or blue eyes. They walk on their toes and have long sleek tails. Unlike Catkin, tigerkin have much more feline faces, with flattened catlike noses.

*You leap onto your target, attacking with furor.*

**Tigerkin Pounce (Tigerkin. Tier 1)** – *Attack;* Major, Claw, you moved 2 or more squares this turn: Roll vs Physical on up to two foes in Melee who are adjacent to each other.

Spend 4 Edge: Impaired foes are staggered, save ends.

## Tortoisekin

**Average Height:** 143cm or 4'8"

**Average Weight:** 82kg or 180lbs

**Creature Type:** Medium Supernatural Humanoid Fae

**Favored Ability:** Genius

**Skill Bonuses:** +1 to Durability

**Movement Forms:** 5 Ground

**Senses & Traits:** Infravision, Soak 2, Weak 1, Bite Weapon

**Languages:** Common, Reptile

**Physical Description:** Tortoisekin are hardy Humanoids with tough scales and a shell. They are not particularly fast or great with melee weaponry, but they are quite durable.

*You are uniquely built to be able to withstand all kinds of attack.*

**Hunker (Tortoisekin. Tier 1)** – *Stance;* Maneuver: You gain a +1 Hunker bonus to your Soak. You are slowed 1.

## Wolfkin

**Average Height:** 172cm or 5'8"

**Average Weight:** 77kg or 170lbs

**Creature Type:** Medium Supernatural Humanoid Fae

**Favored Ability:** Empathy

**Skill Bonuses:** +1 to Leadership and Vigilance

**Movement Forms:** 6 Ground

**Senses & Traits:** Darkvision, Bite Weapon, Scent

**Languages:** Common, Canine

**Physical Description:** Wolfkin are Humanoid wolves. They have long wolf faces and thick fur. They walk on the tips of their long feet and have thick ragged wolf tails.

*You dart in and out with your ally's strikes, making it harder to hit you.*

**Wolfpack Defenses (Wolfkin. Tier 1)** – *Stance, Stable;* Free x2: You gain X Soak against a foes in Melee where X is how many of your allies are also in Melee with that foe.

***Note: See Hu, page 72, for an example Wolfkin character.***

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# Giantkin

Giantkin are massive Humanoids with tremendous strength. They are sometimes assumed to be half-giants, but they are merely on the smaller end of the giant family.

**Personality:** Giantkin are methodical beings. They are naturally amicable, but certain tribes can be quite cruel or unpleasant if resources are scarce or they have been treated badly by other species.

**Relations:** Other species tend to think of Giantkin as dumb creatures, but they really are no less intelligent than other beings. Their plodding and methodical approaches to problem-solving are a bit slower than the other species, but Giantkin are often quite insightful, having thought through all the possibilities.

Celethi and Treefolk seem to have the patience to deal with Giantkin the best, while Humans tend to treat the massive folk with derision out of impatience or fear.

**Giantkin Lands:** Giantkin prefer the stony foothills, where they are not hindered by the natural terrain, putting smaller species at a disadvantage.

**Religion:** Giantkin often worship Eryn, Kala, Alune, or Eldar.

**Names:** Some common masculine Giantkin first names include Esk, Grong, Thad, Stokk. Some common feminine Giantkin first names are Doria, Feaj, Mala, Xoxa.

Some common last names for Giantkin include Barlchust, Hichyn, Lorshtoe, Langriche, Nobnies, Toltwier.

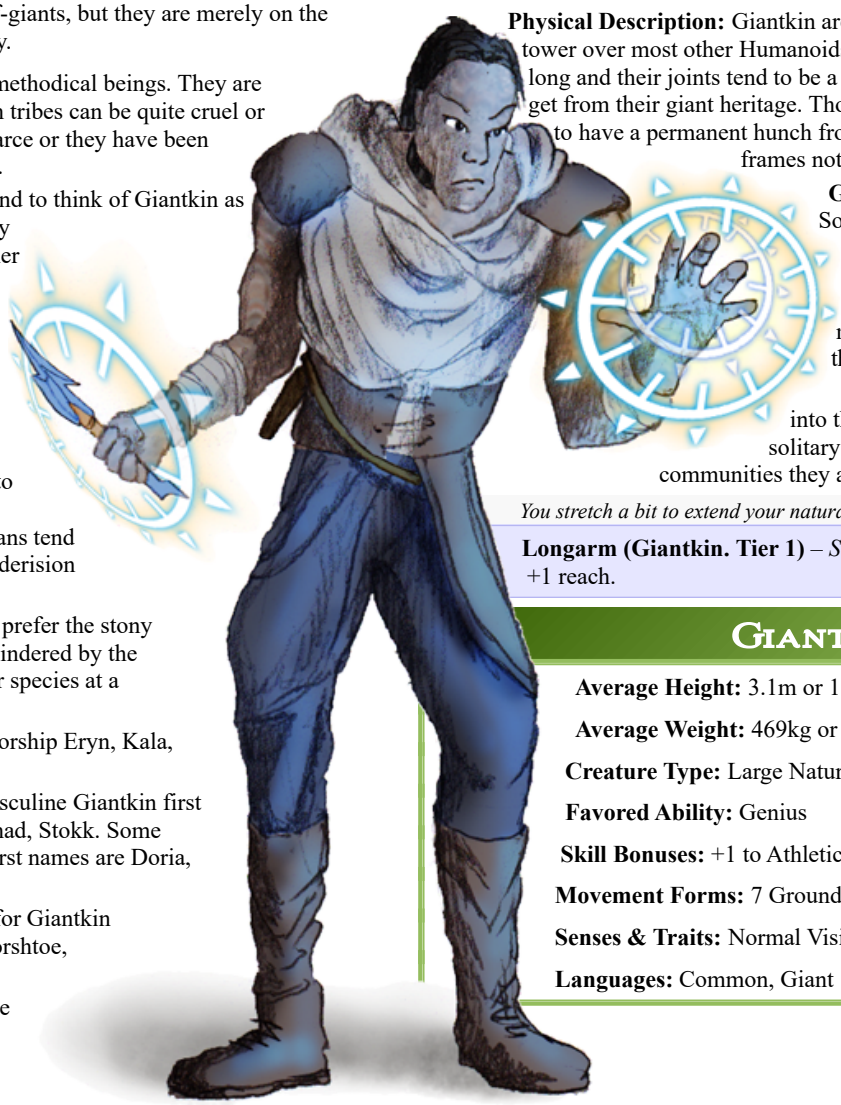
**Adventures:** Giantkin crave adventure and the new. They love meeting new folks and exploring the unknown.

**Average Starting Age:** 22-26. The Giantkin reach full size at this age and often are kicked out of their homes to seek their own fortunes.

**Physical Description:** Giantkin are very tall beings who tower over most other Humanoids. Their faces are very long and their joints tend to be a bit knobby, a trait they get from their giant heritage. Those that live in cities tend to have a permanent hunch from ducking under door frames not built with them in mind.

**Gender and Family:** Societal norms in Giantkin families tend to have a single creative head of any gender with one or more partners who follow that leader.

Giantkin who do not fall into this binary are either solitary or find more mixed communities they are more comfortable in.



*You stretch a bit to extend your natural reach.*

**Longarm (Giantkin. Tier 1)** – *Stance;* Maneuver: Gain +1 reach.

## Giantkin

**Average Height:** 3.1m or 10'4"

**Average Weight:** 469kg or 1035lbs

**Creature Type:** Large Natural Humanoid Giant

**Favored Ability:** Genius

**Skill Bonuses:** +1 to Athletics and Craft

**Movement Forms:** 7 Ground

**Senses & Traits:** Normal Vision, Fast 2, Mighty 1

**Languages:** Common, Giant

**Example Level 1 Giantkin Character**:

**Baloc, Giantkin Chronomancer** — **Hero: Grade 3**
***Large Natural Humanoid Giant; 2×2 sq.*** — ***XPV: 30***

Composure Pool: 9 – Leader: ↑1 (ea adj or 1 ally) / turn — SR 6

| Physical | Mental | Social | |
|---|---|---|---|
| | | | Speed: 7 |
| Brawn 3,5 | Genius 2,1 | Appeal 4,5 | Saves 6, ABCC |
| Dexterity 1,0 | Savvy 3,1 | Empathy 2,0 | AP: 1 |

**Accelerate Entropy** *(Innovator P) Temporal, Atk;* Major, ↑1: Roll vs Phy. on a foe in Melee this or the last two turns.

**Revise History** *(Innovator T2) Healing;* Spend 2X Edge: Heal X physical composure on any number of creatures you were adjacent to at least once since the start of your previous turn.

**Electromancy** *(Innovator T3) Modifier, Lightning;* Free, ↑1, Move 1 square closer to a foe:
6E: Impaired foes are staggered, save ends.

**Channel Time** *(Innovator T4)* Free, Spend 2X+6 Temporal Edge: An ally of your grade or lower in X+1 range increments may take an immediate major action. You may shift X.

**Backup Plan** *(Innovator T3) Stance, Temporal;* Maneuver:
Free: Roll Innovator. Teleport up to Success + Edge to a square you have been in since entering this stance. This stance ends.
Major: Use the ability above, but teleport willing adj. allies also.

**Innovator ABCC** *(Experiment Total: 3E, Max Component: ↑3);* Athletics AAC, Charm AABC, Craft AB, Durability BCC, Entertain AAAA, Intimidate AAA, Leadership ABCC, Lore AA, Nature AA, Perception AAA, Tactics AAB, Vigilance AAA, *(Dexterity A, Empathy AA);* Normal Vision, Fast 2, Mighty 1; Languages: Common, Giant

**Gear:** Crooked Wand (Innovator 2), Burly (Durability 2), Neat Uniform (Leadership 2), Nice Boots (Charm 1), Support Belt (Athletics 1), Experiment **+3E to Channel Time,** Crystallized Time Shard ↑**2 Temporal,** Gear Assembly ↑**2 Innovator**, 5gp

Baloc is the son of Deegan, the mayor of Derriston. Baloc is not sure he can fill his father's shoes. Luckily for Baloc, mayorship is not hereditary. Over the past few years Baloc has begun learning to manipulate time and has learned a few tricks.

# Gnome

Gnomes are small beings that thrive on efficiency and cleverness. They excel at numerous things, especially making devices.

**Personality:** Gnomes can be eclectic and indecipherable. They love making things more complex than needed, just for the fun of it.

**Relations:** Gnomish contraptions are well known and generally unsurpassed. Other species either barter for them or battle for them. Most species treat the Gnomes with respect, especially a respectful distance when a Gnome appears to be trying out some new device.

**Gnomish Lands:** Gnomes like to have power for their creations. Gnomes live in unusual places, sometimes a submerged hut in a lake using the water's flow for power, a stilt fort that walks along a beach harvesting tidal energy, a farm of windmills, or an underground city that uses harvests thermal energy of magma flows.

**Religion:** Gnomes do not do anything halfheartedly, they tend to either fully embrace religion or have little time for it. Gnomes tend to revere Kala, Herulok, or Mereth.

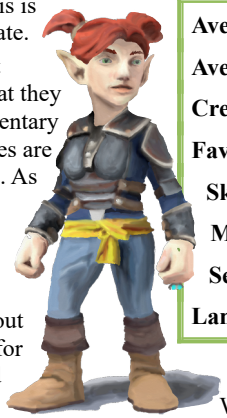
**Names:** The Gnomes enjoy complicated and hard to pronounce names and then use very short nicknames with informal company. Some example names include Flebbantiakall Barywrealkantal (Fleb), Jebbedo Snvblunk (Jeb), Ylrasty Kjarrarajan (Jar). Their full names are always unique.

**Adventures:** Gnomes adventure to invent and to learn.

**Average Starting Age:** 75-125. Gnomes begin to work on whatever masterwork they have in mind at this age. This is when their need to accomplish drives them forth to create.

**Gender and Family:** Gender to Gnomes is all about presentation. It is an illusion, but a beautiful illusion that they enjoy celebrating. Gender pairings tend to be complementary presentations as Gnomes enjoy contrast. Gnome families are usually a parent pair with two or more children (if any). As they live quite long, they either try to have children in batches or have long periods with no children at all.

Gnome families don't group into communities. Wild Gnome families are usually isolated so as to minimize distraction and have more freedom to experiment without restrictive laws. Tinker Gnomes prefer to live in cities for the easy access to ingredients for their experiments and gadgetry as well as the access to performance art. The isolation of individual gnomes is what necessitated the invention of messenger orbs so that they can arrange meeting other gnomes.



*It's not what you do, but how you do it that truly baffles your foes.*

**Confounding Antics (Gnome. Tier 1)** – *Stance;* Maneuver:

Free, you miss a target within 2 range increments with your attack: Roll Customs vs Mental. This deals half damage.

## Tinker Gnome

**Average Height:** 83cm or 2'9"

**Average Weight:** 9kg or 20lbs

**Creature Type:** Small Natural Humanoid Gnome

**Favored Ability:** Genius

**Skill Bonuses:** +1 to Craft, Entertain, and Precision

**Movement Forms:** 5 Ground

**Senses & Traits:** Infravision

**Languages:** Common, Gnomish

**Physical Description:** A Tinker Gnome looks like a wizened child. Male tinker Gnomes often grow beards or goatees. They have very pointy ears, small brown or gray eyes, and knobby noses. Their contraptions are more typically made of metal and wood.

## Wild Gnome

**Average Height:** 83cm or 2'9"

**Average Weight:** 9kg or 20lbs

**Creature Type:** Small Natural Humanoid Gnome

**Favored Ability:** Savvy

**Skill Bonuses:** +1 to Craft, Nimble, and Nature

**Movement Forms:** 5 Ground

**Senses & Traits:** Normal Vision, fast 1, scent

**Languages:** Common, Gnomish

**Physical Description:** A Wild Gnome is slender and toned. Wild Gnomes cannot grow facial hair, but can grow impressive sideburns. They have long flat ears, small green or gray eyes, and pointy noses. Their contraptions are usually made of intricate natural materials.

**Example Level 1 Gnome Character**:

**Kiara, Gnomish Shapeshifter** — **Hero: Grade 3**
***Small Natural Humanoid Gnome*** — ***XPV: 30***

Composure Pool: 15 – Defender: taunt 1 foe / turn — SR 6

| Physical | Mental | Social | Speed: 5 |
|---|---|---|---|
| Brawn 1,0 | Genius 3,4 | Appeal 4,5 | Saves 6, ABCC |
| Dexterity 3,5 | Savvy 2,3 | Empathy 3,4 | AP: 1 |

**Feral Strike** *(Transform P) Crushing or Slicing, Primal, Atk;* Major: Roll vs Phy. on a foe in Melee. Shift 1 before or after the attack.

**Form of the Wolf** *(Transform T2) Stance, Primal, Feral;* Major: You transform into a medium natural wolf. You have a speed of Ground 7 and ↑1 to Perception. You gain scentsense. You speak Canine. ↓2 Primal dice: Impaired foes are knocked prone.

**Form of the Lizard** *(Transform T1) Stance, Primal, Feral;* Maneuver: You transform into a puny lizard. You have a speed of Ground 4, Climb 4, and ↑1 to Perception and Trickery. You speak Reptile. Major: Shift 3 squares, +1 to defense until next turn.

**Traceless Form** *(Transform T4)* Perk: While in a Primal stance, the DT to track you and allies within Melee 6 of you increases by 3.

**Shifter's Might** *(Transform T3)* Perk: If you started a Feral stance this turn, gain ↑1 until your next turn ends.

**Transform ABCC** *(Blood/turn: 3, Contracts: ↑3)*; Craft AAA, Customs AB, Lore AAB, Nature BBC, Nimble AAB, Perception BC, Precision AAA, Shrewd ACC, Stealth BCC, Tactics AA, Trickery AA, Vigilance AA, (Appeal AAAA, Brawn A); Normal Vision, fast 1, scent; Languages: Common, Gnomish

**Gear:** Serpent Familiar (Transform 2), Moodstone (Shrewd 2), Soft Shoes (Stealth 2), Collection of Herbs (Nature 1), Keen Nose (Perception 1), 48gp

Having lost her family in an explosive accident as a child, Teynekiara Enabelcuv grew up in the wilds near Dirstre. She became bonded with the Fae there, and they taught her to change her form for survival.

She recently discovered the explosion was no accident, so has formed a contract with her Bond to exact revenge with her own teeth.

***Note: See Jebbedo, page 58, for a 2nd example Gnome character.***

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# Human

Humans are the most versatile, flexible, and numerous of the Common Accord (see page 12). Given time, they can master any skill and conquer any obstacle.

**Personality:** Humans are very social and motivated as a species. It was the Celethi who posited that this is likely a result of their short lifespans, but the Dweor say it is more likely the cause.

**Relations:** Humans are often viewed by the older species (Celethi, Dweor, Gnomes) as a child species. Humans find kinship with the Hyflind, having nearly the same lifespan, however, the Hyflind are far too relaxed to be compatible with the Human drive to succeed.

**Human Lands:** Human lands vary wildly. They live in nearly every climate, taming nature to suit themselves.

**Religion:** Human worship is varied, they can be found to worship any of the gods, even ones of their own invention.

**Names:** Human first names vary wildly, but last names are often either family professions (in cities) such as Tapper, Shoemaker, or Wainwright, or names of famous ancestors (especially in nomadic or tribal areas) Annikus, Derrenkin, Valdson.

**Adventures:** The Human drive to succeed often causes adventures.

**Average Starting Age:** 14-26. Humans can adventure at any age, but this age range is particularly prone to it. That said, the typical Human adventurer is not nearly as prepared as they think they are.

**Physical Description:** A Human can have innumerable looks, but generally Humans have round ears and round eyes.

**Gender and Family:** Since about half of Humans are able to carry children and the other half can donate genetic material, getting the pairings right is important. This means Humans interested in producing offspring will present themselves as such and pair off with someone of the opposite presentation. While same-gender pairings occur, it is only about a third of pairings.

Human pairings stay together to raise children, often two to six kids before they are unable to have more due to their short fertility period and the resources required. Adoption in Human society is not unheard of, however, especially among infertile pairings.

*A few flesh wounds won't stop you.*

**Beat the Odds (Human. Tier 1)** – Perk: When you are wounded, you gain a ↑3 to saves.

*"You're... still alive? How is this possible?"*

**Bounce Back (Human. Tier 1)** – Free: Make a save against one ongoing effect. You are dazed until your next turn ends.

## Human

**Average Height:** 168cm or 5'6"

**Average Weight:** 73kg or 162lbs

**Creature Type:** Medium Natural Humanoid Human

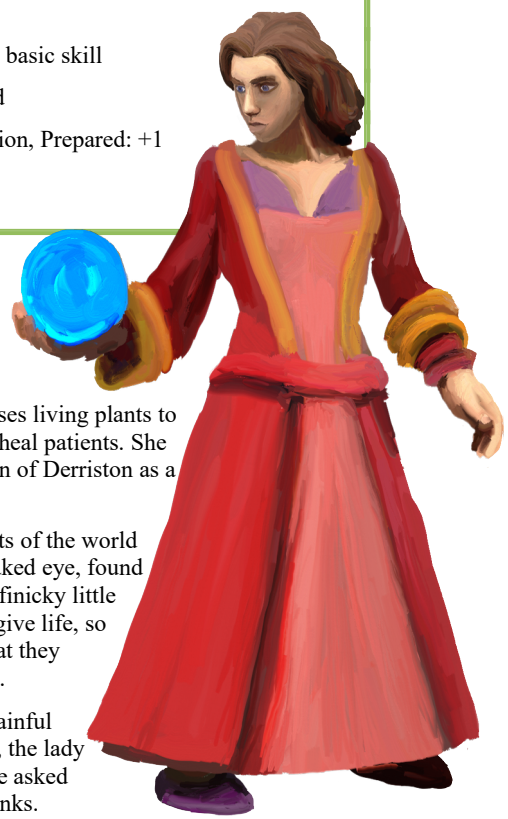
**Favored Ability:** Appeal

**Skill Bonuses:** +1 to any one basic skill

**Movement Forms:** 6 Ground

**Senses & Traits:** Normal vision, Prepared: +1 Action Point

**Languages:** Common



**Example Level 1 Human Character**:

| **Crystal, Human Witch** | | | **Hero: Grade 3** |
|---|---|---|---|
| ***Medium Natural Humanoid Human*** | | | ***XPV: 30*** |
| Composure Pool: 9 – Controller: ↓1 one foe / turn | | | SR 6 |
| Physical | Mental | Social | Speed: 6 |
| Brawn 1,1 | Genius 2,3 | Appeal 2,0 | Saves 7, ABCC |
| Dexterity 4,5 | Savvy 3,0 | Empathy 3,4 | AP: 2 |

**Captivate** *(Mind P) Phantasm, Fae;* Major: Roll vs Mental on a foe in 1 range increment. Impaired foes are pushed or pulled 1. Spend 2X+2 Edge: ↓X+1 to impaired foes, save ends (+X difficulty).

**Blade Dance** *(Swift P) Atk;* Major, Blade Weapon: Move 1. Roll vs Phy. on a foe in Melee. If you hit, you may shift 1.

**Comfort** *(Mind T3)* Maneuver: Heal you or an adj. ally 3 composure.

**Deceive** *(Mind T3)* Spend 2X+10 Men. Edge: Impaired foes confuse friends for foes and vice versa, save ends, (+X difficulty).

**Adoring Throng** *(Mind T4) Stance, Fae;* Major: Whenever a creature ends its turn next to you, you may deal 3 dmg to it.

**Novice Spells: Trickery** *(Spells T1)* **Tabeya's Improved Sight** (4), **Invisibility Cloak** (8)

**Mind ABCC** *(Blood / turn: 3);* **Trickery ABCC, Swift ABCC** *(Stunt Bonus: +AAA);* Athletics B, Craft AA, Customs ABC, Durability A, Intimidate A, Lore AA, Nature BC, Nimble AAAA, Precision AAAA, Shrewd AAA, Stealth ABCC, (Appeal AA, Savvy AAA); Normal vision, Prepared: +1 AP; Languages: Common

**Gear:** Throng of Fae (Mind 2), Barefoot (Stealth 2), Orb of the Fae (Trickery 2), Sabre (2pt) **1H Heavy Blade ↑1 Swift** (Swift 2), Herbs (Nature 1), Fae Hints (Customs 1), 32gp

Crystal is a witch doctor that uses living plants to channel life energy in order to heal patients. She lives near the center of the town of Derriston as a tenant of the Sunken Tankard.

In truth, Crystal uses Fae, spirits of the world that are faintly visible to the naked eye, found in all parts of nature. They are finicky little creatures, but they take life to give life, so she gives them living plants that they weaken in order to cure people.

A few years ago, she cured a painful malaise that was plaguing Idra, the lady who runs the inn. Idra has since asked Crystal to stay in the inn as thanks.

What they do not tell anyone, not even Idra's husband Ewen, is that Idra only wants Crystal there in order to keep curing her, as the only cure Crystal has found (a steady supply of live brickellbush, which she has only found in the nearby mountains) thus far lasts only two weeks at a time.

Crystal's current Contract with the Fae is to use her Mind skill and Spells to search for and find a better cure for Idra's ailment.

***Note: See Vilpa, page 50, for a 2nd example Human character.***

***Note: See Etund, page 60, for a 3rd example Human character.***

***Note: See Lycatius, page 62, for a 4th example Human character.***

# Hyflind

Hyflind are small beings, larger than Gnomes, but smaller than most Common Accord (see page 12). Hyflind love food, song, a warm hearth, and good company.

**Personality:** Hyflind are friendly, fun-loving individuals. They are happy to share a meal or a campsite with a fellow traveler, though they may keep a watchful eye on the stranger.

**Relations:** Hyflind tend to keep to themselves, though they usually have good trade relations with the Common Accord as Hyflind crops are delicious. They are enamored of Celethi and are fascinated by Celethi craftsmanship.

**Hyflind Lands:** Hyflind build with the landscape, it is one of the reasons why their crops are so good. They build their homes using deadwood, preferring to work with nature rather than against it.

**Religion:** Hyflind worship gods of the hearth, of harvests, and of abundance. They tend towards very social organized religions. Hyflind often worship Herulok or Eldar.

**Names:** Hyflind names are homey and jolly names. Some typical male first names are Febbit, Jollo, Ranner, Sumtum. Some female first names are Albina, Dessa, Jenna, Marina. Some last names are Brandynob, Goldbark, Longtoes, Proudfoot, Summerleaf, Swiftfeet.

**Adventures:** Hyflind are homebodies and tend to not leave their hometowns unless in dire circumstances.

**Average Starting Age:** 32-46. Hyflind younger than this are still children and too dependent on the community. Hyflind older than this are far too entrenched in their ways to easily be convinced to go off gallivanting across the countryside. This is the prime age to wheedle a Hyflind into going on a grand adventure.

**Gender and Family:** Hyflind are all about building community, so acceptance of a variety of gender partnering and quantity is encouraged, though Hyflind partners still tend to be in pairs. Hyflind communities are wonderful places to raise children, as they are looked after by the whole community, though each child has one family that is considered responsible for them.

There are no Hyflind orphans, as orphaned children are immediately taken in by another family in the community, even so far as to take in children from other communities or species who are orphaned. It is not uncommon for Hyflind to take in a Fae-kin child.

*You take advantage of your foe's distraction to slip between its feet.*

**Slip Through Cracks (Hyflind. Tier 1)** – *Movement;* Free, You hit an adjacent creature with your previous action: Shift one square.

*The bigger they come, the easier to hide under.*

**Giantkiller (Hyflind. Tier 1)** – *Stance;* Free x2: You suffer no penalty for occupying a square occupied by a creature larger than you. Creatures larger than you have ↓2 when attacking you.

## City Hyflind

**Average Height:** 104cm or 3'5"

**Average Weight:** 21kg or 47lbs

**Creature Type:** Small Natural Humanoid Hyflind

**Favored Ability:** Savvy

**Skill Bonuses:** +1 to Entertain, Stealth, and Trickery

**Movement Forms:** 6 Ground

**Senses & Traits:** Normal Vision, Voracious

**Languages:** Common

**Physical Description:** City Hyflind look like small Humans with pointed ears. They cannot grow full beards like Dweor, the best they can manage is a long goatee. Their eyes are large and usually blue or brown.

## Meadow Hyflind

**Average Height:** 104cm or 3'5"

**Average Weight:** 22kg or 49lbs

**Creature Type:** Small Natural Humanoid Hyflind

**Favored Ability:** Empathy

**Skill Bonuses:** +1 to Customs, Perception, and Precision

**Movement Forms:** 6 Ground

**Senses & Traits:** Normal Vision, Voracious

**Languages:** Common

**Physical Description:** Meadow Hyflind are a bit less slick than their city-dwelling cousins, but have a warmer demeanor. Their hair tends to be a bit bushier and brighter in color, including facial hair.

**Example Level 1 Hyflind Character**:

**Paka, Hyflind Monk** — **Hero: Grade 3**
***Small Natural Humanoid Hyflind*** — ***XPV: 30***

Composure Pool: 9 – Controller: ↓1 one foe / turn — SR 6

| Physical | Mental | Social | Speed: 6 |
|---|---|---|---|
| Brawn 2,2 | Genius 2,4 | Appeal 3,1 | Saves 7, ABCC |
| Dexterity 4,2 | Savvy 4,5 | Empathy 2,2 | AP: 1 |

**Sweep** *(Unarmed P) Crushing, Atk;* Major: Roll vs Phy. on a foe in Melee. X+1E: Impaired foes are slid X and knocked prone.

**Stone Fist** *(Unarmed T3) Crushing, Atk;* Full, Weapon, ↑4: Roll vs Phy. on a foe in Melee. Impaired foes are dazed for one turn.

**Trick Opening** *(Unarmed T6)* Free: Until your next turn, if a foe would hit you with a melee attack, swap places with another adj. foe of your size. If you do, the attack targets them instead.

**Monkey Grip** *(Unarmed T5) Atk, Stance, Grapple;* Full: Roll vs Phy. on an adj. foe. Success deals dmg, you start this stance. The foe is dazed, immobilized, and takes ongoing dmg 1, save ends.

Perk: If you move while grappling a foe your size or smaller, they move with you.

**Whirling Throw** *(Unarmed T4)* Spend 6+X Martial Edge: One hit foe is pushed X squares and knocked prone. Roll vs Phy. against creatures adj. to you and squares the target travels through. Success deals half dmg and Impaired foes are knocked prone.

**Unarmed ABCC** *(Stunt Bonus: +AAA);* Athletics AC, Charm A, Craft AB, Customs AB, Durability AA, Entertain AAB, Intimidate AA, Leadership A, Lore AA, Nature CC, Nimble AABB, Perception ABCC, Precision AAAA, Shrewd AA, Stealth AAAB, Tactics AAAA, Trickery AB, Vigilance AAAA; Normal Vision, Voracious; Languages: Common

**Gear:** Style Mantis (2pt): **Technique 2H +1 Edge** (Unarmed 2), Sharp Ears (Perception 2), Collection of Herbs (Nature 2), Travel Book (Customs 1), Support Belt (Athletics 1), 48gp

Paka studied at a temple in the southern province. Her studies centered around self-control, self-awareness, and perfecting her connection between her body and mind. Mora, the Derriston town warden, also trained with her. Paka considers Mora a good friend.

Paka's sister Tananda also studied at the same temple and their fighting styles compliment one another's.

***Note: See Della, page 76, for a 2nd example Hyflind character.***

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# Karablan

Karablan are Humanoids with dragon traits. Their appearance varies depending on how much dragon heritage they have.

Half and quarter blood Karablan have very obvious physical differences, as well as many abilities and attributes of their dragon ancestors. Eighth blood Karablan will have some physical traits of the dragon as well as some attributes. Sixteenth blood and less tend to just have a few attributes.

All Karablan that know their heritage can become more dragon-like by purchasing species talents as they encourage their dragon blood to manifest itself more strongly. Most Karablan are the result of pairings with Humans, the base heights and weights shown here reflect that. Depending on how much dragon blood a particular Karablan has, they will manifest differing number of traits.

**Personality**: Karablan take on personality traits of the dragon types they are descended from. Flame dragon Karablan often fight for the sake of fighting. Iceflame dragon Karablan will tend to be very antisocial. All Karablan have a great fondness for treasure.

**Relations**: Karablan were once seen as outsiders, but they have gained acceptance in most societies. Some prejudice remains though in those who feel Karablan represent a danger to their way of life.

**Karablan Lands**: Karablan have no lands of their own. They may find solace with their parent dragon or Humanoid (if they know them), but generally half or quarter bloods will not have a place in society. Eighth bloods might find acceptance, while sixteenth bloods and less should have no trouble blending into Humanoid society.

**Religion**: Karablan have no society of their own, but may find themselves worshiping The Great Dragon or a god of strength or magic. Kala, Eryn, and Norokk are popular choices.

**Names**: The names for Karablan are either based on their dragon heritage, their Humanoid heritage, or a mix of the two.

**Adventures**: Karablan adventure for treasure *(it is in their blood, they can't help it)* or to find a place in the world for themselves. Sometimes a Karablan may adventure to find out more about their heritage or to explore their heritage through growing their dragon-like abilities.

**Average Starting Age**: 16-20. Karablan reach maturity about the same time as Humans, but become restless in their late adolescence.

**Gender and Family:** Some dragons are fond of taking Humanoid form to mingle with other species. The Karablan are literal descendants of a dragon and Humanoid pairing.

Karablan pairings with other dragons or other Karablan are always infertile. Karablan must pair with other Humanoid races if they wish to parent children or else they must resort to difficult fertility magic. Karablan of less than eighth blood are generally infertile unless their non-dragon ancestors are uniform enough to be of the same species. At that point the Karablan is visually nearly indistinguishable from others of that species.

As reptiles, gender is a choice for them. Karablan and their Dragon ancestors have learned how to influence their maturation process. Dragon families tend to be small, of 2 or 3 individuals at most. A Karablan may be raised by both parents or only one.

*A cloud of acid emits from your mouth, corroding your foes.*

**Acid Breath (Dragon. Tier 1)** – *Acid, Attack;* Full, ↓3X dice: Roll vs Physical on foes in Melee X+2. X of the damage is ongoing, save ends.

*You spew flames from your mouth, setting the ground and your foes ablaze*

**Flame Breath (Dragon. Tier 1)** – *Fire, Attack;* Full, ↓2X dice: Roll vs Physical on foes in an Area X+4. 2X of the damage is ongoing, save ends.

*Your breath chills your foes to the bone.*

**Frost Breath (Dragon. Tier 1)** – *Cold, Attack;* Full, ↓2X dice: Roll vs Physical on foes in an Area X+3. Impaired foes are slowed 2+X, for one turn.

*A lightning bolt erupts from your mouth, jolting your foes.*

**Lightning Breath (Dragon. Tier 1)** – *Lightning, Attack;* Full, ↓X dice: Roll vs Physical on foes in an adjacent Line X+3. Impaired foes are dazed until your next turn ends.

## Half-Blood Karablan

**Average Height:** 241cm or 7'11"

**Average Weight:** 249kg or 550lbs

**Creature Type:** Large Draconic Humanoid (Base Species)

**Favored Ability:** Savvy

**Skill Bonuses:** +1 to Durability and Lore

**Movement Forms:** 6 Ground

**Senses & Traits:** Infravision, Wings 2, and 2 of the following: Weapon (Tail, Horns, or Claws)

**Languages:** Common, Dragon

**Physical Description:** Half-Blood Karablan are scaled all over (always matching the color of the parent dragon type), have claws, wings (0.8 to 1.5 sq wingspan) and a long tail (about 1sq long), spines and very reptilian facial features, dragonish eyes, and will usually have horns. They are usually hairless.

## Quarter-Blood Karablan

**Average Height:** 195cm or 6'5"

**Average Weight:** 132kg or 290lbs

**Creature Type:** Medium Draconic Humanoid (Base Species)

**Favored Ability:** Savvy

**Skill Bonuses:** +1 to Durability and Lore

**Movement Forms:** 6 Ground

**Senses & Traits:** Infravision and 2 of the following: Weapon (Tail, Horns, or Claws), or Wings 1

**Languages:** Common, Dragon

**Physical Description:** Quarter-Blood Karablan will have a tail (3 to 6 feet long) and smooth scales all over their body and have very reptilian facial features as well as dragon eyes. They have either (choose one) wings (a 0.7 to 1.2 sq wingspan), horns, or claws. They usually have most the same hair as the Humanoid parentage.

## Eighth-Blood & Less Karablan

**Average Height:** 180cm or 5'11"

**Average Weight:** 84kg or 185lbs

**Creature Type:** Medium Draconic Humanoid (Base Species)

**Favored Ability:** Savvy

**Skill Bonuses:** +1 to Durability, Lore, and Nimble

**Movement Forms:** 6 Ground

**Senses & Traits:** Infravision

**Languages:** Common, Dragon

**Physical Description:** Eighth-Blood & Less Karablan will have far more Humanoid features, tinted skin and patches of scales where rough skin would normally be, and one or more of the following things: a small (less than a foot long) tail, tiny (one inch) horns, small claws, wing stumps, and/or dragon eyes. Sixteenth blood and less Karablan will not have any obvious dragonish features at all, but will likely have sharp facial features, skin that is lightly tinted the shade of their dragon heritage, and slightly thinner body hair.

*Sometimes you can't tell who has dragon blood until they use it.*

**Example Level 1 Quarter Karablan Character**:

| **Mora, Karablan Warden** | | | **Hero: Grade 3** |
|---|---|---|---|
| ***Medium Draconic Humanoid (Humanoid)*** | | | ***XPV: 30*** |
| Composure Pool: 15 – Defender: taunt 1 foe / turn | | | SR 6 |
| Physical | Mental | Social | Speed: 6 |
| Brawn 4,5 | Genius 3,4 | Appeal 3,3 | Saves 6, ABCC |
| Dexterity 2,2 | Savvy 2,0 | Empathy 2,0 | AP: 1 |
| **Guard Strike** *(Stalwart P) Atk;* Major, Weapon: Roll vs Phy. on a foe in Melee. An ally adj. to you gains Soak 1 for one turn. | | | |
| **Clear The Field** *(Stalwart T2)* Spend 3 Heavy Weapon or Two-Handed Edge. Impaired foes are knocked prone. | | | |
| **Furious Arc** *(Stalwart T3) Modifier;* ↓1 Stalwart or Two-handed dice: The attack targets an Area 2 or Line 3. | | | |
| **Fury** *(Stalwart T1) Stance, Agile;* Maneuver: Enemies within Melee 3 have a -1 penalty to defenses. | | | |
| **Long Tail** *(Natural Weapon Tail T1)* Perk: You have no downgrade penalty for using your tail at reach +1. | | | |
| **Stalwart ABCC** *(Stunt Bonus: +AAA);* Athletics ABCC, Charm AAA, Craft AAA, Durability ABBB, Entertain AAA, Intimidate AAAB, Leadership ABC, Lore ACC, Nature AAA, Nimble AC, Precision A, Stealth A, (Empathy, Savvy AA); Infravision, Weapon (Tail and Claws); Languages: Common, Dragon | | | |
| **Gear:** Style Snake (2pt): Technique **1H** (Stalwart 2), Style Bear (2pt): Technique **2H Damage +1 Slow 1** (Stalwart 2), Style, Crane (2pt): Technique **2H Reach +1 Slow 2** (Stalwart 2), Bracers (Athletics 2), Book of Lore (Lore 2), Light Clothes (Nimble 1), Neat Uniform (Leadership 1), 16gp | | | |

***Note: See Neera, page 54, for a $^{1}/_{16}$ blood Karablan character.***

***Note: See Gills, page 74, for a ½ blood Karablan character.***

Mora was raised by a frostflame dragon named Valtendrastia (whom she called aunt Valt). When she was very young, Valt was killed by poachers bearing a black claw symbol on their foreheads.

Pursuing the poachers led her to Telvad of the Plains where she lost their trail entirely. She was taken in by local monks who soon discovered her aptitude for hand to hand combat and sent her for proper training in the southern province.

She trained with Paka at the temple there and took a job as warden of Derriston. Mora commands the town militia. Paka happily joined her a few years later as the town's priestess.

# Orc

Orcs invented industry. Each is dedicated to a single job, excluding all others. Their societies are efficient and well-designed. Orcs rarely have individual ego, but rather a loyalty to their community or clan.

The great Orc city of Grunnuk fell only 6 years ago. They refer to this as The Falling. Those who were there say that a great crack grew in the center of the city, and building by building, block by block, the city just crumbled downwards into a vast abyss beneath the world. Few inhabitants survived. It is a horrible tragedy still fresh on the minds of Orcs and the cause is still not well understood yet.

**Personality:** Orcs have proven to be a very industrious, building vast underground cities. Orcs often focus on getting good at specific skills and mastering them for the common good.

**Relations:** The Orcs have had enmity with the Common Accord (see page 12) in the past due to each having the encroached on territory of the other in the past, resulting in wars over space and resources. This is in the past, and the Orcs recently have joined the Common Accord.

Many others in the Common Accord are still getting used to this, so most Orcs have not made a lot of effort towards integrating into society. However, many Orc who were affected by The Falling have missed the city, and have formed communities in other large cities. Siathu has a particularly large Orc community.

**Orcish Lands:** More recently since the War Without Gods and the destruction of their capital city of Grunnuk, the Orcs have become part of the Common Accord accord. Orcs still have their own clan lands both under and above ground.

**Religion:** Orc are often fans of Eryn, Herulok, or Mereth.

**Names:** Orcs have messy names. Onglok, Heglirn, Lazogh, Wurgnol, Olug, Angrob, Lumph, Umog, and so forth. They just really like the letter G.

**Adventures:** Orcs adventure out of industriousness or not feeling like they fit into their particular clan.

**Average Starting Age:** 17-65 or so. Orcs grow up fast, but tend not to leave their community unless something significant changes in their life to cause them to leave.

**Physical Description:** Orcs are a species of green-skinned Humanoids related to goblins and trolls. While the Orc is larger than their goblin cousins, they did not gain trollish regeneration traits. Their lower canine teeth grow into short tusks, not quite reaching the height of the bottom of their noses. Orcs tend to be broad-shouldered.

**Gender and Family:** The Goblin language (the language used also by the Orcs) has no pronouns. Instead, they use their personal names. The only pronoun is a term used for both a non-specific person or a group of persons which sounds suspiciously like a haughty Aulvyyn saying the Human name "Clarence" in Common.

The societal norm for Orc pairings is same gender. Since orcs are born 3 to 8 at a time and Orc society prizes jobs and dedication to specific tasks, a community needs only a few offspring-producing pairings, usually the best and cleverest. These pairings are dedicated to that task and leading the community, while the other Orcs in the community come to bring food and other necessities to the home.

Orcish family homes, therefore, tend to be loud and busy and full of children of many ages with members of the community visiting constantly. Orc parents take no guff. Older children and the community help enforce the rule of the parents.

## Orc

**Average Height:** 183cm or 6'0"

**Average Weight:** 108 or 237lbs

**Creature Type:** Medium Natural Humanoid Goblinoid

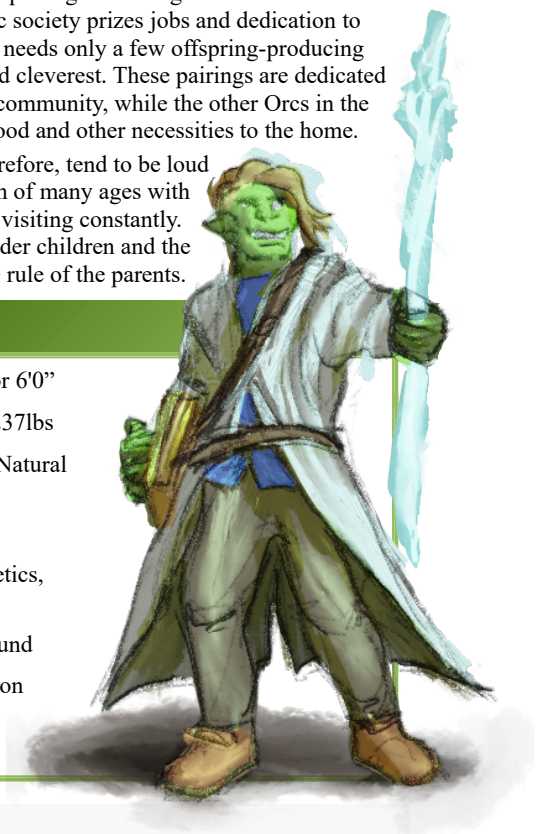
**Favored Ability:** Savvy

**Skill Bonuses:** +1 to Athletics, Durability, and Tactics

**Movement Forms:** 6 Ground

**Senses & Traits:** Infravision

**Languages:** Common, Goblin



*Orcs are terribly resourceful, overcoming the most dire of circumstances.*

**Perseverance (Orc. Tier 1)** – *Stance;* Maneuver: When you are unwounded, you gain a ↑2 to melee attack rolls. When you are wounded, you gain +1 success to all attack rolls that succeed.

**Example Level 1 Orc Character**:

| **Umog, Orcish Force Mage** | | | **Hero: Grade 3** |
|---|---|---|---|
| ***Medium Unnatural Humanoid Goblinoid*** | | | ***XPV: 30*** |
| Composure Pool: 9 – Striker: +1 damage on a hit / turn | | | SR 6 |
| Physical | Mental | Social | Speed: 6 |
| Brawn 3,3 | Genius 3,4 | Appeal 2,0 | Saves 6, ABCC |
| Dexterity 3,0 | Savvy 2,1 | Empathy 4,5 | AP: 1 |

**Force Burst** *(Evocation P) Force, Crushing or Slicing, Atk;* Major, ↓X dice: Roll vs Phy. on an Area X+2.

**Rebuke** *(Spirit P) Quip, Chastisement;* Major, Vocal, ↓X dice: Roll vs Soc. on a foe in X+1 RIs. Impaired foes are weakened for one turn.

**Endless Summons** *(Spirit T3) Quell;* XE: Impaired foes are pulled X, save ends (+2 difficulty).

**Anchor** *(Evocation T2) Force;* 4E: Impaired foes are immobilized, save ends (+2 difficulty).

**Amelioration** *(Spirit T3) Aid, Healing;* Maneuver, Lock ↓X UYNTE: Move 2. Heal an ally in 1 RI X+1 composure.

**Delayed Casting** *(Evocation T3) Stance;* Maneuver: 2 orbs appear in your hand. You may spend orbs on any Evocation roll. If you do, gain ↑X where X is the orbs spent. If you have 0 left, end this stance. Free, You have fewer orbs than Evocation ranks (3): Add 2 orbs.

**Evocation ABCC** *(Experiment Total: 3E, Max Component: ↑3),* **Spirit ABCC** *(Max Favor: ↑6, Max Retribution: 3C);* Athletics ABC, Craft ABC, Durability B, Intimidate A, Lore BBC, Nature AAB, Perception AA, Tactics AB, Vigilance AA, (Appeal AA, Dexterity AAA, Empathy AAAA); Infravision; Languages: Common, Orcish

**Gear:** Quartz Staff (Evocation 2), Blue-white Shield (Spirit 2), Support Belt (Athletics 2), Book of Lore (Lore 1), Multitool (Craft 1), 48gp

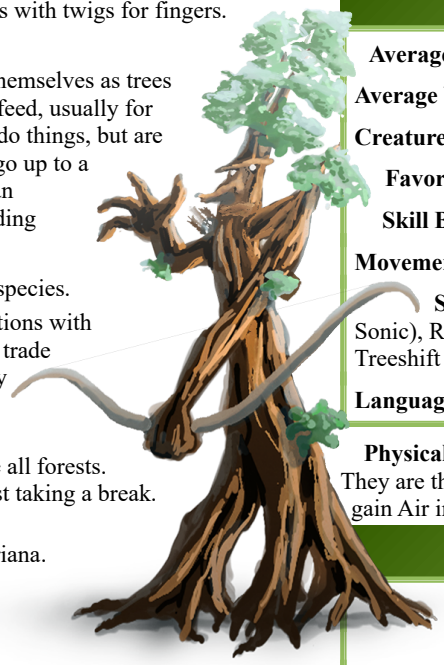
Six years ago, Umog's home was near the edge of the city of Grunnuk when The Falling began. Umog was on the roof and saw as the city began to fall into the abyss. Umog still remembers the screams. Umog was able to spare Umogself and Umog's partner by using Anchor to cling to a stalactite near their home. The two of them were able to climb to roads heading surface-side.

They made their own home in the wilderness north of Davin's Bay and other Orc joined them and created a small community.

Umog's partner perished in a hunting accident recently. This made home no longer feel like home for Umog, so Umog has left, seeking some other fulfillment in Umog's life.

## Treefolk

Treefolk are sentient and often ancient Humanoid trees. Treefolk look like trees when holding still. Their legs are trunks that can meld into a single trunk, their arms branches with twigs for fingers. They vary in size greatly as well.



Treefolk do not eat food, but sustain themselves as trees do. Every day they put roots down to feed, usually for about 6 to 8 hours. They can talk and do things, but are otherwise immobilized. Treefolk can go up to a week without feeding, but must feed an additional 4 hours for each day of feeding missed in order to catch up.

**Personality:** Treefolk vary by sub-species.

**Relations:** Treefolk have great relations with Lasvyyn and Eumykin, who have had trade relations with them for centuries. They also get along quite well with more natural Fae-kin.

**Treefolk Lands:** Treefolk lands are all forests. Any given tree could be a Treefolk just taking a break. It's impossible to tell.

**Religion:** Treefolk often follow Tariana.

**Names:** Treefolk have wooden names. Balduk, Kandbel, Dunlabe, Haldux, Fengan, etc.

**Adventures:** Treefolk sometimes adventure to stretch their roots.

**Average Starting Age:** 50-4500 or so. Some Treefolk take their time before deciding to pick up their roots.

**Gender and Family:** Most Treefolk reproduce asexually, having both pistils and stamens, though some lack one or the other and are male or female. As Treefolk are very closely related to trees, some Treefolk offspring are simply trees.

Treefolk gather in groves. Pollen is exchanged and seeds are carefully planted. Some Treefolk will stay to cultivate their offspring, though even then it is more like checking in every once in a while.

*Flexible is an understatement.*

**Supple Bark (Treefolk. Tier 1)** – *Transformation;* Full x(10X): Gain or lose up to ¼X squares in height. You cannot become smaller than ½ square, or taller than 3 squares.

Yes, you can use this multiple times in a row to change your height. Height changes using this talent are permanent. Using an action point with this reduces it to a full action, no matter how much size you are attempting to gain or lose.

### Apple Treefolk

**Average Height:** 180cm to 4.4m or 5'11" to 14'4"

**Average Weight:** 440 to 2638kg or 970 to 5815lbs

**Creature Type:** Medium or Large Natural Humanoid Treefolk

**Favored Ability:** Appeal

**Skill Bonuses:** +1 to Charm, and Earth

**Movement Forms:** 6 *(medium)* or 7 *(large)* Ground

**Senses & Traits:** Normal Vision, Invulnerable (Poison, Water), Resist (Crushing 2), Vulnerable (Fire, Slashing 2), Treeshift to Apple tree as Full x2 action

**Languages:** Common, Plant

**Physical Description:** Apple Treefolk are jovial and usually kind to smaller creatures. They are the least tough of the Treefolk, but are a bit faster.

### Cherry Treefolk

**Average Height:** 2.4m to 4.4m or 7'10" to 14'4"

**Average Weight:** 500 to 1985kg or 1100 to 4375lbs

**Creature Type:** Large Natural Humanoid Treefolk

**Favored Ability:** Empathy

**Skill Bonuses:** +1 to Air and Craft

**Movement Forms:** 7 Ground

**Senses & Traits:** Normal Vision, Invulnerable (Water, Sonic), Resist (Crushing 2), Vulnerable (Fire, Slashing 2), Treeshift to Cherry tree as Full x2 action

**Languages:** Common, Plant

**Physical Description:** The Cherry Treefolk are natural artisans. They are the only Treefolk who instead of gaining an Earth skill rank gain Air instead.

### Oak Treefolk

**Average Height:** 117cm to 4.4m or 3'10" to 14'4"

**Average Weight:** 94 to 3890kg or 207 to 8575lbs

**Creature Type:** Medium or Large Natural Humanoid Treefolk

**Favored Ability:** Brawn

**Skill Bonuses:** +1 to Durability and Earth

**Movement Forms:** 5 *(medium)* or 6 *(large)* Ground

**Senses & Traits:** Normal Vision, Invulnerable (Poison, Water, Sonic), Resist (Crushing 2), Vulnerable (Fire, Slashing 2), Treeshift to Oak tree as Full x2 action

**Languages:** Common, Plant

**Physical Description:** Oak Treefolk are incredibly sturdy and wide, and resistant to many things. Oak Treefolk tend to be very proud and stubborn.

### Pine Treefolk

**Average Height:** 91cm to 4.4m or 3'0" to 14'4"

**Average Weight:** 34 to 1605kg or 76 to 3545lbs

**Creature Type:** Medium or Large Natural Humanoid Treefolk

**Favored Ability:** Genius

**Skill Bonuses:** +1 to Earth and Lore

**Movement Forms:** 5 *(medium)* or 6 *(large)* Ground

**Senses & Traits:** Normal Vision, Invulnerable (Cold, Water, Wind), Resist (Crushing 1), Vulnerable (Fire, Slashing 2), Skinny 1, Treeshift to Pine tree as Full x2 action

**Languages:** Common, Plant

**Physical Description:** Pine Treefolk are very patient and calm. They are the lore-keepers of the Treefolk, writing layers of knowledge into their own bark.

***Note: See Obid, page 48, for an example Treefolk character.***

***Alternately see Yant, page 56, for an example Treefolk character.***

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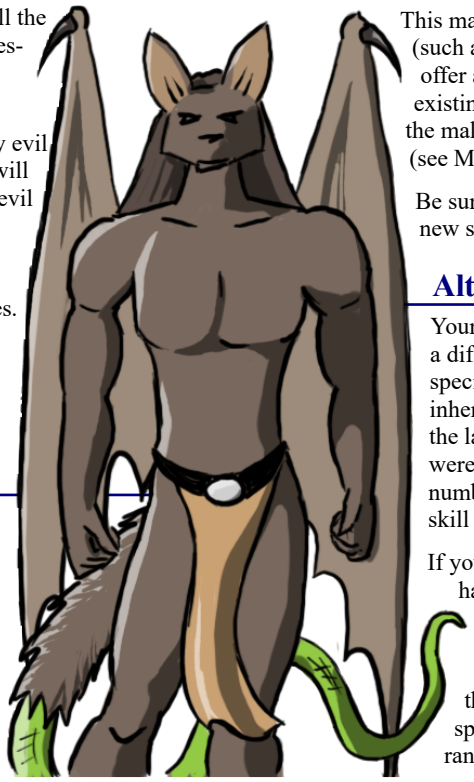
## Other Species

Near the end of the book are several additional species. If your Guide allows, you can play as any of those species of the species table, but with a starting Social Rank of 4, since you are not one of the Common Accord (see page 12).

Note those species do not necessarily have all the perks of the Common Accord (such as species-specific talents to choose from).

Playing as one of those species does not necessarily mean your character is inherently evil or uncivilized, indeed, nothing in this book will tell you that any single species is inherently evil or good. However, your lower social rank represents the fact that the Common Accord have a stigma against your species and generally consider it a "less civilized" species. Indeed, not only the Common Accord, but other species also see you as not going with established norms, thus your social rank is lower with them as well.



### Mixed Species

Sometimes unusual pairings occur, mixing species that rarely intermingle. One way to handle this is to choose a dominant species and treat your character as if they are that species for the most part, but modify height and weight accordingly.

For example, you might want to create a half-Celethi, half-Human. A simple way to do this is to give the character the species traits of the Celethi parent type, but treat the character as Human for the purposes of talent prerequisites.

A Lasvyyn / Lyyven hybrid might have all the traits of the Lasvyyn, but have the darkvision of the Lyyven instead of the infravision of the Lasvyyn (since both Vision Senses cost the same number of species points). Hybrids of two Common Accord are considered Common Accord, and though they may face discrimination, it is usually from their own heritage, not the Common Accord itself.

This may not give you the effect you wish to create (such as the Foxkin/Karablan mix seen here), so we offer an additional method. Instead of choosing an existing species, such characters can be built by using the making species rules in the Customization chapter (see Making Custom Species, page 189).

Be sure to collaborate with your Guide as to how this new species fits into the world.

### Alternate Cultural Heritage

Your character may have been raised by a species of a different cultural heritage than that of your own species. If you have a base secondary language inherent to your species, you may exchange that for the language inherent to the cultural heritage you were raised in. Additionally, you may change any number of skill bonuses from your base species to skill bonuses from the culture that raised you.

If your base species has only one language, you will have to purchase the other language separately (see Customs (Empathy), page 82). Similarly, if your family's species has more skill bonuses than your base species, you can only swap out the skill bonuses that are part of your base species. You cannot gain additional cultural skill ranks this way.

**Example Level 1 Other Species Character**:

| **Alauna, Leonen Hunter** | | | **Hero: Grade 3** |
|---|---|---|---|
| ***Medium Magical Beast (Leonen)*** | | | ***XPV: 30*** |
| Composure Pool: 9 – Striker: +1 damage on a hit / turn | | | SR 5 |
| Physical | Mental | Social | Speed: 6 |
| Brawn 2,0 | Genius 3,3 | Appeal 4,5 | Saves 6, ABCC |
| Dexterity 3,5 | Savvy 3,2 | Empathy 2,0 | AP: 1 |

**Hunter Shot** *(Hunter P) Atk;* Major, Ranged Weapon, ↓X dice: Roll vs Phy. on a foe in X+1 RIs. Move 1.

**Hunter Strike** *(Hunter P) Atk;* Major, Melee Weapon: Shift 1 square. Roll vs Phy. on a foe in Melee.

**Rain of Pain** *(Hunter T1) Atk;* Full, Weapon: Move 1 square. Roll vs Phy. against an Area 3 in 1 RI.

**Take Aim** *(Hunter T4) Stance;* Full, Choose 1 foe: ↑7 Ranged on foe.

**Pin Down** *(Hunter T4)* Spend X Edge and X Crits: X targets struck are immobilized, save ends (+X difficulty, max 3).

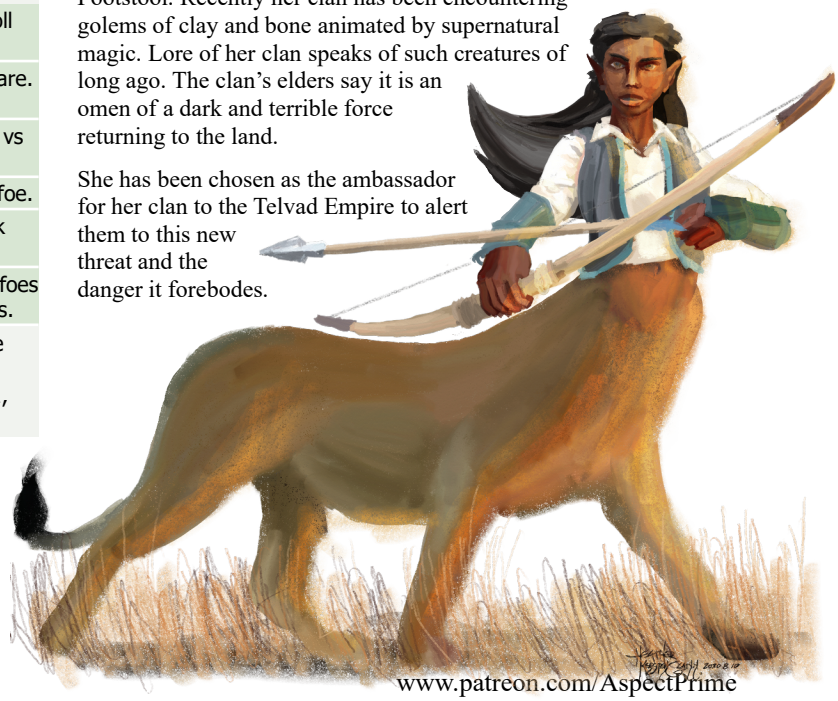
**Long Range Form** *(Hunter T3) Stance, Stable;* Maneuver: ↑2 vs foes at 2+ RIs. You are slowed 2. Hit foes have -1 defenses, save ends.

**Hunter ABCC** *(Stunt Bonus: +AAA);* Craft AAA, Lore ABC, Nature ABB, Nimble AAA, Perception AAC, Precision BCC, Stealth BCC, Tactics A, Vigilance A, (Appeal AAAA, Brawn, Empathy AA); Fast 1, Infravision, Natural Weapon (Claw); Languages: Cat

**Gear:** Claymore (2pt) **2H Heavy Blade Hunter ↑2** (Hunter 2), Leather Gloves (Precision 2), Soft Shoes (Stealth 2), Long Bow (2pt) **2H Heavy Bow Ranged Reload Free +1 damage Puncture 1** (Hunter 2), Skein of Lore (Lore 1), Keen Eye (Perception 1), 32gp

Alauna is from far north of the Telvad Empire, part of a nomadic clan of Leonen roaming the temperate forests south of Eldar's Footstool. Recently her clan has been encountering golems of clay and bone animated by supernatural magic. Lore of her clan speaks of such creatures of long ago. The clan's elders say it is an omen of a dark and terrible force returning to the land.

She has been chosen as the ambassador for her clan to the Telvad Empire to alert them to this new threat and the danger it forebodes.





www.patreon.com/AspectPrime

# Background

Your background is what you have been involved with the majority of your life. Was your mother a blacksmith? Were you an apprentice hunter? Were you raised by bandits? Were your parents adventurers? These influences give you different starting skill ranks or perks.

You may choose any one of the following backgrounds or come up with one yourself (see Making Custom Backgrounds, page 189)..

Acrobat: +2 Entertain, +2 Nimble, +1 Athletics

Adventurer: +1 Athletics, +1 Customs, +1 Nimble, +1 Stealth, +1 Vigilance

Alchemist: +2 Craft, +1 Durability, +1 Lore, +1 Precision

Arbiter: +2 Shrewd, +2 Tactics, +1 Leadership

Archer: +2 Precision, +2 Stealth, +1 Nimble

Artist: +2 Craft, +1 Precision; Perk: +2 Artisan social ranks

Assassin: +2 Stealth, +2 Trickery, +1 Nimble

Athlete: +2 Athletics, +2 Durability, +1 Intimidate

Bandit: +2 Intimidate, +2 Stealth, +1 Vigilance

Barbarian: +2 Durability, +1 Intimidate, +1 Lore, +1 Vigilance

Bard: +2 Charm, +2 Entertain, +1 Perception

Blacksmith: +2 Craft, +2 Athletics, +1 Precision

Burglar: +2 Nimble, +2 Vigilance, +1 Stealth

Captain: +2 Perception, +1 Durability, +1 Shrewd, +1 Vigilance

Carpenter: +2 Athletics, +2 Lore, +1 Customs

Charlatan: +2 Charm, +2 Trickery, +1 Perception

Cleric: +2 Customs, +1 Lore; Perk: +2 Clergy social ranks

Collector: +2 Intimidate, +1 Charm, +1 Customs, +1 Durability

Counterfeiter: +2 Craft, +2 Trickery, +1 Shrewd

Dancer: +2 Athletics, +2 Nimble, +1 Charm

Druid: +2 Perception, +2 Nature, +1 Athletics

Engineer: +2 Precision, +2 Lore, +1 Craft

Entertainer: +2 Charm, +2 Entertain, +1 Leadership

Explorer: +2 Nimble, +2 Lore, +1 Nature

Falconer: +2 Intimidation, +2 Nature, +1 Athletics

Farmer: +2 Athletics, +2 Nature, +1 Craft

Fisher: +2 Nature, +2 Vigilance, +1 Stealth

Gamekeeper: +2 Nature, +2 Stealth, +1 Customs

Gladiator: +2 Athletics, +2 Tactics, +1 Entertain

Grifter: +2 Leadership, +2 Trickery, +1 Entertain

Guard: +2 Durability, +2 Leadership, +1 Intimidate

Hunter: +2 Perception, +1 Lore, +1 Nature, +1 Stealth

Innkeeper: +2 Entertain, +2 Intimidate, +1 Shrewd

Juggler: +2 Precision, +2 Entertain, +1 Perception

Knight: +2 Customs, +2 Durability, +1 Athletics

Locksmith: +2 Craft, +2 Precision, +1 Perception

Mage: +2 Craft, +2 Lore, +1 Nature

Marshal: +2 Leadership, +2 Tactics, +1 Shrewd

Mason: +2 Precision, +1 Athletics, +1 Craft, +1 Lore

Mayor: +2 Leadership, +1 Tactics; Perk: +2 Government social ranks

Merchant: +2 Shrewd, +1 Leadership; Perk: +2 Merchant social ranks

Minstrel: +2 Customs, +1 Entertain, +1 Lore, +1 Nimble

Ninja: +2 Stealth, +2 Nimble, +1 Perception

Noble: +1 Customs; Perk: +4 Nobility social ranks

Officer: +2 Vigilance, +1 Customs, +1 Leadership, +1 Tactics

Oracle: +2 Perception, +2 Vigilance, +1 Tactics

Outcast: +2 Nature, +1 Athletics, +1 Trickery, +1 Stealth

Outlaw: +2 Intimidate, +2 Tactics, +1 Stealth

Peddler: +2 Entertain, +2 Shrewd, +1 Charm

Physician: +2 Nature, +2 Leadership, +1 Craft

Pirate: +2 Intimidate, +2 Trickery, +1 Shrewd

Poet: +2 Craft, +1 Charm, +1 Customs, +1 Lore

Politician: +2 Charm, +1 Customs, +1 Entertain, +1 Tactics

Preacher: +2 Leadership, +2 Intimidate, +1 Charm

Pugilist: +2 Athletics, +2 Durability, +1 Trickery

Rat Catcher: +2 Nimble, +1 Nature, +1 Durability, +1 Death

Sailor: +2 Durability, +2 Nature, +1 Nimble

Scholar: +2 Lore, +1 Nature; Perk: +2 Academia social ranks

Scout: +2 Perception, +2 Stealth, +1 Nature

Sharpshooter: +2 Vigilance, +2 Precision, +1 Tactics

Shepherd: +2 Charm, +2 Shrewd, +1 Intimidate

Shill: +2 Tactics, +2 Customs, +1 Trickery

Soldier: +2 Athletics, +1 Vigilance; Perk: +2 Military social ranks

Spy: +2 Customs, +2 Trickery, +1 Nimble

Strategist: +2 Tactics, +1 Charm, +1 Intimidate, +1 Vigilance

Storyteller: +2 Charm, +2 Lore, +1 Entertain

Street Rat: +2 Shrewd, +2 Trickery, +1 Intimidate

Thespian: +2 Leadership, +2 Entertain, +1 Trickery

Thief: +2 Precision, +2 Stealth, +1 Trickery

Tinker: +2 Shrewd, +2 Craft, +1 Precision

Watcher: +2 Perception, +2 Vigilance, +1 Shrewd

Skill bonuses from Species and Background stack. For example, a +2 and a +1 on the same skill will give a character 3 ranks. These count as Skill Ranks. Level 1 Heroes can only have a total +3 ranks in a skill, including Species and Background ranks. For example, a Foxkin Farmer would have a total of 3 ranks in Nature, two from the background and one from their species. At level 1, they could not purchase additional ranks in Nature.

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# Combat Roles

There are four roles in Aspect Prime. There is no need to have an exact amount of the roles in a party. Each has unique style and pace of how they manage their foes using successes, edge, and criticals. Characters gain all four Prime talents of their Combat Role for free.

## Controller

Controllers nullify foes. Controllers use powerful debuffs to reduce the effectiveness of their foes. Note Dampen, Nullify, and Discourage affect even foes that are not Impaired.

**Dampen (Controller. Prime)** – *Debuff;* Success, Spend 1 Edge: Hit foes ↓1 dice for one turn.

**Nullify (Controller. Prime)** – *Debuff;* Success, Spend 1 Crit: Hit foes ↓2, save ends.

**Discourage (Controller. Prime)** – *Debuff;* Once per turn: A foe in line of sight has ↓1 for one turn.

**Irresistible (Controller. Prime)** – Perk: Saves against your status effects have +1 to their DT.

**Fan the Flames (Controller. Tier 1)** – *Debuff;* Spend 2 Edge: A hit foe you inflicted an ongoing effect on this encounter has +1 difficulty to their next save.

**Insult to Injury (Controller. Tier 1)** – Perk: Whenever you hit a wounded foe, you gain an extra 4 Edge against that target.

**Debilitating Effect (Controller. Tier 2)** – *Debuff;* Perk: Whenever you inflict an ongoing effect on a foe, they ↓1 for one turn.

**Maddening Condition (Controller. Tier 2)** – Perk: When a foe fails a save against your ongoing effects, they take 2 mental damage.

## Defender

Defenders shield themselves and their allies. Defenders reduce damage to their allies, keeping their team alive.

**Shield (Defender. Prime)** – *Buff;* Spend 3X Edge: You and allies adjacent to you gain Soak X until your next turn ends.

**Barrier (Defender. Prime)** – *Buff;* Spend X Crits: Choose yourself or an ally you see. They gain X Soak until the end of this combat.

**Taunt (Defender. Prime)** – *Attack, Quip;* Once per turn: Choose a foe within one range increment that can see you. Attacks by that foe that do not target a defender are downgraded by your grade.

**Resolute (Defender. Prime)** – Perk: You have additional composure equal to twice your grade.

**Fly to Aid (Defender. Tier 1)** – *Movement;* Maneuver: An ally within 1 range increment may shift one square. If they do, you may move up to your movement to the space they vacated.

**Stalwart Defender (Defender. Tier 1)** – *Bonus;* Quick, An adjacent foe shifts away: Take a Quick Strike with 3 downgrades.

**Immovable (Defender. Tier 2)** – Perk: If you would be pulled, pushed, or slid, reduce that movement by 2, to a minimum of 1.

**Ablative Presence (Defender. Tier 2)** – Free, Once per turn, An adjacent creature would take damage: Take half of that damage on their behalf. This damage ignores your Soak and is taken from the damage they would take after applying their Soak.

## Leader

Leaders make themselves and allies more successful. Leaders give upgrades to themselves allies and are particularly good at healing.

**Inspire (Leader. Prime)** – *Buff;* Spend 3 Edge: ↑2 to the very next roll either you or an ally make.

**Galvanize (Leader. Prime)** – *Buff;* Spend 1 Crit: Choose yourself or an ally that can see you. ↑1 until the end of this combat.

**Hone (Leader. Prime)** – *Buff;* Once per turn: Choose one ally you can see, or yourself and adjacent allies. ↑1 for one turn.

**Medic (Leader. Prime)** – Perk: +1 success to your Healing rolls.

**Incite (Leader. Tier 1)** – *Bonus, Quip;* Free, Spend 1 action point: give an immediate Major action to an ally that can see or hear you.

**Motivate (Leader. Tier 1)** – *Healing;* Success, Spend 2X Edge: Heal a creature in X range increments X physical composure.

**Embolden (Leader. Tier 2)** – *Buff;* Spend 5 Edge, Spend 2 Edge for each additional range increment: Upgrade rolls made by allies in 1 range increment by 2 dice until your next turn ends.

**Unburden (Leader. Tier 2)** – *Bonus;* Maneuver, ↓X dice until your next turn ends: An ally in X range increments may make an immediate save with X die upgrades.

## Striker

Strikers have more powerful success and deal greater damage. Strikers are especially good at defeating harder foes.

**Conquer (Striker. Prime)** – *Debuff;* Spend 2 Edge: Lower targeted foes' defenses by 1 until your next turn ends (even on a miss).

**Slay (Striker. Prime)** – *Buff;* Spend 1 Crit: Increase your successes by 1 on this roll (even if you didn't succeed).

**Precise (Striker. Prime)** – *Buff;* Once per turn: Do 1 extra damage to a foe you hit this turn.

**Pierce (Striker. Prime)** – Perk: Damage you deal can only be reduced to 2 by Soak.

**Injury to Insult (Striker. Tier 1)** – *Buff;* Free, Success, the target you hit is suffering an ongoing effect: Deal +2 damage.

**Windup (Striker. Tier 1)** – *Buff;* Maneuver, Success, Spend 2X Edge: Your turn ends. ↑3X your next attack against the target.

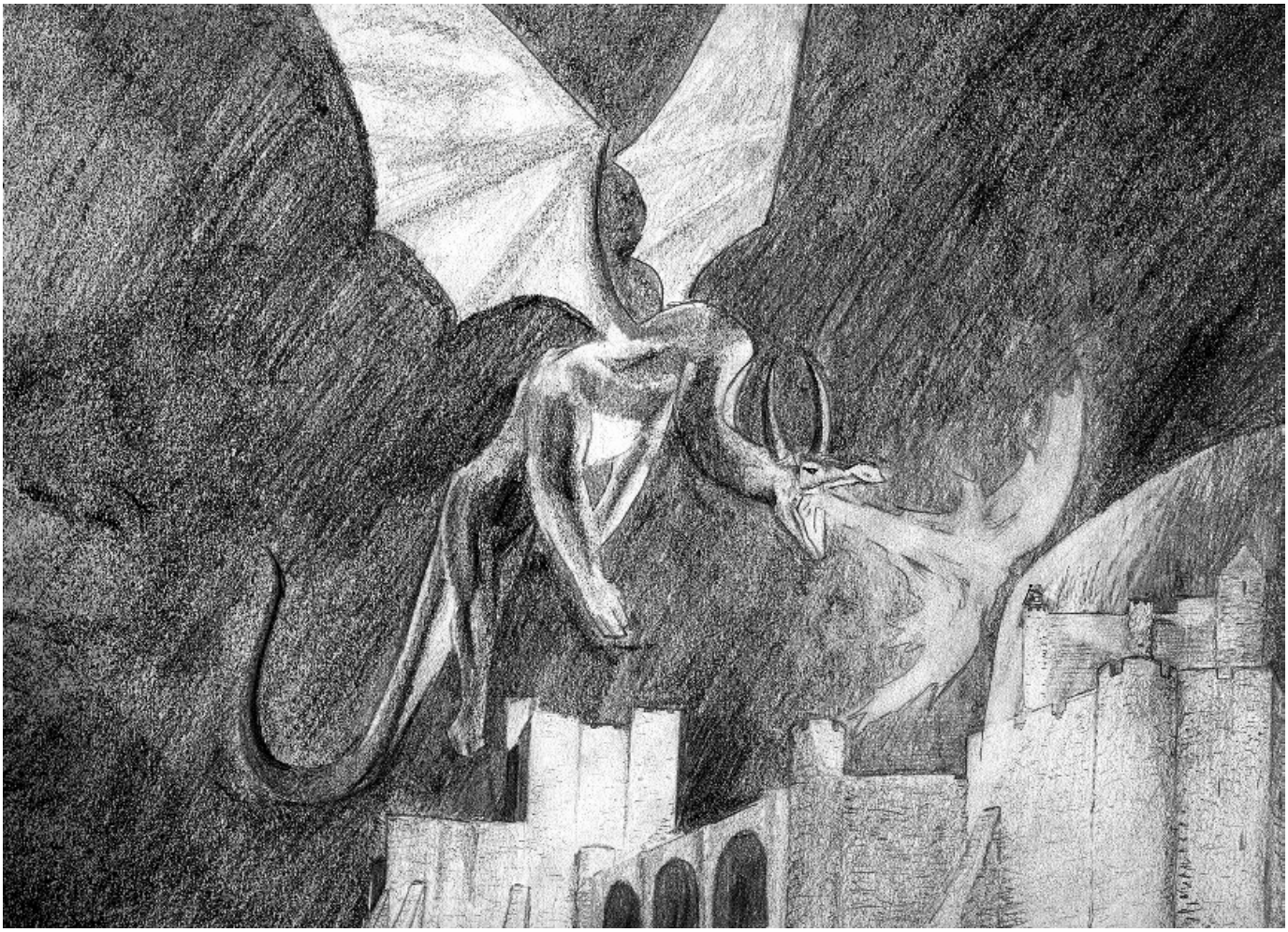
**Incisive Strikes (Striker. Tier 2)** – *Buff;* Free, Leverage: ↑2 your next attack against the target.

**Use Leverage (Striker. Tier 2)** – *Buff;* Free, Leverage, Spend X Edge: Damage from this attack ignores X Soak.

## Choosing a Combat Role

Here is a quick set of questions to help pick your combat role.

1. When your allies are attacked, who do you interact with, the allies or the attackers? If you said attackers, go to 2, otherwise 3.
2. Are you more interested in harming your foes than preventing them from acting? If yes, your combat role is Striker, otherwise it is Controller.
3. Are you more interested in protecting your allies than making their actions more effective? If yes, your combat role is Defender, otherwise it is Leader.



*An enormous dragon's flames are stymied by a powerful arcane wizard's spell as they battle upon Starn's Fortress.*

## Power Sources

Where does your character's power come from?

A Power Source describes the origin of a character's Trained Skills. Each Power Source gives an extra oomph to talents in a different way. You are free to use any Power Source with each Trained Skill you take ranks in. You may even choose different Power Sources for each Trained Skill.

If you use the ***Arcane*** Power Source, you have learned combinations of various items, elements, chemicals, gestures, words, or symbols that allow you to create rather powerful effects, even if you yourself do not understand the reasons behind those reactions. Arcane is boosted with **Experiments** and by spending material **Components**.

If you use the ***Divine*** Power Source, another entity has given you authority over part of its domain. This could be a god, some other powerful entity or nature itself. Divine is boosted by your **Favor** with your deity and you can call your deity's divine **Retribution**.

If you use the ***Elemental*** Power Source, you have gained control over specific kinds of elements. You exert your raw will over these elements and they obey your commands. Elemental is boosted by the **Essences** and **Sources** of those elements themselves.

If you use the ***Martial*** Power Source, you have mastered your own body to some degree. You exert your will over your muscle and bone to produce extraordinary results. Martial is boosted by **Weapons or Techniques** and the ability to do **Stunts**.

If you use the ***Supernatural*** Power Source, you borrow power from an array of powerful forces called a Bond. Either you have bound them to your will, or you make deals with them that you benefit from. Supernatural is boosted by your **Blood** and **Pacts** made with the Bond, but failing to fulfill your pact can end in your destruction.

If you have multiple Power Sources, you cannot use boosts from different Power Sources on a single action. So a Martial/Arcane character who uses an action point cannot use the Stunt bonus and an Experiment on a single action. They could use an Experiment on one action and the Stunt bonus on each other action that turn, however.

*Guide Option: The World of Annor allows any Trained Skill to be used with any power source, because magic in the world of Annor is as untamed and varied as the world itself.*

*In your world, there might be only specific combinations that are allowed. Feel free to be creative and tailor this to your own world. You don't have to follow the free-for-all method. You could even nix some of the Power Sources or Trained Skills altogether, or disallow talents with specific keywords from some of the Trained Skills.*

*Have fun with it! Just remember to list out what your players' options are so they know what kinds of characters they can make!*

When you have skill ranks for a Trained Skill, you must choose the ability score and Power Source you will use with that skill. If you have no ranks, the Power Source is determined by the gear.

*Designer Note: We initially had trained skills only usable by specific Ability Scores, but we found that hindered creativity too much. Who are we to say your warrior doesn't use their Savvy ability score to power their Unarmed skill. Why couldn't a mage's Evocation skill be powered by her Empathy?*

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# Arcane

*"Place a bit of brimstone and a handful of pine needles on a plate. Sprinkle frozen volcanic ashes over the mix. Then sneeze."*

Arcane characters gain power by tapping into conduits of raw power. The Sorcerer using raw power to force open channels of energy into this world, the Wizard unraveling the mysteries of both time and space, the Artificer constructing devices to aid herself and her allies, and the Sage using science and knowledge to aid his allies, these are all characters who devote themselves to the Arcane Power Source.

Arcane trained skills are called Schools.

Arcane's boosts are the most flexible of all the Power Sources: Experiments and Components.

## Experiments

Arcane characters can create experiments that then modify the way their Arcane talents work. Experiments allow an arcane character to create additional Edge for a specific talent. Experimental talents must either be Modifier talents, or talents that spend Edge.

Whenever you use that talent while the experiment is active, you gain that much bonus Edge to be usable by that talent only. The Edge can be used every time while the experiment is active.

You may have multiple experiments at once, but the total amount of Edge from all your running experiments in a single skill cannot be greater than the most ranks you have in that skill. Additionally, you cannot have multiple Experiments active on a single talent.

Experiments are made using Craft, Lore, or Nature. It is much easier to create several small experiments than a single powerful one.

To create an experiment, the Arcane character must make a check against a DT of 2X+Y,0 where X is the amount of Edge, and Y is the total Edge from other active experiments.

An experiment costs materials of GP value equal to the Edge generated, cubed. One of the materials in the experiment must be a related Component. Failed Experiment rolls destroy the materials. When experiments are deactivated, they are destroyed.

When making a new character, you may have experiments already made without having to make a check, though you will have to spend the gold for the materials from your starting gold.

## Components

Components are material objects that are imbued with strong magical energies. A stick from a lightning-struck tree, a dragon's shed scale, a unicorn tear, these are all material objects that can be used to imbue Arcane or Basic skills with additional power.

Once used, a component is utterly destroyed.

Using body parts from Common Accord (see page 12) beings that are carved / scrounged from their dead bodies is illegal (in places that recognize the Accord). Using currently living creatures as components is an incredibly evil act.

Components, when expended, either grant upgrades to talents that share the energy they possess or can be used as a one-use Gear item. Components are quite expensive (½ the cost of a piece of gear of the same quality), so Arcane characters are always on the hunt for them.

The most upgrades an Arcane character can use from a component is their max ranks in an Arcane skill. If a higher value component is used, they only get upgrades equal to their max ranks.

Arcane characters cannot carry multiple components of a single keyword with total value greater than their highest ranks in a skill for that keyword or they will all lose their imbuement except for the strongest and lightest one. If a non-Arcane character carries or handles a Component, it loses its imbuement.

Components are notated thusly:

- Unicorn Tear ↑3 Healing
- Dragon Scale ↑2 Fire
- Lightning Struck Branch ↑1 Lightning

*Guide Note: We like giving out components as rewards for battle on occasion, even if the foes were not carrying any components. There is probably materials that were imbued by the foes or even the fight itself. You can give out components for keywords that the arcane characters don't have access to yet to sell or hoard.*

## Costs for Experiments and Components

Most towns have at least one Arcane shop that sells components. Major cities will have several. Usually they will also purchase components at resale value, assuming the components themselves are not of an evil or illegal origin.

You cannot use Did I Bring The Thing to have remembered to have brought an Arcane component. You also cannot do it with Experiments, as you would have had to make the Experiment.

When purchasing components for a new character, purchase at the resale cost, since it is assumed they found the components themself.

| Experiment Cost | | | | | | |
|---|---|---|---|---|---|---|
| Experiment Boost | +1E | +2E | +3E | +4E | +5E | +6E |
| Material Cost | 1gp | 8gp | 27gp | 64gp | 125gp | 216gp |

| Component Cost | | | | | | |
|---|---|---|---|---|---|---|
| Component Boost | ↑1 | ↑2 | ↑3 | ↑4 | ↑5 | ↑6 |
| Component Price | 5gp | 40gp | 400gp | 5kgp | 67kgp | 1mgp |
| Component Resale | 1gp | 8gp | 80gp | 1kgp | 13.5kgp | 200kgp |

## Core Arcane Talents

The following are the core arcane talents. The talents from here that you can take are based on the maximum Ranks you have in any Arcane skills. For example if you have two Ranks in Innovator School and one Rank in Transform School, you qualify for Tier 2 talents in the Core Arcane group.

Arcane characters can also purchase Craft and Lore Spells with their talents (see Spells Summarized by Skill, page 96).

*"Yes! You tapped into true power there. That will be hard to replicate."*

**Overwhelming Control (Arcane. Tier 5)** – Success, Spend X Arcane Crits: add X to the difficulty of saves from this attack.

*Your knowledge of arcane magic assists you to break a specific spell.*

**Arcane Counter (Arcane. Tier 6)** – Full x2: Choose a magical target or creature in 1 range increment or melee. Roll vs Mental against the target. An Impaired target has its arcane magic dampened for three rounds. During that time, the target cannot use Arcane talents or Spells that are not Prime or Basic. Any effects of an Arcane talent or Spell on the target are nullified.

If used on an already dampened target, increase the defenses by a Time Modifier value and the dampening is then extended for the total time associated with that value.

For every 3 you exceed the target by, choose an additional Power Source that you dampen that is not Arcane.

# Divine

*"I cannot make you invincible. But as long as you are under my watch and doing my god's will, you shall not die today."*

Divine characters gain power and inspiration from faith in their deity. The Paladin whose faith is represented by sword and shield, the Cleric whose holy symbol shines forth to strike down the unworthy, and the Druid whose animal, plant, and weather powers are granted by nature itself, these are all characters who devote themselves to the divine Power Source.

Divine Trained Skills are called Domains.

Divine's boosts are the most reactive of all the Power Sources: Favor and Retribution.

## Deities and Domains

Different deities tend to have domain over different spheres. There is, however, no reason you could not worship multiple gods, so long as your dealings respect each god's mores.

These are the domains of the gods of Annor.

- Eldar – All-Creator: Air, Spirit, Evocation
- Kala – All-Mother: Evocation, Innovator, Swift
- Kel-Sir – Siren of the Deep: Air, Innovator, Water
- Eryn – The Protector: Fire, Spirit, Stalwart
- Nox – The Dark Mistress: Death, Hunter, Swift
- Tarlekk – The Reaver: Death, Mind, Stalwart
- Mereth – Lore-master: Mind, Transform, Vanguard
- Herulok – The Merry Man: Earth, Unarmed, Water
- Tatiana – Life-Bringer: Earth, Hunter, Transform

These are the domains of the gods of Vaknaar.

- Norokk – The Burning One: Fire, Unarmed, Vanguard
- Alune – Night Flower: Spirit, Transform, Water
- Solara – Brilliant Beacon: Air, Earth, Mind

These are the domains of the religions of Siathu.

- Elder House – The Elder Being: Earth, Spirit, Water
- House of the Eye – The Eye: Air, Fire, Water
- House of the Horn – The Horn: Earth, Fire, Water
- Daughters of All-Mother – Innovator, Mind, Spirit
- Order of the Candle – Mind, Stalwart
- Tooth and Claw – The Lion: Evocation. Innovator, Spirit

## Favor

A Divine character performs tasks that please their deity in order to gain Favor. Favor is bonus die upgrades the character can use on singular uses of their Divine Talents or Basic skills, as long as the uses are not antithetical to their deity. Every pious act that a Divine character makes gains them some Favor.

For each Favor spent before a Divine or Basic skill roll, the Divine character upgrades their roll by 1. A Divine character can only use a maximum amount of Favor in a round equal to the amount of composure or wound damage they have taken.

Each deity specifies what pious acts will bring Favor. These favored acts are listed with them in the World chapter, page 144.

A worthy pious gesture or prayer brings 1 Favor, while a worthy sacrifice in the Name of that Divine being can bring up to four Favor. A Divine character can only have Favor stored equal to twice their highest ranks in a Divine skill.

Divine characters only gain Favor when not in a combat state. If a Favored act is performed during combat, the Favor is gained during the character's next short or long rest.

## Retribution

Divine characters can call down the wrath of their deity in the form of Retribution. Once per encounter, the Divine character can plead with their deity for Retribution on a target who is actively acting in a way that is forbidden based on the deity's core principles

To call for Retribution, the character's remaining Favor is spent on upgrading the roll. They must spend at least 1 Favor.

When Retribution is called for, it is contingent on the successes of the next roll the character makes. If the character's next roll is successful, they roll C dice equal to the amount the succeeded by. Successes and Edge on this roll is ignored. Any Crits rolled are added to the result, up to a maximum of additional Crits equal to the character's highest ranks in a Divine skill.

If a Divine character fails two Retributions in a row (even if there are other encounters in-between), they gain Disdain equal to their maximum Favor (see below).

## Disdain and Penance

Each deity has some actions they forbid their followers from taking. These forbidden abominations are listed with the deities in the World of Annor chapter, page 144. Committing any of these sins will immediately result in the deity revoking all Favor from the character and giving them Disdain instead.

The amount of Disdain gained is based on the severity of the abomination, but will not be more than the character's maximum Favor value from any single act. However, multiple acts can continue to add more Disdain.

In order to begin regaining Favor again, they will be required to repent by performing enough pious acts to clear out the Disdain their deity holds against them. By performing acts that would gain them Favor, they erase that much Disdain instead.

## Core Divine Talents

The following are the core divine talents. The talents from here that you can take are based on the max ranks you have in a single Divine domain skill. For example if you have two ranks in Spirit Domain and one rank in Earth Domain, you qualify for Tier 2 talents in the Core Divine group.

Divine characters can also purchase Customs and Nature Spells with their talents (see Spells Summarized by Skill, page 96).

*Just in time you are at your ally's side, healing them.*

**Combat Healing (Divine. Tier 5)** – *Healing;* Free: Heal an adjacent ally 1 physical composure.

*"This decay and rot shall not stand against the divine might I wield."*

**Blight Destroyer (Divine. Tier 6)** – Perk: You gain +1 to your Radiant damage, +X instead on targets vulnerable to Radiant. X is your ranks in Divine. Defeating a foe vulnerable to Radiant grants you Favor equal to their grade.

You may instead choose a type of one of your Divine Prime talents. Replace Radiant with that type. You may only take this talent once.

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# Elemental

*"Feel your connection to the earth, your blade, and the stillness."*

An Elemental character pulls magical energies from the elements around them. However, the effectiveness of an Elemental character's individual elements heavily depends on the immediate environs.

Elemental trained skills are called Elements.

Elemental's boosts have the highest overall potential power and the worst potential disadvantage of all the Power Sources: Essence Boosts and Source Boosts.

## Elemental Boosts

Elemental characters gain power from the elements around them, enhancing their powers. An elementalist must have at least one limb free in order to wield the elements. They need at least two limbs free to use the maximum boosts.

Both Essence Boosts and Source Boosts are based off of how much of the element is immediately available. Essence Boosts are based on the availability within 1 range increment. Source Boosts are based on the availability within 1 square. (Elements that are based on your character rather than the surroundings are treated the same for Essence and Source.)

Each element type has a situation that gives a High Element boost set, a Mid Element boost set, or Negative Element boosts. Creatures made of the element itself are never at the negative value. Fire elementals are always at mid or high for fire, zombies are always at mid or high for death, etc.

If an Essence and Source Boost have different quantity requirements for their situation, it will be listed as X/Y, where X is the value for Essence, and Y is the value for Source.

The check for Essence and Source is only done when you begin using an action with that element.

These situations are detailed for each individual Trained Skill at the end of this chapter.

The High Element boost (H) value is equal to their Max ranks in that Elemental skill minus one (minimum of one).

The Mid Element boost (M) value is equal to half their ranks in that Elemental skill rounded down, minimum of zero.

The Negative Element set of boosts is ↓3 and -3.

An Elemental character's boost is always at either High, Mid, or Negative. When in doubt, Mid is the default.

Elemental Boosts do not affect non-Elemental actions.

## Essence Boosts

Essence Boosts give die upgrades to all uses of that Elemental skill while the character is in that situation.

For example, an Elemental character with 3 ranks in Water in a dry desert gains no bonus for using Water abilities, but one in a boat on water will have a ↑2 implement bonus with all Water talents.

Essence Boosts are based on the element available within one range increment of your character.

*So an elementalist using 3 Fire ranks and 3 Air ranks who is indoors near a roaring fireplace is at ↑2 for Fire and ↑1 for Air.*

*An elementalist using 5 Air ranks and 2 Water ranks who is deep underwater with no air is at ↑1 for Water and ↓3 for Air.*

*The same elementalist buried deep under dry sand in a desert would be at a ↓3 for using Water and ↓3 for Air..*

## Source Boosts

Source Boosts modify values in your talents that are based on how many ranks you have in that skill. These boosts CAN reduce a total rank value to 0.

Source Boosts are based on the quantity of that element found in the squares immediately adjacent to your character.

*For example, if Jiona is underwater, she will have a -3 Air boost. Since her ranks ares only 3, and Aerial Jaunt uses her Air ranks to determine the distance shifted, she cannot use the power to shift at all (of course, if her Ranks were 5, she could at least use it to shift 2). But as soon as she is out in the clear open air, her Aerial Jaunt goes up to a shift of 5!*

## Core Elemental Talents

The following are the core Elemental talents. The talents from here that you can take are based on the maximum ranks you have in any one Element skills. For example if you have two ranks in the Element of Air and one rank in the Element of Fire, you qualify for Tier 2 talents in the Core Element group.

Elemental characters can also purchase Durability and Precision Spells with talents (see Spells Summarized by Skill, page 96).

*You tap into the value of elements in a component.*

**Component Essence (Elemental. Tier 5)** – Perk: You can use Arcane components for Essence, but only those with the type of your Element. You can carry and harvest them as Arcane characters do.

The value is in place of your normal Essence, so is only useful when you are at negative Element or have a very powerful component.

*Even without source or essence, you can manifest the element from nothing.*

**Formless Elements (Elemental. Tier 6)** – *Stance;* Full: Your negative boosts for using Element talents with poor essence and poor source are ↓1 / -1 instead of ↓3 / -3.

## Elemental Boost Charts

These are the Elemental Boost charts for each type of element (every Trained Skill). These boosts only apply to Trained Skills you have that are from the Elemental power source, and only to talents from that Trained Skill, not other talents.

When there are two values listed, separated by a slash, the first is for Essence Boosts and is within 1 range increment. The second is for the Source Boosts, and is within 1 square. It is possible to have a different Essence Boost and Source Boost.

| Air | Situation |
|---|---|
| ↑H / +H | Outdoors with a clear sky |
| ↑M / +M | Outdoors on a foggy or muggy day or Indoors |
| ↓3 / -3 | Less than 10% of your surroundings is air |

| Death | Situation |
|---|---|
| ↑H / +H | Nine/Four physically defeated or dead creatures* |
| ↑M / +M | One physically defeated or dead creature* |
| ↓3 / -3 | No physically defeated or dead creatures |

**Creatures of one size smaller than you or larger. Undead creatures count.*

| Earth | Situation |
|---|---|
| ↑H / +H | More than half of the area is earth, plants, or stone. |
| ↑M / +M | Standing on earth, plants, or stone. |
| ↓3 / -3 | No earth, plants, or stone underfoot. |

| Evocation | Situation |
|---|---|
| ↑H / +H | Character has full composure and hit a foe last turn |
| ↑M / +M | Damaged composure or missed a foe last turn |
| ↓3 / -3 | Character is suffering from an ongoing effect |

| Fire | Situation |
|---|---|
| ↑H / +H | Torch, lava, bonfire, ongoing fire dmg on a foe |
| ↑M / +M | Warm air, smoldering coals, candle, or lantern |
| ↓3 / -3 | No fire, only body heat |

| Hunter | Situation |
|---|---|
| ↑H / +H | Alone |
| ↑M / +M | One to ten other willed Humanoids* |
| ↓3 / -3 | More than ten willed Humanoids* |

| Innovator | Situation |
|---|---|
| ↑H / +H | Character spent an action point the previous turn |
| ↑M / +M | Character has 1 or more action points |
| ↓3 / -3 | No action points |

| Mind | Situation |
|---|---|
| ↑H / +H | Silence or low noise volume |
| ↑M / +M | Some variable noise such as Talking or Music |
| ↓3 / -3 | Deafening noise |

| Spirit | Situation |
|---|---|
| ↑H / +H | More than ten/three willed sentients* |
| ↑M / +M | One to ten/three willed sentients* |
| ↓3 / -3 | Alone |

**Willed sentients are creatures that have a mental and social aspect.*

| Stalwart | Situation |
|---|---|
| ↑H / +H | Character forced a foe's movement* previous turn |
| ↑M / +M | Foe did not inflict forced movement previous turn |
| ↓3 / -3 | Foe inflicted forced movement previous turn |

**Character must not have had forced movement inflicted on them the last turn.*

| Swift | Situation |
|---|---|
| ↑H / +H | Character moved 4+ squares in a line this turn |
| ↑M / +M | Character moved 1 to 3 squares this turn |
| ↓3 / -3 | Character has not moved this turn |

| Transform | Situation |
|---|---|
| ↑H / +H | You are damaged and took damage last turn |
| ↑M / +M | You are damaged |
| ↓3 / -3 | You are at full health |

| Unarmed | Situation |
|---|---|
| ↑H / +H | All of the character's limbs are free* |
| ↑M / +M | Two or more limbs are free* |
| ↓3 / -3 | Restrained with one or fewer limbs free |

**Free limbs carry nothing. Immobilized or hobbled characters have no legs free.*

| Vanguard | Situation |
|---|---|
| ↑H / +H | Character used 3 different weapons* this combat |
| ↑M / +M | Character has access to 3+ different* weapons |
| ↓3 / -3 | Access to less than 3 different* weapons |

**different weapons must not have the exact same perks.*

| Water | Situation |
|---|---|
| ↑H / +H | More than ¼ of the area is Ice, Steam, or Water |
| ↑M / +M | Some humidity, anywhere the air isn't too dry |
| ↓3 / -3 | Completely dry air or Desert |

*Guide Option: You can choose to allow players to apply an element boost chart to a different element than listed. This can help with creating characters that are specific to other fictions than the default world of Annor.*

*For example, you might use an inverted form of the Water table for a character playing a Sunrunner from the Melanie Rawn Dragon Prince or Dragon Star trilogies.*

*A warlock in the Lawrence Watt-Evans' world of Ethshar might have a custom chart based on their distance from The Source.*

*A world based on Avatar: The Last Airbender might have additional upper and lower boosts based on special astronomical events such as full moons, eclipses, comets, etc.*

*The main thing to be careful about with making any such changes is that overall the Elemental character should on average be at Medium boosts.*

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# Martial

*"Focus. Reflex. Breath. Practice. See this? This is me breathing."*

Martial characters use physical skill to defeat their foes. The rogue whose finesse with a blade keeps his foes at bay, the barbarian who wades axe first into the fray with no fear for her life, the monk who focuses on making her body a living weapon, and the ranger whose mastery of weapon styles allows him to adapt to thwart his foes, these are all characters who tap into the Martial Power Source.

Martial trained skills are called Styles.

While using a Martial Style, a Martial character can use Weapon Perks and combat Techniques.

Martial's boosts are the most consistent of all the Power Sources.

## Perks

Perks are traits that belong to the weapon Gear or form Gear the Martial character uses. A Martial character may only use Perks from Gear if the total Perk Points are not greater than the maximum ranks the character has in any one Martial Style.

A Martial character who cannot use the Perks still has to abide by that weapon or technique's Penalties (two-handed, longer reloads, being slowed while wielding the weapon, etc.).

See Weapons and Techniques in the Items: Gear and Equipment chapter (page 88) for details on how to choose Weapon Perks.

Characters without Martial skill ranks can use weapons with their trained skills, but only with a max of 0 Perk Points.

When purchasing these items as part of making a character, purchase them for the resale cost. Also remember that a Level 1 Hero character can only use a max Gear Quality of 2.

| Additional Weapon and Technique Costs | | | | | | | |
|---|---|---|---|---|---|---|---|
| Gear & Perk Value | 0 | 1 | 2 | 3 | 4 | 5 | 6 |
| Gear Base Cost | 1gp | 10gp | 80gp | 800gp | 10kgp | 135kgp | 2mgp |
| Gear Resale Cost | **2sp** | **2gp** | **16gp** | 160gp | 2kgp | 27kgp | 400kgp |
| Gear Material Cost | 1sp | 1gp | 8gp | 80gp | 1kgp | 13.5kgp | 200kgp |

### *Level 1 Weapons and Techniques*

You can have multiple pieces of gear for each individual Martial skill. A given piece of gear can be used with any Martial skill that it has an exact type match with, or matches the requirement for that skill. If you want to have options for your character to switch between depending on the circumstances, you might pick up a few different Weapons or Techniques.

When making a new character, you may can have multiple pieces of the starting gear as different Weapons or Techniques. You may even pick up more than the starting gear, though you will have to spend the gold for the materials from your starting gold.

Here are some Weapons and Techniques a level 1 Martial character can use. Remember that you can make your own custom gear in the Items chapter, these are just examples to get you started:

### 0pt Weapons and Techniques:

**Simple Blade** (0pt) One-Handed, Light Blade

**Simple Bow** (0pt) Two-Handed, Ranged Bow, Reload Free, Puncture 1

**Simple Sling** (0pt) One-Handed, Light Sling, Reload Free

**Style, Street** (0pt): Technique, Two-Handed, Slow 1

### 1pt Weapons and Techniques:

**Basic Axe** (1pt) One-Handed, Heavy Blade, +1 Edge

**Basic Blade** (1pt) One-Handed, Light Blade, +1 Edge

**Basic Long Bow** (1pt) Two-Handed, Heavy Bow, Ranged w/ ammo, Reload as a Free, +1 damage

**Basic Spear** (1pt) Two-Handed, Light Spear, ↑1 Vanguard

**Basic Staff** (1pt) Two-Handed, Light Staff, ↑1 Stalwart

**Style, Wolf** (1pt): Technique, Two-Handed

### 2pt Weapons and Techniques:

**Battleaxe** (2pt) One-Handed, Heavy Axe, Puncture 2

**Hand Auto Crossbow** (2pt) One-Handed, Heavy Crossbow, Ranged uses ammo, Reload automatically

**Hatchet** (2pt) One-Handed, Light Axe, Ranged thrown, Puncture 1

**Heavy Crossbow** (2pt) Two-Handed, Heavy Crossbow, Ranged w/ ammo, Reload Maneuver, Puncture 5

**Longstaff** (2pt) Two-Handed, Light Staff, Reach +1

**Longsword** (2pt) One-Handed, Heavy Blade, ↑1 Swift

**Style, Bear** (2pt): Technique, Two-Handed, Damage +1, Slow 1

**Style, Crane** (2pt): Technique, Two-Handed, Reach +1, Slow 2

**Style, Mantis** (2pt): Technique, Two-Handed, +1 Edge

**Style, Snake** (2pt): Technique, One-Handed

### *Martial Natural Weapons*

You may give perk points to your natural weapons equal to your maximum allowed Gear Quality. If you do, it becomes Gear and uses up a piece of Gear. You may reselect perks for this weapon each time you level. You must spend the difference in GP when upgrading that weapon's perks. Treat them as 1-handed weapons.

## Stunts

Whenever a Martial character uses an action point, all Martial and Basic skills they use that turn gain upgrades equal to their max ranks in a Martial skill. These upgrades are not applied to previous rolls during that turn. This is called a Stunt Bonus.

## Core Martial Talents

The following are the core Martial talents. Talents from here that you can take are based on the max ranks you have in a Martial skill. For example if you have two ranks in Swift Style and one rank in Water Style, you qualify for Tier 2 talents in the Core Martial group.

*More weapons, more options.*

**Quick Draw (Martial. Tier 5)** – Perk: Once per turn, you may draw a Free draw weapon and sheathe another without using any action.

*Your body mends itself in preparation for the next fight.*

**Refined Adrenaline (Martial. Tier 6)** – Perk: Whenever you gain an action point from combat, you heal one third of your wounds.

# Supernatural

*"You're in my world now. And my friends can't WAIT to meet you."*

A Supernatural character makes pacts with other beings or binds powerful creatures to do their bidding. Pacts rely on the very life of the Supernatural character, binding them to specific tasks with their very life and liberty on the line. Supernatural magic is incredibly risky and can easily lead to the character doing dark and evil things to satisfy their pact. This destructive nature of Supernatural pacts makes them illegal in most places.

The Warlock who strikes deals with demons and hides himself in unnatural darkness, the Witch that conceals herself and allies behind billowing clouds of poison and allies with faerie creatures, the Shadow Man who conjures boons with the help of spirit he's trapped, and the Necromancer who creates undead monstrosities and drains life from others to regenerate from near death are all examples of characters who have made Supernatural pacts.

Supernatural trained skills are called Pacts.

Supernatural characters have allied themselves with dark forces called a Bond. A Bond will obey the desires of their master, as long as the Bond remains appeased. Supernatural forces are will exact their price, however, be it by Blood or Contracts.

Supernatural's boosts are the riskiest of all the Power Sources.

## Blood

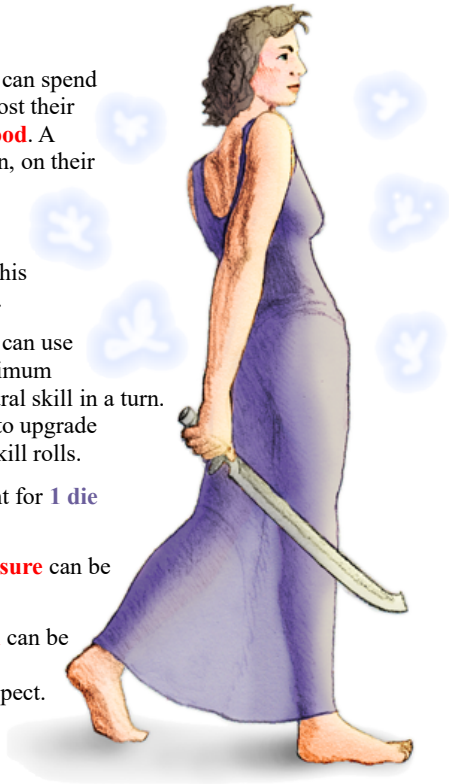
A Supernatural character can spend their own life force to boost their power, in the form of **Blood**. A supernatural character can, on their turn, gain **upgrades** to specific die rolls by spending **composure** or **wounds**. Damage taken this way cannot be prevented.

A Supernatural character can use Blood equal to their maximum ranks in single Supernatural skill in a turn. Blood can only be spent to upgrade Supernatural and Basic skill rolls.

**Three Blood** can be spent for **1 die upgrade**.

**One Blood** and **2 composure** can be spent for **1 die upgrade**.

**One Blood** and **1 wound** can be spent for **1 die upgrade**. Wounds can be in any Aspect.



## Contracts

Contracts are serious business. Contracts are promises of future accomplishment for power now. However, contracts are pacts with strict forces, so failure to fulfill a promise will cause one's Bond to exact their price upon the Supernatural character instead. A Supernatural character cannot use Blood unless they have a Contract.

To make a contract, the character must state a Goal and a Method. The Supernatural character will gain upgrades equal to whatever their ranks in that Supernatural skill was when the contract began.

These upgrades will apply only to Supernatural and Social skills used in that **Method** that are directly working towards completion of the Contract's **Goal**.

Contract Goals must please the Supernatural character's Bond and bring something significant to the Bond's desires. Contract goals must always be greater or equal in value to the Bond of the last failed contract, or the Bond has no interest in making them.

A few example contracts could be:

- **Gain enough money via deception** to **purchase a special blade**
- **Play tricks on the Count with magic** until **he laughs or dies**
- **Rescue my parents** by **defeating the invading elemental forces**
- **Prove my innocence** by **collecting evidence**
- **Become a renowned knight** by **defeating all challengers in this tournament**
- **Escape this city through underground tunnels**
- **Find the missing children** by **following the clues**

Contracts should be in world terms, not game terms. "Gain enough XP to reach next level" is not an appropriate contract.

Player character goals should be attainable, otherwise they will be stuck at the value of their first contract and unable to make more powerful contracts!

To change a contract, the Supernatural character must either fulfill a previous contract, or call the contract failed. If they fail a contract, they cannot start a new Contract until they gain a number of action points equal to the number of failed contracts since their last successful one.

Failing in a contract's Goal ends the Contract in failure. This will happen if it becomes impossible to complete the Goal. Whenever a Supernatural character fails a contract, they gain one Strike. Succeeding at two Contracts in a row will clear out one Strike from the character's Bond. A fourth successful Contract in a row will clear out another Strike. If they have three Strikes, their Bond is broken and the character is utterly destroyed.

## Core Supernatural Talents

The following are the core Supernatural talents. The talents from here that you can take are based on the max ranks you have in a Supernatural skill. For example if you have two ranks in Death Pact and one rank in Hunter Pact, you qualify for Tier 2 talents in the Core Supernatural group.

Supernatural characters can also purchase Entertain and Trickery Spells with talents (see Spells Summarized by Skill, page 96).

*Your attacks seem to come from both sides of your foe at once, making it impossible to be certain where the true threat is.*

**Cloak of Lies (Supernatural. Tier 5)** – Maneuver: Gain Leverage for one turn on a foe you succeeded against with your previous action, save ends.

*You take advantage of every opportunity that presents itself.*

**Opportunist (Supernatural. Tier 6)** – Perk: You may make one additional Quick action per round.

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# Trained Skills

*"The world is made of Actors and Substance. Which will you be?" – Kala*

When you have skill ranks for a Trained Skill, you must choose the ability score and Power Source you will use with that skill. If you have no ranks, the Power Source is determined by the gear.

As soon as you have any skill ranks or while you are using gear for the Trained Skill, you gain the Prime Talent for that Trained Skill.

## Using Trained Skills

Overcoming an obstacle in Aspect Prime is either a simple yes or a skill contest. In many cases, the Guide should just say yes (such as when a skill roll has a number of C dice that is equal to or greater than the success target). Otherwise, the characters should use skills.

Skills are used in two different ways: active and passive.

### Active Skills

An active skill use is rolling your skill against a target. Usually this is a set difficulty target (see DT)

#### *Opposed Skill Check*

Opposed skill checks are a kind of active skill check involving both the active character and the target. In these cases, both are actively trying to overcome the other's skill (like an arm wrestling contest). This is different from a combat where there is a back and forth of multiple attacks. Those we just use normal active skills for.

### Passive Skills

Passive skill checks are checks the Guide makes for characters that aren't even aware of the check happening. A common example is spotting a character that is using stealth.

You can also attempt a passive skill check as a smaller action than the active action would be.

Your passive skill roll is equal to the value of your dice pool. Count the number of C dice in your pool. That's your successes. Default passive skill rolls don't have Edge.

Your passive skill roll is different if you are in Alert Stance, however.

### Alert Stance

When not in a specified stance, it can be assumed you at some point have entered Alert Stance. Alert Stance does not affect active skill rolls in any way.

Whenever you say something like "I'll stand watch", "I'm going to look around carefully" or "I'm being very cautious", you are probably entering Alert Stance unless you tell the Guide otherwise.

**Alert Stance (Any. Basic)** – *Stance;* Maneuver: You make non-combat checks passively at (B + C dice, A + C dice).

Alert Stance checks do passively generate Edge. This edge can only be used in ways directly related to the check, including as an Edge target against an active roll (such as stealth vs passive perception).

It is possible to be in no stance. For example, you cannot be resting and in Alert Stance. Resting turns off all stances.

The primary use of alert stance is passive knowledge or perception checks. Here are a few example uses:

*A character with ABCC for Perception will passively make (3,3) skill checks on checks against inanimate targets. This would be enough to notice a poorly hidden door.*

*A character with BB for Nature will passively make (2,0) Nature checks, enough to notice plants that are not native to an area familiar to the character.*

### Skill Advancement

Similar to how the character earns ability score points, they will get skill points that they can use to upgrade their skills. Use the following chart to determine the minimum level needed for a given skill rank (see Advancement, page 94).

| Upgrading Skills | Skill Rank | | | | | | |
|---|---|---|---|---|---|---|---|
| Skill Ranks | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Minimum Level | - | - | - | 2 | 8 | 14 | 20 |

Upgrading skills works the same way as upgrading ability scores. Upgrading a skill costs one skill point per additional skill rank. You may put more than a single rank into a single skill if you like.

### Standard Array for Skills

The standard array for skills is 3, 3, 2, 1. You may apply these to any skills you like, basic or trained, as long as you don't go over the max skill ranks for your character's level.

These skill bonuses will stack with skill bonuses from your Species and Background. However, the skill rank cap at first level is 3, so you cannot use these bonuses to increase any skill above 3.

*Note: At 1st level, putting the standard array together with a background of 2, 2, 1 and species of 1, 1, 1, you can get 3, 3, 3, 3, 3, 2. Like so:*

| | | | | | | |
|---|---|---|---|---|---|---|
| Standard Array | 3 | 3 | 2 | 1 | | |
| Species Skill Ranks | | | 1 | 1 | 1 | |
| Background Skill Ranks | | | | 1 | 2 | 2 |
| Total Skill Ranks | 3 | 3 | 3 | 3 | 3 | 2 |

### Trained Skill Chart

| Skill | Typical Uses |
|---|---|
| Air | Flight, Fog, Lightning, Snow, Weather, Wind |
| Death | Necromancy, Parasite, Shadow, Undead, Venom |
| Earth | Earth, Plants, Stone, Wood |
| Evocation | Cold, Fire, Force, Lightning, Materia, Wild Magic |
| Fire | Flame, Heat, Infernal, Magma |
| Hunter | Light Melee Weaponry, Ranged Weapons |
| Innovator | Automata, Devices, Teleportation, Time |
| Mind | Deception, Illusion, Insights, Phantasm |
| Spirit | Healing, Life, Radiant, Social |
| Stalwart | Blunt or Large Weapons, Shields |
| Swift | Accurate, Banter, Brutal, Maneuverability, Quick |
| Transform | Transforming into Creatures or Elements |
| Unarmed | Grapples, Hand to Hand, Mobility, Self Mastery |
| Vanguard | Coordinated, Front Line, Options, Pole-arms |
| Water | Currents, Frost, Healing, Ice, Water |
| Companion | Hirelings, Pets, Multi-person Characters |

## Trained Skill Summary

This is a brief description of each trained skill for ease of selection.

### Air

The **Air** Trained Skill allows a character to control weather, summon lightning, create gusts of wind, and chill foes. Air has great range and can cover large areas. Air can even be used to fly. Great for druids, mages, and nomads from hard to reach temples.

### Death

The **Death** Trained Skill is brings dominion over the dead, shadows, and the ability to steal the life from your foes or even poison them. Most uses of this skill are frowned upon in the Common Accord, or outright illegal to use. Most deities frown upon its use as well. Great for necromancers, assassins, evil cultists, and rat catchers.

### Earth

**Earth** lets the character quickly grow obstacles of stone or plant, fling thorns and rocks, create vines, brambles, thickets, and rough terrain, and even ride a wave of earth to move more quickly. Mastery over earth can allow a character to burrow through the earth or create pillars of stone. Perfect for druids, miners, and building fortresses.

### Evocation

**Evocation** can channel many kinds of energies. Evokers can focus on refining just to pure force, dabble in multiple kinds of energies, or simply let the magic do as it will with raw chaos. Great for wizards, chaos mages, and construction workers.

### Fire

**Fire** is great at raw damage output, encompassing flame as well as magma, smoke, and pure speed. Fire can be used for flight, and with mastery can be used in conjunction with Earth. Great for pyromaniacs, arsonists, and circus acts.

### Hunter

**Hunter** is a great set for both long ranged weapons and light agile weaponry. Hunters excel at keeping out of melee range of foes. Perfect for hunters, rangers, assassins, and stealth.

### Innovator

**Innovator** is full of surprises, from automatons to tricks using teleportation, and even time manipulation. Innovator is great at aiding allies as well as managing difficult foes. Great for inventors, time travelers, artificers, and getting places folks don't want you to.

### Mind

**Mind** is a mental-focused Trained Skill that excels at illusion, phantasms, confusion, and deceit. Mind mastery can allow you to trick foes into attacking thin air or even one another, as well aiding allies with helpful advice. Great for illusionists, con artists, sages, and avoiding physical conflict.

### Spirit

**Spirit** embodies life, light, and healing. Spirit has both physical and social attacks and many ways to aid and heal allies. Great for priests, paladins, holy guides, and also avoiding physical conflict.

### Stalwart

**Stalwart** is for the warrior who cannot be overcome. Stalwart specializes in getting the most out of heavy weaponry. Stalwart character excel in the front line taking down foes and protecting and inspiring nearby allies. Great for barbarians, warriors, knights, paladins, brutes with humongous sticks, and battlers.

### Swift

**Swift** offers great mobility and accuracy, specializing in light weapons and blades. Some Swift attacks can also be used for social combat. This is an excellent skill for rogues, dashing or otherwise.

### Transform

**Transform** allows the character to transform into other creatures, a swarm of creatures, or even different energies or elements. Transform is about changing your own form to best fit a situation. Great for druids, victims of experimentation, ascending to become a superior lifeform, and getting out of dinner invitations.

### Unarmed

**Unarmed** is designed to use Techniques instead of Weapons. An Unarmed fighter goes into battle with only their wits, limbs, and surrounding terrain as their weapon. Unarmed combatants can excel in damage, control, and even grappling. Great for wrestlers, martial artists, brawlers, and monks.

### Vanguard

**Vanguard** combatants are great at taking advantage of options and teamwork, coordinating strikes with allies. They know that every weapon has a unique use. So why not carry as many as possible? Excellent for the jack-of-all-trades, warlord, and MacGyver. Vanguard and also be used for Mental combat.

### Water

**Water** abilities focus on using water and cold effects to take down foes and heal and aid allies. Water combos well with Air, as both trigger effects off of the Cold keyword. Perfect for survival, keeping food cold, and patching up allies.

### Companion

**Companion** abilities let your character have allies that help them in combat. A pet wolf, a second character that works in tandem, a fire elemental, a dragon, etc. You can even design your own companions. You use your actions to give them actions using commands. Great for leaders, druids, and multi-person characters.

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# Air

*"Lighter than a feather, yet the strongest can only hold it for a moment."*

The Air skill allows the character to control the weather, summon storms, and fling lightning at foes. This trained skill is used to control large areas of the battlefield.

When you first take ranks in Air, choose one of the following Prime talents. The others become Tier 2 talents you can learn.

*A blast of air pushes your foes in the right direction.*

**Air Blast (Air. Prime)** – *Primal, Wind;* Major, ↓X: Roll vs Physical on foes in an Area X+1. Push impaired foes X.

*A chill fills the area, frosting the ground over, making it tough to navigate.*

**Winter Chill (Air. Prime)** – *Cold, Primal;* Major, ↓X: Roll vs Physical on foes in an Area X+1. Impaired foes are slowed X, save ends.

*A bolt of lightning arcs towards your foe.*

**Lightning Arc (Air. Prime)** – *Lightning, Primal;* Major, ↓X: Roll vs Physical on a foe in X+1 range increments with Puncture X.

Spend 2X Crits: X impaired foes are staggered for one turn.

*You pull all the air from your foe's lungs, leaving them gasping.*

**Steal Breath (Air. Prime)** – *Wind, Primal;* Major, ↓2X: Roll vs Physical on foes in a Line X+2. Impaired foes have ↓X for one turn.

*Your affinity for air gives you a stronger sense of the space around you.*

**Airsense (Air. Tier 1)** – Maneuver: You sense all contiguous air near you within range increments equal to your ranks in Air, including shape, purity, humidity, and flow. Airsense is equivalent to echolocation, letting you see around corners to some degree.

*A cool fog keeps you and your nearby allies well hidden.*

**Arctic Fog (Air. Tier 1)** – *Stance, Primal;* Full, Move 1, Lock ↓3X: You and allies in Melee 3 gain Soak X+1.

*A crack of thunder overwhelms your foes.*

**Freezing Air (Air. Tier 1)** – *Modifier;* Spend X Edge: Impaired foes are slowed X, save ends.

Spend Y Air Crits: Y Impaired foes are dazed, save ends.

*A powerful wind blows your foes about like leaves.*

**Whirlwind (Air. Tier 1)** – *Modifier;* Spend X Edge: Impaired foes are slid X.

*Electricity crackles from your fingers along the paths you made.*

**Ionization (Air. Tier 1)** – *Modifier;* Free: Your Air talents gain the Lightning type and ↑1 this turn.

*The frigid air gives you a protective icy coating.*

**Winter's Rime (Air. Tier 1)** – Free, You hit with a Cold or Wind attack: Gain Soak 2 for one turn against up to 1 attack.

*The wind buffets you into the air momentarily.*

**Zephyr Wings (Air. Tier 1)** – Quick, Spend X Fire or Wind Crits: Flying move X squares. X cannot be more than your ranks in Air.

*Inhale. Exhale. Controlling flow is that simple.*

**Air's Flow (Air. Tier 2)** – Perk: Whenever you would pull or push a foe, you may push instead of pull or pull instead of push.

*Air makes a wonderful conduit for your power.*

**Air's Reach (Air. Tier 2)** – *Modifier;* ↓X dice. This roll gains X range increments or an Area X+1.

*A massive arc of lightning strikes a nearby foe.*

**Charged Bolt (Air. Tier 2)** – *Lightning, Attack;* Full, ↑3; Roll a Prime Air talent with +1 RIs.

*Sheets of rain pelt your foes as they slip to the ground.*

**Sleet Blast (Air. Tier 2)** – *Modifier, Water;* Full: Make a Cold, Water, or Wind Major Attack with ↑2. Impaired foes are knocked prone.

*A brisk wind lifts you into the air, whisking you across the battlefield.*

**Aerial Jaunt (Air. Tier 3)** – *Movement;* Maneuver, Lock ↓2X until your next turn ends: Make a flying shift of up to X+1 squares. X cannot be more than your ranks in Air.

*Lightning leaps from foe to foe, dodging around barriers and allies.*

**Arc Bolt (Air. Tier 3)** – *Modifier;* ↓X Lightning dice: Your roll covers a Chain 3X+1.

*Wind swirls around you like a tornado, following you as you move.*

**Eye of the Storm (Air. Tier 3)** – *Stance;* Maneuver, Lock ↓X:

Free: Roll vs Physical against each foe in Melee X+1. Success deals no damage. Success pushes or pulls impaired foes.

*Chilled air surrounds you, stifling your foes.*

**Frost Aura (Air. Tier 3)** – *Stance;* Maneuver:

Quick: Roll vs Physical against a foe that struck you with a Melee attack. Success dazes Impaired foes, save ends. This attack deals no damage. (The triggering attack still deals damage to you, though)

*The lightning coursing through your foes fries their senses for a moment.*

**Grounding (Air. Tier 3)** – *Modifier;* Spend 6X Lightning Edge or 2X Lightning Crits: X impaired foes are staggered, save ends.

*A sheet of lightning tumbles across the battlefield, scorching your foes.*

**Lightning Cascade (Air. Tier 3)** – *Lightning, Attack;* Major, ↓X dice: Roll vs Physical at a foe in Melee 3. You may use that roll result vs up to X more foes in X+3 squares of it, -1 success. You may keep adding X targets and subtracting successes if the remaining still hit, but cannot target the same foe more than once.

*A crack of thunder overwhelms your foes.*

**Thundercrack (Air. Tier 3)** – *Modifier;* Free, Spend X Lightning Crits: Deal X Sonic damage to up to X hit foes.

*A furry of sand grains shred your foes.*

**Sandstorm (Air. Tier 3)** – Perk: You may use Earth or Wind dice for Earth and Wind talents. When you do, they gain both keywords.

For the purposes of Power Source bonuses, each time you use an Earth or Wind talent, you choose whether it is counted as an Air talent or Earth talent.

*The buffeting wind makes it impossible for your foes to aim.*

**Blinding Wind (Air. Tier 4)** – *Modifier;* Spend 2X Cold or Wind Edge: Impaired foes have their range increments reduced by X (to a minimum of 1).

*A quick burst of air pushes foes in the right direction.*

**Buffeting Wind (Air. Tier 4)** – *Wind, Primal, Storm;* Maneuver, ↓2X: Roll vs Physical against an Area 3X+1. This talent deals no damage. Impaired foes are pushed Success squares.

*The bolt dodges around barriers and allies, halting foes in its wake.*

**Chain Bolt (Air. Tier 4)** – *Modifier;* ↓X dice: Your roll covers a Chain X+1. Impaired foes are slowed X.

*You punch downward, sending electric shock waves through the metal floor.*

**Conduct Electricity (Air. Tier 4)** – *Lightning, Attack;* Full, ↓3, Choose a Major Lightning attack: Add a conductive surface to the attack's area of effect, up to an Area 5X. X is your ranks in Air.

*The air around your foes sizzles and sparks.*

**Ionized Air (Air. Tier 4)** – Perk: You may use Air or Fire dice for Air and Fire talents. When you do, they gain both keywords.

For the purposes of Power Source bonuses, each time you use an Air or Fire talent, you choose if it is counted as an Air or a Fire talent.

*An arc of lightning strikes a foe and ripples out to strike nearby enemies.*

**Lightning Pulse (Air. Tier 4)** – *Lightning, Attack;* Major, ↓X dice: Roll vs Physical at a foe in 1 range increment. You may use that roll result vs foes in Melee X+1 of the target, at half damage.

*A bit of ionization follows you around, making for strikes to reach further.*

**Air's Rush (Air. Tier 5)** – *Modifier;* Free: Your next ranged attack this combat gains X squares of range. X is your ranks in Air.

*A lattice of ice forms around your foes, making it hard to move.*

**Frostwork Wall (Air. Tier 5)** – *Cold;* Full, ↓2X: Roll vs Physical on a Line X+3. Damage is halved and ongoing, save ends. Impaired foes are immobilized, save ends. The area is rough terrain X+4.

*A bolt from the sky crashes down to obliterate the unbelievers.*

**Summon Lightning (Air. Tier 5)** – *Lightning, Primal;* Full, ↓2X: Roll vs Physical in an X range increment Area X+1. Impaired foes are knocked prone and dazed, save ends.

*Already aloft, it is easier for the wind to help you soar through the air.*

**Zephyr Flight (Air. Tier 5)** – *Movement;* Maneuver, Lock ↓2X+1 until your next turn ends: make a flying move of up your base speed +3X squares or a flying shift of X+1 squares.

*The terrain becomes icy and difficult to traverse.*

**Glacial Expanse (Air. Tier 6)** – Maneuver x2, Repeat Free, Lock ↓2X: An area 2+X in 2 range increments becomes rough terrain X+2. Foes that end their turn in the area are dazed, save ends.

*Snow blankets the battlefield and your foes.*

**Snow Storm (Air. Tier 6)** – *Stance, Wind, Storm;* Full, Lock ↓X:

Your Wind and Cold attacks gain Area 3, increase rough terrain by 2+X, and Impaired foes are slid 1. Foes in the snowy terrain take X Cold damage at the end of each of their turns.

*Your foes are whipped about the battlefield at your whim.*

**Weather's Bite (Air. Tier 6)** – Free, You used a Cold or Wind talent this turn: You may slide each hit foe that is Impaired or suffering an ongoing effect up to 1+1 square for each ongoing effect.

*Dark clouds form above, massive strikes of lightning pelting the battlefield.*

**Lightning Storm (Air. Tier 7)** – *Stance, Lightning, Storm;* Full x2:

Free: Roll with ↑2 vs Physical on an Area 3 in 1 range increment.

*A dark cloud coalesces nearby, striking enemies with bolts of electricity.*

**Thunderhead (Air. Tier 7)** – *Stance, Storm;* Major, Lock ↓2X: You create a cloud within 2+X squares. As a free action, you may have the cloud Roll ABB with ↑X vs Physical at a target in 2+X squares of it or move up to X squares. Success deals lightning damage. If you get more than 2+2X squares from the cloud, the stance ends.

*Powerful winds buffet your foes, shoving them across the battlefield.*

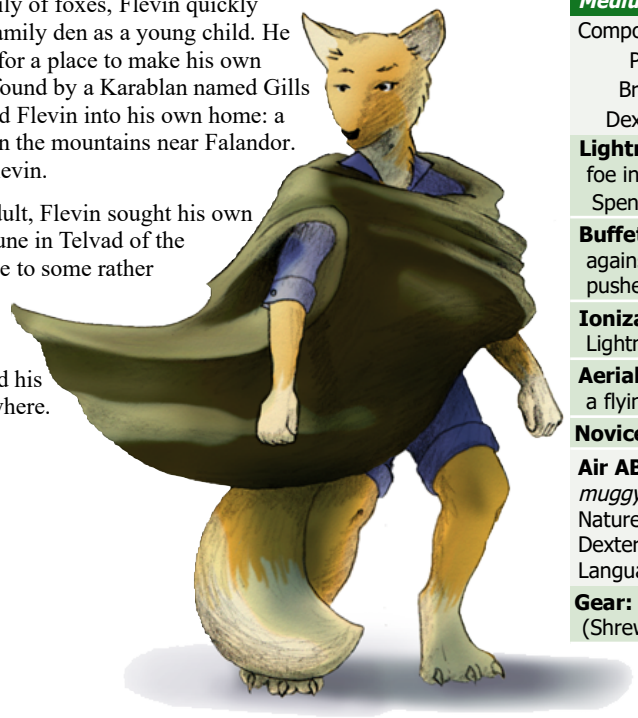
**Wind Storm (Air. Tier 7)** – *Stance, Wind, Storm;* Major, Lock ↓X:

Free: Roll vs Physical on foes in Melee X+4. Success slides foes and deals no damage.

**Example Level 1 Air Character**:

Born to a family of foxes, Flevin quickly outgrew the family den as a young child. He went looking for a place to make his own den, but was found by a Karablan named Gills who welcomed Flevin into his own home: a dragon's lair in the mountains near Falandor. Gills raised Flevin.

As a young adult, Flevin sought his own fame and fortune in Telvad of the Rivers, but due to some rather embarrassing gambling debts, he has decided to find his fortunes elsewhere.



**Flevin, Foxkin Windrider** — **Hero: Grade 3**

***Medium Supernatural Humanoid Fae*** — ***XPV: 30***

Composure Pool: 9 – Striker: +1 damage on a hit / turn — SR 6

| Physical | Mental | Social | Speed: 6 |
|---|---|---|---|
| Brawn 2,0 | Genius 4,5 | Appeal 1,0 | Saves 6, ABCC |
| Dexterity 3,0 | Savvy 2,0 | Empathy 3,5 | AP: 1 |

**Lightning Arc** *(Air P) Lightning, Primal;* Major, ↓X: Roll vs Phy. on a foe in X+1 RIs with Puncture X.
Spend 2X Crits: X impaired foes are staggered for one turn.

**Buffeting Wind** *(Air T4) Wind, Primal;* Maneuver, ↓X: Roll vs Phy. against an Area 2+X. This talent deals half dmg. Impaired foes are pushed Success squares.

**Ionization** *(Air T1) Modifier;* Free: Your Air talents gain the Lightning type and ↑1 this turn.

**Aerial Jaunt** *(Air T3) Movement;* Maneuver, Lock ↓2X UYNTE: Make a flying shift of up to X squares. Max of Air (3).

**Novice: Lore** *(Spells T1)* **Arcane Sight** (5) **Mage's Guise** (5)

**Air ABCC** *(↑3 Outdoors with a clear sky, ↑1 Outdoors on a foggy or muggy day or Indoors);* Craft ABBC, Customs AAA, Lore ABCC, Nature AAAB, Shrewd BCC, Trickery BBC, (Appeal A, Brawn AA, Dexterity, Savvy AA); Normal Vision, Bite Weapon, Fast 2, Scent; Languages: Common, Canine

**Gear:** Elemental Essence (Air 2), Book of Lore (Lore 2), Moodstone (Shrewd 2), Multitool (Craft 1), Bag of Tricks (Trickery 1), 48gp

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# Death

*"Reduce, reuse, reanimate."*

Death talents bring control over undead and dark powerful magic that harms both self and foes to sustain the wielder.

When you first take ranks in Death, choose one of the following Prime talents. The others become Tier 2 talents you can learn.

*Your strike is coated with a deadly poison that wilts the flesh.*

**Bitter Poison (Death. Prime)** – *Poison, Attack;* Major, Move 1: Roll vs Physical on a foe in Melee. Damage is ongoing, save ends.

*The dead have so much to offer. Feel free to reach out.*

**Death Throes (Death. Prime)** – *Undead, Melee, Attack;* Major, ↓X: Roll vs Physical on a foe adjacent to you or a dead body or undead within 2X+2 range increments.

*Death, decay, and pain are a continuum that you can arrange how you like.*

**Decay (Death. Prime)** – *Necrotic, Attack;* Major, Take X Physical wounds, if X is 0, ↑2, otherwise ↑4: Roll vs Physical on a foe in Melee. +2X damage on hit. X must be less than your ranks in Death.

*You pull the life out of a foe, keeping it for yourself.*

**Parasite Strike (Death. Prime)** – *Necrotic*, *Attack;* Major: Roll vs Physical on a foe in Melee. On Success, heal X composure where X is wounds you dealt.

*Shadowy claws grasp your foe, pulling them inexorably towards you.*

**Shadow's Grasp (Death. Prime)** – *Fear, Shadow, Attack;* Major, ↓X dice: Roll vs Physical on a foe in Melee 2X+2. Impaired targets are pulled X+1.

*The stench of death summons a swarm of stinging insects.*

**Cloud of Flies (Death. Tier 1)** – *Modifier;* ↓X+1 Supernatural dice: This roll affects a Line X+2. Creatures that end a turn in the area before your next turn take X damage.

*Shadows and death claw at your foe, pulling them downward.*

**Dark Bindings (Death. Tier 1)** – Spend X Death Edge: Impaired foes are slowed X, save ends. If X is 3 or more, the target is instead immobilized, save ends.

*Death knows no barriers.*

**Death's Reach (Death. Tier 1)** – *Modifier;* Maneuver: Your Undead and Necrotic rolls this turn gains 1 range increment and puncture 2.

*This strike delivers a nasty poison that sets a gloom over your targets.*

**Envenom (Death. Tier 1)** – *Poison, Modifier;* ↓1 Physical die: If you deal physical wounds with this attack, you also deal that many mental wounds.

*You might want to get that looked at.*

**Festering (Death. Tier 1)** – Spend 3X Death Edge: Hit foes have ongoing damage X, save ends (+2 difficulty).

*Several nearby foes nearly collapse as you sap their energy.*

**Wither (Death. Tier 1)** – Spend 3 Necrotic or Poison Edge: Impaired foes are dazed or weakened *(choose one)*, save ends.

*A thick darkness sheathes you and your allies, making it hard to see you.*

**Billowing Shroud (Death. Tier 2)** – *Stance;* Free, Lock ↓X+1: You and allies within Melee X gain Soak 1.

*This attack carries a debilitating poison sure to hinder any foe.*

**Enervate (Death. Tier 2)** – Spend 3X Death or Poison Edge: Impaired foes have ↓2X, save ends (+2 difficulty).

*Your foe is held in place by a million shadows.*

**Sequester in Shadow (Death. Tier 2)** – Spend 5 Death or Shadow Edge: Impaired foes are immobilized and weakened, save ends.

*You extract pain from your foe to invigorate yourself*

**Lifedrain (Death. Tier 2)** – Spend 2X Physical Edge: You heal X composure on yourself or an ally within 1 range increment. X cannot be more than the damage you dealt to a single target this turn.

*Black scarab beetles burrow into your foe's flesh.*

**Death Scarabs (Death. Tier 3)** – Spend X Death or Undead Edge: X of this attack's damage is instead ongoing, save ends. Impaired targets are slowed X, save ends.

*"They're… everywhere! Get them off, get them off of me!"*

**Dread Emergence (Death. Tier 3)** – *Modifier;* ↓2+3X: This roll covers a Melee X+1 area, the area is rough terrain X until next turn.

*If this hits, just leave that foe be, they will die soon.*

**Fatal Toxin (Death. Tier 3)** – Spend 3X Death Edge or X Physical Crits: 3X of the damage from this result is ongoing, save ends.

*Your appearance alters, immobilizing your foe with fear.*

**Fearsome Visage (Death. Tier 3)** – Perk: Whenever you pull a foe that is adjacent to you, you may instead daze them, save ends.

*You bring with you only death and decay.*

**Necromancer's Incursion (Death. Tier 3)** – *Stance;* Maneuver: *Necrotic, Undead;* Free, You are adjacent to a foe you weren't yet adjacent to this turn, ↑1: Roll vs Physical with puncture 1.

*You tear flesh from the fallen to patch your wounds.*

**Rend Flesh (Death. Tier 3)** – *Healing, Undead, Attack;* Major, You were adjacent to the foe your previous turn, the foe is dead, defeated, staggered, or immobilized: Roll vs Physical in Melee. Half damage goes to the target's wounds, you heal wounds equal to the remainder.

*The body is dead, but the pieces still work.*

**Stirring Dead (Death. Tier 3)** – Perk: Upgrade your rolls by 1 die against up to X targets adjacent to undead or dead bodies within X size categories of you. X is your ranks in Death.

*This shimmering venom addles the minds of your foes.*

**Mind Fog (Death. Tier 4)** – Spend 3 Death Edge: Impaired foes are dazed or weakened, save ends (+1 difficulty).

*You're around poison all the time. This stuff is nothing to you.*

**Poison Resistance (Death. Tier 4)** – Perk: You have Resist Poison X-2. X is your ranks in Death.

*Shadows wrap and pull you into the floor, to suddenly appear elsewhere.*

**Shadow Teleport (Death. Tier 4)** – Maneuver: Teleport 2 squares, adjacent to a foe you hit with a Death attack your previous action.

*A dead foe lurches to life and attacks someone previously their ally.*

**Shambling Dead (Death. Tier 4)** – *Stance, Undead;* Major: Dead bodies and undead allies in 3 range increments count as you for targeting with Death talents and count as Undead with 1 health.

Spend X move: An undead ally or undead you control moves X.

*This attack drains your foe's health and strength.*

**Siphon Strength (Death. Tier 4)** – Spend 3X Death Edge: Hit foes have ↓X, save ends. You have ↑2X until your next turn ends.

*A horrible cloud of noxious mist will flush out your enemies easily..*

**Toxic Cloud (Death. Tier 4)** – *Poison, Attack;* Full, ↓X, Move X: Roll vs Physical on foes in an Area X+5, doing half damage. If foes end their next turn in the area, the take the other half of the Roll in ongoing damage, save ends (+2 difficulty).

*Your foe begins to falter while you accelerate.*

**Siphon Speed (Death. Tier 5)** – Spend X Necrotic or Shadow Edge: Impaired foes are slowed X, save ends (+2 difficulty). You gain a +X bonus to base speed until your next turn ends.

*Shadowy claws reach into your foes and pull on their souls.*

**Soul Snap (Death. Tier 5)** – Spend 12 Shadow or Undead Edge: Impaired foes are immobilized, staggered, and weakened, save ends (+2 difficulty).

*Your foe sees you in a mirror of their pose, then forgets how they did it.*

**Stolen Stance (Death. Tier 5)** – *Stance;* Major, ↓X dice: Roll vs Mental on a foe in X range increments for half damage. An impaired foe ends its stance. Choose one you stance you caused to end, you are now in that stance (even if you do not have that stance).

*Foes that step near you are just asking to give away some essence.*

**Warlock's Welcome (Death. Tier 5)** – *Stance, Healing;* Maneuver: When a foe moves or shifts to a square adjacent to you, they take 1 physical damage and you heal 1 physical composure.

*Lingering shadows absorb strikes from your foes.*

**Wavering Cloak (Death. Tier 5)** – *Stance;* Major: Whenever you hit a foe with a Necrotic, Shadow, or Undead attack, choose one: gain Soak 2 for one turn or shift 2.

*The venom makes it impossible for your foes to concentrate.*

**Crippling Malaise (Death. Tier 6)** – Spend 2 Poison or Undead Edge: Hit foes grant Leverage to your allies adjacent to them.

*The closer you are to death yourself, the stronger your power over death is.*

**Death's Embrace (Death. Tier 6)** – Perk: When you are wounded, upgrade your dice by X-2 where X is how many wounds you have. X cannot be more than your ranks in Death.

*Bony hands pull you into the earth, only to exhume you elsewhere.*

**Grave Shift (Death. Tier 6)** – *Stance, Undead;* Full, Lock ↓1: You become invisible and shift X squares. When you attack or move more than 2 squares in a turn, you become visible for one turn. X is your ranks in Death.

*Your attacks aren't the only thing poisonous about you.*

**Tainted Blood (Death. Tier 6)** – *Stance;* Maneuver:

*Poison, Attack;* Quick, You are dealt physical wounds: Roll vs Physical on a creature in Melee 1.

*A swarm of stinging, clinging insects assaults your foes,*

**Infestation (Death. Tier 7)** – ↓2X Death, Necrotic, or Undead dice: This roll affects all foes adjacent to dead, physically defeated, or undead creatures in X range increments.

*You sap the brunt of your foe's strike before it seriously hurts anyone.*

**Stolen Strength (Death. Tier 7)** – *Stance;* Maneuver, ↓3X dice, Choose an ally in X range increments: The ally gains Soak X. Whenever the ally takes damage, you heal the amount prevented by the Soak. If the ally gets out of range, end this stance.

*Pain powers you. Decay you bring. Death is your inevitable consequence.*

**Toxic Misasma (Death. Tier 7)** – *Stance;* Major:

*Poison, Attack;* Quick, You are hit with a melee attack, Roll vs Physical on that foe.

**Example Level 1 Death Character**:

**Obid, Deathblossom** — **Hero: Grade 3**

***Large Natural Humanoid Treefolk; 2×2 sq.*** — ***XPV: 30***

Composure Pool: 15 – Defender: taunt 1 foe / turn — SR 6

| Physical* | Mental | Social | Speed: 6 |
|---|---|---|---|
| Brawn 3,0 | Genius 3,0 | Appeal 4,5 | Saves 6, ABCC |
| Dexterity 2,0 | Savvy 2,2 | Empathy 1,0 | AP: 1 |

**Razorvine** *(Earth P) Plant, Slashing, Atk;* Major, ↓2X dice: Roll vs Phy. on foes in an Area X+1. Foes ending their next turn there take X+1 dmg.

**Bitter Poison** *(Death P) Poison, Atk;* Major, Move 1: Roll vs Phy. on a foe in Melee. Damage from this is ongoing, save ends.

**Wither** *(Death T1)* 3 Poison Edge: Impaired foes are dazed or weakened (choose 1), save ends.

**Healing Spores** *(Earth T2)* Free, You defeat a foe with a Primal atk: Heal 4 phy. composure on an ally adj. to it.

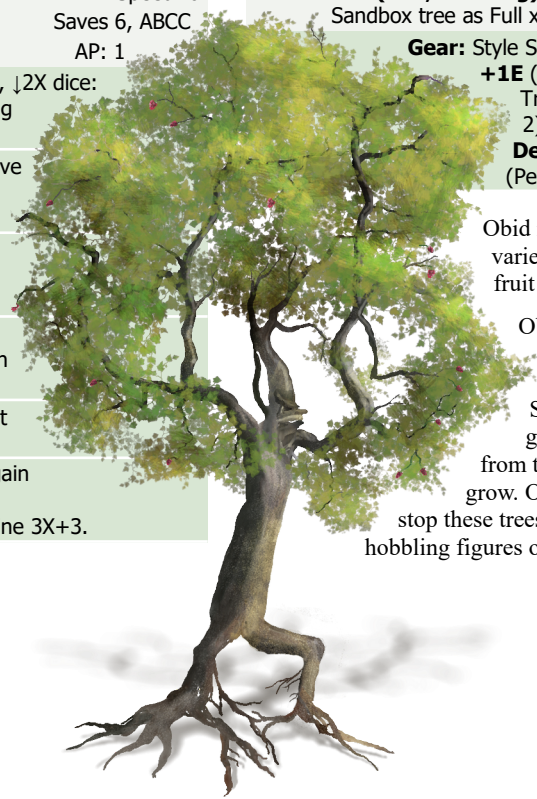
**Festering** *(Death T1)* Spend 3X Death Edge: Hit foes have ongoing dmg X, save ends (+2 Diff).

**Earthform** *(Earth T2) Stance;* Maneuver: You gain Soak 2 and ↑1.

*Plant, Atk;* Major, ↓2X dice: Roll vs Phy. on a Line 3X+3.

**Earth ABCC, Death ABCC** *(Stunt Bonus: +AAA);* Charm ABCC, Entertain ABBC, Leadership ABCC, Perception AC, Tactics AA, Vigilance AA, (Brawn, Genius AAA, Dexterity AA, Empathy A); ***Invulnerable (Poison, Water), Resist (Crushing 2), Vulnerable (Fire, Slashing) 2**, Normal Vision, Treeshift to Sandbox tree as Full x2 action; Languages: Common, Plant

**Gear:** Style Spurge (2pt): **Technique 2H Earth +1E** (Earth 2), Mandolin (Entertain 1), Trimmed Branches (Leadership 2, Charm 2), Style Sandbox (2pt): **Technique 2H Death ↑1 Slow 1** (Death 2), Monocle (Perception 1), 32gp



Obid is a sandbox Treefolk, a thorned variety of Treefolk whose very poisonous fruit explodes when ripe.

Obid has ventured from their grove of sandbox trees near the ruins of Telvad of the Sands to find help. Strange horrid trees of bone have been growing in the ruins, leeching minerals from the soil that the other plants need to grow. Obid has not been able to successfully stop these trees, as they are protected by strange hobbling figures of clay and bone.

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# Earth

*"Has roots as nobody sees, taller than trees. Up it goes, yet never grows."*

The Earth skill allows a character to fling rocks, summon plinths of stone, carve through stone, crush foes, and even control plant life.

When you first take ranks in Earth, choose one of the following Prime talents. The others become Tier 2 talents you can learn.

*The earth ripples from you, flinging your foes.*

**Catapult Slab (Earth. Prime)** – *Crushing*, *Attack;* Major, ↓X dice: Roll vs Physical on foes in a Chain X+1. Impaired foes are pushed or pulled X+1.

*Tough thorny vines sprout up around your foes, shredding them.*

**Razorvine (Earth. Prime)** – *Plant, Slashing*, *Attack;* Major, ↓2X dice: Roll vs Physical on foes in an Area X+1. Foes that end their next turn in the area take X+1 damage.

*You throw a poisonous thorn that seems to seek out your target.*

**Seekerthorn (Earth. Prime)** – *Plant, Poison, Piercing*, *Attack;* Major, ↓X+1 dice: Roll vs Physical on a foe in X range increments. Impaired foes are weakened for one turn.

*A large stone lifts up from the earth and thing flies to strike a distant foe.*

**Stone Throw (Earth. Prime)** – *Crushing, Piercing, or Slicing, Attack;* Major, ↓X dice: Roll vs Physical on a Line X+1 in X+1 range increments.

*Branches and roots grow over your foes, encasing them in a wooden prison.*

**Imprison (Earth. Tier 1)** – *Attack;* Full, ↓X dice: Roll vs Physical on an Area X+2. The area is rough terrain X+2 for X turns.

*A thick root smashes into several nearby foes.*

**Rootlash (Earth. Tier 1)** – *Crushing or Piercing, Primal, Attack;* Major, ↓X dice: Roll vs Physical against foes in an Area 2X+1.

*Sticky spores cling to your foes, reducing their effectiveness.*

**Spore Burst (Earth. Tier 1)** – Spend 3 Plant or Primal Edge: Impaired foes are dazed, save ends.

Spend 1 Crit: Impaired foes are weakened for one turn.

*All the plants in the area twist and turn to attack your foes.*

**Thorny Embrace (Earth. Tier 1)** – Spend 3X Earth or Primal Edge. Hit foes take 2X piercing damage whenever they use a Movement action, save ends.

*The plants underneath your foe conspire to root them in place.*

**Tangleweeds (Earth. Tier 1)** – Spend X Earth Edge: Impaired foes are slowed X, save ends (+1 difficulty). If X is 4 or more, you may instead immobilize.

*Heavy branches crash into your foes, crushing them to the ground.*

**Topple (Earth. Tier 1)** – *Modifier;* ↓3 Earth dice: Impaired opponents are pushed 1 and knocked prone or dazed, save ends.

*Branches grow outward to stab your foes and defend you and your allies.*

**Branch Out (Earth. Tier 2)** – *Stance, Primal;* Major, Lock ↓X: You and allies in Melee X+1 gain Soak 1. You gain +X reach with Earth.

*The ground conspires to keep your foe from escaping your wrath.*

**Earthen Grip (Earth. Tier 2)** – Spend 2X+3 Earth Edge, X is not more than your ranks in Earth: Targets are immobilized and take X ongoing damage, save ends.

*You cloak yourself in plant matter, giving you protection and weaponry.*

**Earthform (Earth. Tier 2)** – *Stance;* Full: You gain Soak 2 and ↑1.

*Plant, Attack;* Major, ↓2X dice: Roll vs Physical on a Line 3X+3.

*Your power ripples outward towards nearby foes.*

**Epicenter (Earth. Tier 2)** – *Modifier;* ↓2X Earth dice, X is less than your ranks in Earth: Your roll covers a melee X area.

*The circle of life.*

**Healing Spores (Earth. Tier 2)** – Free, You defeated a foe using a Primal attack: Heal physical composure on an ally adjacent to the foe equal to 2 + half your ranks in Earth.

*Sharp metallic barbs strike out at nearby foes.*

**Ironbarbs (Earth. Tier 3)** – *Attack;* Free, ↓3 dice: Roll vs Physical on foes in Melee 1. This attack deals half damage and Edge.

*You can just regrow the right kind of herbs to heal an ally.*

**Herbal Poultice (Earth. Tier 3)** – Spend 1 Plant Crit: Heal 2 physical composure on yourself or an ally in Melee 2 or adjacent to the hit targets.

*Roots underneath your foes conspire to bind them in place.*

**Quicksand (Earth. Tier 3)** – Full x2, Lock ↓X: Foes that end their turn within Melee 3 of you take X+2 damage and are immobilized, save ends (+1 difficulty).

*A long thin root splits and skewers several of your foes.*

**Skewerroot (Earth. Tier 3)** – *Plant, Attack;* Major, ↓X: Roll vs Physical at a foe in Melee 3. You may use that roll result vs up to X more foes in X+3 squares of it, -1 success. You may keep adding X targets and subtracting success if the remaining still hit, but cannot target the same foe more than once.

*Small thorn patches grow in a large area, hindering or even harming foes.*

**Undergrowth (Earth. Tier 3)** – *Primal;* Full, Sustain Free, Lock ↓3X: An area 9 is rough terrain X+3. Foes ending their turn in the area take X damage.

*The ground ripples below you, flinging foes and accelerating you.*

**Earthwave (Earth. Tier 4)** – *Stance;* Full: Your ground speed doubles, as long as you are on earth or stone. When you use Movement actions, Adjacent allies may move the same amount.

Free: Roll vs Physical on a foe in Melee for no damage or edge. Impaired foes are pushed X, where X is your Earth Ranks.

*There is water in earth and earth in the water, and both nurture growth.*

**Groundwater (Earth. Tier 4)** – Perk: You may use Earth or Water dice for Earth and Water talents. When you do, they gain both keywords.

For the purposes of Power Source bonuses, each time you use an Earth or Water talent, you choose whether it is counted as an Earth talent or a Water talent.

*Roots underneath your foes conspire to bind them in place.*

**Rootbind (Earth. Tier 4)** – Spend 3 or 7 Earth Edge: Impaired opponents are immobilized, save ends. If you paid 7, they are also weakened, save ends and have +1 difficulty.

*Several stones raise from the ground, then move to deflect enemy attacks.*

**Whirling Stones (Earth. Tier 4)** – *Stance;* Major, Lock ↓2X: You and allies in Melee X gain Soak 2. Physical attacks you make gain X additional Edge.

*You crack the earth open, releasing dangerous elements upon your foes.*

**Crack the Earth (Earth. Tier 5)** – *Acid, Fire, Poison, or Wind, Attack;* Major x2, ↓X dice: Roll vs Physical on a Line 2X+3 on targets adjacent to stone. Impaired foes are immobilized, save ends.

*You stomp and the ground ripples around you, then stays that way.*

**Earth Ripple (Earth. Tier 5)** – Maneuver, Lock ↓X+Y+1: An adjacent area 5X+6 becomes rough terrain Y+3.

*Your affinity for earth gives you a stronger sense of the space around you.*

**Earthsense (Earth. Tier 5)** – Maneuver: You sense all contiguous earth near you within 3X squares where X is Earth ranks, including shape, consistency, and where creature are standing on it. Earthsense is equivalent to strong vibrosense, letting you see through walls, but only things touching stone and dirt. Your ability to see via sand is instead melee Earth ranks.

*A massive plinth rises, lifting allies out of trouble or simply crushing foes.*

**Shift Stone (Earth. Tier 5)** – *Attack;* Full, ↓X+Y dice: Roll vs (X+Y, Y), a target area Y+1 in X+1 range increments. Success moves earth and stone in that area a number of squares equal to your Edge. Use the same result vs Physical on foes in the area. Creatures on the stone move with it.

The new location of the stone must be supported by more stone or earth. You can only use this on contiguous natural stone. You could potentially use this to make a platform jut outwards from a cliff side for example.

You can extrude or intrude (create a cavity), or both. You could shift downward from solid ground to create a pit, but a plinth pushed from the side of a plateau will not create a cave behind it unless the plinth is large enough to span the entire plateau.

*A volley of crystal shards embed themselves in nearby enemies.*

**Crystal Shards (Earth. Tier 6)** – *Attack;* Free: Earth Ranks vs Physical on foes in Melee 1 (Do not roll, just use your Earth Ranks as the attack result).

*Splinters of stone hurtle at your foes and defect incoming attacks.*

**Stoneblades (Earth. Tier 6)** – *Stance;* Quick, A foe would hit you, Lock 2X+2: Your attacks target an Area X+2. Gain Soak X+1.

*You raise a pillar of stone from the earth. Then it starts walking.*

**Stone Golem (Earth. Tier 6)** – *Stance, Summon;* Full: You summon a Large Stone Golem. It has your defenses and composure equal to your physical health. If it takes wounds, you take that much Mental damage. You split your movement with it. It can be used as a source for Earth talents. Earth gains ↑1 and Area +1. It crumbles if it gets more than X range increments from you. X is your ranks in Earth.

Yes. You may ride the golem.

*The ground opens up and swallows you, spitting you out again nearby.*

**Tunneling (Earth. Tier 6)** – *Movement, Attack;* Full x2, Lock ↓2X until your next turn ends, You are standing on earth or stone: Teleport up to X+6 to a square contiguous to earth or stone where you started. Roll vs Physical with ↑X+2 (minus the locked dice) on each foe in Melee. Impaired foes are pushed Edge squares.

*A motley creature of earth and stone erupts from the ground, flinging shards of stone at your foe to hinder their movement.*

**Shrapnel Golem (Earth. Tier 7)** – *Stance, Summon;* Major x2: You create a Huge Golem within 2 range increments. It has no defenses and cannot threaten. Melee 1 around it is rough terrain X, where is is your Earth ranks. Each turn as a free action, you can collapse and reform it anywhere within 2 range increments. If you get more than 2 range increments from it, this stance ends as it crumbles.

*Piercing;* Maneuver, ↑1: Roll vs Physical on one target in its Melee.

*Partially swallowed up in the earth, your foe cannot escape being crushed.*

**Trapped In Stone (Earth. Tier 7)** – *Attack;* Major x2, ↑1: Roll vs Physical on a foe in Melee. Damage is ongoing, impaired foes are knocked prone and immobilized, save ends all (+2 difficulty).

*The ground shears open and you foes fall in. Then it closes, crushing them.*

**Tear the Earth (Earth. Tier 7)** – *Attack;* Full x2, ↓X dice: Roll vs Physical on a Line 2X+6. Impaired foes fall 2X squares into the crevice and are knocked prone and immobilized, save ends and escapes the crevice (+2 difficulty). Each subsequent turn, Roll the same roll vs Physical on foes still immobilized. When no living creatures are in it, the crevice closes.

**Example Level 1 Earth Character**:

**Vilpa, Human Stoneshaper** — **Hero: Grade 3**
***Medium Natural Humanoid Human*** — ***XPV: 30***

| Composure Pool: 15 – Defender: taunt 1 foe / turn | | | SR 6 |
|---|---|---|---|
| Physical | Mental | Social | Speed: 6 |
| Brawn 4,5 | Genius 3,3 | Appeal 3,0 | Saves 6, ABCC |
| Dexterity 2,2 | Savvy 1,0 | Empathy 2,4 | AP: 2 |

**Catapult Slab** *(Earth P) Crushing, Atk;* Major, ↓X dice: Roll vs Phy. on foes in a Chain X+1. Impaired foes are pushed or pulled X+1.

**Ironbarbs** *(Earth T3) Atk;* Free, ↓3 dice: Roll vs Phy. on foes in Melee 1. This attack deals half dmg and Edge.

**Earth Ripple** *(Earth T5)* Maneuver, Lock ↓X+Y+1: An adj. area 5X+6 becomes rough terrain Y+3.

**Earthen Grip** *(Earth T2)* Spend 2X+3 Earth Edge: Targets impaired are immobilized and suffer X ongoing dmg, save ends. Max X is 3.

**Whirling Stones** *(Earth T4) Stance;* Maneuver, Lock ↓2X: You and allies in Melee X gain Soak 2. Physical attacks you make gain X Edge.

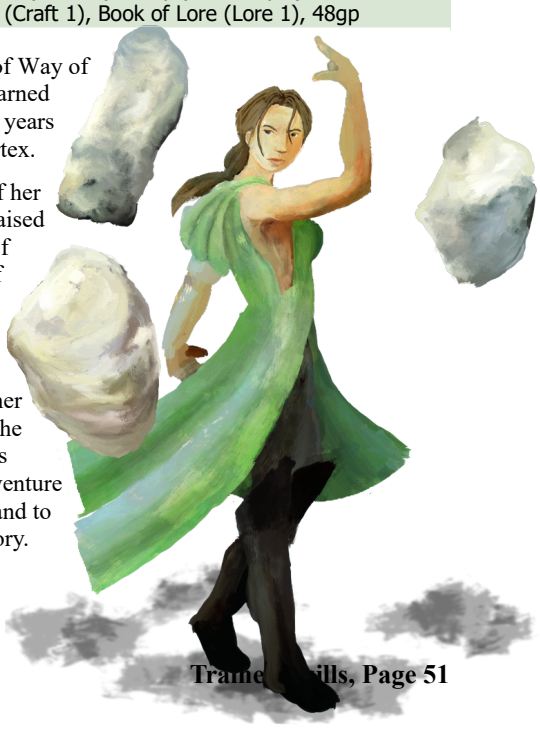
**Earth ABCC** *(↑3 Standing in a cave, underground., ↑1 Standing on sand, stone or earth.);* Athletics AAAB, Craft ABC, Customs CC, Durability ABCC, Intimidate AAAA, Lore ABC, Nature AAA, Nimble AA, Precision BB, Shrewd AA, Stealth AA, Trickery AA, (Appeal AAA, Savvy A); Normal vision, Prepared: +1 Action Point; Languages: Common

**Gear:** Elemental Essence (Earth 2), Burly (Durability 2), Travel Book (Customs 2), Multitool (Craft 1), Book of Lore (Lore 1), 48gp

Vilpa is a practitioner of Way of the Earth, a skill she learned while spending several years in the mines below Vortex.

She developed many of her talents while she was raised by the Stonefoot clan of Dweorn doing much of the mining far below Vortex.

As customary in Dweorn culture, once her skill surpassed that of the rest of the clan, she was encouraged to seek adventure and glory for her clan and to make her mark on history.



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# Evocation

*"Fire, ice, and lighting may be old news, but they never go out of style."*

From the refined, malleable, and exacting force talents to the wild and unleashed chaos magic, Evocation offers a variety of tools.

Chaos talents have a Random component. When used, roll a die that includes as many sides as listed to see which effect is used.

When you first take ranks in Evocation, choose one of the following Prime talents. The others become Tier 2 talents you can learn.

*"Magic, do as you will."*

**Chaos Bolt (Evocation. Prime)** – *Chaos, Attack;* Major: Chaos vs Variable on a foe in 1 range increment. Choose a target. Random 10. The attack gains the named type, target defense, and effect.

**0 Humiliate**: vs Social, +1 damage.
**1 Fire**: vs Physical, spend 2X Edge: X ongoing damage, save ends.
**2 Cold**: vs Physical, target is slowed 2, save ends.
**3 Lightning**: vs Physical, spend X Edge: target is pushed X+2.
**4 Crushing**: vs Physical, spend 1 Edge: target is knocked prone.
**5 Poison**: vs Physical, spend 2 Edge: target is weakened, save ends.
**6 Acid**: vs Physical on foe and foes adjacent to it.
**7 Radiant**: vs Social. Heal 2 on an ally adjacent to you or the target.
**8 Web**: vs Physical, half damage. The foe is immobilized, save ends.
**9 Phantasm**: vs Mental, target is dazed, save ends.

*"Nothing quite like a good old bolt of elemental energies."*

**Energy Bolt (Evocation. Prime)** – *Cold, Fire, or Lightning, Attack;* Major, ↓X dice: Roll vs Physical on a foe in 2X+1 range increments.

*You unleash a blast of refined power upon your foes.*

**Force Burst (Evocation. Prime)** – *Force, Crushing or Slicing, Attack;* Major, ↓X dice: Roll vs Physical on an Area 2X+1.

*The weapon leaps from your hand and battles your foe on its own.*

**Animate Item (Evocation. Tier 1)** – *Stance;* Full, Lock ↓X:

Free, choose an object within X+1 range increments that is not being held: The object makes a Major action as it you were holding it.

*A searing black beam leaps from your fingertips, atrophying your foes.*

**Bernard's Black Beam (Evocation. Tier 1)** – *Modifier;* ↓2X+3: Your roll targets a Line 2X. Impaired foes are weakened, save ends.

*A quick dip into chaos gets you something useful. What exactly? Something!*

**Boon (Evocation. Tier 1)** – *Chaos;* Maneuver: Random 6. X is Evocation ranks.

**1 Heart**: Heal X composure on you or an adjacent ally.
**2 Hand**: Upgrade your next roll by X dice.
**3 Lung**: Make a save with a +X bonus.
**4 Foot**: You may shift X+1 squares.
**5 Mind**: Gain X-2 Soak for one turn (minimum 1).
**6 Muscle**: +X to your damage for one turn.

*Translucent blocks of force appear and bar movement or provide cover, a bridge or even a set of stairs to climb.*

**False Matter (Evocation. Tier 1)** – *Force;* Major, Sustain Lock ↓X: Roll vs X+2. Success means you create X+ranks translucent blocks of solid force, filling a Chain of squares within 2 range increments. You may make the blocks rough terrain up to X+ranks. Failure means you take that much damage. Max of Evocation ranks.

The cubes cannot be placed in squares containing creatures. They block line of sight. You may make any number of the blocks into stairs instead of cubes. Each cube must have a solid surface or another cube below it or on at least two opposite sides or it vanishes. If the character has Anchor, it can be attached on just one side, however. These two abilities are often used together in construction.

*The powerful blast sears the terrain, making it difficult to navigate.*

**Perrin's Blast (Evocation. Tier 1)** – *Modifier;* ↓3X+3 Fire or Cold dice: This attack targets an Area X+2. On any success, the area is rough terrain 2X+1 and deals X damage to creatures that end their next turn in it.

*You open a conduit for the magic to do... something.*

**Weirdness (Evocation. Tier 1)** – *Chaos, Attack;* Maneuver, Choose a foe in 1 range increment, X is Evocation ranks: Random 8.

**1 Regenerate**: Heal X composure to you.
**2 Shield**: Gain 1 Soak for 1 turn. Move 2 or shift 1.
**3 Crushing**: Roll vs Physical against foe. Half damage.
**4 Cold**: ↓2. Roll vs Physical in area 5 on foe. Half damage.
**5 Fire**: Area 3 on it deals X damage to foes ending next turn there.
**6 Spatial**: Slide the foe X squares, save ends.
**7 Web**: Area 4 on foe is rough terrain X for one turn.
**8 Wilt**: Foe has ↓3 for one turn.

*A weight of force hinders your enemy's movement.*

**Anchor (Evocation. Tier 2)** – *Force;* Spend 4 Evocation Edge: Impaired foes are immobilized, save ends (+2 difficulty).

*"More energies means more options! I've got one for each of ya."*

**Exotic Materia (Evocation. Tier 2)** – Perk: You may change types in your attacks: You can use Acid instead of Fire, Poison instead of Cold, Radiant instead of Crushing, or Sonic instead of Lightning.

*This bolt of energy arcs around corners to strike at your foes.*

**Curved Bolt (Evocation. Tier 3)** – *Modifier;* Maneuver, ↓2X+2 dice: Your roll targets a Chain 3X+4. This attack ignores cover.

*You unleash a massive wave of chaos and blanket unsuspecting foes.*

**Chaos Lash (Evocation. Tier 3)** – *Chaos;* Quick, You have physical or social wounds, Spend X Edge: Roll Weirdness on X foes.

You must purchase Weirdness to be able to purchase Chaos Lash.

*You summon a surge of wild energies that swirl about you, protecting you.*

**Chaos Shield (Evocation. Tier 3)** – *Stance, Chaos;* Maneuver: Random 6.

**1 Shadow**: You gain Soak 1 and Invulnerable (Shadow).
**2 Wind**: You gain Dexterity defense +2 and +1 base speed.
**3 Earth**: You gain Brawn defense +2 and Resist (Earth 3).
**4 Lightning**: Gain: Free: Roll vs Phy. on foes in line 2, half damage.
**5 Fire:** Evocation dmg. to one adj. foe at the start of each of your turns.
**6 Radiant**: Heal 1 composure each turn and Resist (Radiant 2).

Roll only once when starting the stance and keep that type for the duration of the stance. 4, 5, and 6 can be used each of your turns.

*You are charging up a spell, waiting for the right moment to unleash it.*

**Delayed Casting (Evocation. Tier 3)** – *Stance;* Maneuver: Two orbs appear in your hand. You may spend orbs on any Evocation roll. If you do, gain ↑X where X is the orbs spent. If you have 0 left, end this stance.

Free, You have fewer orbs than Evocation ranks: Add two orbs.

*"I'm going to go... over there. Somewhere."*

**Jaunty Step (Evocation. Tier 3)** – *Chaos, Teleport, Movement;* Major: Choose a direction. Roll Evocation. Teleport to the furthest unoccupied and immediately safe square in that direction up to the lesser of Success and Edge squares away.

*A strike like this has to be shared.*

**Kavro's Splash (Evocation. Tier 3)** – *Modifier;* ↓1 Acid, Fire, Force, or Poison die: If this attack hits, use that result again on each foe adjacent to that target you didn't already hit with this attack.

*You fling a stone at the target, which strikes with dreadful force.*

**Kavro's Unerring Strike (Evocation. Tier 3)** – *Crushing, Force, Attack;* Full, ↑10: Roll vs Physical on a foe in 2 range increments. This deals half damage, maximum of your ranks in Evocation.

*You unleash raw power on your target in an unpredictable way.*

**Wild Strike (Evocation. Tier 3)** – *Chaos, Modifier;* Maneuver: Your next action's roll gains: Random 6. X is Evocation ranks.

**1 Shatter**: +X ongoing damage, save ends.
**2 Burst**: Area X.
**3 Beam**: Adjacent Line 2X+1.
**4 Pelt**: ↓2 dice, Area X+2.
**5 Wall**: 1 range increment, Line 2X-1.
**6 Blast**: Adjacent Line X+3, area 3, half damage.

*You create a barrier using shards of force that swirl about, protecting you.*

**Force Shards (Evocation. Tier 4)** – *Stance, Force;* Maneuver: You gain ↑1 to attack rolls. If you roll a number die for a talent, roll twice and choose one result. *(for example on a Chaos Random table)*

*You disappear from sight and reappear elsewhere a moment later.*

**Leave (Evocation. Tier 4)** – *Chaos, Teleport, Movement;* Full, Lock 1: Roll an 8 sided die to determine a Random direction. Roll Evocation. Teleport yourself and any adjacent willing allies to the furthest unoccupied and immediately safe squares within 30 degrees of that direction up to Success + Edge squares away.

If there are no valid locations, the characters might not move at all. The power will try and keep characters together in separate squares, but if required, they may end up in separate rooms, but in the same general area. Immediately safe only means they won't be in danger from the location for the next minute. There may be enemies, though.

*A wall of energy erupts forth, hindering and surrounding your harried foes.*

**Perrin's Wall (Evocation. Tier 4)** – Sustain Lock X+1 Cold, Force, or Lightning dice: This attack targets a Chain X+2. On any success, the area is rough terrain X+2.

*Spheres of force appear, hovering above the your open palm.*

**Spheres of Force (Evocation. Tier 4)** – *Stance, Force;* Maneuver: Evocation ranks spheres hover near you.

Spend X Spheres: ↑X Evocation. If you have 0 left, end this stance.

*Chaos surrounds you, infusing your magic with random energies.*

**Wild Warp (Evocation. Tier 4)** – *Chaos;* Spend a Crit or 3 Chaos Edge: Roll a Boon or Weirdness. *(Prerequisite: Boon or Weirdness)*

*"This… is not exactly what I was hoping for. But I'll take it!"*

**Chaos Reaction (Evocation. Tier 5)** – *Chaos;* Free, You missed with a Chaos roll: Use Boon.*(Prerequisite: Boon)*

*You imbue your allies' attacks with raw energy.*

**Imbue (Evocation. Tier 5)** – Spend X+Y Evocation Edge: Allies in 1+Y range increments gain ↑X for one turn.

*In a flash of energy, several foes suddenly slam together in a heap.*

**Kavro's Pulse (Evocation. Tier 5)** – *Modifier, Force;* You are using an Area, Line, or Melee attack, ↓X Force or Lightning dice: Impaired foes are pulled 2X towards the area's origin, save ends.

*The energies shimmer and split into three distinct strikes.*

**Prism (Evocation. Tier 5)** – *Chaos;* Major x2: Make the following 3 attacks on a foe in 1 range increment, dealing half damage each.

*Fire;* Roll vs Physical. Impaired foes have -1 defenses for one turn.
*Lightning;* Roll vs Mental. Impaired foes are dazed for one turn.
*Cold;* Roll vs Social. Impaired foes are weakened for one turn.

*You open a large area up to unpredictable untamed energies.*

**Wild Rain (Evocation. Tier 5)** – *Chaos, Modifier;* Maneuver, Roll a 4-sided die as X: Your roll targets an Area X and has ↑(4-X).

*"At least they're gone! Right?"*

**Chaos Storm (Evocation. Tier 6)** – *Chaos, Modifier;* ↓5 dice: Hit foes are teleported to the furthest open space in Edge squares, in a random direction (roll an 8 sided die for each foe).

*You open up a realm of chaos, teleporting those within it randomly.*

**Force Ripple (Evocation. Tier 6)** – *Force;* Spend 1 Evocation Area Crit: Slide each ally and each Impaired foe in the area 2 squares in any direction.

*You seem to have hit a weak point.*

**Intensify (Evocation. Tier 6)** – Spend 1 Crit,: One of your action or sensory status effects gains save ends (+2 difficulty).

*"Ahhh, my hair is purple today. That means web, right?"*

**Power of Chaos (Evocation. Tier 6)** – *Chaos;* Perk: When you gain an action point, pick a talent with Random. Roll the Random chart. Until your long next rest, the first time you use that talent, use that result instead of rolling.

*When your mind is clear, everything falls into place perfectly.*

**Full Clarity (Evocation. Tier 7)** – Perk: While you have no wounds and full composure, you may spend an action point to reroll up to X blanks when rolling a skill. X is your ranks in Evocation.

*Your foes are suddenly trampled by a stampede of... something.*

**Stampede (Evocation. Tier 7)** – *Chaos; Modifier;* Maneuver, ↓X+1: Your next roll targets a Line 2X+4 and adjacent squares.

*Multifaceted strikes broaden your options even more.*

**Vibrant Power (Evocation. Tier 7)** – Perk: Once per encounter you may spend 2X attack successes: Gain 3X Edge of the same type only usable against those same targets.

You cannot reduce successes below the task's success target.

***Note: See Jibattap, page 21, for an example Evocation character.***

# Fire

*"Insatiable, uncatchable, bites but cannot be held."*

The element of fire is all about heat and flames and combustion and similar things as well as the ability to create fire elementals. Fire is about burning your foes to a crisp before they can ever lay a hand on you. Fire is particularly good at damage.

When you first take ranks in Fire, choose one of the following Prime talents. The others become Tier 2 talents you can learn.

*Your weapon blazes with white-hot fire.*

**Blazing Strike (Fire. Prime)** – *Attack;* Major, Weapon, ↓2X dice: Shift X+1 squares. Roll vs Physical on a foe in Melee.

*A torrent of hellish flame spews forth, scorching your foes.*

**Demonflame (Fire. Prime)** – *Attack;* Major, ↓X dice: Roll vs Physical on an adjacent Line X+3. X of the damage is ongoing damage, save ends.

*Fire bursts forth from your palms, charring your foes.*

**Fireblast (Fire. Prime)** – *Attack;* Major, ↓X dice: Roll vs Physical on foes in an Area X+1.

Spend X Edge: Foes that end their turn in the area take X damage.

*A white-hot jet of flame streaks from your fingertips to the target.*

**Singe (Fire. Prime)** – *Attack;* Major, ↓X dice: Roll vs Physical on a foe in X+1 range increments. 1 of the damage is ongoing, save ends.

*The flames linger, then erupt explosively, leaving a painful, burning gash.*

**Infernal Gash (Fire. Tier 1)** – Free, You hit the target with Fire last turn: ↑X dice. X is your Fire ranks.

*Cinders blanket your foes, scorching them.*

**Spark Shower (Fire. Tier 1)** – *Modifier;* ↓X: This roll affects an Area X+3, but ½ damage. It is ongoing, save ends (+1 difficulty).

*Your foe is helpless, choking on soot and coals.*

**Choking Cinders (Fire. Tier 2)** – Spend 6+2X Fire Edge or 3+X Fire Crits: Impaired foes are staggered, save ends, and have ongoing damage X, save ends (+2 difficulty).

*Flames circle you, deflecting some types of attacks.*

**Flame Shield (Fire. Tier 2)** – *Stance;* Free, Lock ↓X: You have Soak X versus Air, Cold, Fire, and Water damage.

*This one's already ablaze, and you didn't even try all that hard.*

**Ignite (Fire. Tier 2)** – Spend X Fire Edge: X of the damage is ongoing, save ends (+1 difficulty).

*The very earth under your foes seems to give, making movement difficult.*

**Molten Magma (Fire. Tier 2)** – *Lava;* Spend 4X Fire or Earth Edge or spend X Fire or Earth Crits: Impaired targets are slowed X and have ongoing damage X, save ends (+1 difficulty).

*Wreathed in flames, you wade into the fray.*

**Ablaze (Fire. Tier 3)** – *Stance;* Major, Lock ↓2X: At the end of each of your turns, enemies adjacent to you take X+2 ongoing fire damage, save ends (+1 difficulty).

*You become a streak of flames consuming the battlefield.*

**Blazerush (Fire. Tier 3)** – *Movement;* Maneuver x2: Shift Fire ranks. You have Leverage on adjacent foes until your next turn ends.

*You engulf the target in flames, making them more vulnerable to attack.*

**Char (Fire. Tier 3)** – Spend X Fire Edge. Hit foes downgrade their physical defenses by X, save ends.

*You surge forward, wreathed in demonic flames.*

**Demon Surge (Fire. Tier 3)** – *Movement, Attack;* Full: Shift 2. Roll vs Physical on each foe adjacent to you after the shift.

*Smoke assaults your opponents' eyes, leaving them sightless for the moment.*

**Smoke (Fire. Tier 3)** – Spend 2X Fire Edge or X Fire Crits: X impaired foes are blinded, save ends.

*A horde of fire creatures rush forth, clearing a path.*

**Torrent of Torment (Fire. Tier 3)** – *Attack;* Full, ↑2, ↓X dice: Roll vs Physical on a Line X+2. Half of the damage dealt is instead ongoing damage, save ends.

*A small figure of flame appears and strikes from a flanking position.*

**Blazing Ember (Fire. Tier 4)** – *Stance, Summon;* Maneuver: You summon an infernal being. It has no health or defenses, but threatens foes. If it is more than Fire ranks squares away, end this stance.

*Fire, Attack;* Free, Spend 2 Fire Edge, You and the Ember are flanking a foe that you hit: The foe takes Fire ranks ongoing damage from the Ember, save ends (+1 difficulty).

*Flames whip around obstacles to strike your foes.*

**Flame Whip (Fire. Tier 4)** – *Modifier;* ↓X+1 Fire dice: Your roll covers a Chain 2X+2.

*A white-hot hellfire bolt ignites a burst of flames, striking nearby foes.*

**Furnace Blast (Fire. Tier 4)** – Maneuver, You hit a target with Fire: Roll vs Physical in an Area 3 adjacent to the target. Deal half damage on a hit.

*You blaze across the battlefield at high speed, wreathed in flames.*

**Hellfire Rush (Fire. Tier 4)** – *Modifier;* Maneuver, ↓X dice: This roll affects a Line X+1. Shift to a square adjacent to its end. Gain 1 Soak for one turn. X cannot be greater than your Fire ranks.

*Lava bubbles up under your foes, scalding and immobilizing them.*

**Lava Flow (Fire. Tier 4)** – *Lava;* Spend 6+3X Fire or Earth Edge or spend 3+X Fire or Earth Crits: Impaired foes are immobilized and have ongoing damage X, save ends (+2 difficulty).

*The Earth around your foes melts and burns.*

**Magma Flow (Fire. Tier 4)** – Perk: You may use Fire or Earth dice for Fire and Earth talents. When you do, they gain both keywords.

For the purposes of Power Source bonuses, each time you use a Fire or Earth talent, you choose whether it is counted as a Fire talent or an Earth talent.

*A wave of flame washes over your foes*

**Thermal Flow (Fire. Tier 4)** – *Modifier;* ↓X dice: This roll affects an Area X+1.

*Intense heat engulfs your foes, setting them aflame with irresistible heat.*

**Conflagration (Fire. Tier 5)** – Perk: Hit foes suffer ongoing damage X, where X is the number of Earth or Fire Crits you rolled.

*Using your nearby foes as fuel, you empower your upcoming strikes.*

**Consume (Fire. Tier 5)** – Maneuver, Spend 2X Fire Edge or X Fire Crits: ↓X, save ends to impaired foes and you gain ↑X Fire until your next turn ends.

*A massive wall of fire erupts on the battlefield.*

**Flamewall (Fire. Tier 5)** – *Modifier;* Maneuver, Lock X+2 Fire dice: Your roll covers a Chain 2X+3. Foes who end their turn in it take half your Fire ranks ongoing damage, save ends (+2 difficulty).

*Your attack creates deadly gasses that poison your foes.*

**Noxious Fumes (Fire. Tier 5)** – *Poison;* Spend 2X+6 Fire or Earth Edge: Also roll against foes in X+1 squares of the area's edges. That damage is poison damage, and the damage is halved. Impaired foes are slowed 3.

*"The burning blood of a body with no head and no heart."*

**Pyroclastic Flow (Fire. Tier 5)** – *Stance;* Maneuver: When you roll a Fire Crit, Impaired foes are slid 4 and immobilized for one turn.

*White hot flames erupt from your hands, reducing enemies to ash.*

**Burn (Fire. Tier 6)** – *Attack;* Full x2, ↓2X dice: Roll vs Physical on an Area X+1. Damage is doubled and ongoing, save ends (+2 difficulty). Hit foes take Fire ranks additional damage. Missed foes in the area take half Fire ranks damage instead.

*"Flame and bone, muscle and sinew. I am a furnace of hellfire!"*

**Demon Strength (Fire. Tier 6)** – *Stance;* Full, Lock ↓X:

Free, You rolled less than X on a Fire roll. Roll X A dice and add them to that roll. X cannot be more than your Fire ranks.

*Lava bubbles up under your foes, scalding and immobilizing them.*

**Lava Pit (Fire. Tier 6)** – *Lava, Attack;* Full x2, ↓X dice: Roll vs Physical on an Area X+4. Half damage and Impaired foes are immobilized, save ends (+2 difficulty). Roll vs Physical against each foe still in the area at the end of their turn until they can escape it.

*A searing line of fire erupts from your palms, clearing a path.*

**Scorching Beam (Fire. Tier 6)** – *Attack;* Full, ↓X dice: Roll vs Physical on a Line X+4. Damage is instead ongoing, save ends. All foes in and adjacent to the area also take half Fire ranks damage.

*Jets of flame let you dash about in midair.*

**Blazing Wings (Fire. Tier 7)** – *Movement, Stance;* Full: Whenever you shift, you may instead make a flying shift. Enemies that end their turn adjacent to you take Fire ranks fire damage, save ends.

Free: Shift 1 square.

*Magma erupts from the earth, blanketing your foes.*

**Magmastorm (Fire. Tier 7)** – *Lava, Attack;* Full x2, ↑3 dice: Roll vs Physical on an Area 5. Damage is instead ongoing, save ends. All foes that end their next turn in the area take Fire Ranks damage.

*A blazing figure appears, attacking foes and imbuing your attacks with fire.*

**Walking Conflagration (Fire. Tier 7)** – *Stance, Summon;* Major x2: You create a Huge flame within 1 range increment. It has no defenses and cannot threaten. It deals Fire ranks damage to foes that end their turn in or next to it. If you get more than 1 range increment from it, the stance ends as it vanishes.

Maneuver: Roll vs Physical on each foe in Melee.

Free: Move the Golem Fire ranks squares.

**Example Level 1 Fire Character**:

**Neera, Dragonblood Flamekeeper Hero: Grade 3**
***Medium Draconic Humanoid ($^{1}/_{16}$th Dragon Blood)*** ***XPV: 30***

| | | | |
|---|---|---|---|
| Composure Pool: 9 – Controller: ↓1 one foe / turn | | | SR 6 |
| Physical | Mental | Social | Speed: 6 |
| Brawn 3,1 | Genius 1,1 | Appeal 2,0 | Saves 7, ABCC |
| Dexterity 4,5 | Savvy 3,5 | Empathy 2,0 | AP: 1 |

**Blazing Strike** *(Fire P) Atk;* Major, Weapon, ↓2X dice: Shift X+1 squares. Roll vs Phy. on a foe in Melee.

**Demon Surge** *(Fire T3) Movement, Atk;* Full: Shift 2. Roll vs Phy. on each foe adj. to you after the shift.

**Flame Whip** *(Fire T4) Modifier;* ↓X+1 Fire dice: Your roll covers a Chain 2X+2.

**Choking Cinders** *(Fire T4)* Spend 4+2X Fire Edge or 2+X Fire Crits: Impaired foes are staggered and have ongoing dmg X, save ends.

**Conflagration** *(Fire T5)* Perk: Hit foes suffer ongoing dmg X, where X is the number of Earth or Fire Crits you rolled.

**Fire ABCC** *(Stunt Bonus: +AAA);* Athletics AAA, Craft A, Durability AAB, Intimidate AAA, Lore B, Nature A, Nimble ABBC, Perception BCC, Precision ABCC, Stealth ABBC, Tactics AAA, Vigilance AAA, (Appeal, Empathy AA); Infravision; Languages: Common, Dragon

**Gear:** Keen Eye (Precision 2, Perception 2), Flaming Meteor Hammer (2pt) **2H Heavy Chain Fire Hammer Reach +0 and +1 Slow 1** (Fire 2), Light Clothes (Nimble 1), Soft Shoes (Stealth 1), 48gp

Neera inherited the Flaming Meteor Hammer of Renna from her mother, who taught her how to wield it and learn its many secrets.

Ten generations ago, her ancestor Renna was infertile due to a specific mix of dragon blood in her ancestry. The Great Dragon gave her the Hammer and told her that her mastery would unlock the power of her dragon blood. Once she did, she was able to conceive spontaneously through parthenogenesis. She had a daughter, as has every generation thereafter.

Neera now ventures forth into the world to hone her skills so that she can teach her future daughter.

# Hunter

*"You blink, you lose sight of me. You lose sight of me, you're dead."*

The Hunter skill focuses on striking targets melee and ranged. Hunter is designed to take on multiple opponents and work well in close combat and at range as well. Hunter helps you take advantage of stealth and distance.

Unlike other Trained Skills that have a choice of Prime talents, all Hunter-using characters gain the following double talent as their Prime talent for Hunter.

*You make a long range shot or a slight reposition and a strike.*

**Hunter Shot (Hunter. Prime)** – *Attack;* Major, Ranged Weapon, ↓X dice: Roll vs Physical on a foe in X+1 range increments. Move 1.

**Hunter Strike (Hunter. Prime)** – *Attack;* Major, Melee Weapon: Shift 1 square. Roll vs Physical on a foe in Melee.

*You move your feet in a bewildering dance, confusing your opponents.*

**Fancy Footwork (Hunter. Tier 1)** – Spend 2X Weapon Edge: Shift X. X cannot be more than your ranks in Hunter.

*This shot sinks in deep so that you can bleed out the foe.*

**Hunter's Fang (Hunter. Tier 1)** – Spend 3 Weapon Edge: Hit foes have ongoing damage 1, save ends (+1 difficulty).

*You shower your foes with a barrage of projectiles.*

**Rain of Pain (Hunter. Tier 1)** – *Attack;* Full, Weapon: Move 1 square. Roll vs Physical against an Area 3 in 1 range increment.

*You pelt multiple targets with several projectiles.*

**Scattershot (Hunter. Tier 1)** – *Attack;* Major, Weapon, ↓X dice: Roll vs Physical against an adjacent Area X+1.

*You maneuver across the battlefield, taking your shot on the move.*

**Strafing Strikes (Hunter. Tier 1)** – *Modifier;* Maneuver: You may move your speed -1 while performing during your next action if it is an attack. You may perform the attack at any point during the move.

*A deadly strike to a sensitive spot. Especially against an unaware foe*

**Target Vitals (Hunter. Tier 1)** – *Modifier;* ↓2X dice, Leverage: On a hit, roll and add X additional B dice to the result.

*You take a moment to focus and land your next strike perfectly.*

**Accurate Strike (Hunter. Tier 2)** – *Modifier;* Upgrade your dice by your ranks in Hunter: Damage and Edge from this attack is halved.

*After your strike, you make a quick step to the side for safety.*

**Backpedal (Hunter. Tier 2)** – Free, You hit a foe: Shift one square.

*You let loose quickly without taking much time to aim.*

**Let Fly (Hunter. Tier 2)** – *Attack;* Maneuver, Ranged Weapon, ↓X+2: Roll vs Physical on one or two foes in X+1 range increments, dealing half damage.

*You loose a volley of shots on your foes, sacrificing aim for quantity.*

**Rapid Shot (Hunter. Tier 2)** – *Modifier;* ↓2X+2, you are slowed X for one turn: The attack targets X+2 foes within range.

*The target reels from this well-aimed strike to their vitals.*

**Called Shot (Hunter. Tier 3)** – *Modifier;* ↓X dice: Hit foes downgrade their dice by X, save ends.

*You shift into a stance that enables you to aim better at distant foes.*

**Long Range Form (Hunter. Tier 3)** – *Stance, Stable;* Maneuver: ↑2 dice vs foes at 2 range increments and further. You are slowed 2. Hit foes have -1 to defenses, save ends.

*You shift into a stance that lets you dance through combat.*

**Mobile Form (Hunter. Tier 3)** – *Stance, Agile;* Maneuver: *Movement;* You hit a foe with a Weapon: Shift one square.

*Striking from atop your mount is as natural as from the ground.*

**Mounted Combatant (Hunter. Tier 3)** – *Stance, Stable;* Major: You have +1 reach, 1 Soak, and ↑1 while riding a mount.

*You shift into a stance more appropriate for close quarter archery.*

**Point Blank Form (Hunter. Tier 3)** – *Stance, Agile;* Maneuver: ↑1 Ranged dice vs foes within 1 range increment. Whenever you hit a foe, choose one: Gain ↑1 for one turn or Move 1.

*Your strike forces your foe to expose their weaknesses.*

**Revealing Strike (Hunter. Tier 3)** – *Modifier;* ↓X dice: Hit foes have a -X penalty to defenses, save ends.

*You loose a shot at every target you can see, pelting the area.*

**Arrowstorm (Hunter. Tier 4)** – *Modifier;* ↓X Ranged Weapon dice: this roll affects an Area X+1.

*Hide your strikes from your foe and you more easily strike their hide.*

**Concealed Strikes (Hunter. Tier 4)** – Perk: You gain Hunter ranks -1 upgrades to conceal attacks with light weapons.

*For a moment, all is clear to you and your next attack is simple.*

**Offhand Shot (Hunter. Tier 4)** – *Modifier;* Maneuver: If your next action is a Ranged Weapon attack, add successes equal to your ranks in Hunter to the roll. Edge from this attack is halved.

*This shot nails the foe to the floor, keeping them from escaping.*

**Pin Down (Hunter. Tier 4)** – Spend X Edge and X Crits: X foes hit are immobilized, save ends (+X difficulty, max of Hunter ranks).

*Foolish quarry. No target is out of your reach, especially a running one.*

**Shoot Down (Hunter. Tier 4)** – *Modifier;* ↓1+X dice: Foes hit by this attack who moved away from you since your last turn take 1+X additional damage, save ends.

Spend a Crit from this attack: Hit foes are knocked prone.

*Taking stock of your quarry, you prepare a killing blow.*

**Take Aim (Hunter. Tier 4)** – *Stance;* Full, Choose a target: You gain ↑4+Hunter ranks against the foe with ranged attacks.

*In a flash your enemies are blinded, letting you slip around back.*

**Flash Powder (Hunter. Tier 5)** – Spend X+4 Weapon Edge: Impaired foes are blinded, save ends (+X difficulty).

*Unleashing a shower of ammunition, you pummel your foes into submission.*

**Intense Bombardment (Hunter. Tier 5)** – *Attack;* Full x2, Ranged Weapon, ↑3: Roll vs Physical on an Area 3 in 2 range increments. Impaired foes have -2 to defenses, save ends (+1 difficulty). Move 1.

*You throw your foes off by never being where they expect.*

**Sly Step (Hunter. Tier 5)** – Perk: Whenever you shift, gain Soak 1 for one turn.

*Catching your target unawares, you can more easily dodge around them.*

**Sly Strike Stance (Hunter. Tier 5)** – *Stance, Agile;* Maneuver: When you attack a foe you have Leverage against, shift 1. If you miss with a Weapon roll, gain +2 to conceal the attack.

*You use the strike's momentum to get everyone in an advantageous position.*

**Deadly Dance (Hunter. Tier 6)** – *Stance, Agile;* Maneuver x2:

*Movement;* Free, You hit a foe with a Weapon: Slide the foe 1. Shift you and willing allies now adjacent to you or the foe 1 square.

*As your target falls, you fade into the shadows already forgotten.*

**Ghost Assassin (Hunter. Tier 6)** – Free, you killed a foe with a Hunter talent, Once per turn: Attempt a Stealth check to Hide at ↑1.

*You fire up to three shots at once, one for each target.*

**Three Fangs (Hunter. Tier 6)** – *Attack;* Full, Ranged Weapon, ↓2X dice and spend three ammo: Move 1. Roll vs Physical against up to three enemies in X+1 range increments. Max X is Hunter ranks.

*The shot ricochets off of a foe's helm to strike your true target.*

**Trick Shot (Hunter. Tier 6)** – *Attack;* Free, Ranged Weapon, Spend 4+X Edge: Roll vs Physical on a foe in X+1 range increments of a target you hit with your previous action.

*You excel at close quarter ranged combat.*

**Close Quarter Archer (Hunter. Tier 7)** – Perk: Whenever you use a Melee Weapon attack, you may instead fire a Ranged Weapon at a range of 2 squares.

*You drive your strike deep into your foe and with a calculated twist.*

**Final Strike (Hunter. Tier 7)** – *Attack;* Full x2, Weapon, ↑5: Shift Hunter ranks square. Use a Hunter Shot or Hunter Strike. Deal double damage and Edge.

*You use the strike's momentum to get everyone in an advantageous position.*

**Hunter's Mark (Hunter. Tier 7)** – *Attack, Agile;* Major, ↓X: Move 2. Roll a Hunter Shot or Hunter Strike on a single target with no other modifiers. On hit, you begin the following stance:

*Stance;* You have ↑X+4 against the target and ↓3 on other foes.

*You don't need your sight to guide this strike. You know your quarry.*

**Perfect Shot (Hunter. Tier 7)** – *Attack;* Major x2, Weapon: Shift 2 squares. Use a Hunter Shot or Hunter Strike against a foe you hit with a Weapon since your last rest. Add your Perception die pool to the roll, ignoring any penalties for visibility or cover.

**Example Level 1 Hunter Character**:

| **Yant, Treefolk Hunter** | | | **Hero: Grade 3** |
|---|---|---|---|
| ***Large Natural Humanoid Treefolk*** | | | ***XPV: 30*** |
| Composure Pool: 15 – Defender: taunt 1 foe / turn | | | SR 6 |
| Physical* | Mental | Social | Speed: 6 |
| Brawn 2,0 | Genius 4,5 | Appeal 2,0 | Saves 6, ABCC |
| Dexterity 2,3 | Savvy 1,1 | Empathy 4,5 | AP: 1 |

**Hunter Shot** *(Hunter P) Atk;* Major, Ranged Weapon, ↓X dice: Roll vs Phy. on a foe in X+1 RIs. Move 1.

**Hunter Strike** *(Hunter P) Atk;* Major, Melee Weapon: Shift 1 square. Roll vs Phy. on a foe in Melee.

**Captivate** *(Mind P) Phantasm, Fae;* Major: Roll vs Mental on a foe in 1 range increment. Impaired foes are pushed or pulled 1. Spend 2X+2 Edge: ↓X+1 to impaired foes, save ends (+X difficulty).

**Razorvine** *(Earth P) Plant, Slashing, Atk;* Major, ↓2X dice: Roll vs Phy. on foes in an Area X+1. Foes that end their next turn in the area take X+1 dmg.

**Comfort** *(Mind T3)* Maneuver: Heal you or an adj. ally 3 composure.

**Backpedal** *(Hunter T2)* Free, You hit a foe: Shift one square.

**Deceive** *(Mind T3)* Spend 2X+10 Men. Edge: Impaired foes confuse friends for foes and vice versa, save ends, (+X difficulty).

**Point Blank Form** *(Hunter T3) Stance, Agile;* Maneuver: ↑1 Ranged vs foes in 1 RI. If you hit a foe, choose: ↑1 for 1 turn or Move 1.

**Hunter ABCC** *(Stunt Bonus: +AAA),*
**Mind ABCC, Earth ABCC** *(Blood / turn: 3);* Craft AAAA, Lore AAAB, Nature AAAA, Nimble BC, Perception B, Precision AB, Stealth BC, Tactics A, Vigilance A, (Appeal, Brawn AA, Empathy AAAA); Normal Vision, ***Invulnerable (Cold, Water, Wind), Resist (Crushing 1), Vulnerable (Fire, Slashing) 2,** Skinny 1, Treeshift to Pine tree as Full x2 action; Languages: Common, Plant

**Gear:** Fae Bower (Mind 2, Earth 2), Long Bow (2pt) **2H Heavy Bow Ranged Reload Free +1 damage Puncture 1** (Hunter 2), Light Needles (Nimble 1), Soft Roots (Stealth 1), 48gp

When Yant last woke up from deep treeshifted sleep, a bower of Fae had nested in their branches. They had needed to flee their forest as it had been destroyed by The Black Claw.

Yant has decided to correct this injustice and Bonded with their Fae bower to use their powers and a bow to wipe out the arsonists.

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# Innovator

*"Okay, so I upgraded your sword to fire jets of flame with every swing. What? Why would you want that you ask? Why wouldn't you want that!"*

The Innovator skill allows the character to teleport, create mechanical devices to aid allies, and even manipulate time. The Innovator is a jack-of-all trades and master of ingenuity.

Some Innovator talents use your artifices or automatons within X range increments of you. You may only have X automatons functioning at once. X is your ranks in Innovator. You may designate 2X of your gear items as automatons. They do not need to be gear with Innovator value. Your automatons have defenses and composure equivalent to yours. If an automaton's composure is spent, it falls to the ground useless. You will need to spend a minute repairing it before it can be activated again.

When you first take ranks in Innovator, choose one of the following Prime talents. The others become Tier 2 talents you can learn.

*The natural chaos surrounding your foes increases, tearing them apart.*

**Accelerate Entropy (Innovator. Prime)** – *Temporal, Attack;* Major, ↑1: Roll vs Physical on a foe in Melee this turn or the last two turns.

*The device is mighty strange-looking, but it serves its purpose well.*

**Artificer's Strike (Innovator. Prime)** – *Crushing, Slicing, or Piercing, Attack, Automaton;* Major: Roll vs Physical on a foe in Melee of your active automatons. Slide impaired foes 1 square.

*The distance between you and your foe adjusts immensely.*

**Spatial Stretch (Innovator. Prime)** – *Spatial, Attack;* Major: Roll vs Physical on a foe in 1 range increment. Spend X Edge: Impaired foes are pushed or pulled X+1.

*You take a moment to give a moment. Time is funny that way.*

**Blink Dash (Innovator. Tier 1)** – *Modifier, Temporal;* ↓2X+4 dice: Shift X+1 before or after the attack. Damage is ongoing, save ends.

*Blinding light directed at your foes' eyes makes it tough to hit you.*

**Flashbeam (Innovator. Tier 1)** – *Modifier, Radiant;* Free: This attack's damage is mental. Impaired foes are pushed 1, save ends. Spend 5 Edge: Impaired foes are blinded, save ends.

*Space bends around your foes, relocating them.*

**Magnet Pulse (Innovator. Tier 1)** – *Modifier;* Full, ↑4: Use a Major Innovator action. Spend X Edge: Slide Impaired foes X squares.

*"Oh, ouch. That's gonna linger."*

**Persistence (Innovator. Tier 1)** – Spend 3X Slicing or Innovator Edge: Up to 2X of the attack's damage is ongoing, save ends.

*Space crushes your target, shoving them over a bit.*

**Spatial Pinch (Innovator. Tier 1)** – *Spatial;* Spend X Edge: Impaired foes are slid X squares.

*Space warps and pulls at your foe's limbs, slowing their movement.*

**Impede (Innovator. Tier 2)** – Spend X Innovator Edge: Impaired foes are slowed X, save ends (+2 difficulty).

*"Now, focus that energy narrowly, it gains greater impetus and force."*

**Lancing Strike (Innovator. Tier 2)** – *Modifier;* ↓X+1 Innovator dice: This roll gains a Line 2X+2.

*You activate a small automaton to harass your foes.*

**Mobile Automaton (Innovator. Tier 2)** – Perk: When you would move or shift, you can have one of your automatons move instead. You may split a move between you and your automatons this way.

*You alter what just happened, an attack that hit an ally is reverted.*

**Revise History (Innovator. Tier 2)** – *Healing, Temporal;* Spend 2X Edge: Heal X physical composure on any number of creatures you were adjacent to at least once since the start of your previous turn.

*You clamp your foe in place.*

**Vise Grip (Innovator. Tier 2)** – *Modifier;* Maneuver, ↑2: Move 1. Spend 6 Edge from this attack: Impaired foes are immobilized, save ends (+1 difficulty).

*Space bends around you and you reappear a short distance away.*

**Warp Step (Innovator. Tier 2)** – *Teleport;* Maneuver, Spend 3X Edge or X Crits: Teleport X+1 squares.

*You carefully study your surroundings, prepared with an escape plan.*

**Backup Plan (Innovator. Tier 3)** – *Stance, Temporal;* Maneuver:

Free: Roll Innovator. Teleport up to Success + Edge to a square you have been in since entering this stance. This stance ends.

Major: Use the ability above, but teleport willing adjacent allies also.

*"Wow. Um... I need to figure out how to do that again on purpose."*

**Detonate (Innovator. Tier 3)** – *Modifier;* ↓2 Innovator or Crushing dice: Impaired foes are knocked prone.

*You infuse this strike with intense electrical power, sending foes reeling.*

**Electromancy (Innovator. Tier 3)** – *Modifier, Lightning;* Free, ↑1, Move 1 square closer to a foe:

Spend 6 Innovator Edge: Impaired foes are staggered, save ends.

*You tweak the past slightly, no big deal.*

**Febbit's Revision (Innovator. Tier 3)** – *Temporal;* Quick, Spend 1 AP: Reroll a roll that just happened. Choose which roll to use.

*You gesture at an ally. A small orb hovers around that ally, defending them.*

**Guardian Automaton (Innovator. Tier 3)** – Maneuver, Choose an automaton you control. Until the end of your next turn, enemies that end their turn in Melee 1 of it take Innovator ranks acid damage.

*"Space and time present the same problem. Never enough of either one."*

**Warp Vortex (Innovator. Tier 3)** – *Stance;* Maneuver x2, Lock ↓2X dice: Your rolls cover an Area X+3. Move up to X each turn. X cannot be more than your ranks in Innovator.

*You inject some chill into the strike, freezing foes to the core.*

**Arctic Touch (Innovator. Tier 4)** – *Modifier, Cold;* Maneuver, ↑3:

Spend 3 Edge: Impaired foes are dazed, save ends (+1 difficulty).

*Your foe becomes a doorway for a moment.*

**Bend Space (Innovator. Tier 4)** – *Teleport;* Spend 6 Innovator Edge: Teleport to a space next to a hit foe.

*A moment. A blink. Time is slowed for an ally as you reappear elsewhere.*

**Channel Time (Innovator. Tier 4)** – Free, Spend 2X+6 Temporal Edge: An ally of your grade or lower in X+1 range increments may take an immediate major action. You may shift X.

*Time divided is sometimes worth more than time whole.*

**Divvy Time (Innovator. Tier 4)** – *Temporal;* Spend 2 Edge. Pick 1:

***Time to Spare:*** Make a Major action. You are staggered next turn.

***Bide Time**, Major:* Make a Basic or Prime Major action next turn.

*You rip a hole in time and space, moving an ally out of harms way.*

**Hakon's Recall (Innovator. Tier 4)** – *Modifier;* Spend one action point: Choose one ally within twice your Innovator ranks. That target is teleported to a square adjacent to you.

*You throw a ball of energy, enveloping the target, and suddenly you are standing in their place.*

**Kavro's Body Swap (Innovator. Tier 4)** – *Teleport;* Spend 3 Teleport or Innovator Edge: Swap places with a hit foe.

*A massive belch of flame engulfs your foe.*

**Gush of Flame (Innovator. Tier 5)** – *Fire;* Spend 2X Edge: X of the damage is ongoing fire damage, save ends. Foes in the area or adjacent squares at the end of their next turn take X fire damage.

*You vanish from sight and reappear elsewhere.*

**Long Step (Innovator. Tier 5)** – *Teleport;* Full or Full x2: Teleport yourself or an adjacent willing ally 2X squares, where X is your ranks in Innovator. If you used a Full x2, choose one: target yourself and willing allies in Melee 2 or double the distance.

*The device is mighty strange-looking, but it serves its purpose well.*

**Mechanized Propulsion (Innovator. Tier 5)** – *Stance;* Major, ↑2. Lock ↓2X. Choose ***Agile*** or ***Defense:***

***Agile:*** Once per turn you may shift X+1 squares.

***Defense:*** You have Soak X+1.

*You activate a hidden device an ally was unwittingly carrying.*

**Enhance Gear (Innovator. Tier 5)** – *Stance;* Maneuver x2, Lock ↓X: Choose an ally's physical gear within 1 range increment. It gains ↑X+3 and one of your talent keywords. It counts as your automaton.

If you attempt to move the gear as one of your automatons with Mobile Automaton or a similar talent, the gear's user can either be moved with it, or roll a contested Athletics roll to prevent the move.

*Your friend's actions were so excellent, they really needs a second showing.*

**Encore (Innovator. Tier 6)** – *Temporal;* Quick, An ally just rolled one or more Crits, Spend 1 AP and your entire next turn: On your next turn, the action that triggered this happens again, exactly as it just happened, with the same roll, same targets, same damage, and same status effects, but minus one Crit.

*The space around you seems to shimmer and warp constantly.*

**Spatial Twist (Innovator. Tier 6)** – *Stance;* Maneuver:

Quick, You are hit by an attack, Spend 1 Action point: Teleport up to X squares and the damage is halved. X is your ranks in Innovator.

*You rip the target from time itself, though it snaps back a second later.*

**Temporal Junction (Innovator. Tier 6)** – *Temporal;* Spend 8X Edge or 3X Crits: X Impaired foes vanish and reappear at the end of your next turn. They skip the time between as if it doesn't occur.

The targets are literally gone for the duration. They skip forward in time a total of 6 seconds. If the target would reappear inside a solid object, they reappear in the nearest empty square instead.

*"I don't tell time. I tell time what to do."*

**Time Bubble (Innovator. Tier 6)** – *Temporal;* Free, Spend X+1 Action Points, Lock 6X dice, Sustain Roll vs X+1: You and willing allies in Melee X gain X+1 turns. You cannot affect anything not targeted by this talent. X cannot exceed your Innovator ranks.

You and allies cannot attack enemies or do any damage during this time. You cannot affect any objects that weren't already worn or carried by you or your allies during this time. *(You can still breathe, take move actions, or use abilities that affect each other.)*

*You create a shimmering and warping rift of uncertainty around you.*

**Displacement Storm (Innovator. Tier 7)** – *Teleport, Attack;* Full x2, ↓3X: Roll vs Physical on foes in an Area X+5. Teleport allies and Impaired foes in the area to any other square in the area of effect.

*You give allies a new lease on life, or force foes to take step back in time.*

**Temporal Reversion (Innovator. Tier 7)** – *Temporal;* Maneuver x3, Spend 2X Edge: Allies in an Area X+2 revert to the state they were in at the end of your previous turn. The targets remember the lost round.

Consumables used during that time are not recovered (potions / action points), though the effects on the target are.

*"Well sure, it didn't work this time. But it WILL explode. When? Uh. Soon?"*

**Unstable Devices (Innovator. Tier 7)** – Free, You rolled a miss with zero success your previous turn: Reroll the attack using the same dice, area, and targets. Move 1 before or afterwards.

**Example Level 1 Innovator Character**:

| **Jebbedo, Gomnish Artificer** | | | **Hero: Grade 3** |
|---|---|---|---|
| ***Small Natural Humanoid Gnome*** | | | ***XPV: 30*** |
| Composure Pool: 15 – Defender: taunt 1 foe / turn | | | SR 6 |
| Physical | Mental | Social | Speed: 5 |
| Brawn 2,0 | Genius 3,4 | Appeal 1,1 | Saves 6, ABCC |
| Dexterity 3,3 | Savvy 4,5 | Empathy 3,5 | AP: 1 |

**Artificer's Strike** *(Innovator P) Crushing, Slicing, or Piercing, Atk, Automaton;* Major: Roll vs Phy. on a foe in Melee of your active automatons. Slide impaired foes 1 square.

**Electromancy** *(Innovator T3) Modifier, Lightning;* Free, ↑1, Move 1 square closer to a foe:
6E: Impaired foes are staggered, save ends.

**Arctic Touch** *(Innovator T4) Modifier, Cold;* Maneuver, ↑3:
3E: Impaired foes are dazed, save ends (+1 difficulty).

**Mechanized Propulsion** *(Innovator T5) Stance;* Major, ↑2, Lock ↓2X. Choose Agile or Defense:
**Agile:** Once per turn you may shift X+1 squares.
**Defense:** You have Soak X+1.

**Febbit's Revision** *(Innovator T3) Temporal;* Quick, Spend 1 AP: Reroll a roll that just happened. Choose which roll to use.

**Innovator ABCC** *(Experiment Total: 3E, Max Component: ↑3);* Charm A, Craft ACC, Customs AAA, Entertain B, Leadership A, Lore AA, Nature AA, Nimble AAA, Perception ABBB, Precision ABC, Shrewd BCC, Stealth AAA, Tactics AAAA, Trickery AAA, Vigilance AABC, (Brawn AA); Infravision; Languages: Common, Gnomish

**Gear:** Mobile Armor (Innovator 2), Moodstone (Shrewd 2), Multitool (Craft 2), Gloves (Precision 1), Handy Bag (Vigilance 1), Experiment **+3E to Arctic Touch**, Capacitor ↑**2 Innovator**, 13gp

Jebbedo Snvblunk is a gnome in mechanized battle armor of his own design. He rides around in his armor pretty much constantly, though he can cause it to fold into a small self-powered wagon when he wishes to appear less ostentatious (which is rarely).

As an only child, Jebbedo was free to indulge his creativity. His inquisitiveness toward the latest mechanical contrivances occasionally resulted in trouble.

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# Mind

*"Knowledge is the true power."*

The Mind skill aids in divining information, creating illusions, and deception. This skill gives you potent mental attacks. Mind can create illusions and phantasms to fool others into believing the unbelievable, though if they are too unbelievable, creatures have a chance to disbelieve the illusions.

It is important to note that most of Mind's talents are not attacks, so the Mind user is less likely to attract Physical attacks from foes.

When you first take ranks in Mind, choose one of the following Prime talents. The others become Tier 2 talents you can learn.

*Offered their deepest hopes and desire, your foe loses some will to fight.*

**Captivate (Mind. Prime)** – *Phantasm, Fae;* Major: Roll vs Mental on a foe in 1 range increment. Impaired foes are pushed or pulled 1.

Spend 2X+2 Edge: ↓X+1 to impaired foes, save ends (+X difficulty).

Note that this talent does not necessarily give the user knowledge of what Phantasm the foe is experiencing.

*A distant howl, an illusory dancer, a doorway in the wall, all illusions.*

**Figment (Mind. Prime)** – *Illusion;* Free, Roll vs X to start, Sustain Maneuver or Spook: Create an (X,0) DT figment in 2 range increments. You may use Spook on believing foes:

**Spook.** *Illusion, Attack;* Major: Roll vs Mental on a foe in 2 range increments of the figment or on foes in melee 1 of it. Hit deals Mental damage. Impaired foes are dazed one turn.

Figments can be used to distract opponents. They only do Mental damage because they cannot physically interact with the world, though physical damage can disperse them. A figment can provide flanking if the target believes the figment is real.

The difficulty to disbelieve your figment is X,0. Your figment moves to each activation, as you can only have the one.

If someone sees the figment appear out of nowhere, they get an active Perception roll to disbelieve the figment. The figment's DT only needs to be high enough to overcome their passive Perception.

Note that Spook is an attack, but it originates from the figment, so any physical repercussions are likely to be directed at the figment.

Once a character begins taking mental wounds, they can attempt to disbelieve the figment also.

If the figment is sustained by a Maneuver, you may have it appear to take a basic Maneuver action. The figment cannot take real actions other than this, Spook, or other mental attacks.

*You make an incomprehensible assertion, leaving your foe flummoxed.*

**Riddling Assertion (Mind. Prime)** – *Sage, Vocal;* Major, ↓X dice: Roll vs Mental against a single target in X+1 range increments or against all foes in Melee X.

*"Where are they coming from? Run! RUN!"*

**Impossible Onslaught (Mind. Tier 1)** – *Modifier;* ↓X Mind, Phantasm or Illusion dice: This roll affects an Area X+1.

*"What are you doing, Berk?" "I don't know, my feet won't stop!"*

**Meander (Mind. Tier 1)** – Spend X Edge: Slide hit foes X.

*Relax the muscles and return strength to a friend.*

**Soothe (Mind. Tier 1)** – Maneuver, Lock ↓X: Heal an ally within 1 range increment X composure. They gain ↑1 for one turn.

*You time your comment perfectly so that an ally can escape.*

**Welcome Distraction (Mind. Tier 1)** – Spend 2 Mental Edge: An ally adjacent to a hit foe can shift 1 square as a free action.

*You play on your foe's ill grasp of logic, tempting them into folly.*

**Bewilder (Mind. Tier 2)** – Spend 8X Mental Edge: X hit targets use a basic Major action of your choosing. You choose the targets for it.

*Beautiful faeries tempt your foes toward you.*

**Fae Summons (Mind. Tier 2)** – Spend X Edge: Impaired foes are pulled or pushed X squares, save ends (+1 difficulty).

*Sven! You're on fire! Stop, drop, and roll, you fool!*

**Sagely Advice (Mind. Tier 2)** – Maneuver, Quip, Spend 2X+1 Edge: Target ally in X+1 range increments makes a save with ↑X+1.

*Phantasms fill the target's mind, making it hard to tell friend from foe.*

**Deceive (Mind. Tier 3)** – Spend 2X+10 Mental Edge: Impaired foes confuse friends for foes and vice versa, save ends, (+X difficulty).

*You send comforting whispers into the ears of those in need.*

**Comfort (Mind. Tier 3)** – Maneuver: Heal yourself or an adjacent ally X composure where X is your ranks in Mind.

*You take the form of a terrible nightmare, striking fear into your foes.*

**Phantasmal Terror (Mind. Tier 3)** – Spend 5 Illusion or Phantasm Edge or 3 Mental Crits: Impaired foes are staggered, save ends.

*You make a brilliant observation, inspiring an ally to quickly act.*

**Sagely Intuition (Mind. Tier 3)** – Full: An ally your grade or lower in 1 range increment makes an immediate Major action with ↑2.

*An adoring throng of fae follows you everywhere and abhors detractors.*

**Adoring Throng (Mind. Tier 4)** – *Stance, Fae;* Major: Whenever a creature ends its turn next to you, you may deal X physical damage to it. X is your ranks in Mind.

*Clearing your mind, you conceive something quite brilliant.*

**Have a Think (Mind. Tier 4)** – *Modifier;* Choose one:

**Ponder.** Maneuver: You gain ↑3 for one turn.

**Pontificate.** Free: You and adjacent allies gain ↑1 for one turn.

*Foes can't tell truth from falsehood, their fate is at your whim.*

**Opportunistic Phantasms (Mind. Tier 4)** – Perk: ↑X with Phantasm attacks when targeting foes with ongoing effects, where X is the number of effects they are suffering from. X cannot be more than your ranks in Mind.

*With an opened book at hand, everything seems less complicated.*

**Sagely Study (Mind. Tier 4)** – *Stance;* Maneuver, You have a book at hand: +1 damage with Mental talents and to Mental defenses. You gain a +X to passive knowledge checks. X is your Mind ranks.

*Suddenly you and your foe swap places.*

**Trick of the Light (Mind. Tier 4)** – Spend 3 Illusion or Mind Edge: Swap places with a hit foe.

*Lost in their own fantasies, your foes are easily led astray.*

**Daydream (Mind. Tier 5)** – Spend 4 Illusion or Phantasm Edge: Impaired foes are staggered, save ends.

*A horde of creatures appear, ready to engage your enemies.*

**Illusory Foes (Mind. Tier 5)** – Perk, You rolled a Figment, Spend X Crits: You create X additional figments. All of them move when sustained with a Maneuver. Only one attacks with Spook, however.

Full: Each of your Figments make a Spook attack.

You must have the Figment talent to take Illusory Foes.

*This puzzle takes over your foe's mind with its complexity.*

**Maze of the Mind (Mind. Tier 5)** – Major x2: Roll vs Mental on a target in Melee or 1 range increment. Damage dealt is ongoing and Impaired targets are staggered, save ends.

*One of your foes now feels the brunt of your group's pain.*

**Scapegoat (Mind. Tier 5)** – *Stance;* Maneuver, Choose a foe: When a you or an adjacent ally takes damage, the target foe also takes half that damage as necrotic. Roll. If the target is more than Success + Edge squares away, end this stance.

*Your foes are plunged into darkness of your design.*

**Dimmed Sight (Mind. Tier 6)** – Spend 5 Mind Edge: Impaired foes are blinded, save ends (+2 difficulty).

*You construct a prison of your foe's deepest fears. Whatever those might be.*

**Flickering Prison (Mind. Tier 6)** – *Phantasm, Attack;* Full x2: Roll vs Mental on a foe within 2 RI. Impaired foes are immobilized and staggered, save ends (+2 difficulty).

*A flaming rune leaps from your fingertips to strike an opponent, leaving a small mark that continues to glow.*

**Mark of the Sage (Mind. Tier 6)** – Spend 3X Mental Edge: Hit foes are marked until the end of combat. Allies ↑X when their attacks target only marked foes.

*"You only see what I want you to see."*

**Persistent Visions (Mind. Tier 6)** – Spend X Mind Crits: One of your ongoing effects on an opponent gains +X to its save DT.

*You convince your foe that nothing here is real.*

**Beguile (Mind. Tier 7)** – *Phantasm, Fae, Illusion, or Sage, Vocal;* Full, Move 2: Roll vs Mental against targets in Melee 3.

Spend 4X Mental Edge: Impaired foes use a simple major, maneuver, or free action of your choice. You choose all targets, movement, and direction for that action.

*Suddenly your ally and enemy swap places, just in time for the enemy to catch the strike of another foe in the face.*

**Doppelganger Reflection (Mind. Tier 7)** – *Stance;* Major: Whenever you or ally within Melee 3 would be struck by an attack, if the Edge on the roll is an even number, as a quick action that target may swap places with an adjacent creature that is not the attacker. The attacker rerolls the triggering attack against that creature instead, doing half damage if it hits.

*Your form blurs and suddenly there are several of you.*

**Mirror Image (Mind. Tier 7)** – *Stance;* Major, Lock ↓2X: You split into X+2 copies. You divide your actions as you wish among the copies. Each copy must stay within X+1 range increments of the others or be destroyed. You lose all Soak. Each copy has X composure until destroyed. If more than one would be destroyed at once, you choose which is first. When one copy is remaining, that copy is you and the stance ends. You don't take damage dealt to defeated copies.

**Example Level 1 Mind Character:**

| **Etund, Human Scholar** | | | **Hero: Grade 3** |
|---|---|---|---|
| ***Medium Natural Humanoid Human*** | | | ***XPV: 30*** |
| Composure Pool: 9 – Controller: ↓1 one foe / turn | | | SR 7 (Academia) |
| Physical | Mental | Social | Speed: 6 |
| Brawn 3,0 | Genius 4,5 | Appeal 1,0 | Saves ABCC |
| Dexterity 2,0 | Savvy 3,0 | Empathy 2,0 | AP: 1 |

**Riddling Assertion** *(Mind P) Sage, Vocal;* Major, ↓X dice: Roll vs Men. against a foe in X+1 RI or all foes in Melee X.

**Maze of the Mind** *(Mind T4)* Full x2: Roll vs Men. on a target in Melee or 1 RI. Damage dealt is ongoing and Impaired targets are staggered, save ends.

**Mark of the Sage** *(Mind T5)* Spend 2X Men. Edge: Hit foes are marked until the end of combat. Allies ↑X when their attacks target only marked foes.

**Feral Strike** *(Transform P) Crushing or Slicing, Primal, Atk;* Major: Roll vs Phy. on a foe in Melee. Shift 1 before or after the attack.

**Form of the Wolf** *(Transform T2) Stance, Primal, Feral;* Maneuver: You transform into a medium natural wolf. You have a speed Ground 7, and ↑1 to Perception. You speak Canine.
Spend 2 Primal Edge: Impaired foes are knocked prone.

**Sagely Study** *(Mind T4) Stance;* Maneuver, You have a book in hand: +1 dmg with Men. talents and to Men. defenses. You gain a +X to passive knowledge checks. X is your Mind ranks (3).

**Mind ABCC** *(Experiment Total: 3E, Max Component: ↑3),* **Transform ABCC** *(Experiment Total: 3E, Max Component: ↑3);* Craft AAAB, Lore ABCC, Nature ABBC, (Appeal A, Brawn AAA, Dexterity AA, Empathy AA, Savvy AAA); Normal vision, Prepared: +1 Action Point; Languages: Common

**Gear:** Sharp Mind (Mind 2), Onyx Bracelet (Transform 2), *A History of Prax* (Lore 2), *Crafter's Advantage* (Craft 1), *Herbal Esoterica* (Nature 1), Experiment **+3E to Mark of the Sage,** Morphic metal ↑**2 Transform,** Crystallized Intelligence ↑**2 Mind**, 5gp

Etund is an albino human professor at Solar University in Siathu, specializing in matter and arcane theory. His research has reached a point where field work is necessary, so he has set out in search of adventure and to collect additional components for experimentation.

Etund's Form of the Wolf is an albino wolf, white with ghostly white markings on the body, face, and hind-legs.

# Spirit

*"In every living soul's heart beats the essence of light."*

The Spirit skill embodies life, light, and healing. The Spirit character can use radiant light to sear foes and soothe allies. Spirit is excellent at defending nearby allies from attack.

It is important to note that most of Spirit's talents are not attacks, so the Spirit user is less likely to attract Physical attacks from foes.

When you first take ranks in Spirit, choose one of the following Prime talents. The others become Tier 2 talents you can learn.

*You pull the spirit energy out of your foe, causing their knees to buckle.*

**Crush Spirit (Spirit. Prime)** – *Quell;* Major, ↓X dice: Roll vs Social on a foe in X+1 range increments. Push hit foes 1.

*Your ally is suddenly feeling much better.*

**Healer's Hands (Spirit. Prime)** – *Aid, Healing;* Major: Roll vs an adjacent target's damage total. The target is healed Spirit ranks composure plus Success.

*You denounce your target's despicable practices vehemently.*

**Rebuke (Spirit. Prime)** – *Quip, Chastisement;* Major, Vocal, ↓X dice: Roll vs Social on a foe in X+1 range increments. Impaired foes are weakened for one turn.

*Your foe is weakened to strengthen an ally.*

**Radiant Strike (Spirit. Prime)** – *Radiant, Vitality, Healing, Attack;* Major: Roll vs Physical on a foe in Melee. Heal an ally adjacent to you or the foe half your Spirit ranks composure on a hit.

*The weight of your conviction is too much for your foe.*

**Crush of Heavens (Spirit. Tier 1)** – Maneuver: An adjacent Impaired foe is knocked prone.

*Your warm demeanor makes it hard to say no to you.*

**Gentle Visage (Spirit. Tier 1)** – *Stance;* Maneuver: Foes in Melee Spirit ranks have a -1 to social defenses. Light up an Area of Spirit ranks range increments.

*A pillar of light falls upon your foes, bringing them closer to your might.*

**Retribution (Spirit. Tier 1)** – *Modifier;* ↓1+X Radiant or Spirit dice: The roll targets foes in an Area 2X+1. Pull impaired foes X.

*Your allies are inspired by your Spiritual conviction.*

**Spirit Aid (Spirit. Tier 1)** – Maneuver, Spend 3X+2 Spirit Edge: Move X+1. Heal X+1 physical composure on yourself or an ally in 1 range increment.

*The word channeled through you brings hope your allies.*

**Bless (Spirit. Tier 2)** – *Radiant, Aid;* Lock ↓X until your next turn ends, each ally in Melee 1 or one ally in 2 range increments ↑X.

*Foes are drawn toward you irresistibly. It probably has to do with your shiny armor, winning smile, and rage of vengeance.*

**Endless Summons (Spirit. Tier 2)** – *Quell;* Spend X Edge: Impaired foes are pulled X, save ends (+2 difficulty).

*You call out to an ally and they can feel a rush of vigor to carry on.*

**Inspire Heroism (Spirit. Tier 2)** – *Aid;* Maneuver, Lock ↓X+1 until your next turn ends: You or an ally in 3 range increments makes an immediate save with ↑2X. X cannot be more than your Spirit ranks.

*Your ally's spirits lift, helping them to shake off their funk.*

**Spirit of Insight (Spirit. Tier 2)** – Free, Your last action was a Spirit talent: You or an adjacent ally may make a save.

*Your target is in deep trouble and they know it.*

**Spiritual Judgment (Spirit. Tier 2)** – *Chastisement or Quell;* Free: An Impaired foe has -1 to defenses, save ends (+1 difficulty).

*A peaceful feeling falls on you as you are purged of impurity.*

**Vital Cleansing (Spirit. Tier 2)** – *Vitality;* Major: Your or an adjacent ally makes a save against all status effects.

*Your words pull at the target's conscience incessantly.*

**Admonish (Spirit. Tier 3)** – *Modifier;* Full, ↓X dice: Make a Rebuke targeting an Area X+2. Damage is ongoing, save ends.

*You channel spirit energy directly to mend your ally's wounds.*

**Amelioration (Spirit. Tier 3)** – *Aid, Healing;* Maneuver, Lock ↓X until your next turn ends: Move 2. Heal 1 ally in 1 range increment X+1 composure.

*A pillar of light and radiant fire descends on your foes, burning with furor.*

**Call Down the Wrath (Spirit. Tier 3)** – Spend 1 Radiant or Vocal Edge: Wounded foes that are hit are knocked prone.

*Radiant light settles around you, invigorating your allies.*

**Healing Aura (Spirit. Tier 3)** – *Healing;* Free x2, Lock ↓X until your next turn ends: Move 1. You and each adjacent ally are healed X+2 composure. X cannot be more than your ranks in Spirit.

*Your invigorating spirit will help you weather any threat.*

**Insurmountable (Spirit. Tier 3)** – *Stance;* Full: You gain Soak 1. Your Spirit attacks gain 1 range increment and ↑1.

*You steady yourself, letting your heart guide your movements.*

**Radiant Shine (Spirit. Tier 3)** – *Stance, Radiant;* Maneuver x2: Adjacent foes ↓1. You gain ↑1 to your Spirit dice. You act as a bright light source.

*Your calm heals you and your allies.*

**Spirit Rejuvenation (Spirit. Tier 3)** – *Healing;* Major, Spend 1 Action Point: You and each ally within Melee X gain ↑1 for one turn and are healed X wounds. X is your ranks in Spirit.

*You seek only health to your allies and defeat to your foes.*

**Villain's Ruin (Spirit. Tier 3)** – *Modifier;* Full: Make a Radiant Strike with ↑4. Heal your full Spirit ranks on a hit instead of half.

*Your inspiration enables an ally's brilliance.*

**Guided Strike (Spirit. Tier 4)** – *Movement, Aid;* Full: Shift X squares. An ally in 1 range increment gains ↑X for one turn. If they are your grade or less, they may use an immediate Major action as a free action. X is your Spirit ranks.

*Radiant light will help you withstand this next wave of attacks.*

**Hardened Light (Spirit. Tier 4)** – *Aid;* Maneuver x2 or Major x2: Gain Soak Spirit ranks and ↑2 to Spirit. With Maneuvers, until your next turn ends plus another ↑1. With Majors, this is instead a stance.

*You bring fiery retribution upon the forces of darkness.*

**Searing Radiance (Spirit. Tier 4)** – Perk: You deal +X Physical damage to Undead foes while in a Spirit stance. X is Spirit ranks.

*Together we are more.*

**Spirit's Calm (Spirit. Tier 4)** – Perk: You may upgrade your basic Vocal rolls by X where X is the number of adjacent allies, to a maximum of your ranks in Spirit.

*Radiant mercies rain down, tormenting enemies, blessing friends.*

**Wave of Radiant Light (Spirit. Tier 4)** – *Modifier;* ↓2X Spirit dice: This attack targets an Area X+1. Allies in the area are healed X physical composure. X cannot be more than your ranks in Spirit.

*Your body is surrounded by light, striking fear into your foes.*

**Aura of Radiance (Spirit. Tier 5)** – *Stance, Radiant;* Full.

Major: ↓X to foes in Melee X until your next turn ends. X is your ranks in Spirit.

*Your resolve resounds in your weapon, striking fear in your foes.*

**Harrowing Spirit (Spirit. Tier 5)** – *Stance;* Free x2: When you deal Radiant or Spirit wounds, those wounds are both physical and social.

*You call forth the power of your faith to save your allies at a hard cost.*

**Martyr's Faith (Spirit. Tier 5)** – *Healing;* Maneuver, Take 2X+1 physical wounds: Allies within Melee X+1 are healed X+5 composure. X cannot be more than your ranks in Spirit.

*Summoning forth your last strength, you do a single heroic deed.*

**Martyr's Debt (Spirit. Tier 5)** – *Aid;* Maneuver, You have no Action Points remaining and are not weakened: You gain one action point. After your next turn, you are slowed 4 and weakened. You may only end this condition by spending an action point.

*Your spirit energy flows out of you, aiding and calming nearby allies.*

**Spiritual Aura (Spirit. Tier 5)** – *Stance;* Maneuver x2: At the end of each of your turns, you and adjacent allies heal X composure. X is your ranks in Spirit.

*Seeing your suffering up close, your foe's heart is softened.*

**Martyr's Sacrifice (Spirit. Tier 6)** – Perk: While you are physically wounded, your Chastisement rolls gain ↑2.

*Your attitude is gentle and disarming. There is no reason to harm you.*

**Pacifying Courage (Spirit. Tier 6)** – *Stance;* Full: Foes in Melee Spirit ranks have ↓3 on attack rolls.

*A supernova of light erupts, withering your foes and bolstering your allies.*

**Revitalizing Triumph (Spirit. Tier 6)** – *Radiant, Healing, Aid, Attack;* Full x2: Roll vs Physical on foes in an Area 9. Allies in the area are healed half Successes and may make an immediate save.

*You summon a being of pure light to aid your cause.*

**Supernal Aid (Spirit. Tier 6)** – *Stance, Radiant, Summon;* Maneuver: You summon a being of pure Radiant light. It has your defenses and composure equal to your physical health. You split your movement with it. You may use Spirit or Radiant talents using the being as the source point. Foes adjacent to it have ↓1 on physical attack rolls. The being must stay within X range increments of you or dissipate. X is your ranks in Spirit.

*You are constantly ready to save a life.*

**Healing Mastery (Spirit. Tier 7)** – Perk: Whenever you roll under Empathy total successes on a Healing result, roll an additional B die.

*Calling out with vigorous reproach, you inspire repentance in foes.*

**Spirit Dominion (Spirit. Tier 7)** – Perk: Whenever you wound a creature socially, you may slide them 1. When you defeat a creature socially, you may make a Spirit maneuver action as a free action.

*A storm of radiant light falls around you, crushing your foes.*

**Wrath (Spirit. Tier 7)** – *Modifier, Radiant;* ↓2X+3 Spirit dice: Your roll targets foes in Melee X+1. Impaired foes are knocked prone.

**Example Level 1 Spirit Character**:

Lycatius is a devout follower of Eldar the All-Creator. Having completed a pilgrimage to Eldar's Footstool, a plateau in the frozen north lands, he came home to Falandor only to discover his local temple had become utterly corrupted into a cult of Tarlekk.

Knowing he cannot tackle this on his own, he seeks out allies to purge this evil from his home town.

Lycatius' sword is the legendary Claymore of Sir Palimbar. As such, by simply shouting "Claymore!" before attacking, the blade will appear in his hands.

| **Lycatius, Human Knight** | | | **Hero: Grade 3** |
|---|---|---|---|
| ***Medium Natural Humanoid Human*** | | | ***XPV: 30*** |
| Composure Pool: 15 – Defender: taunt 1 foe / turn | | | SR 6 |
| Physical | Mental | Social | Speed: 6 |
| Brawn 4,5 | Genius 1,0 | Appeal 2,0 | Saves 6, ABCC |
| Dexterity 2,0 | Savvy 3,5 | Empathy 3,5 | AP: 2 |

**Radiant Strike** *(Spirit P) Radiant, Vitality, Healing, Atk;* Major: Roll vs Phy. on a foe in Melee. Heal an ally adj. to you or the foe 2 on hit.

**Call Down the Wrath** (Spirit T3) Spend 1 Radiant or Vocal Edge: Wounded foes that are hit are knocked prone.

**Villain's Ruin** (Spirit T3) Modifier; Full: Make a Radiant Strike with ↑4. Heal 3 on a hit instead of 2.

**Spiritual Aura** (Spirit T5) Stance; Maneuver x2: At the end of each of your turns, you and each adj. ally heal 3 composure.

**Radiant Warrior** (Spirit T4) Perk: You deal +3 Phy. dmg to Undead creatures while in a Spirit stance.

**Spirit ABCC** *(Max Favor: ↑6, Max Retribution: 3C);* Athletics AABC, Customs BCC, Durability AABC, Intimidate AAAA, Perception AAA, Shrewd AAA, Tactics ABB, Trickery AAA, Vigilance BCC, (Appeal AA, Dexterity AA, Genius A); Normal vision, Prepared: +1 Action Point; Languages: Common

**Gear:** Shiny Plate Armor (Durability 1), Travel Book (Customs 2), Claymore! (0pt) **2H Heavy Blade No Draw Action +1E** (Spirit 2), Hammer (0pt) **2H Heavy Hammer Puncture 2** (Vigilance 2), Support Belt (Athletics 1), 32gp

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## Stalwart

*"You'll have to get past my weapon first. And it is much bigger than you."*

The Stalwart skill focuses on consistent heavy damage output, sacrificing your defenses to overcome foes more quickly or defend nearby allies.

When you first take ranks in Stalwart, choose one of the following Prime talents. The others become Tier 2 talents you can learn.

*A heavy strike with one hand and a defensive block with the other.*

**Guard Strike (Stalwart. Prime)** – *Attack;* Major, Weapon: Roll vs Physical on a foe in Melee. An adjacent ally has Soak 1 for one turn.

*Your weapon falls heavily upon your foe, giving nearby allies hope.*

**Stalwart Avalanche (Stalwart. Prime)** – *Radiant, Attack;* Major: Roll vs Physical on a foe in Melee. Allies adjacent to the target heal 1 physical composure.

*This strike brings extra momentum to crush your foe.*

**Stalwart Smash (Stalwart. Prime)** – *Attack;* Major: Move 1. Roll vs Physical on a foe in Melee. +1 damage on hit.

*You rush forward to crush your foe.*

**Stalwart Surge (Stalwart. Prime)** – *Attack;* Major, Heavy Weapon: Move 3 or Shift 1. Roll vs Physical on a foe in Melee.

*This strike may be easier to see coming, but if it hits, it is all over.*

**Excessive Assault (Stalwart. Tier 1)** – *Modifier;* ↓2X Weapon dice: If you hit, gain X success and 2X Edge.

*Your demeanor is filled with rage, making your foes shake a bit.*

**Fury (Stalwart. Tier 1)** – *Stance, Agile;* Maneuver: Enemies within Melee Stalwart ranks have a -1 penalty to defenses, save ends.

*You hurl a heavy weapon at your foe for a finishing blow.*

**Hurl (Stalwart. Tier 1)** – *Modifier;* ↓X dice: You can throw a blunt object or weapon up to X range increments for this attack.

*This is just the set-up, your next strikes are certain to be deadly.*

**Preparatory Strike (Stalwart. Tier 1)** – *Modifier;* ↓X Weapon dice: If the attack hits, upgrade your next attack roll by 2X dice.

*You shift your grip and sacrifice defense to put more power in your attacks.*

**Strong Style (Stalwart. Tier 1)** – *Stance, Stable;* Free x2, ↓your physical defenses by 2: ↑4 to Melee Weapon dice.

*This heavy hit knocks your foe just where you want them.*

**Swat (Stalwart. Tier 1)** – Spend X Physical Edge: Impaired foes are slid X squares in one direction.

*The weight of this strike tears down your opponent's defense for a moment.*

**Crushing Strike (Stalwart. Tier 2)** – *Debuff;* Free, Spend X Edge: ↓X+1 the target's Physical defenses, save ends.

*This strike lines your foes up perfectly for your next one.*

**Curb Foe (Stalwart. Tier 2)** – Spend 1 Two Handed or Heavy Weapon Edge: Foes hit are slid 2 to a square adjacent to you.

*This strike goes deep, your foe weakening by the moment.*

**Deep Wound (Stalwart. Tier 2)** – Spend 3X Slicing or Piercing Edge: Hit foes have ongoing damage X, save ends.

*You bring the butt of your weapon up across your foe's face, causing them to stumble backwards, right where you want them.*

**Pommel Strike (Stalwart. Tier 2)** – *Modifier;* Spend 3 Two Handed or Heavy Weapon Edge or 1 Crit: Slide each foe hit 1 square and shift 1 square.

*Your bold strikes encourage allies to perform admirably.*

**Valiant Inspiration (Stalwart. Tier 2)** – *Stance, Stable;* Maneuver: Whenever you damage a foe in Melee 1, the next ally to attack that foe gets a ↑X on the roll. X is your ranks in Stalwart.

*Frothing at the mouth, you become a whirling creature of power & danger.*

**Blind Rage (Stalwart. Tier 3)** – *Stance, Agile;* Maneuver, You may only use Stalwart and Basic talents while in this stance: Your melee attacks target all creatures in range *(including allies)*.

*You rush towards a foe, using your momentum to power your strike.*

**Charge Attack (Stalwart. Tier 3)** – *Modifier;* ↓2X Weapon dice: Move up to 2X before the attack. +X to damage if you moved

*Your force hammers your foes, sending them to the floor.*

**Clear The Field (Stalwart. Tier 3)** – Spend 2 Heavy Weapon or Two-Handed Edge. Impaired foes are knocked prone.

*You foe is not getting away easily.*

**Debilitating Strike (Stalwart. Tier 3)** – *Attack;* Full, Heavy Weapon: Roll vs Physical on a foe in Melee. Impaired foes are staggered or immobilized (choose one or spend a Crit to choose both), save ends.

*A sweeping attack infused with your wrath is impossible to stop.*

**Furious Arc (Stalwart. Tier 3)** – *Modifier;* ↓1 Stalwart or Two-handed dice: The attack targets an Area 2 or Line 3.

*As you strike, your allies are inspired by the strength of your blow.*

**Inspire Fervor (Stalwart. Tier 3)** – Spend 5X+3 Radiant Edge: Allies in Melee X+2 are healed X+1 composure.

*You run your weapon through one enemy and into another.*

**Skewer (Stalwart. Tier 3)** – Success, Spend 3 Stalwart Edge. Choose a foe you did not target adjacent to a foe you hit: Apply the same result to the target as if it had been targeted.

*Your whirling limbs deflect attacks directed at nearby allies.*

**Stalwart Presence (Stalwart. Tier 3)** – *Stance, Stable;* Maneuver x2, Allies adjacent to you gain Soak 1. Your Soak buff with Guard Strike increases to half your ranks in Stalwart. You are slowed 2.

*While you're here, might as well get in a quick extra strike.*

**Stalwart Swipe (Stalwart. Tier 3)** – *Attack;* Maneuver: Roll vs Physical on a foe in Melee. Deal half damage.

*As fearsome as you are yourself, you're terrifying with allies at your side.*

**Threatening Alliance (Stalwart. Tier 3)** – Perk: Whenever you are in a Stable stance and adjacent to an ally, if a foe is adjacent to both you and that ally, you both gain Leverage against that foe.

*You whirl your weapon around you in a vicious arc.*

**Whirling Slash (Stalwart. Tier 3)** – *Modifier;* ↓1 Weapon dice. Your roll targets all foes in Melee.

*"I'm going to knock you into next week."*

**Blindside (Stalwart. Tier 4)** – Spend 4 Crushing Edge: Impaired foes are blinded or dazed, save ends.

*You await your foe's strike, using their momentum to put them in their place.*

**Deft Defenses (Stalwart. Tier 4)** – *Stance, Stable;* Full, Allies adjacent to you gain +1 to defenses.

Quick, An adjacent foe misses you or an ally: Slide the foe 1 and deal Stalwart Ranks damage to them.

*You spot an ally in trouble and swiftly move to their defense.*

**Intercession (Stalwart. Tier 4)** – Perk: If an adjacent ally is hit with an attack that didn't hit you, as a quick action you may swap places with that ally and be struck instead.

*You don't aim to hurt with this one, it's just a setup.*

**Misleading Swing (Stalwart. Tier 4)** – *Modifier;* Free: ↑3 to your next Stalwart or Heavy Weapon roll this turn. It deals no damage.

*A heavy blow to the head sends your foe reeling.*

**Skullcrack (Stalwart. Tier 4)** – Success, Spend 6 Edge or 2 Heavy Weapon Crits: Targets are staggered, save ends.

*Your foe goes tumbling backwards from this strike.*

**Fling (Stalwart. Tier 4)** – *Attack;* Maneuver, ↑1: Roll vs Physical on a foe in Melee. Success pushes instead of dealing damage.

*Your strike uses your full body, holding nothing back.*

**Crushing Blow (Stalwart. Tier 5)** – Spend X + 5 Crushing Edge: Impaired foes are slowed X and staggered, save ends.

*Application directly to the forehead is even more effective.*

**Cranial Strikes (Stalwart. Tier 5)** – *Stance, Stable;* Maneuver: Whenever you deal Physical wounds with a Weapon attack, you deal that many wounds to Mental as well.

*You don't just defend yourself, but your allies as well.*

**Defender of the Weary (Stalwart. Tier 5)** – Perk: Adjacent allies that are wounded gain Soak.

*Allies are shielded by your flurry of strikes.*

**Haven of Strikes (Stalwart. Tier 5)** – *Attack;* Full: Use a Basic Maneuver. Roll vs Physical on foes in Melee. Allies in Melee 1 gain 1 Soak for one turn.

*You knock your foes away and rush in to strike your true target.*

**Whirling Fury (Stalwart. Tier 5)** – *Attack;* Full x2: Roll vs Physical on foes in Melee. Push hit foes X and shift X, where X is your Edge. Then ↑3, Roll vs Physical on a foe in a Melee.

*A grizzled fighter, you've seen everything and lived through it all.*

**Battle-Hardened (Stalwart. Tier 6)** – Perk: Add half your ranks in Stalwart to your Composure. *(including half of future ranks)*

*Your foe's attacks barely tarnish your armor.*

**Indestructible Might (Stalwart. Tier 6)** – *Stance, Stable;* Maneuver x2: Gain Soak Stalwart ranks and you heal Stalwart ranks. You are slowed 2.

*Your faith is enough to defend yourself and others.*

**Bastion of Safety (Stalwart. Tier 7)** – Perk: While you are in a Stable stance and unwounded, adjacent allies gain Soak 1.

*Your grit will help you and your allies weather any attack.*

**Unstoppable (Stalwart. Tier 7)** – Maneuver x2: Use a Maneuver movement action. You and adjacent allies gain Soak Stalwart ranks until your next turn ends.

**Example Level 1 Stalwart Character**:

| **Ibba, Cephaloid Defender** | | | **Hero: Grade 3** |
|---|---|---|---|
| ***Small Natural Humanoid Cephaloid*** | | | ***XPV: 30*** |
| Composure Pool: 15 – Defender: taunt 1 foe / turn | | | SR 8 |
| Physical | Mental | Social | Speed: 5 |
| Brawn 2,0 | Genius 2,2 | Appeal 4,5 | Saves 6, ABCC |
| Dexterity 4,3 | Savvy 2,0 | Empathy 1,0 | AP: 1 |

**Guard Strike** *(Stalwart P) Atk;* Major, Weapon: Roll vs Phy. on a foe in Melee. An ally adj. to you gains Soak 1 for one turn.

**Winter Chill** *(Air P) Cold, Primal;* Major, ↓X: Roll vs Phy. on a foe in an Area X+1. Impaired foes are slowed X, save ends.

**Chilling Blast** *(Water P) Cold, Crushing, or Slicing, Atk;* Major, ↓X dice: Roll vs Phy. on an adj. Line 2X+2.

**Ink Blast** *(Ink P) Crushing or Slicing, Water, Atk;* Major, ↓X dice: Roll vs Phy. on an Area X+1.

**Stalwart Swipe** *(Stalwart T3) Atk;* Maneuver: Roll vs Phy. on a foe in Melee. Deal half dmg.

**Razorice Field** *(Water T2)* Spend 2X Cold or Water Edge: Foes that end their next turn in the area take X Cold dmg, save ends (+2 diff).

**Crushing Blow** *(Stalwart T4)* Spend X + 4 Phy. Edge: Impaired foes are slowed X and staggered, save ends.

**Stalwart Presence** *(Stalwart T3) Stance, Stable;* Maneuver, Allies adj. to you gain +1 to defenses. Your Soak buff with Guard Strike increases to 2.

**Stalwart ABCC** *(Max Favor: ↑6, Max Retribution: 3C),*
**Ink AABC** *(Experiment Total: 2E, Max Component: ↑2),*
**Air ABCC** *(Stunt Bonus: +AAA),*
**Water AACC** *(↑2 Glacier, Lake, River, Ocean, precipitation, ↑1 Some humidity, anywhere the air isn't too dry),*

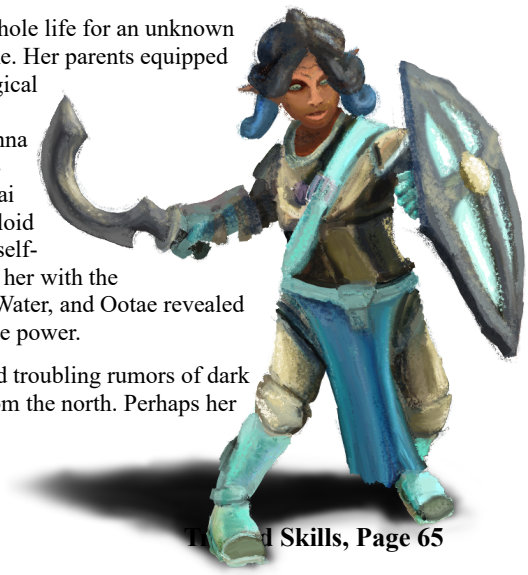
Craft BB, Lore AA, Nature AA, Nimble AAAA, Precision AAAB, Stealth AABC, (Appeal AAAA, Brawn AA, Empathy A, Savvy AA); Dark vision, Skinny 1, Morph to Tiny cuttlefish with Skinny 2 and Gills; Languages: Common, Cephalopod

**Gear:** Cephaloid Khopesh (2pt) **1H Heavy Blade, Air ↑1** (Air 2), Radiant Shield **1H Heavy Shield** (Stalwart 2), Ocean Greaves (Water 2), Silent Plate (Stealth 2), Gauntlets of Kel-Sir (Ink 1), Charcoal Nibs ↑**2 Ink**, Rain Caught in Midair ↑**2 Water**, 24gp

Ibba's four parents are some of the original architects of Telvad on the Falls, incredible artisans of great renown. 20 years ago one of Ibba's mothers, Eianna, received a vision. In the vision, Kel-Sir spoke to her of a future time of danger and turmoil. Eianna and her partners Aazu, Ootae, and Olai would be needed to raise, train, and equip their child to be a hero worthy of the task.

Ibba has trained her whole life for an unknown catastrophe yet to come. Her parents equipped her with powerful magical gear they had crafted especially for her. Eianna taught her to gain Kel-Sir's Divine Favor, Olai showed her the Cephaloid Martial techniques of self-mastery, Aazu imbued her with the Elemental essence of Water, and Ootae revealed to her secrets of Arcane power.

Ibba has recently heard troubling rumors of dark forces approaching from the north. Perhaps her time is now at hand.



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## Swift

*"You cannot stop me... you are already dead."*

Swift is combat designed for taking down foes in Melee before they are even aware of you. This style of combat has the potential for high damage, but requires stealth and careful tactics. This is an excellent style for swashbucklers.

Swift talents can be used any time you wield a spear, staff, or a light one-handed weapon.

When you first take ranks in Swift, choose one of the following Prime talents. The others become Tier 2 talents you can learn.

*Stabbing your foe is always a great way to distract them.*

**Blade Dance (Swift. Prime)** – *Attack;* Major, Blade Weapon: Move 1. Roll vs Physical on a foe in Melee. If you hit, you may shift 1.

*You maneuver around your foes, finding the right spot to strike from.*

**Duelist Strike (Swift. Prime)** – *Attack;* Major, Weapon, ↓2X: Shift X+1 squares. Roll vs Physical on a foe in Melee.

*A practiced but simple strike, nigh impossible to dodge.*

**Exact Strike (Swift. Prime)** – *Attack;* Major, Weapon, ↓X: Move 1. Roll vs Physical on a foe in Melee. Add X+1 damage on hit.

*"I do desire that we may be better strangers, thou artless rank lout."*

**Impugn (Swift. Prime)** – Major, Choose one:

*Attack;* Weapon, ↑1: Move 1. Roll vs Physical on a foe in Melee.

*Quip;* Vocal: Roll vs Social on a foe in 1 range increment.

*They should know better than to stand so close together, really.*

**Swift Slash (Swift. Prime)** – *Slicing or Piercing, Attack;* Major, Weapon: Move 1. Roll vs Physical in an adjacent Line 2.

*A winning grin sets your opponent on edge, giving you the advantage.*

**Dashing Smile (Swift. Tier 1)** – *Attack;* Maneuver: Roll vs Social on a foe in Melee. Gain Leverage on hit instead of damage.

*Your strikes craft a dance. A dance your foes perform for your pleasure.*

**Duelist Form (Swift. Tier 1)** – *Stance, Agile;* Free x2:

You hit a foe with a Weapon: Slide them 2 squares.

*"And this one is for you."*

**Follow Through (Swift. Tier 1)** – *Bonus;* Free, Success, You physically defeated a foe with a Weapon attack: Make a Major Swift attack on a foe you have not yet struck this turn.

*Seizing an opportunity, you dart around your foe.*

**Swift Shift (Swift. Tier 1)** – Active, Spend 2X Physical Edge: Shift X squares to a maximum of your ranks in Swift.

*You sidle up to a foe, then stick them with your weapon.*

**Pointed Greeting (Swift. Tier 2)** – Perk: If you move more than 1 square in an action, ↑2 Weapon dice this turn.

*The momentum of your strike carries you to the other side.*

**Run Through (Swift. Tier 2)** – *Attack;* Major, Weapon: Roll vs Physical in a Line 2. Shift to a square adjacent to the line's end.

*"You couldn't hit water if you fell out of a boat!"*

**Witty Riposte (Swift. Tier 2)** – Free x2, Choose one:

*Attack;* Weapon: Roll vs Physical on a foe in Melee that attacked you.

*Quip;* Vocal: Roll vs Social on a foe in Melee that just attacked you.

*You attack the target's weak point for massive damage.*

**Brutal Strike Stance (Swift. Tier 3)** – *Stance, Agile;* Maneuver: Gain ↑2 to Weapon attacks on foes you have Leverage on.

*You know right where to strike to undermine your foes.*

**Crippling Strike (Swift. Tier 3)** – Spend X Weapon Crits, Choose X of the following effects: Impaired foes are dazed. Impaired foes are immobilized. Impaired foes are weakened. Save ends (+1 difficulty).

*"Truly I envy everyone that has never met you."*

**Cruel Mockery (Swift. Tier 3)** – *Attack, Vocal, Quip;* Maneuver: Roll vs Social on a foe in 1 range increment. Half damage on a hit.

*A blast of smoke obscures you from your foes for a moment.*

**Smoke Bomb (Swift. Tier 3)** – *Attack;* Full, Lock ↓X: Roll vs Physical on foes in Melee 1 or an Area 2. Half damage on a hit. Impaired foes are blinded, save ends. Shift X.

*You trick your foe into exposing a vital spot for you strike.*

**Vital Strike (Swift. Tier 3)** – *Attack;* Full, ↑5 Swift dice: Roll vs Physical on a foe in Melee. Shift 1 before or after the attack.

*You whirl around, slicing nearby foes to ribbons.*

**Whirlwind Strike (Swift. Tier 3)** – *Modifier;* ↓1 Weapon die: Your roll targets all adjacent foes.

*You smash through your foes with a quick succession of attacks.*

**Charging Flurry (Swift. Tier 4)** – *Attack;* Major, Weapon, Lock ↓X: Roll vs Physical on each foe in an adjacent Area X+1. Shift X+2 to a square adjacent to the area.

*Your deflection throws your foe's rhythm off for a moment.*

**Counter Strike (Swift. Tier 4)** – Quick, An adjacent foe misses you with an attack: Attacks made by that foe until your next turn ends are downgraded by your ranks in Swift.

*Your mannerisms and general demeanor are just too affable.*

**Disarming Swagger (Swift. Tier 4)** – *Stance, Agile;* Full: Enemies your grade or lower within Melee 2 are weakened.

*"You didn't even have a chance."*

**First Strike (Swift. Tier 4)** – Perk: At the start of an encounter, you have Leverage on any foes that have not yet acted in that encounter.

*You expected this attack to come. And you are ready.*

**Parry (Swift. Tier 4)** – Quick, Weapon, Lock ↓X until your next turn ends: Gain Soak X until your next turn ends.

You may do this in response to a character attacking you, but only before the results are declared.

*Your strikes are calculated to make subsequent ones harder to defend.*

**Slash Opener (Swift. Tier 4)** – *Stance, Agile;* Maneuver: Whenever you attack a foe you hit with a Swift attack the previous round or action, upgrade by X. X is your ranks in Swift.

*You don't even pause to see your foe fall, you're already on to the next.*

**Slaying Step (Swift. Tier 4)** – Spend 1 Edge, you defeated a foe with your previous action: Shift 2 squares.

*Perched on one foot, you are prepared to unleash some pain.*

**Standing Crane (Swift. Tier 4)** – *Stance, Agile;* Major: Gain ↑1 and +1 reach. You are slowed 3. End this stance as a free action. When you do, you gain ↑4 on your next attack and may shift 2.

*Unhindered and unleashed, you can move with incredible speed.*

**Unimpeded (Swift. Tier 4)** – Perk: While in an Agile Stance, your speed increases by 2.

*Quick on your feet, you are ready to pounce on any opportunity.*

**Cat Reflexes (Swift. Tier 5)** – *Stance, Agile;* Maneuver: Whenever you would move 2 squares, you can instead shift 1. Whenever you shift 1 square, add 1 Edge to your next roll that turn.

*A weapon in each hand turns you into a whirlwind of pointy bits.*

**Dual Weapon Form (Swift. Tier 5)** – *Stance, Agile;* Major, You have a weapon in each hand, ↑1: You may use your Maneuver to make Swift Major actions.

*Stabbing a foe is always a good way to distract them.*

**Adroit Stab (Swift. Tier 5)** – Spend X Edge: Shift X squares to a square adjacent to a foe you just hit.

*"Someday you'll go far. I really hope you stay there!"*

**Stinging Banter (Swift. Tier 5)** – *Attack, Quip;* Free x2, Vocal: Roll vs Social on a foe in 1 range increment. Slide the foe Success instead of dealing damage.

*"Now what are you going to do?"*

**Swift Disarm (Swift. Tier 5)** – Spend X+1 Weapon Crits: One impaired foe loses the use of their weapon, save ends (+X difficulty).

*Your form becomes a blur as you speed across the battlefield.*

**Abundant Step (Swift. Tier 6)** – *Movement;* Maneuver x3, You are in an Agile stance: Shift double your Swift ranks. Take an immediate Free action during the shift.

*Your previous strike was only a setup for this strike to a vital spot.*

**Debilitating Blow (Swift. Tier 6)** – *Attack;* Major x2: ↑4. Shift 2. Roll vs Physical on a foe in melee. Impaired foes are weakened, save ends (+1 difficulty).

*You strike fear into your opponent with a gesture and laugh.*

**Disheartening Posture (Swift. Tier 6)** – *Stance, Agile;* Maneuver: Whenever you deal 4 or more physical damage to a foe, deal that much damage - 3 to their social.

*You watch your foe for an opening with a prepared retaliatory blow.*

**Riposte Form (Swift. Tier 6)** – *Stance, Agile;* Maneuver: Whenever an adjacent foe misses you with an attack, ↑X against that foe until your next turn ends. X is your ranks in Swift.

*Your feet are a blur as you sprint across the battlefield.*

**Greater Unimpeded (Swift. Tier 7)** – Perk, Requires Unimpeded: Your speed bonus from Unimpeded increases by another +1.

*Properly pointed words can be weapons just as easily as blades can.*

**Sharpened Blade and Wit (Swift. Tier 7)** – Perk: You may use Vocal or Weapon dice for Vocal and Weapon talents.

*You slip your way between your enemies, dealing a vicious strike to each.*

**Surging Assault (Swift. Tier 7)** – *Attack;* Major x2, ↑2: Shift Swift ranks. Roll vs Physical on each foe you were adjacent to in Melee during the shift.

*The tip of your blade is already there, you just aim for a more vital spot.*

**Vicious Efficiency (Swift. Tier 7)** – Perk: While in an Agile stance, whenever you deal wounds to a target, gain ↑5 against that target on your next roll.

**Example Level 1 Swift Character**:

| **Calaran, Snakekin Duelist** | | | **Hero: Grade 3** |
|---|---|---|---|
| ***Large Long Supernatural Reptile Fae; 2×2 sq.*** | | | ***XPV: 30*** |
| Composure Pool: 9 – Leader: ↑1 (ea adj or 1 ally) / turn | | | SR 6 |
| Physical | Mental | Social | Speed: 6 |
| Brawn 2,3 | Genius 2,0 | Appeal 3,1 | Saves 6, ABCC |
| Dexterity 3,4 | Savvy 4,5 | Empathy 1,1 | AP: 1 |

**Blade Dance** *(Swift P) Atk;* Major, Blade Weapon: Move 1. Roll vs Phy. on a foe in Melee. If you hit, you may shift 1.

**Stalwart Avalanche** *(Stalwart P) Radiant, Atk;* Major, Hvy Weapon: Roll vs Phy. on a foe in Melee. Allies adj. to foe heal 1 composure.

**Chomp** *(Bite P) Piercing, Atk;* Major: Roll vs Phy. on a foe in melee. Spend X Bite Crits: X impaired foes are dazed, save ends.

**Charge Attack** *(Stalwart T3) Modifier;* ↓2X Weapon dice: Move up to 2X before the attack. +X to dmg if you moved

**Parry** *(Swift T4)* Quick, Weapon, Lock ↓X UYNTE: Soak X UYNTE.

**Vital Strike** *(Swift T3) Atk;* Full, ↑5 Swift dice: Roll vs Phy. on a foe in Melee. Shift 1 before or after the attack.

**Duelist Form** *(Swift T1) Stance, Agile;* Free x2: You hit a foe with a Weapon: Slide them 2 squares.

**Swift ABCC** (↑3 Character moved 4 or more squares in a line this turn, ↑1 Character moved 1 to 3 squares this turn),

**Stalwart ABCC** (↑3 Character forced a foe's movement previous turn, ↑1 Foe did not inflict forced movement previous turn);

Athletics BC, Charm AAB, Customs A, Durability AA, Entertain AAA, Intimidate AA, Leadership AAA, Nimble ABC, Perception AAAB, Precision AAA, Shrewd B, Stealth ACC, Tactics AAAA, Trickery A, Vigilance AAAB, (Genius AA); Normal Vision, Skinny 1, Scentsense, Vibrosense, Bite Weapon; Languages: Common, Reptile

**Gear:** Billhook (0pt) **2H Heavy Blade +2E** (Swift 2, Stalwart 2), Scales (Stealth 2), Belt (Athletics 1), Light Clothes (Nimble 1), 48gp

Calaran was a Giantkin blacksmith who lived in the village of Telvad's Edge near Vortex. When he was 82 years old, he saved a snake Fae caught in the steely jaws of a bear trap. In return, the Fae granted him a boon, making him young again, albeit as a Fae-kin.

The Fae taught Calaran how to strengthen his combat style tapping into his own or others' movements.

While he was welcomed back by the Giantkin community, he decided to take this opportunity to see the world.

# Transform

*"I have many forms, many names."*

Feral Transform stances polymorph you into another form. While you are transformed into that form, you can speak and understand that form's natural language. This knowledge only exists while you remain in that form. While transformed, you may only use Basic or Primal talents and cannot speak any other languages, though you can still command any Companions you might have that speak the language of your new form.

Transform Domain talents are slightly different from other forms of polymorph. You do not lose your species Bonus Skill Ranks, nor do your defenses change other than based on size changes *(see Size, page 124)* and what is mentioned specifically in the talents themselves.

When you take a Primal Transform stance, choose a specific form for that stance. You always look like that when you use the stance.

Transmute Transform stances transmute your body into a specific element or energy.

Transform talents can be used any time you are not bound. This means you cannot be wearing anything that goes around any of your limbs or your neck that you did not put there. Additionally, if you become bound, you cannot leave a Transform stance.

When you first take ranks in Transform, choose one of the following Prime talents. The others become Tier 2 talents you can learn.

*Your foe can barely stand as you partially liquefy its muscles.*

**Atrophy (Transform. Prime)** – *Attack, Transmute;* Major: Roll vs Physical on a foe in Melee 2. Hit foes ↓1, save ends.

*You unleash your inner beast upon your foe.*

**Feral Strike (Transform. Prime)** – *Crushing or Slicing, Primal, Attack;* Major: Roll vs Physical on a foe in Melee. Shift 1 before or after the attack.

*You swarm over your foes, giving them no chance to escape.*

**Swarm Form (Transform. Prime)** – *Stance, Swarm, Feral;* Maneuver x2: You become a swarm of natural creatures. You take 1 more square of space on each side than your normal size, but are only 1 square tall. You have Vulnerable 1 (Area).

*Attack;* Major, ↑1: Roll vs Physical on foes adjacent to or in squares you occupy. Hit foes have ↓1 for one turn.

The creatures must be at least 2 sizes smaller than you. You gain the movement types and speed of those creatures. You cannot use this talent if you are currently smaller than Tiny.

*Foes cannot escape your deadly embrace, even after moving out of it.*

**Blanket (Transform. Tier 1)** – Spend X Transform Edge: Impaired foes are slowed X and up to X damage is ongoing, save ends.

*You become a bird, able to quickly move across the battlefield.*

**Form of the Bird (Transform. Tier 1)** – *Stance, Primal, Feral;* Major: You transform into a Minuscule or puny natural bird. You have a speed of Ground 3, Fly 4, Glide 6, and ↑1 to Perception. You speak Avian.

Spend 4 Edge: Impaired foes are blinded, save ends (+1 difficulty).

*You become a tiny cat, able to move very quickly.*

**Form of the Cat (Transform. Tier 1)** – *Stance, Primal, Feral;* Maneuver x2: You transform into a tiny natural cat. You speak Cat. You have a speed of Ground 6, and ↑1 to Perception and Shrewd.

Free x2: Shift 2 and gain 1 Soak until next turn.

*You become a small fox, able to fight and flee as needed.*

**Form of the Fox (Transform. Tier 1)** – *Stance, Primal, Feral;* Major: You transform into a small natural fox. You have a speed of Ground 6 and ↑1 to Nature and Trickery. You speak Canine. Whenever you use a Movement action, gain 1 Soak for one turn.

*You become a little lizard, able to avoid confrontation easily.*

**Form of the Lizard (Transform. Tier 1)** – *Stance, Primal, Feral;* Free: You transform into a puny natural lizard. You have a speed of Ground 4, Climb 4, and ↑1 to Perception and Trickery. You speak Reptile.

Major: Shift 2 squares, +1 to defense until next turn.

*Sharp needles grow from you, impaling nearby foes, then contract back.*

**Spine Growth (Transform. Tier 1)** – *Transmute;* Lock ↓X dice: Foes ending their next turn adjacent to you take 2X damage.

*You turn into a whirlwind, sucking your foe through you.*

**Vortex Form (Transform. Tier 1)** – *Air;* Spend X Edge: Slide hit foes X squares.

*You've learned to make the most of your new form, striking two at once.*

**Brutal Swipe (Transform. Tier 2)** – *Modifier;* Free: Your next Feral Strike this turn gains ↑1 and targets an adjacent line 2.

*You become a Human, able to blend in freely with "civilized society".*

**Form of the Human (Transform. Tier 2)** – *Stance, Primal;* Maneuver x2: You transform into a medium natural Human. You have a speed of Ground 6, and ↑1 to one skill. You speak Common.

Free: You and each adjacent ally make a save against one ongoing effect at ↑1.

*You become a graceful and beautiful water bird.*

**Form of the Swan (Transform. Tier 2)** – *Stance, Primal, Feral;* Full: You transform into a medium natural water bird. You have a speed of Ground 3, Swim 4, Fly 5, Glide 7, and ↑1 to Perception. You speak Avian.

Spend 2 Edge: Impaired foes are blinded, save ends.

*You become a wolf, able to track by instinct and scent.*

**Form of the Wolf (Transform. Tier 2)** – *Stance, Primal, Feral;* Major: You transform into a medium natural dog or wolf. You have a speed of Ground 7 and ↑1 to Perception. You gain scentsense. You speak Canine.

Spend 2 Primal Edge: Impaired foes are knocked prone.

*You grow massive granite plates all over your body, causing foes to cower.*

**Granite Shift (Transform. Tier 2)** – *Stance, Earth, Transmute;* Maneuver, Lock ↓3X+2: Gain Soak X+1. You are slowed X. +X+1 damage on hit.

*Your form shifts slightly as you move, ready to change into... anything.*

**Feral Form (Transform. Tier 3)** – *Stance, Primal, Feral;* Major (or Maneuver if you are already in a Transform or Primal stance): You may use any Transform or Primal stance as one action type lower *(Major instead of a Full, Free instead of a Maneuver, etc)*.

*You become a living arc of flames winding around your foes.*

**Flame Shift (Transform. Tier 3)** – *Stance, Fire, Transmute;* Free x2, Lock ↓2X: Foes that end their turn in a square you were in the previous turn take X+1 ongoing damage, save ends (+2 difficulty).

*It is hard for your foes to do anything when they are engulfed in.. you.*

**Inundate (Transform. Tier 3)** – Spend X Swarm or Transmute Edge: Hit foes ↓X, save ends.

*You take advantage of your transformation to make a few tweaks.*

**Shifter's Might (Transform. Tier 3)** – Perk: If you started a Feral or Transmute stance this turn, gain ↑1 until your next turn ends.

*You become a wave of deadly acid, drenching nearby enemies.*

**Acid Shift (Transform. Tier 4)** – *Stance, Acid, Transmute;* Maneuver, Lock ↓3X+1: Your attack rolls target foes in Melee X+1.

*Foes have a hard time getting away from your attacks.*

**Engulf (Transform. Tier 4)** – Spend 3 Transform Edge: Impaired foes are immobilized, save ends (+2 difficulty).

*You become a great cat, able to shred your foes with impunity.*

**Form of the Great Cat (Transform. Tier 4)** – *Stance, Primal, Feral;* Maneuver: You transform into a medium or large natural cat. You have a speed of Ground 8, and ↑1 to Perception and Nimble. You speak Cat.

Major: Roll vs Physical on a foe in melee. Damage is ongoing, save ends (+2 difficulty).

*You become a viper, quick to unleash venomous bites into your foes.*

**Form of the Viper (Transform. Tier 4)** – *Stance, Primal, Feral;* Major: You transform into a small natural venomous snake. You have a speed of Ground 6, Skinny 4, and ↑1 to Nimble. You speak Reptile.

Major: Roll vs Physical on a foe in melee. Damage is ongoing poison damage and the target is slowed, save ends.

*You become a massive snake, constricting your foes with your coils.*

**Form of the Python (Transform. Tier 4)** – *Stance, Primal, Feral;* Maneuver: You transform into a large natural constrictor snake. You have a speed of Ground 6, Skinny 4, and ↑1 to Stealth and Trickery. You speak Reptile.

Spend 2 Primal Edge: Impaired foes are immobilized, save ends.

*In an instant, you streak across the field, leaving devastation in your wake.*

**Shifting Form (Transform. Tier 4)** – *Modifier;* You are in a Primal or Transform Stance, ↓3X+2 dice: Your roll targets an adjacent Chain X+2. Shift to a square adjacent to the end of the chain.

*You blend into the wild easily.*

**Traceless Form (Transform. Tier 4)** – Perk: While in a Primal stance, the DT to track you and allies within Melee 2X of you increases by X. X is your Transform ranks.

*A thin film of black goo appears over your skin, repelling nearby attackers.*

**Explosive Shift (Transform. Tier 5)** – *Stance, Fire, Transmute;* Maneuver, Lock ↓2X: Whenever you are struck by a melee attack, roll X B dice vs Physical. Success deals damage and pushes.

*You become a bear, able to smash foes and take heavy punishment.*

**Form of the Bear (Transform. Tier 5)** – *Stance, Primal, Feral;* Maneuver: You transform into a large natural bear. You have a speed of Ground 7, Soak 1, and ↑1 to Athletics. You speak Bear.

Perk: If you hit with Feral Strike, slide hit targets 2.

*You become a sturdy tree, using sharp branches to pummel nearby foes.*

**Form of the Willow (Transform. Tier 5)** – *Stance, Primal, Feral;* Maneuver x3: You transform into a huge razorleaf tree. You have a speed of Ground 1, Soak 3, and ↑1 to Nature. You can speak Plant.

Major, ↓1 Primal dice: Roll vs Physical on each foe in Melee 3.

*You leave your foes choking for air.*

**Smother (Transform. Tier 5)** – Spend X+5 Swarm or Transmute Edge: Impaired foes are staggered, save ends (+X difficulty).

*You're just expanding Nature's domain.*

**Wilding (Transform. Tier 5)** – ↓X Primal or Transmute dice: Your roll covers an Area X+1.

*You can tailor your form to protect yourself in response to a threat.*

**Adaptive Resilience (Transform. Tier 6)** – Perk: Whenever you start a Transform stance, choose a keyword. If it is a common keyword, you have Resist 1 to that keyword. If it is an uncommon keyword, you instead gain Resist 2 to it.

*Your skin becomes pure energy, electrifying your foes.*

**Lightning Shift (Transform. Tier 6)** – *Stance, Lightning, Transmute;* Major: Whenever you attack, Impaired foes are dazed, save ends (+2 difficulty).

*Suddenly the foe attacking you is attacking nothing at all.*

**Mist Shift (Transform. Tier 6)** – *Stance, Water, Transmute;* Maneuver, Lock ↓2X: You have X Mist counters. You are non-corporeal and lose all forms of movement. Whenever you would be struck with a Physical attack, lose 1 Mist counter. At 0 Mist counters, the stance ends.

Spend 1 Mist counter: Gain Fly X until end of turn.

*You can be many things at once.*

**Chimeric Form (Transform. Tier 7)** – Perk: You may use two stances at once, so long as one of them is a Transform stance.

*Your form can splinter and reform easily.*

**Elemental Conduction (Transform. Tier 7)** – Perk: While you are in a Transmute stance, each turn you may teleport up to X squares instead of moving 2X, where X is your ranks in Transform.

*Becoming one with nature brings many graces.*

**Natural Power (Transform. Tier 7)** – Perk: When you take this, choose two types that are not a Power Source. You can use talents with those types while you are polymorphed into a natural creature.

Note this does not negate other restrictions. You can take this talent multiple times. Choose two new types each time you take it.

***Note: See Kiara, page 27, for an example Transform character.***

# Unarmed

*"To perfect my body is to hold the universe in my fist."*

Unarmed Style is a mix of unarmed strikes, grapples, and multiple target melee attacks that control the flow of combat in crowded hand to hand situations.

You can use your Unarmed skill whenever you are using a Technique instead of a Weapon.

When you first take ranks in Unarmed, choose one of the following Prime talents. The others become Tier 2 talents you can learn.

*You jab at a very tender spot, sending your foe reeling in pain.*

**Jab (Unarmed. Prime)** – *Crushing, Attack;* Major, Weapon, ↑2: Roll vs Physical on a foe in Melee.

*You grapple your foe, maneuvering them right where you want them.*

**Seize (Unarmed. Prime)** – *Attack, Stance, Grapple;* Major, ↓4X+3 dice: Roll vs Physical on a foe in Melee. Success deals damage, you start this stance, and you may shift X, taking the enemy with you. The enemy is otherwise immobilized.

*You flow through your foes like water.*

**Strike Surge (Unarmed. Prime)** – *Attack;* Major: Roll vs Physical in a Line 2. You may shift to a square adjacent to the line's end.

*You sweep the feet out from under your foe, toppling them to the floor.*

**Sweep (Unarmed. Prime)** – *Crushing, Attack;* Major: Roll vs Physical on a foe in Melee.

Spend X+1 Edge: Impaired foes are slid X and knocked prone.

*You bluff with a strike, then move in for the real assault.*

**Feint (Unarmed. Tier 1)** – *Modifier;* Free, ↑X: Damage from this attack is reduced to 0. X is your ranks in Unarmed.

*You surge into a group of enemies, they all tumble backwards from you.*

**Lunging Palm (Unarmed. Tier 1)** – *Modifier;* ↓1: +1 Reach. Impaired foes are pushed or pulled 1.

*A quick jab at a sensitive spot gives the foe a sting of pain.*

**Nerve Jab (Unarmed. Tier 1)** – *Modifier;* ↓2: Impaired targets are dazed for one turn.

*The air is a medium that carries the impact of your strikes to your targets.*

**Wind Striker Stance (Unarmed. Tier 1)** – *Stance, Agile, Wind;* Free x2, ↓1: Your attacks gain 1 range increment.

*You wrap around your foe and squeeze the life out of them.*

**Constrictor Grip (Unarmed. Tier 2)** – *Attack, Stance, Grapple;* Full, ↑2: Roll vs Physical on a foe in Melee one size larger than you or less. Success deals half damage and starts this stance. An Impaired foe is immobilized.

*You stomp the ground, causing nearby enemies to topple towards you.*

**Ground Stomp (Unarmed. Tier 2)** – *Modifier;* ↓2X+2 dice: Roll vs Physical on foes in Melee X+1. Impaired targets are pulled X.

*A quick strike at a sensitive spot gives the foe a sting of pain.*

**Quick Swipe (Unarmed. Tier 2)** – *Attack;* Maneuver, ↓2 Unarmed dice: Roll vs Physical on a foe in Melee.

*You use your foe's defenses against them, causing them to stumble.*

**Tumble (Unarmed. Tier 2)** – Spend 2 Physical Edge: Impaired foes are knocked prone or pushed a number of squares equal to damage.

*This strike induced instantaneous cramping, nothing more.*

**Cramping Strike (Unarmed. Tier 3)** – Spend 2 Melee Edge: Impaired foes are immobilized, save ends.

*You fly into the air, then slam down furiously on your enemies.*

**Flying Crane Step (Unarmed. Tier 3)** – *Crushing, Attack, Flying;* Full, ↓3X: Shift X. Roll vs Physical on foes in Melee X. Impaired foes are knocked prone. Failure knocks you prone.

*You jab a sensitive nerve cluster, stunning your foe.*

**Pressure Point (Unarmed. Tier 3)** – Spend 6 Unarmed Edge: Impaired foes are slid one square and staggered, save ends.

*Even surrounded, you can manage to strike at each foe.*

**Spinning Strike (Unarmed. Tier 3)** – *Modifier;* ↓1: Your roll targets all adjacent foes.

*With a clear mind, this strike becomes incredibly simple.*

**Stone Fist (Unarmed. Tier 3)** – *Crushing, Attack;* Full, Weapon, ↑4: Roll vs Physical on a foe in Melee. Impaired foes are dazed one turn.

*You weave in and out, flowing with battle to change the tides in your favor.*

**Swaying Reed (Unarmed. Tier 3)** – *Stance, Agile;* Maneuver: Your attacks deal +1 damage.

Free, You are missed by a melee attack: Roll vs Physical on that attacker. Success swaps places with them instead of damage.

*A series of attacks calculated to put them right where you want them to be.*

**Three-Prong Strike (Unarmed. Tier 3)** – *Attack;* Full, Weapon: Roll vs Physical on a foe in Melee, 3 times. Each attack deals half damage. On a hit, slide the foe 1 and shift into the vacated square.

*Utilizing your inner energies, you disable your foes further.*

**Three-Step Disrupt (Unarmed. Tier 3)** – Spend 2 Physical Edge: If the targets are staggered, they also become immobilized, save ends. If the targets are dazed, they instead become staggered, save ends. Otherwise if the targets are impaired, they become dazed, save ends.

*You put the hurt on your foe.*

**Crushing Grip (Unarmed. Tier 4)** – *Attack, Grapple;* Maneuver: Roll vs Physical on a foe in Melee one size larger than you or less. Success deals half damage. If the foe moves before your next turn, you move with them.

*The first strike is a warning: move from this spot or die*

**Death Brand (Unarmed. Tier 4)** – *Modifier;* ↓X: Hit foes that end their next turn in the same square take X ongoing damage, save ends (+1 difficulty).

*Every creature within your reach is in for a sound beating.*

**Forbidding Fortress (Unarmed. Tier 4)** – *Attack;* Full, Weapon, ↓X: Roll vs Physical on each foe in Melee. Impaired foes are slowed 4, save ends (+X difficulty).

*Your grip is nigh impossible to escape.*

**Iron Grip (Unarmed. Tier 4)** – Perk: You have Leverage against targets you are grappled with when you are in a Grapple stance.

*You surge into a group of enemies and they all tumble backwards from you.*

**Raging Barrage (Unarmed. Tier 4)** – *Modifier;* ↓2X Weapon dice: Shift X squares while making this attack. Your attack treats any foe in Melee during the shift as adjacent.

*You dodge away before standing up.*

**Rolling Stand (Unarmed. Tier 4)** – *Movement;* Maneuver, You are prone: Shift 1 square, then stand from prone.

*Your muscles contract tight around your foe, knocking their breath out.*

**Sleeper Strangle (Unarmed. Tier 4)** – *Attack, Grapple;* Full, ↑4: Roll vs Physical on a foe in Melee. Impaired foes are staggered, save ends if you hit them with a grapple attack during your last turn.

*When you angle your hold just right, your foe becomes helpless.*

**Locking Grip (Unarmed. Tier 5)** – *Debuff;* Spend X Grapple or Crushing Edge: Hit foes ↓X dice, save ends (+1 difficulty).

*You grapple your foe with one arm, crushing them while you fight.*

**Monkey Grip (Unarmed. Tier 5)** – *Attack, Stance, Grapple, Agile;* Full: Roll vs Physical on an adjacent foe. Success deals damage, you start this stance. The foe is dazed, immobilized, and takes ongoing damage 1, save ends.

Perk: If you move while grappling a foe your size or smaller, they move with you.

*You grab your enemy and tumble with them, tossing them away*

**Rolling Throw (Unarmed. Tier 5)** – Spend 3+X Martial Edge: Shift yourself carrying one hit target X squares, then push the target X squares in any direction. The target is knocked prone.

*Your opponent can only struggle against your grip.*

**Subdue (Unarmed. Tier 5)** – Spend X+5 Grapple Edge: Impaired foes are (choose one) either dazed and immobilized or staggered, save ends (+X difficulty).

*At peace, you let things become as they should be.*

**Serenity's Boon (Unarmed. Tier 5)** – *Stance, Agile;* Maneuver:

Free, You dealt no damage this turn, You did not start this stance this turn: You are healed 2X composure. X is your ranks in Unarmed.

*You throw your foe into their companions, knocking them all down*

**Whirling Throw (Unarmed. Tier 5)** – Spend 9+X Melee or Grapple Edge: One hit target is pushed X and knocked prone. Roll vs Physical on all creatures adjacent to you and the target's path. Success deals half damage and Impaired foes are knocked prone.

*An incredibly quick strike, though not as damaging.*

**Swipe (Unarmed. Tier 6)** – *Crushing, Attack;* Weapon, Choose one:

Maneuver, ↑1: Roll vs Physical on a foe in Melee. Damage is halved.

Free, ↓2: Roll vs Physical on a foe in Melee. Damage is halved.

*You use your foe's techniques against them.*

**Trick Opening (Unarmed. Tier 6)** – Free: Until your next turn, if a foe would hit you with a melee attack, swap places with another adjacent foe of your size. If you do, the attack targets them instead.

*You pause, focusing your mind and body towards inner peace.*

**Uncanny Calm (Unarmed. Tier 6)** – *Healing;* Full: You and each ally in Melee 3 gain a ↑X to Melee attacks until your next turn ends and are healed X composure, where X is your Unarmed ranks.

*You strike the air with an open palm. A distant foe falls to the ground.*

**Wind Strike (Unarmed. Tier 6)** – *Wind, Modifier;* ↓2: This roll gains 1 range increment. Impaired foes are knocked prone.

*No matter how many layers of armor, you can pierce them to the soul.*

**Soul Striker (Unarmed. Tier 7)** – Perk: You have Puncture 4.

*Striking your palms together creates a loud boom, stunning your foes.*

**Thunder Clap (Unarmed. Tier 7)** – *Sonic, Modifier;* ↓2X+1 dice: This roll targets Melee X. Impaired targets are dazed, save ends.

*You nimbly move around your foes, preparing for the next strike.*

**Tripleshift (Unarmed. Tier 7)** – *Movement;* Free, You are in an Agile or Grapple stance: Shift 3.

**Example Level 1 Unarmed Catkin Character**:

| **Tananda, Catkin Skirmisher** | | | **Hero: Grade 3** |
|---|---|---|---|
| ***Small Supernatural Humanoid Fae*** | | | ***XPV: 30*** |
| Composure Pool: 9 – Controller: ↓1 one foe / turn | | | SR 6 |
| Physical | Mental | Social | Speed: 5 |
| Brawn 1,0 | Genius 2,4 | Appeal 2,0 | Saves 7, ABCC |
| Dexterity 3,4 | Savvy 4,5 | Empathy 3,0 | AP: 1 |

**Sweep** *(Unarmed P) Crushing, Atk;* Major: Roll vs Phy. on a foe in Melee. X+1E: Impaired foes are slid X and knocked prone.

**Flying Crane Step** *(Unarmed T3) Crushing, Atk, Flying;* Full, ↓2X dice: Shift up to X squares. Roll vs Phy. against targets in Melee X. Hit foes are also knocked prone. Failure knocks you prone.

**Death Brand** *(Unarmed T4) Modifier;* ↓X dice: Hit foes ending their next turn in the same spot take X ongoing dmg, save ends (+1 diff.)

**Cramping Strike** *(Unarmed T2)* Spend 4 Melee Edge: Hit foes are immobilized, save ends.

**Pressure Point** *(Unarmed T3)* Spend 5 Phy. Edge: Hit foes are slid one square and staggered, save ends.

**Unarmed ABCC** *(Stunt Bonus: +AAA);* Craft CC, Lore BB, Nature BC, Nimble AAA, Perception ABBC, Precision AAB, Stealth BBC, Tactics AAAA, Vigilance AAAA, (Appeal AA, Brawn A, Empathy AAA); Infravison, Claw Weapon, Fast 1; Languages: Common, Cat

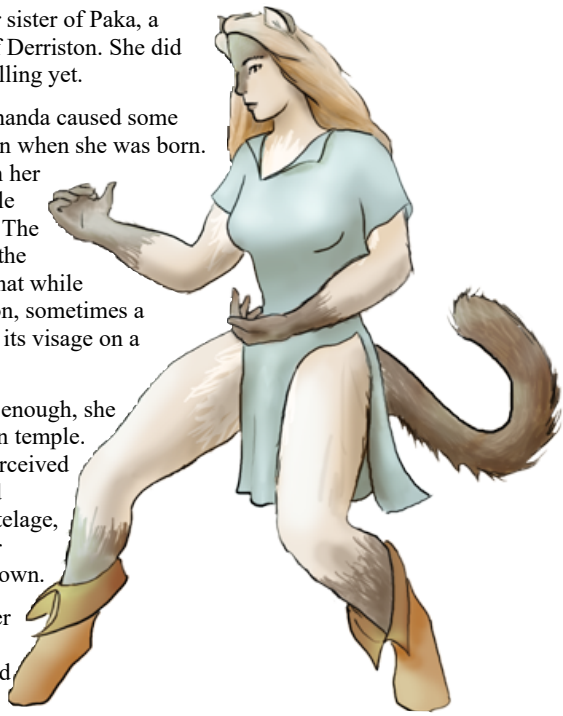
**Gear:** Style Mantis (2pt): Technique **2H +1 Edge** (Unarmed 2), Steady Hand (Craft 2), Soft Shoes (Stealth 1), Collection of Herbs (Nature 1), Keen Eye (Perception 1), Style Crane (2pt): Technique **2H Reach +1 Slow 2** (Unarmed 2), Style Bear (2pt): Technique **2H Damage +1 Slow 1** (Unarmed 2), 16gp

Tananda is the younger sister of Paka, a priestess in the town of Derriston. She did not, however, take a calling yet.

In the city of Jyalk, Tananda caused some amount of consternation when she was born. Her parents, along with her sister, are Hyflind, while she was born a Catkin. The local priestess assured the family and neighbors that while Fae-kin are not common, sometimes a patron Fae will bestow its visage on a child before it is born.

Once Tananda was old enough, she was sent to the southern temple. The monk in charge perceived great things for her and offered her personal tutelage, despite the fact that her patron Fae is still unknown.

Like her sister Paka, her training grants her extraordinary skills, and gives her the self-assurance she needed.



# Vanguard

*"You two, take that flank. Keep out of view of the archers! I'll take these three. Watch it, Jeb! You're on fire."*

Vanguard is a melee style that focuses on careful control of your opponents' options, using strategy to overcome foes.

Vanguard talents can be used any time you wield a two-handed spear or two-handed staff weapon or a one-handed weapon in one hand and a shield or one-handed weapon in the other.

When you first take ranks in Vanguard, choose one of the following Prime talents. The others become Tier 2 talents you can learn.

*Any of these are decent options when used at the right time.*

**Calculated Attack (Vanguard. Prime)** – *Option, Attack;* Major, Weapon: Roll vs Physical on a foe in Melee. Choose one:

Slide Impaired targets 2 squares.
An ally adjacent to you or the foe can shift 1.
Spend 1 Edge: Impaired targets are knocked prone.
Spend 2 Edge: Impaired targets are dazed or weakened. Save ends.

*This is the kind of strike that inspires bravery.*

**Inspiring Strike (Vanguard. Prime)** – *Attack;* Major, Weapon, ↓X dice: Roll vs Physical on a foe in Melee. Allies get X+2 upgrades against hit foes for one turn.

*You take a step to extend your reach for this strike.*

**Lunge (Vanguard. Prime)** – *Attack;* Major, Move 1: Roll vs Physical on a foe in Melee 2.

*A heavy strike with one hand and a defensive block with the other.*

**Shielding Strike (Vanguard. Prime)** – *Attack;* Major, Shield: Roll vs Physical on a foe in Melee. An adjacent ally gains 1 Soak for 1 turn.

*Your swing hits two nearby foes easily, if they are close to each other.*

**Sweeping Strike (Vanguard. Prime)** – *Attack;* Major, Spear or Staff: Roll vs Physical on foes in Melee Line 2.

Spend 1 Edge: Impaired foes are knocked prone.

*You smash the foe upside the head to allow an ally a quick getaway.*

**Crushing Distraction (Vanguard. Tier 1)** – Success, Spend 2X Edge: X allies adjacent to the target may shift X.

*Outwitting two foes isn't as hard when they're standing next to each other*

**Dead Stun (Vanguard. Tier 1)** – Spend 3 Physical Edge: Two impaired foes adjacent to each other are staggered, save ends.

*You give a shout as this hit strikes, encouraging nearby allies.*

**Encouraging Strike (Vanguard. Tier 1)** – *Modifier;* Spend 2X Edge: Heal X composure on yourself or an ally adjacent to a target.

*You lean into the attack, gaining extra unexpected reach for a moment.*

**Lunging Strike (Vanguard. Tier 1)** – *Modifier;* ↓1 Melee Weapon dice: Gain 1 reach on this roll. On hit, pull the target 2.

*Your foe stumbles, giving you an opening to slip in.*

**Outflank (Vanguard. Tier 1)** – Free, an adjacent foe was slid, pushed or pulled: Shift 1 square.

*Your powerful strike knocks your foe off their feet.*

**Toppling Strike (Vanguard. Tier 1)** – Spend 4 Edge: Impaired foes are knocked prone and pushed Vanguard ranks squares.

*Bringing all your force down on your foes pins them in place for a moment.*

**Avalanche Strike (Vanguard. Tier 2)** – Spend 3 Physical Edge: Impaired foes are immobilized, save ends.

*You attack twice in rapid succession, unleashing your full fury.*

**Double Strike (Vanguard. Tier 2)** – *Attack;* Full, Weapon: Roll vs Physical on a foe in Melee, gain ↑2 on your next attack on a hit. Roll vs Physical on a foe in Melee a second time.

*You leap across the battlefield, landing between a foe and an ally.*

**Leap to Aid (Vanguard. Tier 2)** – *Movement;* Free: Choose an adjacent ally adjacent to a foe. Swap places with that ally.

*You regroup, carefully adjusting your positioning on the battlefield.*

**Retrench (Vanguard. Tier 2)** – *Movement;* Major: Shift 2 to an unthreatened square. ↑3 to Weapon dice until your next turn ends. Immediately use a Vanguard or Basic Maneuver as a free action.

*You use the momentum of your swing to come back for a returning blow.*

**Returning Strike (Vanguard. Tier 2)** – *Attack;* Maneuver: Roll vs Physical on a foe in Melee you hit with your previous action.

*You watch your foe carefully, prepared to take advantage of distraction.*

**Command Form (Vanguard. Tier 3)** – *Stance, Stable;* Maneuver: *Movement;* Free, You hit an adjacent foe: an ally adjacent to you or that foe may shift 2 squares.

*You shout to a nearby ally that the time to strike is now.*

**Command Strike (Vanguard. Tier 3)** – Success, Spend 2X melee Edge: Attacks from allies within one range increment of this foe that are targeting this foe gain +X damage for one turn.

*This strike spells certain doom for your foe.*

**Paralyze (Vanguard. Tier 3)** – Spend 7 Vanguard Edge: Impaired foes are staggered and immobilized, save ends.

*You are adept at changing weapons to suit your situation*

**Quick Swap (Vanguard. Tier 3)** – Perk: Whenever you use React to drop weapons, you may instead sheathe those weapons.

*You note a comrade's mistake and offer advice to help rectify the situation.*

**Skillful Advice (Vanguard. Tier 3)** – Quick, Spend 1 Action Point: An ally in X range increments may reroll a roll they just failed. Upgrade the roll by X. X is your ranks in Vanguard.

*"Jeb! You're on fire! Stop, drop, and roll, you fool!"*

**Tactical Advice (Vanguard. Tier 3)** – Success, Spend 2X+3 Edge: An ally in X range increments may make a save with ↑X as a free action.

*Debilitated foes are at your mercy.*

**Tactical Maneuvers (Vanguard. Tier 3)** – *Stance, Stable;* Free x2:

Spend 1 Edge, You hit a staggered or dazed foe: Deal X damage, slide them 1, and knock them prone. X is Vanguard ranks.

*You spin about, knocking foes down like pins.*

**Whirling Stick (Vanguard. Tier 3)** – *Modifier;* ↓2 Spear or Staff dice: Your roll targets all foes within reach.

Spend X Crits: Knock X Impaired foes prone.

*Whirling your weapon around you clears out some room.*

**Clearing Sweep (Vanguard. Tier 4)** – *Attack;* Full, Weapon or Shield, ↓2 Weapon dice: Move 1. Roll vs Physical against enemies in Melee 2. Impaired foes are knocked prone.

*This would be a textbook strike, if you'd learned combat from textbooks.*

**Ranger's Focus (Vanguard. Tier 4)** – *Attack;* Free, Weapon or Shield: Vanguard Ranks vs Physical on foes in an adjacent Area 2, adjacent Line 4, in Melee 1, or one foe within 2 ranged increments.

Do not roll, just use your Vanguard Ranks as the attack result.

*You stretch a little further to hit a foe.*

**Ranger's Reach (Vanguard. Tier 4)** – Free: Your roll gains +1 reach. For each turn you did not use this talent before this one, your roll gains 1 Edge to a max of your ranks in Vanguard.

*You bark out a quick order and your allies all attack in concert.*

**Synchronized Assault (Vanguard. Tier 4)** – Full, Spend 1 Action Point: Choose one or two allies your grade or lower in X range increments. They may each make a Major action with ↑2. If you choose one, they also make a Maneuver. X is your Vanguard ranks.

*Hooking your weapon onto a firm anchor, you swing through the fray.*

**Grappling Swing (Vanguard. Tier 5)** – Maneuver, You are using an axe, flail, or hook, Spend 5 Physical Edge, Choose a firm anchor in X squares: You make a flying shift up to any square within X squares of the anchor. X is your ranks in Tactical.

*"Just because I've never tried doesn't mean I can't do it."*

**Jack of All Trades (Vanguard. Tier 5)** – Perk: When in a Vanguard Stance, ↑2 to basic skills you have no ranks in.

*You position your shield to deflect attacks directed at nearby allies.*

**Shielding Stance (Vanguard. Tier 5)** – *Stance, Stable;* Major, Shield, Allies adjacent to you gain 1 Soak. Your Soak buff with Shielding Strike increases to half your ranks in Vanguard.

*You lash out a series of quick attacks, knocking your foe off-balance.*

**Storm of Strikes (Vanguard. Tier 5)** – *Attack;* Full, Weapon, ↓2X Vanguard dice: Roll vs Physical on a foe in Melee, making X+4 attacks. Each attack deals half damage and zero edge. If three or more attacks hit, the target is staggered, save ends.

*You bark out a quick order and an ally makes a smart move.*

**Impel (Vanguard. Tier 6)** – Free: An ally in Vanguard ranks range increments may make a basic Maneuver as a free action.

*With feet firmly apart, you can get great leverage with your weapon.*

**Leverage Stance (Vanguard. Tier 6)** – *Stance, Agile;* Maneuver, Lock ↓X: You gain Soak X against Weapon and melee attacks. You gain X+1 additional Edge on attack rolls.

*You balance perfectly poised to bring the world down on your foe.*

**Tipping Stance (Vanguard. Tier 6)** – *Stance, Agile;* Free x2, Spear or Staff, Spend 1 Vanguard Edge: You are immobilized. X is 0.

At the end of each of your turns, increase X by 1, to a maximum of your Vanguard ranks.

Free: Shift X+1 squares and end this stance. You may make a Major action at ↑X+1.

*"This is why I always carry an extra weapon or three."*

**Weapon Lock (Vanguard. Tier 6)** – Free x2, Weapon or Shield: You and an impaired foe you hit that is wielding a weapon cannot use their weapon for one turn. Reduce target's physical defenses by your Vanguard ranks. They are immobilized and have ↓1, save ends.

*I'll take... both.*

**Tactician's Prerogative (Vanguard. Tier 7)** – Perk: When a talent says choose one, you may instead choose two.

*After disabling one foe, you move to strike another.*

**Rushing Strike (Vanguard. Tier 7)** – *Attack;* Free x2, You dazed or staggered a foe with your previous action: Shift 1 square. Roll vs Physical with ↑2 on a foe you did not hit with your previous action.

*"You have no choice, as you can see... you are trapped."*

**Option Gambit (Vanguard. Tier 7)** – Spend 2X Vanguard Crits: Choose X. You can choose different targets for each.

Adjacent allies may use a Major action with ↑2 as a Free action.
Impaired targets are immobilized and dazed, save ends.
Impaired targets grant Leverage to your allies, save ends.
Impaired targets are slid 2 squares and blinded, save ends.
Impaired targets are pushed or pulled 1 then staggered, save ends.

**Example Level 1 Vanguard Character**:

| **Hu, Wolfkin Vanguard** | | | **Hero: Grade 3** |
|---|---|---|---|
| ***Medium Supernatural Humanoid Fae*** | | | ***XPV: 30*** |
| Composure Pool: 9 – Leader: ↑1 (ea adj or 1 ally) / turn | | | SR 6 |
| Physical | Mental | Social | Speed: 6 |
| Brawn 3,4 | Genius 3,2 | Appeal 4,5 | Saves 6, ABCC |
| Dexterity 2,0 | Savvy 3,4 | Empathy 3,0 | AP: 1 |

**Calculated Attack** *(Vanguard P) Option, Atk;* Major, Weapon: Roll vs Phy. on a foe in Melee. Choose one:
Slide Impaired targets 1 square.
An ally adj. to you or the foe can shift 1.
Spend 1 Edge: Impaired targets are knocked prone.
Spend 2 Edge: Impaired targets are dazed or weakened. Save ends.

**Clearing Sweep** *(Vanguard T4) Atk;* Full, Weapon or Shield, ↓2 Weapon dice: Move 1. Roll vs Phy. against enemies in Melee 2. Impaired foes are knocked prone.

**Outflank** *(Vanguard T1)* Free, an adj. foe was slid, pushed or pulled: Shift 1 square.

**Tactical Advice** *(Vanguard T3)* Success, Spend 2X+3 Edge: An ally in X RIs may make a save with X die upgrades as a free action.

**Wolfpack Defenses** *(Wolfkin T1) Stance, Stable;* Free x2: You gain X Soak against a foes in Melee where X is how many of your allies are also in Melee with that foe.

**Vanguard ABCC** *(Max Favor: ↑6, Max Retribution: 3C);* Athletics BBC, Charm AAAA, Craft B, Durability AAA, Entertain AAAA, Intimidate AAA, Leadership ABCC, Lore A, Nature AAC, Perception AA, Tactics AA, Vigilance ACC, (Dexterity AA, Empathy AAA); Darkvision, Bite Weapon, Scent; Languages: Common, Canine

**Gear:** Claymore (0pt) **2H Heavy Blade Vanguard ↑1** (Vanguard 2), Neat Uniform (Leadership 2), Handy Bag (Vigilance 2), Support Belt (Athletics 1), Collection of Herbs (Nature 1), 48gp

Hu is a sheep farmer in the town of Derriston. He is also a member of the town militia and very skilled with his blade.

Hu spent some time in the military when he was younger and was given this farm as his retirement. He enjoys the peace and quiet of the small town, especially the scenery.

# Water

*"Runs all day, but never walks. Often murmurs, never talks. Has a bed, but never sleeps. Has a mouth, but never eats."*

The element of water governs water and cold. Water is good at strong control effects, slowing foes or freezing them in place and defending and healing allies.

Water talents can be used any time you have access to ice, steam, or water. You cannot use Water talents while in hot and dry conditions such as a forge.

When you first take ranks in Water, choose one of the following Prime talents. The others become Tier 2 talents you can learn.

*An explosion of freezing shards assaults your foes.*

**Chilling Blast (Water. Prime)** – *Cold, Crushing, or Slicing, Attack;* Major, ↓X dice: Move X. Roll vs Physical on a Line 2X+3.

*An explosion of freezing shards assaults your foes.*

**Freezing Touch (Water. Prime)** – *Cold, Attack;* Major, ↓X dice: Roll vs Physical on a foe in Melee 1. Spend X+1 Edge: Impaired foes are immobilized, save ends (+X difficulty).

*You hurl a jagged spear of ice at your foe.*

**Ice Shard (Water. Prime)** – *Cold, Piercing, Attack;* Major: Roll vs Physical on foe in a range increment 1. Spend X Edge: Impaired foes are slowed X+1, save ends.

*A focused blast of water tears at a few foes, sending them tumbling.*

**Torrent (Water. Prime)** – *Crushing, or Slicing, Attack;* Major, ↓X dice: Move 1. Roll vs Physical on foes in an Area X+1.

*"Beautiful but hard. Bitter but soft. Often born while borne aloft."*

**Snowburst (Water. Prime)** – *Cold, Attack;* Major, ↓2X+1 dice: Move 1. Roll vs Physical on foes in Melee X+1.

*A cool fog rises up around you, obscuring you and your allies.*

**Fog Shroud (Water. Tier 1)** – Spend 3X Water Edge: You, adjacent allies, and allies in the target area gain Soak X for one turn.

*A little bit of frost puts extra chill into this attack.*

**Frostedge (Water. Tier 1)** – Free, When you deal Cold or Water damage: Deal 1 Cold Damage to hit targets adjacent to your allies.

*You ice your foe's feet over, causing them to slip and slide at your whim.*

**Frostfeet (Water. Tier 1)** – *Stance;* Free: Whenever you deal Cold or Water damage to a foe, you may slide the target 1 square.

Yes, this works with ongoing damage, such as that from Frostbite.

*You create a shifting, dangerous area filled with jagged bits of ice.*

**Razorice Field (Water. Tier 1)** – Spend 2X Cold or Water Edge: Impaired foes that end their next turn in the area take X damage, save ends (+2 difficulty).

*After a moment's pause, pain melts away to your inner strength.*

**Serene Moment (Water. Tier 1)** – *Healing;* Maneuver, Lock ↓2X: You heal X composure and gain Soak X until your next action.

*You've gotten good at getting some real distance with your shots.*

**Waterlance (Water. Tier 1)** – *Modifier;* ↓X Water dice: This roll gains X range increments.

*A bitter chill fills the area, frosting your foes momentarily.*

**Coldsnap (Water. Tier 2)** – Spend X Cold Edge: Targets are slowed X, save ends (+2 difficulty).

*Hail pelts the area, battering enemies and making the ground slippery.*

**Ice Storm (Water. Tier 2)** – *Modifier;* ↓X Cold dice. Your roll covers an Area X and gains 2 squares of range.

*Clouds of water vapor impede your foes' vision.*

**Blinding Mists (Water. Tier 3)** – *Mist;* Major, Spend X Cold or Water Edge: Impaired foes get ↓X to attack rolls, save ends.

*A bitter chill fills the area, frosting your foes momentarily.*

**Frostbite (Water. Tier 3)** – Spend 4X Cold or Water Edge: Hit foes have Vulnerable X and X ongoing damage, save ends (+2 difficulty).

*Your ice is so cold that it burns.*

**Frostfire (Water. Tier 3)** – Perk: You may use Fire or Cold dice for Fire and Cold talents. When you do, they gain both keywords.

For the purposes of Power Source bonuses, each time you use a Fire or Cold talent, you choose whether it is counted as a Fire talent or a Water talent.

*The terrain is covered in a thick coating of ice.*

**Ice Slick (Water. Tier 3)** – Spend X+3 Cold or Water Edge: Impaired foes are knocked prone and slid X squares, save ends.

*Sheets of ice cover you like armor, shielding you and chilling nearby foes.*

**Icy Carapace (Water. Tier 3)** – *Stance;* Free x2, Lock ↓X: Foes that end their turn adjacent to you take Water ranks Cold damage. You gain Soak X+1. X cannot be more than your Water ranks.

*A moment of calm and clarity soothes your nerves.*

**Moment of Peace (Water. Tier 3)** – *Healing;* Maneuver: Heal you or an adjacent ally X composure, where X is your ranks in Water.

*A focused blast of water tears at a few foes, sending them tumbling.*

**Undertow (Water. Tier 3)** – Spend 2 Water or Cold Edge: Impaired foes are knocked prone.

*A light mist settles over the field, relieving minor damage.*

**Healing Mists (Water. Tier 4)** – *Healing;* Maneuver: Roll Water dice. You and each ally in Melee are healed composure equal to the least of the successes rolled and your ranks in Water.

*"There is water here. All around us. In the very air."*

**Humidity (Water. Tier 4)** – Perk: You may use Air or Water dice for Air and Water talents. When you do, they gain both keywords.

For the purposes of Power Source bonuses, each time you use an Air or Water talent, you choose whether it is counted as an Air talent or a Water talent.

*You create a barrier of ice that is difficult to get past.*

**Ice Blockade (Water. Tier 4)** – Spend X Cold or Water Edge: The targeted area is rough terrain 2X as long as you remain in range.

*You spray a sheet of ice that absorbs most of the impact before it hits you.*

**Ice Shield (Water. Tier 4)** – Quick, Lock ↓X and you are slowed X until your next turn ends: Gain X Cold Edge and Soak X against an attack that hit you.

*A second of reflection does you good now and again in the future.*

**Brief Respite (Water. Tier 5)** – *Healing;* Free: You are healed 1 composure. Heal 1 composure on your next turn.

*Your foe's joints freeze up, making it harder for them to fight.*

**Frigid Chill (Water. Tier 5)** – Spend 2X+4 Cold or Water Edge: Impaired foes are staggered and slowed X, save ends (+X difficulty).

*You weave across the battlefield, making surprise strikes on your foes.*

**Stolen Strikes (Water. Tier 5)** – *Bonus;* Major, You are in a Water stance: Until your next turn ends, if you provoke a Quick Strike from a foe, you may instead take a Quick Strike at that foe.

*You create a massive wall of water, hindering and drowning your foes.*

**Wall of Water (Water. Tier 5)** – *Stance, Stable;* Maneuver x2, Lock ↓2X: Each turn, Roll vs Physical on a Chain X+Water ranks within 1 range increments. Impaired foes are Slowed 2. The area is rough terrain X. Max of Water ranks.

*Your foe's feet are frozen firmly to the floor.*

**Freeze In Place (Water. Tier 6)** – Spend 2X+3 Edge: Impaired foes are immobilized and have ↓X, save ends (+X+1 difficulty).

*A large ice block forms, providing cover, a bridge, or something to climb.*

**Ice Wall (Water. Tier 6)** – *Force;* Major, Spend 2X Cold Edge: Roll vs X+2. Success means you create up to X+ranks translucent blocks of solid ice, filling a Chain of squares within 2 range increments. You may make the blocks rough terrain up to X+Water ranks. Failure means you take that much damage. Max of Water ranks.

The cubes cannot be placed in squares already containing creatures. They block line of sight. You may make any number of the blocks into stairs instead of cubes.

Each cube must have a solid surface or another cube below it or on at least two opposite sides or it vanishes. If the character has Freeze in Place, it can be attached by only 1 side, however.

The wall remains cold and in place for turns equal to X squared plus 2, after which it begins to melt at a normal rate. This means that in a cold location, the wall can endure for quite some time and can be used to easily construct larger structures. The nomadic Leonen south of Eldar's Footstool use this ability to construct immense lodges to keep warm in during the long freezing northern winters.

*You wash away impediments so that your allies may thrive.*

**Refreshing Cleanse (Water. Tier 6)** – Spend X+4 Water Edge: You and each other ally in Melee 2+X may make an improvised save.

*Across the battlefield, you can sense and soothe a friend's infirmities.*

**Soothing Renewal (Water. Tier 6)** – Maneuver, Spend 5X Social or Water Edge and/or X Social or Water Crits: You and each ally within 1 range increment are healed X composure.

*You drain the area of water, leaving your foes parched and desiccated.*

**Dehydrate (Water. Tier 7)** – Spend 8 Water Edge or 3 Crits: Impaired targets are staggered, weakened, and slowed 3, save ends.

*A single target is temporarily encased in a solid block of ice.*

**Freeze Solid (Water. Tier 7)** – Spend 6+X Physical Edge or 3 Crits + X Edge: Impaired targets are staggered, immobilized, frozen solid, cannot be teleported, and gain Soak 3, save ends (+X difficulty).

*Life energy flows out from you, aiding and calming nearby allies.*

**Healer's Aura (Water. Tier 7)** – *Stance, Stable;* Maneuver x2: At the end of each of your turns, you and each ally in Melee 4 heal X composure. X is your ranks in Spirit or Water.

**Example Level 1 Water Character**:

| **Gills, Karablan Frostmage** | | | **Hero: Grade 3** |
|---|---|---|---|
| ***Large Draconic Humanoid (Base species); 2×2 sq.*** | | | ***XPV: 30*** |
| Composure Pool: 9 – Controller: ↓1 one foe / turn | | | SR 6 |
| Physical | Mental | Social | Speed: 6, Fly 6 |
| Brawn 4,1 | Genius 4,5 | Appeal 3,0 | Saves 7, ABCC |
| Dexterity 2,1 | Savvy 3,3 | Empathy 1,0 | AP: 1 |
| **Chilling Blast** *(Water P) Cold, Crushing, or Slicing, Atk;* Major, ↓X dice: Move X. Roll vs Phy. on an adj. Line 2X+2. | | | |
| **Fog Shroud** (Water T1) Spend 3X Water Edge: You, adj. allies, and allies in the target area gain Soak X for one turn. | | | |
| **Frostfeet** *(Water T1) Stance;* Free: Whenever you deal Cold or Water dmg to a foe, you may slide the target 1 square. | | | |
| **Novice: Lore** *(Spells T1)* **Frostlight** (6) **Soothing Mist** (10) | | | |
| **Fly** *(Wings T2)* Perk: You have learned how to use your wings to fly. | | | |
| **Water ABCC** *(↑3 Glacier, Lake, River, Ocean, precipitation, ↑1 Some humidity, anywhere the air isn't too dry);* Athletics AAAA, Craft ABCC, Durability AAAB, Intimidate AAAA, **Lore ABCC**, Nature ABBC, Nimble AA, Perception AAA, Precision AA, Stealth AB, Tactics AAA, Vigilance ABC, (Appeal AAA, Empathy A); Infravision, Wings 2, Weapon (Tail, Horns); Languages: Common, Dragon | | | |
| **Gear:** Essence (Water 2), Multitool (Craft 2), Book of Lore (Lore 2), Collection of Herbs (Nature 1), Handy Bag (Vigilance 1), 48gp | | | |

Gills is a half-dragon master of cold.

Gills learned many of his elemental skills from his father, an aquatic dragon from the wilds north of Kel. Once he was of mature age, his father left to return to the ancestral dragon lands of Karna, far across the Andiur Sea.

Gills does not know who his mother is. It is a question he always wondered about, but his father's refusal to speak on the subject and subsequent abandonment does not give him much hope. He has decided he must travel to a temple to the Great Dragon for answers.

# Companions

*You can judge the heart of one by their treatment of animals.*

Companions are special allies of your character. They may be divine allies, demons you have summoned, mechanical constructs you have created, creatures you have trained, or simply comrades in arms.

Companions can be earned by buying a companion instead of gear.

You can only have companions of a lower grade than you are. Level 1 Hero grade characters are limited to fodder, minion, and basic companions. All companions gain levels along with their commanders.

You may have a maximum of Savvy fodder companions active. You may have more companions in total, but the others will stay in their home (wherever that is) until you fetch them.

**Command (Companion. Prime)** – *Quip;* Variable Action: Give a command to your companion. It attempts to do so until it cannot.

**Commander's Inspiration (Companion. Tier 1)** – Quick, A Companion is making a Save: Upgrade the save by your ranks in Companion.

**Commander's Prerogative (Companion. Tier 1)** – Quick, Spend an action point: You may reroll the last roll of a companion in your line of sight.

**Broad Command (Companion. Tier 2)** – Perk: When you make a command, it can apply to up to X companions of your choice. The action used must be appropriate for each companion's difference in grade (an action equal to or greater than that needed to command that companion). The specific companions must be specified by the quip. X is your ranks in Companion.

**Implicit Command (Companion. Tier 2)** – Perk: When you command your companions, you may do so silently. Each command must still fit within a single quip.

## Companion Costs

Companions are considered a kind of Gear. This might be the cost of training, a wage you have paid them, the materials used to construct them, components required to summon them, or just cost to equip them, etc.

Regardless, the companion's Grade is the Gear Quality for that companion.

## Commanding Companions

Unless commanded otherwise, companions will follow you, endeavoring to stay within one range increment, and avoiding perceived danger if possible. You may use a quip to set a companion free to do what they will or ask them to stay in an area until you return for them.

You may use your actions to command the companion, as shown on the chart. Companions without a command do nothing that turn. These commands are delivered by quips, meaning the entire command must fit within that quip. A companion will attempt to continue until it is complete, it is wounded, or longer able to.

You must actually stay within line of sight to command a companion. You cannot give commands unless you can see what predicament your companion is in. That said, once the command is given, it does not need to be within line of sight to complete the given command.

An active companion cannot use companion skills of their own.

| Grade / Offset | Gear Cost | Min Ranks | Command Action | Composure / Health | Primary Skill | Other Skills |
|---|---|---|---|---|---|---|
| Fodder, -3 | 0 | 0 | Free | 0c / 3h | BC | A |
| Minion, -2 | 1 | 1 | Maneuver | 3(5)c / 4h | CC | AA |
| Basic, -1 | 2 | 2 | Major | 6(10)c / 5h | BCC | AA |

You may only command the same companion once per round, plus a second time if you use an action point to command the companion. If you have several companions, however, you are free to command them all in the same round if you have enough actions to do so.

You cannot command companions of a higher grade than your ranks in Companion. Companions count as allies.

## Uncommanded Companions

Companions with no command will act on their own. The commander does not have any direct control over an uncommanded companion. The Guide should determine their actions.

Companions will use their own Quick Actions, however. They do not need to be specifically commanded if the use of the Quick Action is obviously in line with a command or their own preservation.

## Defeated Companions

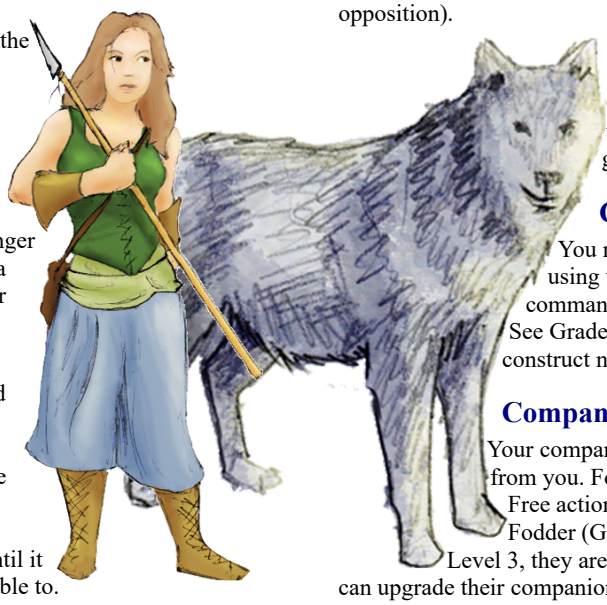
A companion might be a familiar, follower, subjugated creature, or a friend. No matter the relationship, when a companion is defeated, the commander will suffer some anguish.

The defeat of a companion in any aspect causes mental damage equal to that companion's grade x2 plus 1 to that companion's commander.

## Defeated Commanders

When a companion's commander is defeated, the companion is immediately socially defeated. If the force that defeated its master is not directly threatening the companion, it will remain by its master's side until threatened or convinced to do otherwise.

If the companion feels threatened, it will fight or flee. The companion will only fight if it thinks the odds are in its favor (generally if the companion's XP value is greater than the remaining opposition).



## Companion Equipment

Companions come with the base gear for their grade. The commander cannot take gear from their companion.

## Custom Companions

You may make your own custom companions using the character creation rules. You cannot command a character of the same grade as you. See Grades (page 188) for details on how to construct non-Hero grade characters.

## Companion Progression

Your companions are always the same offset of grade from you. For example a Level 1 character takes a Free action Companion. That Companion is a Fodder (Grade 0). When that character reaches Level 3, they are now Grade 4 instead. This means they can upgrade their companion to a Grade 1, a Minion. They still use a Free action to command that companion.

## Loyal Companions (Optional Rule)

Loyal companions can be created and purchased in the same manner as a normal companion, however, a loyal companion is an NPC controlled by the Guide. A commander of a loyal companion cannot directly control the loyal companion. Loyal companions will listen to the commander, but will choose the specific actions. Loyal companions contribute to the XP value of the party as well as earn a proportion of the XP relative to the XPV of that companion.

One way the players could gather loyal companions is with exceptional skill checks using appropriate skills (such as Nature/Leadership/etc). Just be aware that the more characters the Guide runs, the slower the game is.

Another possible method is via hiring mercenary characters. Use starting coin to gauge how much a mercenary might charge for it's services. As a rule of thumb, starting coin is a year's salary, but for a single adventure of a few days, most mercenaries would charge about 1/10th of that value (more if the perceived risk is greater).

## Non-Hero Grade Commanders

Other grades can command companions. Use the listed Offset to determine what they can command with what actions. For example, a Boss grade commander can command a Lieutenant grade companion as a Major action. Boss is one grade more than Lieutenant, and Hero is one grade more than Basic.

## Other Companion Grades (Optional Rule)

Some companions don't quite fit the common creature grades, so here are some other options. Be sure to check with your Guide before using a companion of one of these grades. These use more difficult actions to command.

These companions can be commanded over two rounds, or by using an action point to command them in a single round.

### *Multiple Commanders with One Companion*

At the Guide's discretion, multiple commander characters can combine actions to command a single companion. If so, their combined companion ranks must meet the minimum ranks for commanding a companion of that grade. If the creature is defeated, each commander takes the total mental damage, it is not divided among its commanders. This is the only way to command an equal grade companion.

Commands for Boss and Epic companions cannot be reduced to a single action using an action point. Using an action point merely reduces the number of actions by one.

| Grade / Offset | Gear Cost | Min Ranks | Command Action | Composure / Health | Primary Skill | Other Skills |
|---|---|---|---|---|---|---|
| Hero, 0 | 3 | 3 | Full Turn | 6c / 6h | ABCC | AAA |
| Elite, +1 | 4 | 4 | Major x2 | 8c / 6h | BBCC | AAA |
| Lt., +2 | 5 | 5 | Full x2 | 10c / 7h | BCCC | AAA |
| Boss, +3 | 6 | 6 | Major x4 | 12c / 8h | ABCCC | AAB |
| Champ., +4 | 7 | 7 | Full x4 | 14c / 8h | BBCCC | AAB |
| Epic, +5 | 8 | 8 | Major x8 | 16c / 9h | BCCCC | ABB |
| UbEpic, +8 | 11 | 11 | Full x10 | 22c / 11h | BCCCCC | ABBC |

**Example Level 1 Commander Character**:

**Della, Hyflind Druid** — **Hero: Grade 3**
***Small Natural Humanoid Hyflind*** — ***XPV: 30***

| Composure Pool: 9 – Controller: ↓1 one foe / turn | | | SR 6 |
|---|---|---|---|
| Physical | Mental | Social | Speed: 6 |
| Brawn 3,1 | Genius 4,5 | Appeal 3,0 | Saves 7, ABCC |
| Dexterity 3,3 | Savvy 3,3 | Empathy 2,1 | AP: 1 |

**Razorvine** *(Earth P) Plant, Slashing, Atk;* Major, ↓2X dice: Roll vs Phy. on foes in an Area X+1. Foes ending their next turn in the area take X+1 dmg.

**Stone Throw** *(Earth P) Crushing, Piercing, or Slicing, Atk;* Major, ↓X dice: Roll vs Phy. on a Line X+1 in X+1 RIs.

**Command** *(Companion P) Quip;* Maneuver: Give a command to her wolf. It attempts to do as commanded until it cannot.

**Ironbarbs** *(Earth T3) Atk;* Free, ↓3 dice: Roll vs Phy. on foes in Melee 1. This attack deals half dmg and Edge.

**Branch Out** *(Earth T2) Stance, Primal;* Major, Lock ↓X: You and allies in Melee X+1 gain Soak 1. You gain +X reach with Earth talents.

**Earthwave** *(Earth T4) Stance;* Full: Your ground speed doubles, as long as you are on earth or stone. When you use Movement actions, Adjacent allies may move the same amount.
Free: Roll vs Phy. on a foe in Melee. No dmg or edge. Hit foes are pushed 3.

**Earth or Companion ABCC** *(Max Favor: ↑6, Max Retribution: 3C);* Athletics AAB, Craft AAAA, Customs AB, Durability AAA, Intimidate AAA, Lore AAAA, Nature ABBC, Nimble A, Perception ABC, Precision ABC, Shrewd AA, Stealth A, Tactics AA, Trickery AA, Vigilance AA, (Appeal AAA); Normal Vision, Voracious; Languages: Common

**Gear:** Simple Spear (0pt) **2H Light Spear ↑1 Earth** (Earth 2), Wolf Protector (Companion 2), Gloves (Precision 2), Collection of Herbs (Nature 1), Monocle (Perception 1), 48gp

Della Summerleaf lives in the woods near Derriston, her faithful wolf companion always at her side. Della is somewhat reclusive, unusual for a Hyflind, feeling more comfortable around plants and animals than other humanoids. Della is from Siathu's Sticktown and came to the woods seeking peace and quiet.

Della has a wolf companion named Tal:

**Tal, Wolf Protector** — **Minion: Grade 1**
***Small Natural Beast (Wolf)*** — ***XPV: 10***

| Composure Pool: 5 – Defender: taunt 1 foe / turn | | | SR 4 |
|---|---|---|---|
| Physical | Mental | Social | Speed: 5 |
| Brawn 3,2 | Genius 2,0 | Appeal 2,1 | Saves 4, BBC |
| Dexterity 2,4 | Savvy 2,0 | Empathy 1,2 | AP: 0 |

**Chomp** (Bite P) Piercing, Atk; Major: Roll vs Phy. on a foe in melee. Spend X Bite Crits: X impaired foes are dazed, save ends.

**Guard Strike** *(Stalwart P) Atk;* Major, Weapon: Roll vs Phy. on a foe in Melee. An ally adj. to you gains Soak 1 for one turn.

**Inspire Fervor** (Stalwart T3) Spend 5X+3 Radiant Edge: Allies in Melee X+2 are healed X+1 composure.

**Valiant Inspiration** (Stalwart T2) Stance, Stable; Maneuver: Whenever you dmg a foe in Melee 1, the next ally to attack that foe gets a ↑X on the roll. X is your ranks in Stalwart.

**Stalwart CC,** Athletics ABB, Charm AA, Customs B, Durability BB, Entertain AA, Intimidate AB, Leadership AB, Nimble AA, Precision AA, Shrewd B, Stealth BC, Trickery A, (Genius, Savvy AA); Darkvision, Weapon Bite, Scent; Languages: Canine

**Gear:** Style Wolf (2pt): **Technique 2H +1 Edge** (Stalwart 2), Wolf Eyes (Shrewd 1), Foot-pads (Stealth 1), 10gp

# Basic Skills

*No-one is born with skills, they must be acquired.*

The 18 skills that all characters can use without training are called the basic skills: Athletics, Charm, Craft, Customs, Durability, Entertain, Intimidate, Leadership, Lore, Nature, Nimble, Perception, Precision, Shrewd, Stealth, Tactics, Trickery, and Vigilance.

## Basic Skill Chart

Here are all 18 basic skills and some common uses for them.

| Skill | Ability Score | Typical Uses |
|---|---|---|
| Athletics | Brawn | Climb, lift, jump, terrain, swim |
| Charm | Appeal | Convince, coax, haggle, persuade |
| Craft | Genius | Craft, improvise, repair, salvage |
| Customs | Empathy | Culture, divine, history, language |
| Durability | Brawn | Fortitude, health, survival, withstand |
| Entertain | Appeal | Dance, distract, entice, theater, music |
| Intimidate | Brawn | Bully, enrage, insult, scare off |
| Leadership | Appeal | Console, dissuade, inspire, military |
| Lore | Genius | Arcane, detect & identify magic, science |
| Nature | Genius | Elemental, forage, herbs, shelter, track |
| Nimble | Dexterity | Acrobatics, dash, dodge, escape, ride |
| Perception | Savvy | Listen, search, read lips, weather |
| Precision | Dexterity | Catch, deflect, disable, rope, toss, traps |
| Shrewd | Empathy | Appraise, assess, initiative, local info |
| Stealth | Dexterity | Blend in, hide, sleight of hand, sneak |
| Tactics | Savvy | Games, plans, martial, outwit, strategy |
| Trickery | Empathy | Bluff, gamble, persuade, supernatural |
| Vigilance | Savvy | Awareness, initiative, preparedness |

Each basic skill has one basic talent that anyone can use even without taking any ranks in it, and several Prime talents that the character automatically unlocks based on their total ranks in it.

At the Guide's option, skill rolls can be attempted for basic skill Prime talents even if the character does not have them unlocked, but the character will have to make the attempt with 2X downgrades where X is the rank of that Prime talent.

## Helping Skill Checks

Multiple characters can help with a single task. All involved characters have the same requirements and costs as if they were doing the same action.

One character makes the main roll, while everyone helping can roll A dice equal to their skill ranks.

If the main roller is a Leader, however, they may choose instead to make the only roll, but their roll is upgraded by the skill ranks from every other character helping. If so, the others do not roll.

It is generally beneficial to have the character with the highest ability score and most powerful gear doing the main roll, as the roll is based on the roller's dice pool.

*Note that the helping characters still have to be in range of whatever the target is, spend the action, have the needed tools, meet skill usage requirements, etc. Material components are spent only by the one making the roll, however (including any action point, health, or other non-time resource expenditures).*

*Note that in an initiative encounter situation the helpers must take their actions first and the roller takes the last action, even if the roller would have gone before them in initiative order.*

## Offer Expertise

If a character with 2 or more ranks in a basic skill is attempting that skill, they can choose to simultaneously Offer Expertise to other characters that can see or hear them. Those other characters can upgrade their own attempts at the skill by the expert's ranks in the skill or their own Grade, whichever is lower.

## Time Modifiers

Some skills are easier the more time you spend, some are harder based on how long it has been since the event in question. Here is a handy chart for how much of a modifier to make to the roll or DT based on the time.

| Mod | Total Time | Mod | Total Time | Mod | Total Time |
|---|---|---|---|---|---|
| 0 | Full action | 11 | 1 day* | 22 | 4 months |
| 1 | 1 minute | 12 | 2 days | 23 | 7 months |
| 2 | 2 minutes | 13 | 3 days | 24 | 15 months |
| 3 | 5 minutes | 14 | 4 days | 25 | 2 years |
| 4 | 10 minutes | 15 | 6 days | 26 | 4 years |
| 5 | 15 minutes | 16 | 9 days | 27 | 7 years |
| 6 | 30 minutes | 17 | 12 days | 28 | 12 years |
| 7 | 50 minutes | 18 | 15 days | 29 | 20 years |
| 8 | 90 minutes | 19 | 21 days | 30 | 35 years |
| 9 | 3 hours | 20 | 1 month | 31 | 60 years |
| 10 | 5 hours | 21 | 2 months | 32 | 100 years |

**note that this chart assumes 8 hours of effort per day, not 24 hours per day. This is because it has been shown that generally only about 8 hours of work a day are useful hours, any time spent further is actually detrimental to a project.*

## Core Basic Talents

These four talents can be used by any character. To use one of these talents, the player chooses any skill from that aspect, describes what they are doing, determines the dice to be used, then rolls the skill. For example, a character can use their Athletics check for a Basic Melee attack roll. They could similarly use Perception for a Mental Assault or Shrewd for a Social Pressure.

**Basic Melee (Physical. Basic)** – *Attack;* Major, Weapon: Roll vs Physical on a foe in Melee.

**Basic Ranged (Physical. Basic)** – *Attack;* Major, Ranged Weapon, ↓X+1 dice: Roll vs Physical on a foe in X+1 range increments.

**Mental Assault (Mental. Basic)** – *Quip;* Major, Vocal, ↓X dice: Roll vs Mental on a foe in X range increments. (This damage is Mental.)

**Social Pressure (Social. Basic)** – *Quip;* Major, Vocal, ↓X dice: Roll vs Social on a foe in X range increments. (This damage is Social.)

It is important to note that Mental Assault and Social Pressure are not Attacks, and as such will not normally trigger physical reprisals unless the target feels they have no other option to defend themselves. See Attack (Keyword), page 116.

## Damage Conversion

When using a skill to attack, you may choose before rolling to convert the damage to something else. Each skill has a different thing or set of things you can convert the damage to.

## Skill Challenges

Any skill can be pitted against the same skill. These are simply opposed skill rolls. The losing participant(s) take damage in that aspect equal to the difference of their roll and the winning roll.

Usually, the first one wounded loses. Some examples are using Athletics rolls to arm wrestle, opposed Tactics rolls to win a game of chess, or opposed Trickery rolls to win at poker.

# Athletics (Brawn)

Athletics is a general measurement of controlled and applied strength. You can use Athletics for knowledge checks (see Knowledge Checks, page 83) regarding sports and related feats of strength. Extremely athletic characters aren't stopped by obstacles.

When you make an attack with Athletics, you can exchange damage for an immobilize with a save equal to the damage spent.

**Overcome (Athletics. Basic)** – Maneuver: Roll vs DT against any rough terrain, rough current, wind, etc. Success means you move at 2 plus excess successes to a maximum of your normal speed.

Overcome can be used to jump gaps, swim in rough current, run across rough terrain, fight against a strong wind, lift a heavy load, succeed at an athletic contest, etc. Overcoming a vertical wall of half your height is a difficulty 1, plus one for each addition of that height. So a wall twice your height is a 4, three and a half times is a 7, etc.

| Overcoming Obstacles | |
|---|---|
| Vertical Wall Climb | 1 per ½ of your height |
| Horizontal Leap | 1 per ½ of your height |
| Vertical Leap | 1 per ¼ of your height |
| Rope Aid Climbing | Upgrade by your Nimble ranks + Dex, treat the height as no more than 2x your own |
| Running Start | Upgrade the roll by your ranks in either Nimble or Athletics |
| Pole Vault (only with Running Start) | Upgrade by 1 per length equal to your height, max of Athletics or Nimble ranks |
| Lifting a Heavy Load | 1 per 1/6 of your weight |
| Pushing a Heavy Object | 1 per 1/3 of your weight, assuming the terrain is relatively smooth |

## Rough Terrain X(,Y)

Rough Terrain is a difficult to traverse area. Ground movement in the area is reduced to 1 unless it is Overcome with an Athletics roll. The DT is as specified. Y is an optional Edge target requirement to succeed at the Athletics roll. Use one Overcome check against all Rough Terrain encountered that turn, unless you take another Overcome action.

You cannot use Sprint or Run while standing in Rough Terrain unless you have Overcome the Rough Terrain this turn.

### *Movement Speed Changes*

Note that when moving into Rough Terrain, a character's speed is changed. When moving, speed is considered at every square of movement. So a character with a Ground speed of 5 that uses a basic Move to go 2 squares and then one more into Rough Terrain is halted immediately. They have moved 3 squares during this move, which is not less than their temporary Ground speed of 1, so they have no more squares of movement remaining.

They could then use their Major action for additional movement, but that movement is reduced to 1 square.

**Athletic Grapple (Athletics. Prime 1)** – *Attack, Stance, Grapple;* Major: Roll vs Physical on a foe in Melee.

If you are already in this stance, success deals damage, otherwise start the stance. If the foe moves, you move with them.

The foe has ↓X to attack creatures within one size category of yours, where X is your successes. If their size is not larger than you, end their stance and the foe is slowed by your size category difference.

Yes, Athletic Grapple can be used on a foe of any size. Against a much larger foe, it more of a climbing grapple.

Note that you can use an Athletic Grapple to get out of someone's Athletic Grapple if they are not larger than your size category.

## Grapple Stances

Grapples that are stances end not just your character's stance but the opponent's stance, if the grapple successfully hits. Having an opponent in a Grapple does not stop them from attempting to start a stance, even if that stance is not another Grapple.

**Take Down (Athletics. Prime 2)** – *Attack;* Major, ↓1: Roll vs Physical on a foe in Melee. Impaired targets are knocked prone.

Spend X Edge: Push impaired targets X squares.

**Binding Grapple (Athletics. Prime 3)** – Spend 8 Grapple Edge: The target is staggered until your next turn ends.

**Feat of Athleticism (Athletics. Prime 4)** – *Bonus;* Free, Spend X+2Y Crits: Make X immediate Maneuver Athletics actions at ↑X+2Y and Y immediate Major Athletics actions at ↑X+2Y.

# Charm (Appeal)

Charm is how much people like how you present yourself. What you wear, your voice, your general hygiene and grooming all affect this, as well as your expressions and how they reflect your inner heart and thoughts all affect how people react to you. Extremely charming characters are liked by all.

A charmer gets people to want the charmer to like them.

You can use Charm for knowledge checks (see Knowledge Checks, page 83) regarding famous people, heraldry, genealogy, and nobility.

When you make an attack with Charm, you can exchange damage to modify the target's Attitude (see Changing Attitudes, page 130).

**Persuasion (Charm. Basic)** – *Quip;* Major, Vocal: Roll a Social Pressure with Charm on a target. Impaired targets are convinced of something you believe to be true.

**Coax (Charm. Prime 1)** – *Suggestion, Quip;* Major, Vocal, ↓2X dice: Roll a Social Pressure with Charm on a target. Wounded targets try to meet the request, save ends.

**Charming Look (Charm. Prime 2)** – *Debuff;* Success, The target is not hostile, Spend X Social Edge: Adjust the target's attitude by X.

**Enthrall (Charm. Prime 3)** – *Suggestion, Quip;* Major, ↓3X dice: Roll a Social Pressure with Charm on a target in X range increments. Impaired targets are staggered, save ends.

**Charming Rogue (Charm. Prime 4)** – *Quip;* Free, Success, Spend X Quip Crits: X Impaired or wounded targets are Charmed X, save ends.

See Charmed X, page 120.

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## Craft (Genius)

Craft is a general measurement of your creativity and its application to the real world. Crafting allows you to make useful objects using tools and raw materials. Extremely creative characters are quite inventive and can make anything.

You can use Craft for knowledge checks (see Knowledge Checks, page 83) regarding materials, art, things that have been crafted, architecture, and crafting trades.

When you make an attack with Craft, you can exchange damage for a weaken and -2 to defense with a save equal to successes spent.

When you take a skill rank in Crafting, you choose a type of material that you train to work with, such as wood, stone, metal, twine, etc.

To craft, you need appropriate materials of a value equal to one fifth of the value of the completed item. Half of the materials will be consumed on a successful check. This means if you want to create multiple items that use similar materials, you could save a lot of materials. The first item you need the full 1/5th of the value. Each subsequent item you only need 1/10th of the value in additional materials, as you already have 1/10th remaining from the previous item you crafted.

Whenever you fail a crafting check by more than your skill ranks in Craft, some of the materials are ruined and wasted. One fifth of the materials are wasted per point you failed the check by, minus your ranks in craft. Since C dice never fail, if your C dice and skill ranks added together equal the target DT, you cannot waste any material.

If you do not have the proper tools, you cannot craft anything of 1sp value or greater (even piecemeal). Some tools are higher quality than others. Tools cost one tenth of items from the maximum DT they are able to craft. Tools last for a number of failures equal to the maximum check they are able to be used for. Tool kits can be upgraded by paying for tools equal to the difference. Don't forget, tools can also be crafted!

*Tools needed to craft a value 2 arcane focus, an 80gp item (at DT of 9) would cost 8gp. Alternately a crafter could craft the tools, a 6 DT. That requires 8sp of tools, which could be crafted from 8cp of material, at a DT of 4. The 8cp tools to make those could be crafted from scraps worth less than 1cp at a DT of 2.*

*In all, you would need 16gp of material for the item, 16sp materials for the best set of tools, 16cp for the tools made to use those, and less than 2cp for the tools made to make those. Since you would have leftover materials from previous tool crafting, you only actually need a total of 16gp, 8sp, and 9cp materials to craft the tools and the item itself.*

*To craft the first base tools, it takes slightly less than 1cp in material. Because the tool value you are making is less than 1sp, no tools are needed, but you will need to take 2 minutes and successfully roll a DT of 2.*

*After crafting the base tools, you have a bit more than 16gp, 8sp, and 8cp in material left. Crafting the next set of tools is a DT of 4 and will take 10 more minutes, using up 8cp in material, leaving you with 16gp, 8sp, and a bit of scrap.*

*You need 30 minutes and a successful DT of 6 check to craft the final set of tools with those, leaving you with 16gp of material to make the item with. Crafting the final item will be a DT of 9 and take 3 hours.*

*In the end, you'd have taken 3 hours and 42 minutes to craft an 80gp value item, and 8gp, 8sp, 8cp value in tools that can be used to craft arcane focus items, and 8gp in materials remaining.*

A passive craft item check takes one tenth the time.

| Check | Item Value | Crafting Time |
|---|---|---|
| 0 | Less than 1/3cp | 1 round |
| 1 | 1/3cp to 4cp | 1 minute |
| 2 | 5 – 9cp | 2 minutes |
| 3 | 1 – 4sp | 5 minutes |
| 4 | 5 – 9sp | 10 minutes |
| 5 | 1 – 3gp / Gear Value 0 | 15 minutes |
| 6 | 4 – 9gp | 30 minutes |
| 7 | 10 – 19gp / Gear Value 1 | 50 minutes |
| 8 | 20 – 39gp | 90 minutes |
| 9 | 40 – 89gp / Gear Value 2 | 3 hours |
| 10 | 90 – 199gp | 5 hours |
| 11 | 200 – 399gp | 1 day* |
| 12 | 400 – 899gp / Gear Value 3 | 2 days |
| 13 | 900 – 1999gp | 3 days |
| 14 | 2000 – 3999gp | 4 days |
| 15 | 4000 – 8999gp | 6 days |
| 16 | 9000 – 19,999gp / Gear Value 4 | 9 days |
| 17 | 20,000 – 39,999gp | 12 days |
| 18 | 40,000 – 89,999gp | 15 days |
| 19 | 90,000 – 199,999gp / Gear Value 5 | 21 days |
| 20 | 200,000 – 399,999gp | 1 month |
| 21 | 400,000 – 899,999gp | 2 months |
| 22 | 900,000 – 1,999,999gp | 4 months |
| 23 | 2,000,000 – 3,999,999gp / Gear Value 6 | 7 months |
| 24 | 4,000,000 – 8,999,999gp | 15 months |
| 25 | 9,000,000 – 19,999,999gp | 2 years |
| 26 | 20,000,000 – 39,999,999gp / Gear Value 7 | 4 years |

**note that this chart assumes 8 hour workdays, not 24 hours of work per day*

### Those Checks are SO HIGH! How?

Crafters often make one or more simple practice pieces before starting a large project. Make some easy checks, try and get a bunch of Edge so you can apply that to a tougher project. You could even make these checks just be for tools needed such as in the above example. It is likely the crafter made that roll of 2 to make the first item with plenty of Edge to apply as upgrades to the next roll.

Don't forget you can always work together with other artisans in order to increase your upgrades (see Helping Skill Checks, page 78). This is another good place for 0 rank crafting gear (see 0-Value Gear?, page 91), as the roll would be based on only the gear used by the one doing the actual roll.

Remember, while you might be able to craft something worth millions in gold... who will be able or willing to buy it from you? If you are not in a place where the social ranks are high enough, you won't be able to sell it. Worse yet, you might find it stolen from you very quickly. And don't forget, if you cannot sell it for more than the cost of your raw materials, you have not made a profit.

### Divided Crafting (Crafting)

A crafter who wants to make an expensive item can attempt to create it more slowly to reduce the difficulty, the quality of tools required, and chance for catastrophic failure. Instead of tackling the object as one roll, the crafter can make rolls against portions of the value of

the item. Failure that damages materials here only damages material from the portion currently being worked on.

*For instance, that final crafting check for the arcane focus in the previous example is a DT of 9 for an 80gp item. With only a single upgrade from using the Focus basic talent, that's a tall order even for an ABCC base roll.*

*Instead, the crafter would craft the item at 9gp worth at a time, so the check is only 6, but must be made 9 times.*

*This means the project takes 4 and a half hours at best (30 minutes x 9) instead of the 3 it would take a more skilled crafter who just did the normal check of 9. It takes longer to complete the project, but it is far less likely to waste materials due to failure, risking less than 1gp in material value per roll.*

*Note that with 3 ranks in Crafting (as an ABCC implies), if each roll uses at least 3 C dice (by using the Focus talent to change that B to a C), you are guaranteed to never waste materials because you cannot roll lower than a 3.*

Breaking up items into multiple checks can only be done where it makes sense. A blacksmith may craft a suit of armor in pieces, many workers can build a massive monument of stone one block at a time, but a glassblower cannot blow an exquisite single piece hand blown glass ornament in pieces.

## Elemental Crafting (Crafting)

Those with the ability to mold and shape the elements can make excellent crafters.

Characters with elemental talents and Spells can use crafting to create objects from raw materials appropriate to their element, using no tools but their own raw magic. You use B dice equal to your ranks in Crafting as your dice pool and upgrade your roll by the number of Spells you have in the appropriate element. A crafter using this method can salvage 50% of raw materials that are otherwise ruined and wasted on a failure.

| Element | Materials |
|---|---|
| Air | Stone (at a -4 penalty), Cloth, Paper, Ice |
| Earth | Crystal (at a -2 penalty), Stone, Glass, Wood |
| Fire | Metal (at a -2 penalty), Wax, Wood (charred) |
| Spirit | Food (at a -2 penalty), Wood, Leather |
| Water | Stone (at a -2 penalty), Metal (at a -4 penalty), Ice |

**Handy (Craft. Basic)** – Variable action based on value, Spend material: Roll vs target Gear Quality to create an improvised item with success durability. It is obviously slapdash.

An improvised item has durability equal to your successes. When used, the user makes a Craft roll against the DT of creating the item. Each use, the item loses 1 durability. Success means the item works fine. Failure means the item does not work. If the Craft roll is failed, the item loses additional durability equal to the amount failed by. If the item has less than 0 durability, it is destroyed.

Craft vs the item's craft DT can be used to learn an item's quality and durability.

**Crafting (Craft. Prime 1)** – Variable action based on Item Value *(see previous page),* Spend appropriate materials of your target value: Roll vs Check for target Item Value. If you succeed, you create a quality item. If you fail, the materials are ruined.

Perk: You may now make Handy checks in 2 time ranks lower with ½ the material cost.

Using Crafting is how you make normal good durable items instead of the slapdash improvised items you can get with Handy.

**Set Trap (Craft. Prime 2)** – *Perk:* You can set devices to activate in a prescribed manner when set off by a trigger mechanism.

Setting a trap takes as long as crafting it does. The base difficulty is 5 plus modifiers as listed below. You must choose a target square for a single target talents, or a target area for an area of effect talent. If you succeed, the device will activate as prescribed based on the triggers you set up. If you fail, the device is destroyed.

Whenever you fail this check enough to take damage, you not only destroy the device, but its talent is activated on you.

The base DT to disarm or detect the trap is 1 plus the amount you succeed this check by. When setting your trap, you may instead choose to have the trap easier to detect, disarm, or remove (choose only one of the three) by the amount you passed the check buy.

| DT Mod | Trap Type |
|---|---|
| +0 | Basic Trip Wire or Remote Activation* |
| +2 | Pressure Sensitive, choose a weight range† |
| +X** | Line of Sight, Heat, or Sound activated (choose one)† |
| +0 | Manually Reset |
| +4 | Automatic Reset after X time (1 round minimum) |
| +2 | Secret method to disable without destroying the trap |

** remotely triggering a trap takes as long as the triggered talent to activate*
*** the detector has a +X passive perception against the target's stealth. The more points allocated here, the better detection it will have.*
*† the DT to disarm or detect the trap is increased by this value as well*

**Device Crafter (Craft. Prime 3)** – *Perk:* You may use Handy to create limited use devices that use trained talents you have.

You must have Craft ranks equal to the specified values here to be able to craft these items, as well as ranks in the skill from which talent you are crafting. You may attempted to craft devices with talents you don't have, but the DT increases by the talent's tier.

Durability for devices works the same as any other Handy items.

The cost listed here are the material costs for crafting the device. Devices that mimic non-Martial powers will require a charged Power Stone as at least one quarter of the cost of materials.

It is possible to craft devices that cast Spells. The Spell component costs must be built into the device multiplied by each activation, however. If the device runs out of components before running out of durability, it simply doesn't activate, but it will still spend durability each time it is attempted to be activated.

The following listed DTs and costs are after factoring in the Craft discounts for Handy checks.

| Device Action | DT | Cost | Time to Craft | Ranks |
|---|---|---|---|---|
| Free Action | 1 | 5gp | 2 rounds | 1 |
| Maneuver Action | 2 | 12gp | 5 rounds | 2 |
| Major Action | 4 | 35gp | 1 minute | 3 |
| Full Action | 5 | 65gp | 2 minutes | 4 |
| Free x2 or x3 | 3 | 25gp | 1 minute | 2 |
| Maneuver x2 or x3 | 6 | 60gp | 2 minutes | 3 |
| Major x2 or x3 | 7 | 70gp | 4 minutes | 4 |
| Full x2 | 8 | 130gp | 8 minutes | 5 |

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**Exceptional Crafter (Craft. Prime 3)** – *Perk:* When you exceed the target crafting roll for an item, increase the value of the item by 10% per success due to your exceptional artisanship.

For each 5 that you exceed the roll by, choose one: the weight is halved, you gain ↑1 using it. You can choose each more than once.

**Magic Crafter (Craft. Prime 3)** – *Perk:* You can craft magic items.

**Artistic Inspiration (Craft. Prime 4)** – Free, Spend X Crits: Your next Craft check today gets ↑X, or ↑2X if it is in the next hour, or ↑3X if it begins this minute.

Artistic Inspiration is very useful for when you are psyching yourself up for a big project by doing easy ones. However, if you want to get the most out of it, you will have to stop your easy project so you can start the new one within the minute. The materials for the easy project will then not be used.

Note that Artistic Inspiration can come from Crits resulting from any skill roll. It does not have to come from a Craft check.

**Intuitive Crafter (Craft. Prime 4)** – *Perk;* You may craft using materials you have not trained in crafting, with four downgrades.

**Improvisational Crafter (Craft. Prime 5)** – Perk: You may choose to make Handy checks in 2+X time ranks lower at $^{1}/_{X}$ the material cost, but the difficulty increases by 2X. X cannot be more than your ranks in Craft.

**Inventor (Craft. Prime 6)** – Perk: Cut your Craft times in half.

## Customs (Empathy)

Customs is a general measurement of your knowledge of the way society works in other regions and social classes. Extremely cultured characters are comfortable in any social situation.

You can also use Customs for Knowledge Checks (see page 83) regarding history, culture, legal systems, trade, and languages.

When you make an attack with Customs, you can exchange damage to modify a target's attitude towards you. (See Changing Attitudes, page 130)

**Linguistics (Customs. Basic)** – *Quip, Guide Roll;* Maneuver: Use this to communicate with creatures that do not share a language with you. If the target is actively trying to understand, add their roll to yours.

The base difficulty is (3,0) to get a general sentiment but no actual meaning (they are asking a question, greeting you, trying to scare you off, etc). With a (4,1) or better, take the higher of the excess successes and Edge, that is the number of simple words the communicator can try to convey. The Guide secretly rolls A dice equal to the lower value. Success is how many of those words are actually understood (the words are chosen by the Guide).

Total Failure means the listener tragically misunderstands the other in some way.

**Linguist (Customs. Prime 1)** – Perk: For each Customs Skill Rank you have, you learn a simple language or for each two Customs Skill Ranks one complex language.

Some simple languages include: Common, Demonic, Dweorn, Elemental, Giant, Goblin, and most animal languages (such as Amphibian, Avian, Bear, Cat, Canine, Fish, Insect, Pig, Reptile, Rodent, and Spider).

Complex languages include: Angelic, Cephalopod, Dragon, Celethi, Eumykin, Gnomish, and Plant.

**Customary Gesture (Customs. Prime 2)** – Major: Customs vs a DT representing the severity of the disagreement. Success prevents immediate rash action. Each additional success downgrades the DT of the disagreement.

Failure upgrades the DT of the disagreement by the amount you failed by, minus your ranks in Customs.

**Seasoned Traveler (Customs. Prime 3)** – Perk: Add A dice to Linguistics checks equal to your ranks in Customs.

**Well Mannered (Customs. Prime 4)** – Perk, You are targeting someone of your own background or someone of the Common Accord: Add A dice to Customs rolls equal to your ranks in Customs.

**Customary Kindness (Customs. Prime 5)** – *Quip;* Maneuver, Spend X non-Attack Crits: For the next X minutes, each of the next X actions a target of the roll makes, if they are not with your best interest at heart, they take your ranks in Customs damage to social.

## Durability (Brawn)

Durability is a measurement of your ability to forge onward in dire circumstances. Extremely durable characters simply shrug off things that would hinder others.

You can also use Durability for Knowledge Checks (see page 83) regarding surviving inclement weather, poison, wearing armor, injuries, and so forth.

When you make an attack with Durability, you can exchange damage for an equal number of squares of push.

**Fortitude (Durability. Basic)** – Quick: Fortitude is used to overcome harsh environmental conditions, poisons, or diseases; perform long term strenuous activity, or hold your concentration.

Sustain and Repeat actions require concentration checks if you are damaged. The DT for holding your concentration is 1 + the number of wounds you have. If you have taken no damage (no wounds or composure damage), you do not need to make concentration checks.

**Durable Guard (Durability. Prime 1)** – Quick, You would be pushed, pulled, slid, or knocked prone by an attack: Roll against their attack result. Success means you aren't knocked down or moved. You still take the attack's damage.

**Overwhelm (Durability. Prime 2)** – *Attack;* Major, ↓1 die: Roll vs Physical on a foe in Melee. X Successes can be spent to push the target X squares. Hit foes cannot use Quick Strikes until your next turn ends.

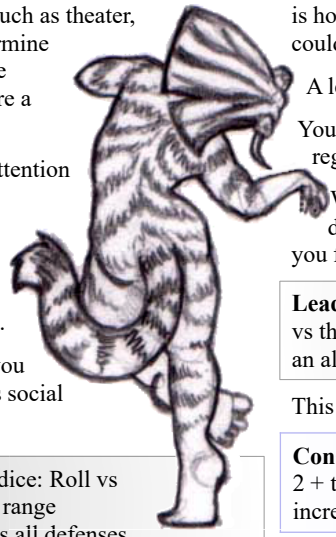
**Thick Skin (Durability. Prime 3)** – Quick, ↓3 dice: Roll vs X,X where X is the physical wounds you just received, success means halving the damage, to a minimum of one damage.

**Durable Stance (Durability. Prime 4)** – *Stance*; Spend X Crits: You gain a +X bonus to your physical Soak (this will stack with your highest Soak value). You are slowed X.

This stance costs no action, instead it costs Crits.

## Entertain (Appeal)

Entertain is how much people like what you do. The Entertain skill comprises multiple forms of performance such as theater, music, and dance and your skill ranks determine how much people like the way you do these things. Extremely entertaining characters are a pleasure to be around.



An entertainer gets people to want to pay attention to the entertainer.

You can also use Entertain for Knowledge Checks (see Knowledge Checks, page 83) regarding theatre and other forms of performance, as well as famous performers.

When you make an attack with Entertain, you can exchange damage to reduce the target's social defenses for one turn.

**Distract (Entertain. Basic)** – Major, ↓3X dice: Roll vs Social against targets that can see you in X range increments. Success against a target reduces all defenses.

**Entertaining Performance (Entertain. Prime 1)** – Spend X+3 Social Edge: Impaired foes are weakened, save ends, and pulled X.

**Expert Entertainer (Entertain. Prime 2)** – *Perk:* When you would do Social damage you can choose to do no damage at all.

**Amuse (Entertain. Prime 3)** – Major: Roll vs a DT representing the target's attitude towards the active character. Success raises the target's opinion of the character by that much. Failure reduces by that much.

**Entertaining Stance (Entertain. Prime 4)** – *Stance, Quip, Sustain;* Free, Spend X Crits: Targets in X range increments must save each round vs your ranks in Entertain + X or have their attitude towards you adjusted upward one step, to a maximum of your ranks in Entertain.

## Intimidate (Brawn)

Intimidate talents can be used at any time. Downgrade your roll by 1 die for each Physical wound you have. Extremely intimidating characters are hard to read and seem self-assured in every situation.

You can also use Intimidate for Knowledge Checks (see page 83) regarding motivating people, sales techniques, and collecting taxes.

When you make an attack with Intimidate, you can exchange damage for a Fear effect with a save target equal to the damage spent.

**Scare Off (Intimidate. Basic)** – *Fear;* Major, ↓3X dice: Roll vs Social on a foe in X range increments. If you succeed, the target must either flee or cower, save ends.

**Intimidating Shout (Intimidate. Prime 1)** – *Fear, Quip;* Major, Vocal, ↓X dice: Roll vs Social on a foe in X range increments. Success lowers the target's defenses by that much. Failure gives the target that many upgrades next roll.

**Bully (Intimidate. Prime 2)** – *Fear, Quip;* Major, Vocal, ↓2X dice: Roll vs Social on a foe in X range increments. Success: your target tries to meet your request, save ends.

**Intimidating Triumph (Intimidate. Prime 3)** – *Fear;* Free, Success, Spend X Crits: Roll Scare Off vs up to X targets in X range increments.

## Leadership (Appeal)

Leadership is how much people like what you represent. Leadership is how well you inspire others to greater feats than they ordinarily could accomplish. True leaders inspire everyone they meet.

A leader gets people to want to be a part of something.

You can also use Leadership for Knowledge Checks (see page 83) regarding ethics, philosophy, rhetoric, and theology.

When you make an attack with Leadership, you can exchange damage to give allies in the area of effect and allies adjacent to you for half that many die upgrades next roll.

**Lead by Example (Leadership. Basic)** – *Quip;* Free or Quick: Roll vs the DT of an action you just succeeded at. Upgrade the next roll an ally makes on the same action by your success.

This can be combined with Offer Expertise as well (page 78).

**Console (Leadership. Prime 1)** – *Healing;* Major, ↓X dice: Roll vs 2 + the wounds in a mental or social aspect of a target in X range increments. Success heals composure in that aspect.

Healing someone mentally is a great way to get them thinking rationally. Healing them socially is a great way to calm down anger. Either way, if you are using Console to help someone who is not currently an ally, the DT is the greater of either their aspect defense (Mental or Social depending on what your goal is) or 2 + their total wounds in all aspects.

**Leader's Bolster (Leadership. Prime 2)** – *Quip;* Maneuver, ↓X dice: Roll vs the DT of the target task. Success gives that much Edge to each ally in X range increments the next time they attempt the target task.

**Dissuade (Leadership. Prime 3)** – *Suggestion, Quip;* Major, ↓2 dice: Roll vs Social on a foe in 1 range increment. Success: your target is convinced the action you describe is a bad idea, save ends.

**Leader's Inspiration (Leadership. Prime 4)** – *Bonus, Healing;* Free, Success, Spend X Crits: Choose up to X allies you can see in X range increments. Each can choose to either heal up to X physical damage or make an immediate save.

## Lore (Genius)

Lore is your general knowledge of mystical, unnatural, scientific, and arcane things, as well as your character's interests. Extremely studious characters are at home in a library.

As a knowledge skill, you can use it to determine the kind of dragon you are facing, what legends there are regarding a particular mountain, what magic might be used to turn a lake invisible, where one might find demons, or what sort of weakness a cyclops has.

When you make an attack with Lore, you can exchange 2 damage to gain Leverage until your next turn ends or slide 1.

### Knowledge Checks

All skills have one or more types of knowledge associated with them. Unique DTs for the knowledge are listed with each skill's knowledge type, otherwise use the following chart.

Passive knowledge checks should be automatically done by the Guide, these checks represent information that you just know already, either through study or intuition. These cost no action. A passive knowledge check is essentially the question "What does my character know about ___?".

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**Knowledge Check (Lore. Basic)** – *Guide Roll, Knowledge;* Variable, Upgrade based on skill ranks, talents, interests, available materials, and time modifier: Roll vs DT. Success reveals relevant information. Crits can be spent to answer additional questions.

**Material:** Your time modifier cannot be more than three times your material modifier, but both are capped by the available material value. For example, a well-stocked library with a +5 knowledge modifier for this subject means you can use up to a +15 time modifier. If you were to only spend 30 minutes (a +6 time modifier), however, at best you could consume +2 worth of information, so your total modifier would be +8.

**Skill Ranks:** Knowledge checks can be used with nearly any skill that you have ranks in to learn more about subjects specifically related to that skill. Upgrade your Lore roll by your ranks in that skill and the number of Tier talents you have in the skill.

Some examples of knowledge checks by skill:

| | |
|---|---|
| Athletics | Athletes, sports, legendary feats |
| Charm | Genealogy, heraldry, nobility, people |
| Craft | Architecture, art, materials, things that are crafted |
| Customs | History, legal systems, modern languages, trade |
| Durability | Weather survival, poisons, armor usage |
| Entertain | Composition, writing, performing arts |
| Intimidate | Motivation, sales, tax collecting |
| Leadership | Ethics, philosophy, rhetoric, theology |
| Lore | Dragons, Fae, glyphs, legends, magic, prophesy, sciences, secrets, other worlds, magical creatures |
| Nature | Natural animals and plants, climate, elements, riding |
| Nimble | Acrobatics, climbing, exercise |
| Perception | Your own memories of places, things, and people |
| Precision | Ciphers, codes, knots, locks |
| Shrewd | Current / local events, money, politics |
| Stealth | Camouflage, sleight of hand, underworld |
| Tactics | Logic, military history, wars, engineering, weaponry |
| Trickery | Games, fallacies, psychology, swindles |
| Vigilance | Military protocol, preparedness, survival |

*Design Note: If you are making a knowledge check about a Lore topic, you still upgrade the check by your ranks of Lore, so yes your Lore ranks are effectively being applied twice to that roll.*

*Otherwise it would be unfair that every other topic gets the Lore skill ranks plus the ranks of the other skill.*

**Interests:** Upgrade your roll further by 2 if it is one of your Interests. For each additional interest past the first that is applicable, ↑1.

*For example, if you have racing as a favorite activity, and snails as a favorite topic, you would get three upgrades total when researching famous snail racing champions.*

*If you were in a library with a +3 overall knowledge value, you could spend 1 minute and get a +1 material upgrade as well as a +1 time upgrade. If you spent 30 minutes there, that would be a +2 material upgrade and +6 time upgrade. If you spent 3 hours there, you would exhaust all material available, getting a +3 knowledge value as well as a +9 time upgrade. No time spent there could increase your roll further.*

When making checks regarding Trained Skills or Power Sources, an identical Skill or Power Source can be used as the knowledge skill.

Additionally, you could use Tactics for Martial talents, weapons, and techniques; Customs for Divine talents, Spells, and items as well as undead creatures; Craft for constructs and devices; Lore for Arcane talents, Spells, and items as well as magical and extraplanar creatures; Nature for Elemental talents, powers, Spells, and items as well as elemental or natural creatures; and Trickery for Supernatural talents, Spells, and items.

### *Identifying With Knowledge*

You can use knowledge checks to identify creatures, talents, Spells, and items. This may be either knowledge regarding that target or inferred knowledge, based on knowledge of similar things. Different creature origins and power sources are identified by knowledge checks with different skills. You also can always use a skill to identify something with a keyword matching the name of the skill.

A passive check to identify a target is automatic (even a cursory glance is enough), but an active check is a major action. Depending on how well the check is made, you could learn the target's keywords, and other information as shown below.

| DT | Information |
|---|---|
| 3 | Identify origin of a creature or power source of an item, power, talent, or Spell or a creature's species |
| 5 | Identify keywords or item's inherent bonus or a creature's species traits, or identify a power's power set |
| 7 | Identify a creature's grade, a power, talent, or Spell as it is being used, or an item's powers or Spells |
| 9 | Identify creature's best or worst ability, defense, or skill |
| 11 | Identify creature's powers, stats, or other data, identify item's creator |
| 4 | Identify a creature or item |
| -3 | Intimately familiar (talent/Spell you have, friend or family) |
| -1 | Passing familiarity (a power source you have talents in, a member of your community, an item created by someone you are familiar with) |
| +1 | Target is uncommon (uncommon item or creature) |
| +3 | Target is very rare (expensive item or an elite+ creature) |
| +5 | Target is unique (a custom item or creature) |
| +1 | Target is unknown for many years (per 5 years) |
| +2 | Target is unique to an unfamiliar place (cumulative) |
| +4 | Target is unique to an unfamiliar country (cumulative) |
| +8 | Target is unique to an unfamiliar continent (cumulative) |
| +16 | Target is unique to an unfamiliar world (cumulative) |

**half if has been to this place in the past. IE, a creature from an unfamiliar country who has visited a familiar place would be +1+4 rather than +2+4, so a total of +6 to the DT.*

**Detect Magic (Lore. Prime 1)** – *Knowledge;* Major, Choose a target object, creature, or area: Roll vs the grade of the magic *(or original caster, if any)*. Success reveals if the target is magic, and a number of tags equal to successes. Crits can be spent to answer questions about the magic itself.

**Identify Magic (Lore. Prime 3)** – *Knowledge;* Perk: Before you roll Detect Magic, you can spend an action point. Success reveals what type the magic is, and additional info equal to successes.

## Nature (Genius)

Nature is a general measurement of your knowledge of the elements, untamed wilderness, and the natural state of living things. Extremely naturalist characters are at home away from civilization.

As a knowledge skill, you can use it to predict weather, know what kinds of animals live in an area, best understand how to put out a fire, know where to shelter in a hurricane, where there are more likely to be caves, whether water is safe to drink, and so forth (see Knowledge Checks, page 83).

When you make an attack with Nature, you can exchange damage for a Slow X, save ends.

**Survival (Nature. Basic)** – Variable: Roll to shelter, forage, or track.

Searching for shelter, foraging, or tracking normally takes two hours. For each excess success, divide the time in half (rolling a 4 in the forest means it took 30 minutes). One successful tracking is good for two hours or until the situation DT or tracking situation modifiers change for the worse.

For foraging and searching for shelter, success finds enough resources for one person plus the number of additional successes for a night or a meal.

For tracking, success means being able to follow the target at a move speed of 1, plus one for each additional success. Note that this doesn't allow the character to be able move any faster than they could normally, but a fairly high roll would mean you could follow via horseback, for example.

| DT | Situation |
|---|---|
| 2 | Rain forest, grasslands |
| 3 | Underground, temperate forest |
| 4 | Rocky hills or mountain, peat bog |
| 5 | Sandy desert, tundra |
| 6 | Clay desert (4 for foraging) |
| 7 | Ice lands |
| 8 | Salt Flats |
| 9 | Flooded swamp (4 for foraging) |
| 10 | Open water (5 for foraging), cloud level flight |
| +1 | Inclement weather or little to no visible life |
| -1 | Snow, less than 1 foot |
| -2 | Snow, 1 foot or more |

A target intentionally attempting to conceal tracks will move at half speed, but make stealth checks every two hours, or whenever the normal DT to track them would change for the better. The DT to track the target is the high DT of their check and the situation DT.

A character in Alert Stance will passively stealth even moving at full speed. It otherwise works as specified above. Note that Run is a stance, so will cancel Alert Stance and the passive stealth check.

| Mod | Tracking Situation Modifiers |
|---|---|
| -1 | Tracked target is wounded |
| -1 | 2 members in tracked party |
| -2 | 3 to 4 members in tracked party |
| -3 | 5 to 8 members in tracked party |
| -4 | 9 to 16 members in tracked party |
| -5 | 17 to 32 members in tracked party |
| +1 | Each day of calm weather since targets left |
| +2 | Per hour of inclement weather since targets left |
| -1 | Each size category greater than you of largest tracked creature |
| +1 | Each size category smaller than you of largest tracked creature |

**Natural Remedy (Nature. Prime 1)** – *Healing;* Major: Roll vs 2 + Physical wounds of a target in Melee. Success heals Physical composure.

As with other healing, either you or the target can spend an action point to convert the healing to wound healing.

**Combine Herbs (Nature. Prime 3)** – Crafting antidotes / poisons / potions. Use the Craft mechanic but use your Nature skill.

## Nimble (Dexterity)

Nimble is a general measurement of your surefootedness, and ability to react to changes in the physical environment on a larger scale. Extremely nimble characters are exceedingly graceful.

You can also use Nimble for Knowledge Checks (see page 83) regarding climbing, exercise, and acrobatics.

When you make an attack with Nimble, you can exchange 2X damage to shift X squares.

**Adroit Movement (Nimble. Basic)** – *Movement;* Maneuver: Roll vs DT when you need to balance or squeeze through narrow spaces.

Success means being limited to a speed of 1 plus your successes. Total Failure means damage as you fall or get stuck in place with a Nimble escape DT equal to the amount you failed by (see Total Failure, page 5).

| Narrow Spaces / Narrow Ledges (narrowest part) | |
|---|---|
| Width about one half your height | DT 0 |
| Width about one quarter your height | DT 2 |
| Width about one sixth your height | DT 4 |
| Width about one eighth your height | DT 6 |
| Each +1 to the denominator | DT +1 |

| Modifiers For Ledges | |
|---|---|
| Against a Wall => one eighth height | DT -2 |
| Against a Wall < one eighth height | DT +2 |
| Swaying like a rope or chain | DT +1 to +4 |
| With Rope | +2 die upgrades |

*Success only lifts the maximum speed cap created by the obstacle, it does not allow you to move faster than you are otherwise capable of moving. So if you roll a 12 vs a DT of 2, it doesn't mean your move speed is suddenly 10.*

Adroit Movement can be used in place of Overcome Obstacle when rope or other climbing aids are involved.

**Nimble Escape (Nimble. Prime 1)** – Maneuver, Downgrade a die for each limb that is bound and each grappler within one size category holding you. Nimble vs DT of bindings or grapple, success means that particular binding or grappler is overcome.

Nimble Escape can also be used to move at full speed away from a melee engagement. The DT is equal to the number of foes you are engaged with plus the highest grade among them. If you succeed, you may move at full speed from the group without provoking Quick Strikes. If you fail, you provoke a Quick Strike from each, upgraded by the number of foes you were trying to escape.

**Flip Stand (Nimble. Prime 2)** – Maneuver; Roll vs Vigilance. Success means you may stand without the target foe getting a Quick Strike on you. Failure means the foe's Quick Strike gets ↑2.

*Dash past, leap over, slide under, or otherwise evade through your foes.*

**Nimble Shift (Nimble. Prime 3)** – *Movement;* Maneuver Action; Nimble vs Vigilance against each adjacent foe. If you succeed, you may shift a number of squares equal to your success + 1.

If you fail, choose one: you fall prone or the targets you failed against get to use a quick action against you.

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*You twist your body just in time for the blow to miss the mark.*

**Dodge (Nimble. Prime 4)** – *Bonus;* Quick, A non-Area attack would hit you by only X or fewer successes, where X is your ranks in Nimble: Roll vs the attack roll plus 2. Success means you avoid being hit. Failure means you are dazed until your next turn ends.

## Perception (Savvy)

Perception is a general measurement of your sensory acuity. One general application of Perception would be noticing something by touch, taste, or smell, or even a special senses like the various Elemental senses. Extremely perceptive folks never miss a thing.

You can also use Perception for Knowledge Checks (see page 83) regarding remembering specifics from your own memories.

When you make an attack with Perception, you can exchange 2 damage to gain Leverage or reduce the opponent's defenses by 1 until your next turn ends.

**Sense (Perception. Basic)** – *Guide Roll;* Free: Roll vs Stealth. See Stealth for more details.

**Perceptive Search (Perception. Prime 1)** – Variable *(see Time Modifiers, page 78)*: Roll vs Stealth plus time against targets that are not currently visible via Sense, but were in the area within that time range. Success means you spot a clue for each success, starting with the most recent targets, at least one clue per creature.

Clues could be anything from footprints to track, blood where there was a fight, or just papers that were moved about.

**Read Lips (Perception. Prime 2)** – *Guide Roll;* Maneuver: Use this skill to read the lips of a creature you see but cannot hear, or a creature that is mouthing words silently. If the target is trying to help you understand, add their roll to yours. If the target is trying to keep you from understanding, add their roll to the DT.

The base difficulty is (3,0) to get a general sentiment but no actual meaning (they are asking a question, making a greeting, etc). With a (4,1) or better, take the lower of the excess successes and Edge, that is the number of simple words the reader understands (chosen by the Guide).

If the target is trying to help, the higher value is how many words they can try to convey.

Total Failure means the reader tragically misunderstands the speaker, possibly getting the opposite meaning.

## Precision (Dexterity)

Precision is a general measurement of your manual dexterity and fine motor skills. Extremely precise characters have very quick reactions.

You can also use Precision for Knowledge Checks (see page 83) regarding codes, knots, locks, ciphers, and other complex things.

When you make an attack with Precision, you can exchange 2 damage for a daze, save ends, or 4 damage for a stagger, save ends.

**Catch / Throw (Precision. Basic)** – Maneuver; This cooperative check is your Roll and the thrower's Roll vs the Range Increment. Both checks must succeed.

**Precise Bindings (Precision. Prime 1)** – Major: Roll vs knot difficulty or Opposed Roll vs Nimble on a foe in Melee.

**Disable Device (Precision. Prime 2)** – Variable *(see Time Modifiers, page 78)*: Roll vs DT of target lock, trap, or other device. Success opens or disables it.

**Lift (Precision. Prime 3)** – Maneuver: Roll vs Social + target object size value on a target creature in Melee range. Success means you pull something out of a pocket or bag on that person.

If you already know what was in that pocket or bag, you can retrieve that exact item.

**Deflection (Precision. Prime 4)** – Quick, A ranged Weapon is thrown or fired at you; Roll vs the initial attack roll. If you succeed, you deflect the item and take no damage from that attack. If you fail, you take one additional damage.

If you roll a number of Crits equal to or greater than the damage that would have been dealt, you may catch the weapon instead of deflecting it.

## Shrewd (Empathy)

Shrewd is a general measurement of your knowledge of the way society works in the middle to lower classes, as well as your ability to pick up on local and current events. Extremely shrewd characters catch on quick.

You can also use Shrewd for Knowledge Checks (see page 83) regarding current events, money, politics, and other mechanics of social interaction.

When you make an attack with Shrewd, you can exchange 2 damage to gain Leverage or reduce the opponent's defenses by 1 until your next turn ends.

**Blend In (Shrewd. Basic)** – *Guide Roll;* Major: Roll vs Vigilance. Success means you escape notice in a busy area.

**Shrewd Haggle (Shrewd. Prime 1)** – *Quip, Guide Roll;* Major, You are attempting to buy or sell an item: Roll vs Shrewd. Multiply the value by the target's successes plus 1, then divide that value by your successes plus 1. That's the final price.

If the total value is less than 5 gold, round to the nearest silver. If it is less than 5 silver, instead round to the nearest copper. Otherwise round to the nearest gold piece.

Note that without ranks in Shrewd, characters have to basically accept the base price of items. The haggling roll won't happen unless a character initiates it. Though if players annoy the merchant, the merchant might haggle with them just to mess with them.

**Read Body Language (Shrewd. Prime 2)** – *Guide Roll;* Maneuver: Roll vs Trickery. Success: you have a general sense of whether or not the target is telling the truth. Additional successes reveal more about the target's emotional state or motives.

**Lockstep (Shrewd. Prime 3)** – Quick, An adjacent character shifts away from you: Roll vs Tactics opposed roll. Success means you may shift that many squares towards the character.

**Exploit Weakness (Shrewd. Prime 5)** – *Quip;* Attack, Vocal: Roll vs Mental on a foe in X range increments. Success deals Mental damage. You may spend X Crits. The next time that creature deals damage to you or your allies, that creature takes X damage and targets of the attack gain Soak X.

## Stealth (Dexterity)

Stealth talents can be used at any time. Downgrade your roll by 1 die for each Physical wound you have. Extremely stealthy characters are never noticed unless they want to be.

You can also use Stealth for Knowledge Checks (see page 83) regarding sleight of hand, camouflage, illicit activities, and illicit or secret societies in general.

Upgrade a die for each sense the target normally has but cannot use when rolling a stealth check against that target.

When you make an attack with Stealth, you can exchange 2 damage to downgrade the target's attacks against you by ↓1, save ends.

**Hide (Stealth. Basic)** – *Stance, Guide Roll;* Free or Quick: Roll vs Perception on an unaware target. On success, they don't notice you.

**Stealthy Maneuver (Stealth. Prime 1)** – *Guide Roll;* Maneuver: Roll vs Perception of targets that may potentially see you. If you succeed, the target does not notice you.

Downgrade the target's defense for each range increment they are from you. You cannot use this talent if the target is aware of you.

**Sneak Attack (Stealth. Prime 2)** – Perk: If the target does not notice you before your attack, upgrade your attack by 3 dice.

**Stealth in Plain Sight (Stealth. Prime 3)** – Perk: You may attempt Hide or Stealthy Maneuver on a target that already sees you, but at five downgrades.

## Tactics (Savvy)

Tactics is your ability to plan ahead, assess situations, and your knowledge of military style strategy. You can use tactics to plan a massive battle, or to play a game of chess. Extremely tactical characters are who you look to for a plan.

You can also use Tactics for Knowledge Checks (see page 83) regarding logic, military history, wars, weaponry, and engineering.

When you make an attack with Tactics, you can exchange 2X damage to slide the target X squares.

**I Have A Plan (Tactics. Basic)** – *Planning;* Spend X minutes outlining a plan to any number of characters: Gain X contingency rolls at DT of X,0.

You may choose to attempt a contingency reroll of a roll that any of those characters make while following your plan (even if you cannot see them). You get X contingency rolls, and the check to see if you succeed at a contingency roll is a DT of X.

If you succeed, you can reroll that character's check using the same dice and choose which roll to keep.

If you roll 0 successes or fail by your ranks in Tactics or more, the roll you were trying to reroll is treated as a 0,0. The Total Failure effects apply to the character whose roll it was. All subsequent rolls you attempt until your next turn ends have ↓6.

**Tactical Trap (Tactics. Prime 1)** – *Suggestion, Quip:* Major, ↓2X dice: Roll vs Mental on a foe in X range increments. Success: your target does the foolish thing you intended them to, save ends.

**Outmaneuver (Tactics. Prime 2)** – Quick, An opponent moves next to you: Roll vs Nimble opposed roll. Success means you may shift that many squares away from that foe.

**Capitalize (Tactics. Prime 3)** – Free, An adjacent foe missed you or an adjacent ally: An ally that you can see may make an immediate Major action.

**Tactical Brilliance (Tactics. Prime 4)** – Free, Spend X Crits: Choose X allies that you can see. They may each make an immediate standard action with X downgrades.

## Trickery (Empathy)

Trickery is a general measurement of your ability to deceive others. Extremely tricky characters seem however they want to seem.

You can also use Trickery for Knowledge Checks (see page 83) regarding fallacies, psychology, swindles, and games.

When you make an attack with Trickery, you can exchange 2X damage to slide the target X squares.

**Bluff (Trickery. Basic)** – *Quip;* Major, Vocal: Roll a Social Pressure with Trickery on a target. Impaired targets are convinced of something you believe to be false.

This can be used to convince a target that you have similar interests. In this case, the roll is Trickery vs the interest's Aspect + ranks in that interest. You must make this roll each time you need to convince the target you share that interest.

*Play a game, sir? Look, a child could win at this game. Put some coin in...*

**Tricky Gambler (Trickery. Prime 1)** – One Hour, Wager some coin: Opposed Roll vs the Trickery rolls of other willing players. The winner wins their original wager back plus 10% per success of the remaining wagers from the other players.

Only one of the players needs to have ranks in trickery to run the game. More players means a larger stake!

**Disguise (Trickery. Prime 2)** – ↓X dice, one each for being a different species, subtype, type, background, or origin. Trickery vs Perception. Success means you blend in perfectly.

**Sleight of Hand (Trickery. Prime 3)** – Free: Roll vs Mental against each creature in your line of sight. Success means your immediately previous action goes totally unnoticed. Failure means the target notices you tried to be stealthy with your action.

## Vigilance (Savvy)

Vigilance is a general measurement of your preparedness. Extremely vigilant characters have contingencies for every situation.

You can also use Vigilance for Knowledge Checks (see page 83) regarding protocols, preparedness, and survival in general.

When you make an attack with Vigilance, you can exchange 2 damage to downgrade the foe's attacks against you by ↓1, save ends.

**Preparedness (Vigilance. Basic)** – *Check;* Quick: Roll vs DT to determine if your character remembered to do something important earlier *(such as Did I Bring the Thing?, see page 93)*.

**Vigilant Assessment (Vigilance. Prime 1)** – *Knowledge;* Quick: Roll vs DT to determine the threat level of foes or the DT of a task.

**Gut Feeling (Vigilance. Prime 2)** – Perk: The first time each day you passively fail a Perception or Vigilance check, you still have a feeling there is something you missed. You make spend an action point to reroll that check.

**Vigilant Sleeper (Vigilance. Prime 3)** – Perk: You roll Sense *(Perception)* checks even while asleep. Downgrade your dice for these rolls by 7 minus your ranks in Vigilance, minimum of 0. Success means you are awake and roll initiative.

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# Items: Gear & Equipment

Adventurers need items. Items come in four types: Gear, Equipment, Magical Consumables, and Magical Items. Weapons and Armor are usually gear. Things like rope and fishing hooks are equipment. Magical Consumables are things like potions. Magical Items are special Gear items with additional abilities. More on them in Magic Items, page 154.

Gear is your character's signature items. The stuff that might even be totally unique to your character. Gear gives a bonus to all checks with a specific basic or trained skill. If the gear is the highest value of your gear for this ability score, it also affect your defense for that ability score. Gear is something you need to pick out when you create a character. It is upgradable and can be improved as your character advances.

Equipment is more narrow in use, and generally more common. Things like rope, candles, string. This stuff is replaceable, though it may vary in quality (hemp rope vs silk rope, etc). Generally equipment is just the kind of stuff any adventurer might carry. While on the adventure, you can use your Vigilance skill to have remembered to bring the rope and pitons that of *course* you would need when exploring a cave (see Did I Bring the Thing?, page 93), even if you didn't write it down earlier.

## Gear

Starting characters get 8 wealth ranks to spend on gear. Gear affects your defenses and skill die pools. Gear quality is based on the ranks spent on it.

The standard array for gear quality is 2, 2, 2, 1, 1.

When you design a piece of gear, choose one skill that it improves. When building your dice pool and defense, include the piece of gear as part of the values being assessed.

### Defining Gear

You define your own gear! You want to have reflective chest wax that shows your enemies their own fear in order to intimidate them? Sweet. A few very perceptive cats that follow you around to help you spot things? Adorable. A pair of back-mounted torches that give you a constant source of fire? Awesome. Does your charming smile reveal your heart of cheddar? Um. Go you?

Determine the cost of the base gear based on the table below, then add cost for special effects based on the equipment table in the Equipment section.

| Gear Quality | | | | | | | |
|---|---|---|---|---|---|---|---|
| Type | Ersatz | Poor | Good | Superior | Epic | Mythic | Godly |
| Source | Anywhere | Village | City | Specialist | Legend | Quest | Campaign |
| Quality | 0 | 1 | 2 | 3 | 4 | 5 | 6 |
| Price | 1gp | 10gp | 80gp | 800gp | 10kgp | 135kgp | 2mgp |
| Resale | 2sp | 2gp | 16gp | 160gp | 2kgp | 27kgp | 400kgp |
| Material | 1sp | 1gp | 8gp | 80gp | 1kgp | 13.5kgp | 200kgp |
| Time | 15 mins | 50 mins | 3 hrs | 2 days | 9 days | 21 days | 4 years |
| Req. User Level | | - | - | 4 | 10 | 16 | 22 |
| Req. User Rank | | - | - | 1 | 2 | 3 | 4 |
| Req. Crafter Rank | | 1 | 2 | 3 | 4 | 5 | 6 |

For instance, the back-mounted torches with a quality of Fire 2 could cost 80gp for the Gear Quality, plus the cost of a starstone (20gp) for permanent dim light. However, since you get some free 2 quality gear as a starting character, the Fire 2 part of this gear would be just one of the 2s in your gear array, and all you would pay for is the nifty secondary effect of lighting up the area. Alternately you could say that the torches don't effectively light up the area and just spend your 2. Then you could just use the fire type (see Fire (Keyword), page 108) to actively light the area whenever you like.

*Guide Note: Of course, players could define their starting gear as being epic. Maybe a character has a bow that has been handed down from her great great grandmother who was a world-renowned hero. It's a legendary bow!*

*As Guide, you are free to allow this, but in exchange perhaps the bow needs some careful restoration before it can reach its quality 4 potential once more.*

*Treat it as a value 2 until the character can spend the additional 784gp (difference between resale value of the starting gear and the price of a value 3 gear) to bring it up to the quality 3 it once was, and later another 9200gp to bring it back to Legendary quality.*

### Getting Gear

The cost of gear is its price in gold pieces. This is the typical price for gear when you buy it in a shop.

The higher the quality of the gear, the harder it will be to find someone who can craft it or upgrade it to that quality. Most villages have someone willing to sell Poor quality gear. But if you want Good gear, you'll need to find a city. Superior gear for a specific skill is only made by a handful of people in the world. Epic gear is the stuff of legends, found only after research uncovers its hiding place. Mythic and Godly gear is incredibly special. It is likely there is only one piece of gear in the world at that power level that does what you want, if at all!

The cost for Mythic and Godly gear is mostly listed here for reference, in case the character tries to have the gear made. It is not going to be found for sale. If it exists, it is either in the hands of someone who can use it to great effect (possibly a recurring villain or important organization) or it is lost to the mists of time in some ancient ruin.

### Using Gear

In the Gear Quality chart, we note what level a character must be in order to use gear of specified quality ranks.

For example, a level 1 character may only get up to rank 2 value from their gear. This means that even if a level 1 character picks up some rank 4 gear, it is treated as rank 2 until they level up enough to get more out of that gear. At level 2, it can be used as rank 3. At level 8 they can finally use it as rank 4.

*Guide Note: Be wary of giving out high quality gear early on. It can cheapen the experience of earning that value of gear later. Note the source row in the Gear Quality chart. That is approximately what level of awesome that gear should feel like. Quality 4 gear is gear of legend, for example. King Arthur's Excalibur would fit this level of awesome.*

### Keeping Gear

You and your gear are constantly together. The only time the Guide should ever take your gear away should be extremely temporary, and usually as a penalty for failure (getting defeated and captured by the enemy, etc). However, the Guide needs to keep in mind that characters are significantly less capable without gear, so will need to design encounters accordingly.

## Selling Gear

Gear that you acquire from other creatures during your adventures might not earn you the full value of the gear when you sell it.

In any given area, the resale value is determined by the Guide: the listed resale value divided by a d4 roll and then multiplied by a d4 roll. Thus the value can vary from 1/4th the listed resale value up to 4x. The value varies because perhaps the seller knows someone looking for that specific item, it has a known history, the merchant already has one, or perhaps it was stolen from a prominent local.

## Traits for Gear

Traits are things about gear that let you use them for specific trained skills. Items have one trait plus weight (**light** or **heavy**) and handedness (**one-handed**, **two-handed**, **worn,** or **innate**).

Innate gear is from experience, training, or simply intrinsic to your character. Innate gear does not get the weight trait, can only have a single trait associated with it, and cannot get the perks weapons can (excepting for a creature's natural weaponry, see Natural Weapon (type), page 14).

A two-handed melee item gets two extra traits or one additional perk point. For instance, a halberd might be a two-handed heavy blade spear staff weapon. A two-handed item must be used in both hands in order for the wielder to use any of its traits.

One-handed items can be used with one hand, and each hand can wield a different one-handed item.

Worn items must specify what part of the body it can be worn on. Because these require no hands to use them, it has two fewer perk points to start with. Techniques an innate gear, as they are methods of turning one's own body into a weapon (see Techniques, page 91).

### Item Slots

You may only use one item in each slot at a time, and to use it you must wear or wield it. The single slots are Shoulder, Waist, Chest, Foot, Head, Ear, Neck, Arm, Leg. You have two slots each of Finger and Hand, one slot for each hand for a total of thirteen different slots. Foot, Arm and Leg items come in pairs, and are useless without the entire pair. Creatures with tails, horns, and claws can also use those as locations they can wear gear.

## Weapons

Attacks that have the Weapon type can get perks from the weapon you are using. You may only use perks from a single weapon in a given action. All weapon gear has perks. You choose the perks you want for your character's gear.

Martial characters can use weapon perks equal to that weapon's Gear value. Non-Martial characters can only use weapon perks that total 0. If a non-Martial character attempts to use Gear with more than 0 perk points or a Martial character attempts to use Gear with more perk points than they can currently use, they cannot use any of the positive perks of that weapon. For example a Basic Blade that has 1 perk point giving it +1 Edge would not give the +1 Edge bonus to a character that is not a Martial character.

Weapons cannot be used with attacks that do not have the Weapon type. Martial characters using those attacks must use a Technique instead (see Techniques, page 91).

Starting Martial weapons have perk points equal to the Gear Quality.

Weapon traits specify what type of damage they deal. Some talents can only be used by weapons with certain traits. When attacking with a weapon that has more than one damage type, the wielder must choose which damage type will apply to that entire attack result before making the roll.

| Weapon Traits | | Weapon Traits | |
|---|---|---|---|
| Axe | Melee Slicing | Hammer | Melee Crushing |
| Blade | Melee Slicing | Hook | Melee Piercing |
| Blowgun | Ranged Piercing | Mace | Melee Crushing |
| Bow | Ranged Piercing | Sling | Ranged Crushing |
| Crossbow | Ranged Piercing | Spear | Melee Piercing |
| Flail | Melee Crushing | Staff | Melee Crushing |

### Ranged Weapons

Ranged Weapons can only be one-handed if they either are thrown (using up the weapon as ammunition), cost no ammunition, or reload as no action. Otherwise the weapon needs a second hand to reload it.

### Ammunition

Track the ammunition used during a combat. At the end of the combat, roll a Vigilance or Perception check DT 2 as a Major action. If you succeed, your character recovers an amount of ammunition up to the total of your excess successes and edge. Ammunition not recovered is either damaged to uselessness or lost. Exceptional ammunition is recovered at 2 per success or advantage.

Extenuating circumstances can make the DT of recovery higher or lower. For example, at a firing range, the DT is 1, because the targets are designed to make ammunition retrieval easy. A battle on a bridge over a chasm is likely to increase the DT to a 4 or 5.

### Reach Weapons

Reach weapons specify a bonus number of squares creatures can reach with that weapon.

Creatures bigger than large have a natural size bonus to reach that stacks with weapon bonuses to reach. Reach has several caveats. Weapons with reach are best used against targets that are exactly that many squares away. If a reach weapon is used against a nearer foe, the attacker suffers a ↓1 penalty to that attack for each square nearer. So a medium creature using a reach +2 weapon has a ↓2 against adjacent foes. A medium creature using a weapon with reach +1 used against an adjacent foe would suffer a ↓1 penalty to the attack roll. Characters can only use one reach distance in a single attack.

Reach from multiple weapons does not stack. When creatures make an attack while holding two weapons with different reach, they only use reach from the weapon they choose.

Some reach weapons have multiple reaches. The attacker must choose one reach from the list before using it for an attack. This represents you shifting your grip before making the attack.

Some creatures are larger than one square. When using a reach weapon against such a creature, the attack can be targeting any square within the creatures space.

### Concealment

Gear can grant concealment, such as larger shields like a Tower Shield. See Cover and Concealment, page 111, for more details.

### Puncture

Puncture allows a weapon to ignore a target's Soak. If the puncture is equal to or greater than the target's Soak, the Soak is ignored. If the puncture is less than the target's Soak, the puncture has no effect.

## Weapon Perks

Following are a list of potential perks and their point values, positive and negative. Each weapon can have a number of total perk points equal to its crafter's ranks in Craft. Additionally, a weapon cannot have more perk points than its Gear Quality.

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| Perks and Penalties for Weapons and Techniques | |
|---|---|
| +2 | Is a Technique, not a Weapon |
| +0 | One-handed (1H). Must use it one handed to get perks |
| -1 | Two-handed (2H). Must use it both handed to get perks. 2H melee weapons get up to two extra traits or +1 perk point. |
| +2 | No-handed. Always get perks using this |
| +1 | For each weapon trait after the base traits |
| +2X | X die upgrades to a specific trained skill when using this |
| +2X | Deal X additional damage on a hit |
| +X | Deal X additional Edge on a hit |
| +3X | Grants X Soak for a specific aspect |
| +2X | Grants X concealment in a single direction |
| +2X | Grants X to a single defense's Edge Target |
| +3X | Reach +X. Extends melee range by X squares |
| +1 | Per each additional reach beyond the first |
| +X | Puncture X. Soak is X point less effective v. this |
| +0 | Ranged. Uses ammo (choose a reload speed) |
| +1 | Ranged. Thrown (choose a reload speed to draw) |
| +2 | Ranged. NO ammo (draw speed is the reload speed) |
| +2 | Reload: no Action |
| +0 | ***Reload: as Free Action (the default if unspecified)*** |
| -2 | Reload: as Maneuver Action |
| -4 | Reload: as Major Action |
| +1 | Draw: no Action |
| +0 | ***Draw: as Free Action (the default if unspecified)*** |
| -1 | Draw: as Maneuver Action |
| -2 | Draw: as Major Action |
| +X | Range increments with this gain X more squares each |
| +1 | First shot of ammo can be preloaded during any rest |
| -X | Slowed X any turn it is used and the turn after |

## Example Weapons

Here are some example weapons, using the perk system to construct them. Note that this is not the only way to construct each of these items, you are free to be creative.

### 0pt Weapons:

**Simple Axe** (0pt) 1H Heavy Blade

**Simple Blade** (0pt) 1H Light Blade

**Simple Bow** (0pt) 2H Ranged Bow, Reload Free, Puncture 1

**Simple Sling** (0pt) 1H Light Sling, Reload Free

**Simple Spear** (0pt) 2H Light Spear Staff, Puncture 1

**Simple Staff** (0pt) 2H Light Staff, Vanguard ↑1

### 1pt Weapons:

**Basic Axe** (1pt) 1H Heavy Blade, +1 Edge

**Basic Blade** (1pt) 1H Light Blade, +1 Edge

**Simple Greatstaff** (1pt) 2H Light Staff, Vanguard ↑1, +1 Edge

**Basic Long Bow** (1pt) 2H Heavy Bow, Ranged w/ ammo, Reload as a Free, +1 damage

**Basic Longstaff** (1pt) 2H Light Staff, Reach +1

**Basic Spear** (1pt) 2H Light Spear Staff, ↑1 Vanguard

### 2pt Weapons:

**Claymore** (2pt) 2H Heavy Blade Stalwart ↑2

**Dagger** (2pt) 1H Light Blade, Piercing 2

**Dweorn Throwing Biscuits** (2pt) 1H Light Blade, No Draw Action, Ranged thrown

**Glaive** (2pt) 2H Heavy Blade Staff Hook, Reach +1

**Greatstaff** (2pt) 2H Light Staff, Vanguard ↑2

**Hand Auto Crossbow** (2pt) 1H Heavy Crossbow, Ranged w/ ammo, Reload automatically

**Hatchet** (2pt) 1H Light Axe, Ranged thrown, Puncture 1

**Heavy Crossbow** (2pt) 2H Heavy Crossbow, Ranged w/ ammo, Reload Maneuver, Puncture 5

**Long Bow** (2pt) 2H Heavy Bow, Ranged w/ ammo, Reload as a Free, +1 damage, Puncture 1

**Longstaff** (2pt) 2H Light Staff, Reach +1, +1 Edge

**Longsword** (2pt) 1H Heavy Blade, Stalwart ↑1

**Military Fork** (2pt) 2H Heavy Hook Spear Staff, Puncture 3

**Parrying Dagger** (2pt) 1H Light Blade, Soak 1, Slow 1

**Rapier** (2pt) 1H Light Blade, Swift ↑1

### 3pt Weapons:

**Celethi Long Bow** (3pt) 2H Heavy Bow, Ranged w/ ammo, Reload as a Free, +2 damage

**Cephaloid Khopesh** (3pt) 1H Heavy Blade, Swift ↑1, +1 Edge

**Dweorn Greataxe** (3pt) 1H Heavy Blade, 1 Soak

**Eumykin Hammer** (3pt) 2H Heavy Hammer, +2 Damage

**Eumykin Sling** (3pt) 1H Light Sling, Reload no Action, Swift ↑1

**Giantkin Claymore** (3pt) 2H Heavy Blade, Stalwart ↑2, +1 Edge

**Giantkin Staff** (3pt) 2H Light Staff, Stalwart ↑1, +1 Reach

**Gnomish Parrying Dagger** (3pt) 1H Light Blade, Soak 1

**Gnomish Rapier** (3pt) 1H Light Blade, Swift ↑1, +1 Edge

**Hyflind Dagger** (3pt) 1H Light Blade, Piercing 3

**Orcish Flaming Meteor Hammer** (3pt) 2H Heavy Flail Fire Hammer, Reach +0 and +1

*Here is a list of a few real-world weapons to inspire you.*

*Aruval, Bardiche, Bastard Sword, Baton, Battleaxe, Billhook, Blowgun, Boarspear, Bolas, Boomerang, Broadaxe, Broadspear, Broadsword, Cane, Chain Mace, Chain Whip, Chakram, Claymore, Cleaver, Club, Corseque, Dagger, Dart, Doublespear, Falchion, Fangtian Ji, Fauchard, Flail, Flambard, Flanged Mace, Flaming Meteors, Flying Meteors, Ge, Glaive, Goupillon Flail, Grappling Hook, Greatsword, Halberd, Guisarme, Hatchet, Heavy Crossbow, Heavy Flail, Hook, Hunga Munga, Hwacha, Ice Axe, Javelin, Ji, Kama, Kamayari, Katar, Khopesh, Knife, Knobkierrrie, Knuckles, Kpinga, Kukri, Kunai, Kusarigama, Lance, Lantern Shield, Light Crossbow, Light Flail, Light Mace, Long Bow, Longaxe, Longspear, Longsword, Lucerne Hammer, Machete, Mambele, Maul, Military Fork, Nagamaki, Naginata, Partisan, Parrying Dagger, Pata, Pick, Pitchfork, Plumbata, Poleaxe, Punching Dagger, Quarterstaff, Qinglong Ji, Ranseur, Rapier, Rope Dart, Sabre, Sasumata, Scimitar, Scythe, Shepherd's Axe, Short Spear, Shortsword, Shuriken, Sickle, Simple Bow, Sledge, Sling, Small Pick, Sodegarami, Sovnya, Spiked Chain, Spiked Mace, Staffsling, Stiletto, Talwar, Throwing Axe, Throwing Dart, Throwing Hammer, Tomahawk, Tsakat, Tsukubō, Trident, Urumi, Voulge, War Fan, Warhammer, Whip, Woldo, Yari.*

What in the world are Flaming Meteors, you ask? Two heavy weights connected by a long chain (similar to the Flying Meteors aka Meteor Hammer), but the weights are on fire.

### Techniques

Techniques are a kind of Gear that is mental, not physical. Techniques count as no-handed items and cannot be disarmed from you. If you are defeated in your Genius, you cannot use Techniques (similar to how you cannot use weapons when defeated in Brawn).

Like any gear, you still must pay for it (in training costs), and it can be upgraded in the same way. Techniques can be used with any talent that uses a Weapon, and can be used with talents that do not require one, as long as the talent uses the Martial Power Source. You may switch Techniques at any time you begin an action. Techniques cannot use the draw speed perks and penalties.

Here are a few example Techniques:

#### 0pt Techniques:

**Style, Street** (0pt): Technique, 2H Slow 1

#### 1pt Techniques:

**Style, Wolf** (1pt): Technique, 2H

#### 2pt Techniques:

**Style, Bear** (2pt): Technique, 2H Damage +1, Slow 1

**Style, Crane** (2pt): Technique, 2H Reach +1, Slow 2

**Style, Mantis** (2pt): Technique, 2H +1 Edge

**Style, Snake** (2pt): Technique, 1H

#### 3pt Techniques:

**Style, Monkey** (3pt): Technique, 2H Edge +2

**Style, Tiger** (3pt): Technique, 2H Damage +1

#### 4pt Techniques:

**Style, Expert Crane** (4pt): Technique, 2H Reach +1

## Crafting Gear

Using Craft (see Craft, pg 80) or Handy (if you are desperate), you can craft gear from scratch. The gear quality table lists the material cost to craft the gear, as well as the rank requirement to craft it (it is just equal to the Gear Quality in ranks).

## Upgrading Gear

Upgrading existing gear costs the difference in price and takes the difference in time. Gear can only be upgraded by a one whose Craft skill ranks are equal to or greater than the intended end Gear Quality.

## 0-Value Gear?

Because gear will grant you the Prime talent for that gear's skill while you are wielding it, sometimes 0-Value gear is useful if you have no ranks in that skill. It does mean that your dice pool for the skill will be all As, but at least you can use the Prime talent.

You could always use some die upgrades to improve the pool!

# Equipment

Most towns will have a place where characters can purchase these things. Of course, the local economy may drive the price of these items up or down, but these are typical prices.

Most player characters have 48gp to spend on additional equipment to start (see Wealth Ranks, page 129, for more details).

Note that you don't need to specifically buy items ahead of time if you have a good vigilance, because you can retroactively purchase items that would have been a good idea to bring (see Did I Bring the Thing?, page 93).

### Equipment Descriptions

Here we list some technical stats and whatnot behind each item, if needed. Generally items should behave as expected, but if someone needs to know specifics, here they are.

#### *Acid, Vial*

You may use a vial of acid as a ranged weapon. If you hit, it deals additional ongoing acid damage in an Area 3 centered on the target, save ends. If you miss, it lands in a random square 2 squares away from the target, making the same attack.

#### *Chain*

Normal ½ inch thick links made of iron. Generally it will support 680 to 820kg or 1500 to 1800 lbs (rolled by the Guide) before breaking.

#### *Flint and Steel*

Lighting something flammable (such as a lantern or torch) with Flint and Steel is a Major Action.

#### *Moonstone*

A moonstone is similar to a power stone except that it stores the light of the moon. Charging a moonstone under moonlight for 8 hours will store an hour of moonlight in the stone. The moonstone can hold a maximum of four hours of moonlight. Activating the moonstone (a free action) will cause the stone to begin shedding bright light until it runs out. It is common practice to carry the moonstone in a thick leather pouch, which can hide the light when needed. A moonstone can be used as a 2gp power stone.

#### *Power Stones*

Power stones are gems containing arcane energies that are used to power automatons and powerful Spells. Power stones are measured

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by their value, minimum of 1gp in value. The weight is multiplied by the cube root of the GP value of the stone in pounds. (1gp = 0.45kg or 1lb, 27gp = 1.4kg or 3lb, 100gp = 2kg or 4.6lb)

When a power stone is used up, it can be recharged. Spent power stones can be fully recharged in the sun for 8 hours, or recharged via arcane means for the same amount of time.

### *Oil, in vial*

You may use a lit vial of oil as a ranged weapon in the same manner as the vial of acid, but it deals fire damage instead.

### *Rope*

Normal ½ inch hemp rope. Generally it will support 750-950 lbs (rolled by the Guide) before breaking. A quick jerk on the rope will double to quadruple the tension, so don't try bungee jumping a Karablan with it. Doubling the weight of the rope will double its strength (to 680-860kg or 1500-1900lbs) and thickness and quadruple the price.

### *Sunstone*

A sunstone is a sort of power stone that stores the light of the sun. It functions the same as a moonstone, except shedding blinding light instead of bright light. A sunstone can be used as a 3gp power stone.

### *Twine*

Normal ½ cm or ¼ inch hemp twine. Generally it will support 45-90kg or 100-200 lbs (rolled by the Guide) before breaking.

## Adventurer's Kits

The adventurer's kit is a set of basic necessities you can buy for a slight discount at some places that cater to adventurers. Different stores might carry different sets, here are some example sets (weights and costs for medium sized creatures):

### *Scout's Kit*

A backpack, bedroll, 8 candles, 2 days of simple rations, flint and steel, frying pan, medium bottle, iron flagon, knife, large beltpouch, simple boots, simple clothes, spoon, 2 torches, waterskin, 10 sq of thread, wooden bowl for 22gp. (9kg or 20.4 lbs, a 25gp 3sp 8cp value)

### *Mountaineer's Kit*

A backpack, bedroll, 8 candles, 6 days of simple rations, flint and steel, frying pan, medium bottle, hammer, hooded lantern, 20 sq of rope, 10 sq of thread, iron flagon, knife, large beltpouch, medium tent, 4 pitons, simple boots, simple clothes, spoon, 4 vials of oil, waterskin, wooden bowl for 75gp. (18.8kg or 41.4 lbs, an 85gp 2sp 8cp value)

| Equipment | Cost | Weight | Notes |
|---|---|---|---|
| Acid, in vial | 6gp | 0.2kg or 0.5lb | (a bottle, small vial) |
| Backpack | 3gp | 0.45kg or 1lb | 7.2kg or 16 lb capacity |
| Bedroll | 10gp | 0.9kg or 2lb | |
| Beltpouch, large | 2gp | 0.45kg or 1lb | 3.6kg or 8lb capacity |
| Beltpouch, small | 5sp | 0.2kg or 0.5lb | 0.9kg or 2lb capacity |
| Book, blank | 10gp | 2.2kg or 5lb | Per 50 pages |
| Boots, fancy | 1gp | 0.45kg or 1lb | Per pair |
| Boots, simple | 1sp | 0.45kg or 1lb | Per pair |
| Bottle, large flask | 4gp | 0.9kg or 2lb | 2 days for 1 person |
| Bottle, medium | 2gp | 0.45kg or 1lb | Cup |
| Bottle, small vial | 1gp | 0.2kg or 0.5lb | |
| Bowl, wooden | 1sp | 90gram or 0.2lb | |
| Candle | 1cp | 45gram or 0.1lb | Dim light |
| Cards, one deck | 5sp | 0.2kg or 0.5lb | |
| Chain, each square | 3gp | 0.2kg or 0.5lb | |
| Chalk | 1cp | 22gram or 0.05lb | |
| Chisel | 5sp | 1.4kg or 3lb | |
| Cloth, coarse, each square | 5cp | 0.45kg or 1lb | |
| Cloth, fine, each square | 5sp | 0.2kg or 0.5lb | |
| Clothing, fancy | 2gp | 1.4kg or 3lb | |
| Clothing, simple | 2sp | 0.45kg or 1lb | |
| Cup, wooden | 1sp | 45gram or 0.1lb | |
| Fishing hook | 1gp | 22gram or 0.05lb | |
| Flagon, Iron | 2sp | 0.45kg or 1lb | |
| Flint and steel | 1gp | 90gram or 0.2lb | |
| Fork | 2sp | 90gram or 0.2lb | |
| Frying pan | 3gp | 1.4kg or 3lb | |
| Hammer | 5sp | 0.9kg or 2lb | |
| Hat, fancy | 10gp | 0.45kg or 1lb | |
| Hat, simple | 1gp | 0.45kg or 1lb | |
| Horseshoe | 5sp | 0.45kg or 1lb | |
| Hourglass | 50gp | 2.2kg or 5lb | |
| Ink, vial | 2gp | 0.45kg or 1lb | ~100 pages heavy writ |
| Knife | 5sp | 0.2kg or 0.5lb | |

| Equipment | Cost | Weight | Notes |
|---|---|---|---|
| Ladder, ea each square | 15gp | 4.5kg or 10lb | |
| Ladle | 5sp | 0.2kg or 0.5lb | |
| Lamp | 2gp | 0.45kg or 1lb | Dim, 1hr |
| Lantern, beacon | 75gp | 4.5kg or 10lb | Intense, 2x fuel, 1hr |
| Lantern, complex | 25gp | 1.4kg or 3lb | Bright light, 1hr |
| Lantern, hooded | 10gp | 0.9kg or 2lb | Dim or Soft light, 1hr |
| Marble, set of 5 | 2cp | 90gram or 0.2lb | |
| Moonstone | 80gp | 0.9kg or 2lb | Bright light |
| Oil, in vial | 2gp | 0.45kg or 1lb | 4 hours of light |
| Pen or Quill | 1sp | 45gram or 0.1lb | |
| Piton | 2sp | 0.45kg or 1lb | |
| Power Stone | varies | 0.45kg or 1lb+ | |
| Pot, Large | 5gp | 4.5kg or 10lb | |
| Quiver | 2gp | 0.9kg or 2lb | 40 arrows or bolts |
| Rations, fancy | 2gp | 0.45kg or 1lb | Per day |
| Rations, simple | 2sp | 0.45kg or 1lb | Per day |
| Rope, each 2 squares | 1gp | 0.2kg or 0.5lb | |
| Saddle | 25gp | 9kg or 20lb | |
| Scabbard, 1handed | 2gp | 0.45kg or 1lb | |
| Scabbard, 2handed | 3gp | 0.9kg or 2lb | |
| Sewing kit | 1gp | 0.2kg or 0.5lb | |
| Spoon | 1sp | 90gram or 0.2lb | |
| Starstone | 20gp | 0.9kg or 2lb | Dim light |
| Sunstone | 250gp | 0.9kg or 2lb | Blinding light |
| Tent, large | 50gp | 3.6kg or 8lb | 5 medium creatures |
| Tent, medium | 25gp | 2.2kg or 5lb | 2 medium creatures |
| Tent, pavilion | 100gp | 9kg or 20lb | 15 medium creatures |
| Tent, small | 15gp | 1.4kg or 3lb | 1 medium creature |
| Thread, each 10 squares | 5sp | 45gram or 0.1lb | |
| Torch | 1sp | 0.2kg or 0.5lb | Bright light, 1 hour |
| Twine, each 10 squares | 1gp | 0.4kg or 0.8lb | |
| Waterskin, empty | 1gp | 0.45kg or 1lb | 2 days for 1 person |
| Wineskin, full | 2gp | 2.2kg or 5lb | 2 days for 1 person |

## Fancy Items

Fancy items indicate you are a person of distinction and taste. Fancy items always cost at least 10x what a normal item costs. You gain a +1 bonus to social defenses for each Fancy wearable item you are wearing, to a maximum of your grade. Fancy weapons and implements give you a ↑1 to all Vocal powers. Eating a fancy ration gives you a ↑1 to all Vocal powers until your next meal.

## Size and Equipment

Equipment made for small creatures is much smaller, and weighs half normal weight. Equipment made for large creatures is double normal weight.

If the size of the equipment is larger or smaller than the maker is used to making, the cost is increased by 50% for each size increment of difference (100% for two increments, etc.). Most cities are used to producing goods for small and medium creatures. Much larger cities have a chance to be used to producing goods in large and tiny also.

# Did I Bring the Thing?

*aka: Cheeseburger Backpack*

During an adventure a character can spontaneously pull out an item that is needed. If it has not already been specifically determined that a character does not have a specific piece of equipment, they may attempt a Vigilance check (Preparedness) in order to see if the character had thought ahead enough to prepare for this specific circumstance. Determine the difficulty of the roll based on the base value of the item from the following chart:

| Did I bring the thing? | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| Cost | 1sp | 3sp | 1gp | 3gp | 10gp | 30gp | 100gp | 300gp |
| Check | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| Cost | 1kgp | 3kgp | 10kgp | 30kgp | 100kgp | 300kgp | 1mgp | 3mgp |
| Check | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |

On a success, the character can immediately spend up to the specified cost on the item retroactively, assuming they had that money last time they were in town or somewhere they could have reasonably picked up the item. They now just have the item in question in their inventory.

You can use this check to see if you brought something useful that your character owns but might have left at home. You get two die upgrades to such a roll.

If this is something the character would have had to buy, they may make a Shrewd Haggle if they succeed at their Vigilance check against the base cost of the item. The Haggle may reduce (or increase!) the cost without affecting the Vigilance check result.

*A mighty warrior observes from a high perch with the city of Nithros in the distance.*

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# Advancement

Advancement in Prime is how your character increases in power. Whenever your XP total reaches a certain threshold (XP in the chart below), you advance to that level, earning Ability Score upgrades, Skill Ranks, talents, and unlocking new maximums for your ability scores, skill ranks, and Gear Quality.

Every odd level (3, 5, etc), your effective grade increases by 1. This means you add three extra composure! (Plus two more if you are a Defender!) (see Determining Composure, page 11).

| Level | XP | Maximum | | | Ability Scores | Skill Ranks / Talents / Grade | XPV | BEV |
|---|---|---|---|---|---|---|---|---|
| | | Ability Score | Skill | Gear | | | | |
| 1 | 0 | 4 | 3 | 2 | 15 total | 3,3,2,1S, 4T, G3 | 30 | 20 |
| 2 | 200 | 4 | **4** | 2 | +1 | +2S | 35 | 23 |
| 3 | 430 | 4 | 4 | 2 | +1 | +1T, G4 (+3-5c) | 40 | 27 |
| 4 | 710 | 4 | 4 | **3** | +1 | +2S | 45 | 30 |
| 5 | 1030 | 4 | 4 | 3 | +1 | +1T, G5 (+3-5c) | 50 | 33 |
| 6 | 1400 | **5** | 4 | 3 | +1 | +2S | 55 | 37 |
| 7 | 1800 | 5 | 4 | 3 | +1 | +1T, G6 (+3-5c) | 60 | 40 |
| 8 | 2200 | 5 | **5** | 3 | +1 | +2S | 70 | 47 |
| 9 | 2700 | 5 | 5 | 3 | +1 | +1T, G7 (+3-5c) | 80 | 53 |
| 10 | 3300 | 5 | 5 | **4** | +1 | +2S | 90 | 60 |
| 11 | 4000 | 5 | 5 | 4 | +1 | +1T, G8 (+3-5c) | 100 | 67 |
| 12 | 4800 | **6** | 5 | 4 | +1 | +2S | 110 | 73 |
| 13 | 5700 | 6 | 5 | 4 | +1 | +1T, G9 (+3-5c) | 120 | 80 |
| 14 | 6700 | 6 | **6** | 4 | +1 | +2S | 140 | 93 |
| 15 | 7900 | 6 | 6 | 4 | +1 | +1T, G10 (+3-5c) | 160 | 107 |
| 16 | 9300 | 6 | 6 | **5** | +1 | +2S | 180 | 120 |
| 17 | 10900 | 6 | 6 | 5 | +1 | +1T, G11 (+3-5c) | 200 | 133 |
| 18 | 13000 | **7** | 6 | 5 | +1 | +2S | 220 | 147 |
| 19 | 15000 | 7 | 6 | 5 | +1 | +1T, G12 (+3-5c) | 240 | 160 |
| 20 | 17000 | 7 | **7** | 5 | +1 | +2S | 280 | 187 |

The chart here lists all the advancements and what you earn at each new level. For the Guide, we also list an expected Base Encounter Value for that character as well as the character's XP Value if they are defeated. See Encounters, page 131 for more detail.

The three Maximum columns represent hard caps on your Ability Scores (Ability Score), Skill Ranks (Skill), and Gear Quality. Remember that you cannot have skill ranks higher than your cap, even if your Species and Background bonuses stack. When creating a level 1 character, if your Species and Background already total 2, you cannot put more than 1 of your Ranks in that skill. If they total 3, you cannot put any ranks in it at all.

The Gear Quality cap is more about what you can get out of gear. You can use gear whose value is over your cap, but the amount of good you get from the gear is capped. So a level 1 character could use value 4 gear, but it would only work as well as value 2 gear for them. Once they reach level 2, then they could get value 3 out of it. Once they hit level 8, though, then they get the full value of 4.

Whenever you gain an Ability point, you may add it to any one of your Ability Scores, as long as you do not go over the level's cap. Skill Ranks work the same way. When you raise the highest Ability Score in an aspect, add an Interest point. See Interests, page 7.

## Retraining

Each time you gain a level, you may also retrain a little. This represents your character focusing their skills and abilities to better adjust to their experiences. Retraining lets you change choices you made previously in the creation of your character.

When you retrain, you may swap out up to 2 talents, Spells, ability score points, or skill ranks for different ones. You lose any benefits of talents, skills, or Spells you no longer qualify for, so make sure you still meet the prerequisites for all Spells and talents you have.

## Signature Moves

A Signature Move is a talent you create that is unique to your character. Whenever you could take a Tier 4 or greater talent, you can create a Signature Move to take instead.

A Signature Move is constructed of an Action Type that is used to perform the Signature Move, and the Construction which determines what other Talents are used to make the move happen, and an upgrade you gain to die rolls for this Signature Move. You may use a maximum number of talents equal to your skill ranks in this skill in the construction of your Signature Move.

Signature moves can be constructed of any Talents you have OR are currently qualified to take.

The Tier of your Signature Move determines what Action Type it uses, and what total actions can be used to construct it. Because all Signature Moves use timed actions, you can always use an action point to reduce the execution to a single action.

You may use talents from different Skills for your Signature Move as long as they work together.

When combining talents, you may combine any number of Modifier talents or Spend talents, so long as the total tiers of all the talents do not exceed your ranks in the skill plus the target tier of the talent you are creating.

*When you make a Signature Move, you choose one Skill you used a talent from to create the move. The Signature Move is considered a talent from that Skill. You must still qualify for that talent.*

*For example, if you only have a Tier 3 Fire talent and 3 ranks in Fire, but have 5 ranks in Earth, if you use Earth and Fire talents to create a new Tier 5 Signature Move, it would have to be Earth, since you do not yet qualify for a Tier 5 Fire talent.*

| Tier | Action Type | Construction |
|---|---|---|
| 4 | Free x2 | Two Free actions or 1 Maneuver; ↑1 |
| 5 | Maneuver x2 | Two Maneuvers or 1 Major; ↑1 |
| 6 | Major x2 | Two Majors or 1 Full; ↑2 |
| 7 | Full x2 | Two Fulls or 3 Majors; ↑2 |

*Paka has reached level 2 and wants to make a Signature Move. She already put a skill rank into Unarmed, so now has 4 ranks. She qualifies for a Tier 7 as she already has a Tier 6, so she can use up to a total of 11 Tiers. She can use up to 4 Talents total because of her Skill Ranks. Her Signature Move she calls* Call The Herd.

*It consists of Ground Stomp (T2) + Stone Fist (T3), then Three-Prong Strike (T3) + Spinning Strike (T3) = 11 Tiers. Two Full actions, each with a modifier, and two die upgrades for it all.*

*Stone Fist gives her 6 die upgrades total to spend on the Ground Stomp. This lets her pull a large number of foes adjacent to her. Once she does this, she can then use the other two talents to move and arrange both herself and the foes.*

# Spells

Spells are less reliable powers that the non-Martial Power Sources have access to. Spells are not always reliable, and often have a material Cost to be able to use them.

In order to learn Spells, you must take Spell talents. You must have Skill Ranks in that Spell's Skill and have Skill Ranks in a Trained Skill using that Spell's Power Source.

**Novice Spell Casting (Spells. Tier 1)** – Perk, Choose a Spell Skill: Learn 2 Spells from skills you have ranks in.

**Intermediate Spell Casting (Spells. Tier 2)** – Perk: Learn 1 new Spell from a skill you have ranks in. Learn an additional Spell at level 6 and 17.

**Advanced Spell Casting (Spells. Tier 3)** – Perk: Learn 1 new Spell from a skill you have ranks in. Learn an additional Spell at level 4, 13, and 20.

**Expert Spell Casting (Spells. Tier 4)** – Perk: Learn 1 new Spell from a skill you have ranks in. Learn an additional Spell at level 2, 11, and 18.

**Master Spell Casting (Spells. Tier 5)** – Perk: Learn 2 new Spells from any skill you have ranks in. Learn an additional Spell at level 9, 14, and 19.

**Supreme Spell Casting (Spells. Tier 6)** – Perk, you must have Spells from at least two skills: Learn 2 new Spells from any skill you have ranks in. Learn an additional Spell at level 8, 12, and 16.

**Ultimate Spell Casting (Spells. Tier 7)** – Perk, you must have Spells from at least two skills: Learn 3 new Spells from any skill you have ranks in. Learn an additional Spell at level 10 and 15.

## Learning Spells

When you take a Spell casting talent, choose a skill you have a trained skill for in that Power Source. For example, a character with no skills using an Arcane power source can't learn Craft or Lore Spells.

You may only take each Spell talent once. This means the most you can have is 28 Spells at level 20.

Spells from one Spell talent may be from different Spell casting skills. For example, taking Master Spell casting you could get a Precision and a Lore Spell as the two Spells. The subsequent Spells gained by that talent at higher levels don't even need to be the same skill as the ones you first received from that talent.

When learning a Spell talent, you gain Spells from any specified levels you already passed. For example, if you take Supreme Spell Casting at level 13, you gain a total of 4 Spells. You gain the two that always come with the talent, plus the level 8 Spell and the Spell from level 12. However you will not gain the level 16 one until level 16.

This means if you gain the Ultimate Spell Casting talent at level 19, you will have the same total Spells as someone at level 19 who learned Ultimate Spell Casting at level 7 (the earliest a Hero could learn it).

You will either learn a Spell from someone else or attempt to figure the Spell out yourself. You may only learn Spells of a difficulty equal to your ranks in that skill plus your total Spell count so far. So one of your Spells at 1st level could be a 4, but the first has to be 3 or less.

### *Learning Spells from Others*

Learning a Spell from someone else will generally cost the Spell's difficulty in gold cubed. So a difficulty 5 Spell will cost 5*5*5 gold, or 125 gold, assuming you find a book or teacher for the Spell.

Learning the Spell is essentially an attempt to cast the Spell. If you succeed, the Spell is cast. If you succeed or miscast the Spell (see below), you use the components that Spell requires, if any.

### *Inventing Spells*

Figuring a Spell out yourself is difficult, but not impossible. To teach it to yourself, you must succeed at a check equal to the difficulty of the Spell plus 10 minus the number Spell talents you have.

Attempting to figure out the Spell takes a number of days equal to the difficulty of the Spell minus your ranks in that skill, multiplied by the difficulty of the Spell.

If you do not already know the components required, you must succeed at an additional check first that takes twice as many days but does not require components.

*Days = (Difficulty of Spell – Ranks in Skill) * Difficulty of Spell*

## Casting Spells

To use a Spell, roll the specified Skill upgraded by the number of Spells you have from that skill vs. the Spell DT. The Spell DT is the number after the Spell type in the Spell title bar.

*Spell roll = dice pool ↑(the lesser of: number of Spells you have in that skill and the highest difficulty Spell you have in that skill)*

This means that to increase your chance to cast Spells past your base skill value, you have to both learn more Spells of that skill and learn more difficult Spells of that skill.

Some Spells have multiple Skills that can be used to cast them. You may use any of those to cast them. However, you can only upgrade based on the Spells you have of the Skill you are rolling.

You can also cast Spells you find without learning them. When casting a Spell you have not learned via a Spell talent, the check is equal to the difficulty of the Spell plus 10 minus the number Spell talents you have. If you succeed, you can learn that spell.

## Miscasting

Attempting Spells that are too difficult is risky, as a miscast can be inconvenient or even quite disastrous. If you fail the check by more than the Ability Score tied to that Spell's skill, you have miscast the Spell. The Guide rolls A dice equal to the Spell's DT as well as the amount you failed it by. You take that much damage. So if you roll a 1 to cast the Spell Dedicate (DT of 7), the Guide rolls 7 + 6 A dice.

The Guide may rule that instead of damage, the failure causes some other magical mishap related to the Spell itself. For example, a transformation spell that is miscast might turn the caster into a bunny for a time. The severity of this magical mishap should be determined by the A dice.

## Spell Costs

The Cost of a Spell is only spent if the casting is successful, or if the Spell is miscast. Spell Costs are listed in the Spell with monetary value for the materials and weight so you can easily track what you are carrying. These are not optional costs. Did I Bring The Thing can be used for Spell components.

## Spell Actions

Many Spells have action requirements that are greater than most talents. Spells that have an action requirements with a multiplier next to it can be reduced to a single action of that type by spending an action point, just as any other Timed Action could.

Some Spells take other measurements of time such as rounds, minutes, hours or even days. These Spells cannot be reduced by an action point to a single action of that type.

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## Spells Summarized by Skill

We group them all here with short summaries for quick reference. Each of the non-Martial Power Sources has two Basic Skills their practitioners can use to cast Spells.

- Arcane can use Craft or Lore. Arcane is the only Power Source where both skills are from the same stat: Genius.
- Divine can use Customs or Nature.
- Elemental can use Durability or Precision. Elemental Spells are both from a physical stat.
- Supernatural can use Entertain or Trickery. Supernatural Spells both use a Social stat.

### Craft Spells (Arcane)

**Sarai's Stabbing Needles (2) -** fire burning darts at foes
**Soft Fall (2)** - You fall slowly and safely
**Updraft (2)** - wind lifts you upward
**Arcane Light (3)** - sustainable bright light
**Erudin's Erasure (3)** - erase or hide text
**Echolocation (4)** - gain echolocation
**Air Armor (5)** - gain a defensive bonus
**Amplify Sound (5)** - decrease listen DT by 10
**Arcane Forging (5)** - create a simple object
**Arcane Mending (5)** - mend a broken object
**Brisk Wind (5)** - quick breeze in a medium area
**Mystic Mount (5)** - summons a ghostly steed
**Whispered Sound (5)** - send a message silently
**Decipher Language (6)** - speak or read 1 language
**Lifting Wind (6)** - levitate some small objects
**Sticky Feet (6)** - you gain a climb movement ability
**Silence (7)** - create a bubble of silence
**Stoneshaping (7)** - carve, move, or sculpt stone
**Vigilant Sentry (7)** - implement warns against intrusion
**Erudin's Cipher (8)** - scramble text
**Tillian's Airwalking (8)** - walk through the air
**Hurricane (9)** - wind damages and moves creatures
**Arcane Divination (9)** - answer one basic question
**The Black Knight of Eruphin (9)** - animated armor helps you
**Flight (11)** - fly yourself through the air
**Air's Embrace (12)** - gain a slow hover speed
**Group Flight (14)** - fly yourself and a few allies
**Temporal Unravelling (16)** - see a specified time in the past

### Customs Spells (Divine)

**Calm the Spirit (3)** - social bonuses vs. the target
**Divine Flames (3)** - imbue fire on a weapon
**Energize Spirit (3) -** heal and aid adjacent allies
**Blazing Aura (4)** - an aura of flame surrounds you
**Aura Warning (5)** - detects magic of certain types
**Divine Light (5)** - sustainable bright light
**Faith Unfailing (5)** - temporary skill bonus to ally
**Purify (5)** - make food and drink edible
**Read Dreams (5)** - view the dreams of others
**Samman's Basic Divination (5)** - find water or treasure
**Weatherproof (5)** - defense against the weather
**Decipher Language (6)** - speak or read 1 language
**Dedicate (7)** - dedicates a site to your deity
**Divine Mantle (7)** - heal yourself and nearby allies
**Dream Invasion (8) -** you speak via the dreams of another
**Holy Water (8)** - create holy water using an altar
**Restore Vigor (8)** - heal a single ally a large amount
**Sending (8)** - send distant messages
**Divination (9)** - answer one basic question
**Divine Aspect (9)** - speak with power from your god
**Samman's Spell of Constant Flight (9)** - sunlit flight
**Luma's Exquisite Slumber (10)** - slow poison, death, or decay

### Durability Spells (Elemental)

**Iridescent Amusement (2)** - create air bubbles from nothing
**Soft Fall (2)** - You fall slowly and safely
**Stoneskin (3)** - increase your physical health
**Echolocation (4)** - gain echolocation
**Sense Vibrations (4)** - gain vibrosense
**Brisk Wind (5)** - quick breeze in a medium area
**Commune with Stone (5)** - gauge stone stability
**Cull Water (5)** - cull water from humidity or dampness
**Animate Water (6)** - sustainable water animation
**Create Homunculus (6)** - puny creature helps you
**See Through Stone (6)** - see through layers of stone
**Shifting Earth (6)** - shake earth or damage stone structures
**Control Currents (7)** - control nearby water flow
**Stoneshaping (7)** - carve, move, or sculpt stone
**Granite Carapace (7)** - slower, stronger Stoneskin
**Self Propelled Exploding Boulder (8)** - throw a boulder at a foe
**Stoneshifting (9)** - phase through stone & earth
**Water Breathing (9)** - you and allies breathe water

### Entertain Spells (Supernatural)

**Iridescent Amusement (2)** - create air bubbles from nothing
**Calm the Spirit (3)** - social bonuses vs. the target
**Energize Spirit (3)** - heal and aid adjacent allies
**Glowing Lights (3)** - a soft light illuminates the area
**Golgar's Spell of Holding (4) -** hold a door open or shut
**Clean (5)** - cleans and polishes items
**Create Shelter (5)** - create a natural shelter
**Messenger (5)** - send a tiny object by animal
**Mystic Mount (5)** - summons a ghostly steed
**Remembered Song (5)** - save a song to play later
**Control Flames (6)** - sustainable fire animation
**Resplendent Repose (6)** - enhance healing of sleeping ally
**Blazing Speed (7) -** you run incredibly fast
**Restore Vigor (8)** - heal a single ally a large amount
**The Delightful Hole (10)** - create a comfortable tunnel
**Golgar's Metamorphosis (13) -** change species permanently

### Lore Spells (Arcane)

**Tillian's Twist (2)** - impart complex motion to a small object
**Arcane Light (3)** - sustainable bright light
**Spell of Distraction (3)** - distract some creature
**Febbit's Swift Feet (4)** - you and allies move faster
**Guided Binding (4)** - command ropes to move
**Perrin's Prestidigitation (4)** - float a very light object
**Arcane Sight (5)** - 360 vision from implement
**Concealment (5)** - hide away an object
**Cull Water (5)** - cull water from humidity or dampness

**Eye Theft (5)** - see through another creature's eyes
**Icy Item (5)** - create an object out of ice
**Mage's Guise (5)** - a quick, simple disguise
**Animate Water (6)** - sustainable water animation
**Create Homunculus (6)** - puny creature helps you
**Frostlight (6)** - create a glowing icy sphere
**Levitate Object (7)** - levitate a light object
**Control Currents (7)** - control nearby water flow
**Faerie Flight (7)** - grow wings and hover in the air
**Vigilant Sentry (7)** - implement warns against intrusion
**Winter's Grace (8)** - mobility over snow and ice
**Divination (9)** - answer one basic question
**The Black Knight of Eruphin (9)** - animated armor helps you
**Major Animate Water (9)** - large scale water animation
**Water Breathing (9)** - you and allies breathe water
**Soothing Mist (10)** - heal the composure of several targets
**Telekinesis (10)** - levitate a heavy object quickly
**Shapechange (12)** - polymorph into another creature
**The Inescapable Location (15)** - a horrible curse

## Nature Spells (Divine)

**Sarai's Stabbing Needles (2)** - fire burning darts at foes
**Detect Life (3)** - gain a snapshot of nearby lifeforms
**Glowing Lights (3)** - a soft light illuminates the area
**Frog Jump (4)** - jump incredible distances
**Brisk Wind (5)** - quick breeze in a medium area
**Create Shelter (5)** - create a natural shelter
**Detect Poison (5)** - determine if target is poisoned
**Find Familiar (5)** - find a familiar or companion
**Messenger (5)** - send a tiny object by animal
**Primal Grace (5)** - gain balance bonuses
**Primal Grip (5)** - gain climb bonuses
**Leave No Trace (5)** - make your party hard to track
**Warmth (5)** - defend against cold or wet weather
**Resplendent Repose (6)** - enhance healing of sleeping ally
**Alter Form (7)** - change your subtype
**True Mark (7)** - mark a target so you can track it
**Nature's Sentry (8)** - your implement keeps watch
**Animal Shape (8)** - change into an animal
**Water Breathing (9)** - you and allies breathe water
**Shapechange (12)** - polymorph into another creature

## Precision Spells (Elemental)

**Updraft (2)** - wind lifts you upward
**Febbit's Swift Feet (3)** - you and allies move faster
**Set Alight (3)** - light many small flames around you
**Sorren's Incendiary Cantrip (3)** - focused flames
**Blazing Aura (4)** - an aura of flame surrounds you
**Air Armor (5)** - gain a defensive bonus
**Amplify Sound (5)** - decrease listen DT
**Blazing Light (5)** - sustainable bright light
**The Torrid Conveyance (5)** - transfer heat
**Warmth (5)** - defend against cold or wet weather
**Weatherproof (5)** - defense against the weather
**Whispered Sound (5)** - send a message silently
**Control Flames (6)** - sustainable fire animation
**Lifting Wind (6)** - levitate some small objects
**Blazing Speed (7) -** you run incredibly fast
**Silence (7)** - create a bubble of silence
**Shroud of Flames (8)** - you are surrounded by flames
**Tillian's Airwalking (8)** - walk through the air
**Hurricane (9)** - wind damages and moves creatures
**Flight (11)** - fly yourself through the air
**Pyre Flight (11)** - soar in the air on wings of flame
**Air's Embrace (12)** - gain a slow hover speed
**Group Flight (14)** - fly yourself and a few allies

## Trickery Spells (Supernatural)

**Budrick's Malicious Bite (2)** - a skeletal snake strikes your foe
**Soft Fall (2)** - You fall slowly and safely
**Erudin's Erasure (3)** - erase or hide text
**Tabeya's First Spell of Silencing (3)** - silence yourself and others
**Tabeya's Improved Sight (4)** - gain heat vision
**Concealment (5)** - hide away an object
**Conjure Item (5)** - create a simple temporary item
**Desiccated Visage (5)** - corpse disguise
**Eye Theft (5)** - see through another creature's eyes
**Flevin's Attaching (5)** - glue a small item
**Imperfect Reflection (5)** - illusionary reflection
**Marith's Miniaturization (5)** - you and allies shrink very small
**Supernatural Light (5)** - sustainable soft light
**Tabeya's Dark Torch (6)** - black flame extinguishes fire
**Alter Form (7)** - change your subtype
**Faerie Flight (7)** - grow wings and hover in the air
**Tabeya's Second Spell of Silencing (7)** - silence a target's noise
**Animal Shape (8)** - change into an animal
**Create Undead (8)** - create an undead creature
**Dream Invasion (8) -** you speak via the dreams of another
**Erudin's Cipher (8)** - scramble text
**Invisibility Cloak (8)** - turn invisible but move slowly
**Dregar's Wall of Bones (9)** - creates undead wall
**Garbletongue (9)** - target is hard to understand
**False Sight (9)** - target's perception is tainted by your lies
**Decoy (11)** - mislead your foes with illusory decoys

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## Spell Descriptions

The following are the detailed Spell descriptions for players. Note that not all the of the info presented there may be completely accurate. The Guide has access to their own descriptions for each Spell that supersedes those presented here, such as side effects, quirks, and interactions (see Spell Quirks for details).

### Air Armor — Precision Spell 5

*A rush of high air pressure around you deflects incoming attacks.*

**Elemental** ♦ *Air, Wind, Stance;* Maneuver: You gain a +3 bonus to your physical defenses.

### Air's Embrace — Craft or Precision Spell 12

*The air sweeps you up and keeps you aloft.*

**Arcane or Elemental** ♦ *Air, Wind, Stance;* Sustain Maneuver: You gain a hover speed of Dexterity.

### Alter Form — Nature or Trickery Spell 7

*You shimmer and change into a different kind of Humanoid.*

**Divine or Supernatural** ♦ *Transformation;* Sustain Maneuver, If you exceed the check by 4, Sustain Free instead: Success creatures polymorph into another creature of the same Type, Origin and size. Whenever a target rests, the effect on it ends.

### Amplify Sound — Precision Spell 5

*You make it easier to hear sound that is far away.*

**Elemental** ♦ *Air;* Sustain Major: You and adjacent allies gain upgrades to listen equal the amount you surpassed this check by.

### Animal Shape — Nature or Trickery Spell 8

*You shimmer and change into an animal.*

**Divine or Supernatural** ♦ *Transformation;* Sustain Maneuver, If you exceed the check by 4 Sustain Free instead: You polymorph into a creature of Natural Origin. When you rest, the Spell ends.

### Animate Water — Durability or Lore Spell 6

*You gesture at the water and it lifts into the air, moving at your whim.*

**Arcane or Elemental** ♦ *Water;* Major x2, Sustain Free: Animate Success square units of water into intricate shapes. The area is rough terrain Lore Ranks. You gain the following ability.

**Arcane or Elemental** ♦ *Attack;* Major: Roll vs Physical on a foe in Melee of the water. Impaired foes are slowed, save ends.

### Arcane Forging — Craft Spell 5

*You crush the gem beneath your staff, and suddenly it reforms into...*

**Arcane** ♦ *Transmutation;* Major, Cost *(Variable value and weight; A power stone)*: You create an item of one tenth or less of the value of the power stone destroyed. The item cannot weigh more than Success times the power stone itself.

### Arcane Light — Craft or Lore Spell 3

*Your implement glows with a steady light, illuminating the darkness.*

**Arcane** ♦ *Radiant;* Sustain Free, Choose a handheld object: The chosen object acts as a soft light source.

### Arcane Mending — Craft Spell 5

*The cracks in the object beneath your orb seal themselves right up.*

**Arcane** ♦ *Transmutation;* Choose a damaged object or mechanical creature: You mend Success + 1 composure damage on the target. You may use an action point to heal wound damage instead of composure damage.

### Arcane Sight — Lore Spell 5

*Your senses are supplemented by your implement's piece of soul.*

**Arcane** ♦ *Sense;* Sustain Free, Choose a handheld object: You gain sight using your current vision types in 360 degrees around your chosen object, no matter where it is.

### Aura Warning — Customs Spell 5

*You crush the gem beneath your foot, and suddenly it reforms into...*

**Divine** ♦ *Sense;* One hour, Cost *(4gp, ½kg/1lb; A 2gp power stone, glass wire, silver bell)*: This spell creates a small device that watches for magic of X specified keywords within visual range of the object for a number of hours equal to the check roll. X is 1+half your successes. A magic keyword can be a non-Martial power source, or a keyword. If there is an effect of one of the keywords specified within visual range *(even if it is invisible)*, the bell will ring loudly.

### The Black Knight of Eruphin — Craft or Lore Spell 9

*A black armored figure makes ghostly whispers through the slotted helm shrouding its horrid visage.*

**Arcane or Supernatural** ♦ *Aid, Evocation;* Major x2, Cost *(150gp value, 23kg/50lb: Black longsword and plate mail that are not consumed; 10gp, ½kg/1lb, 1 vial of dragon's blood, a blade of grass a king has touched, grave dust)*: The armor gets up, takes the sword, and defends a target of the caster's choice.

### Blazing Aura — Nature or Precision Spell 4

*An aura of fire surrounds you, burning any creature that gets too close.*

**Divine or Elemental** ♦ *Fire, Stance;* Major: At the end of your turn, you deal Dexterity fire damage to each adjacent enemy. You are slowed 2. The flame acts as a soft light source.

### Blazing Light — Precision Spell 5

*A glowing ball of flames hovers above your hand, lighting your way.*

**Elemental** ♦ *Fire;* Sustain Free: You conjure a ball of flame that hovers in your square. The flame acts as a soft light source. You gain the following ability.

**Elemental** ♦ *Attack, Water;* Major: Throw the ball. Roll vs Physical at a foe in 2 range increments. The Spell ends.

### Blazing Speed — Entertain or Precision Spell 7

*You blaze across the ground, leaving a hot trail of dust behind you*

**Elemental or Supernatural** ♦ *Fire, Stance;* Sustain Free, Engage 2 dice, You shifted at least 3 squares since the beginning of your last turn: Gain a Dexterity bonus to your base speed. When you use Shift, shift 2 squares. +1 dodge bonus to defenses.

### Brisk Wind — Craft, Durability, or Nature Spell 5

*A heavy wind buffets the area, whirling light objects about.*

**Arcane, Divine, or Elemental** ♦ *Air, Wind, Attack;* Maneuver, Repeat Free: Roll vs Physical on each foe in an Area 4. Deals half damage on hit.

### Budrick's Malicious Bite — Trickery Spell 2

*A skeletal snake bursts through the heart in your palm, striking your foe.*

**Supernatural** ♦ *Death, Attack;* Major, Cost (5gp, 1 vial of grave dust, 1 medium creature's heart): Roll vs Physical on a foe within 1 range increment. Impaired foes are terrified, save ends. WARNING: This spell can be terribly dangerous to the caster.

### Calm the Spirit — Entertain or Customs Spell 3

*You reach out to soothe the spirits of another being.*

**Divine or Supernatural** ♦ *Spirit;* Major: Roll vs Social on a foe in 2 range increments. Hit targets gain a Social - 2 penalty to social defenses and ↓1, save ends.

### Clean — Entertain Spell 5

*Suddenly the wooden floor around you is totally spotless*

**Supernatural** ♦ *Conjuration;* Full, Cost *(4gp, ¼kg/½lb; Beeswax, a bit of the object to be cleaned)*: Polish and clean all objects of the same type in the area.

### Commune With Stone — Durability Spell 5

*Place your palm on the stone's surface, and come to understand it better.*

**Elemental** ♦ *Earth;* Full, Touch stone: You gain a sense for the stability and consistency of the stone within X range increments. This reveals type and quality of the stone, as well as fault lines in the affected area. Upgrade any Craft checks you make on the stone by the amount you passed it by.

### Concealment — Lore or Trickery Spell 5

*You hide an object in a secret dimensional pocket.*

**Arcane or Supernatural** ♦ *Conjuration;* Cost *(4gp value, 1kg/2lb: A silk bag, a glass lens, moth dust)*: You cause an item of up to 2Xkgs/Xlbs to vanish.

It is stored away in an extradimensional portal attached to a normal pocket or bag of the caster's choosing.

### Conjure Item — Trickery Spell 5

*You can summon a temporary object in time of need.*

**Supernatural** ♦ *Conjuration;* One minute: You summon an item out of thin air. The item is a duplicate of a solid item of up to 2Xkgs/Xlbs. The item must be of a kind that the caster has seen and touched and has no moving parts with a value no greater than Trickery GP.

### Control Currents — Durability or Lore Spell 7

*You adjust the flow of water around you to better suit your needs.*

**Arcane or Elemental** ♦ *Water;* Major, Sustain Free: You can control the flow of water within 1 range increment.

### Control Flames — Entertain or Precision Spell 6

*You gesture at the flame and it takes on shape, moving at your command.*

**Divine or Elemental** ♦ *Fire;* Major, Sustain Free, Cost *(1 or more handfuls of dust or powder)*: You can animate a Chain Success + 1 of existing flames into intricate shapes. This spell creates illusions in the flames, helping you to create a scene inside it. You gain the following ability.

**Divine or Elemental** ♦ *Fire;* Maneuver: Roll vs Physical against a creature adjacent to the flames. Deals half damage on a hit.

### Create Homunculus — Durability or Lore Spell 6

*You create a small golem that follows your commands.*

**Arcane or Elemental** ♦ *Earth;* 5 minutes, Cost *(1sp value, 2kg/5lb: A lump of clay, powdered power stone)*: You create a homunculus construct you command that counts as 0-value companion gear *(see page 91)*.

### Create Shelter — Entertain or Nature Spell 5

*The plants and rocks temporarily rearrange themselves to accommodate you and your allies for the night.*

**Divine or Supernatural** ♦ *Nature;* One minute, Cost *(4gp of naturally occurring fruits and herbs)*: An area Success becomes a shelter suitable for sheltering the caster and a number of allies you touch of Success + 1. The interior is naturally warm and dry.

### Create Undead — Trickery Spell 8

*You assemble some body parts and create an undead thing.*

**Supernatural** ♦ *Necromancy;* The DT of this Spell is actually 2 + the ability score points for the creature being created. This Spell takes a number of hours equal to the creature's ability score points, Cost *(Sufficient whole body parts to create the undead type, GP value of components are equal to the XPV of the creature plus cost of gear)*: You create an undead creature.

### Cull Water — Durability or Lore Spell 5

*You can pull water from the air around you.*

**Arcane or Elemental** ♦ *Water;* Major, Sustain Major: You cull clean water from humid air, dirty water, damp earth, or other similar source. You cull a number of gallons of water up to your total roll.

### Decipher Language — Craft or Customs Spell 6

*Bits of the language suddenly become clear.*

**Arcane or Divine** ♦ *Divination, Stance;* One minute, Sustain Maneuver: Your mind is opened for up to one hour. If within that time you encounter a real language you don't know, you can now understand it.

### Decoy — Trickery Spell 11

*You seem to go one way when in fact you went another.*

**Supernatural** ♦ *Illusion;* Move x4: You and up to Social large or smaller creatures turn totally invisible and illusory doubles appear in their place.

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### Dedicate — Customs Spell 7

*You build a shrine to your deity,*

**Divine** ♦ *Radiant;* 2 hours: You convert one adjacent altar. It must be in a site presentable in a manner suitable to your deity and either undedicated or dedicated to another deity but desecrated. The location is now dedicated to your deity and is considered holy ground for those who are patrons of that deity.

### The Delightful Hole — Entertain Spell 10

*A quick way to dig a hole for a dwelling.*

**Supernatural** ♦ *Earth;* Full x5, Cost *(gopher tooth and claw, large oak root, optional: bronzed walnut)*: When cast on soil, the root excavates a tunnel. The tunnel vanishes in 1 day unless the bronzed walnut is used.

### Desiccated Visage — Trickery Spell 5

*You appear horribly decayed. You look like a fate worse than death.*

**Supernatural** ♦ *Illusion;* Major: One willing or unconscious creature you touch looks like a gruesome corpse for 24 hours.

### Detect Life — Nature Spell 3

*You concentrate, your senses picking up even the faintest signs of life.*

**Elemental** ♦ *Spirit;* Full, You may spend an action point to increase your accuracy. If you do, your range doubles, and the number of targets quadruples. Also, you learn the status of the targets: You get a snapshot of the largest living creatures within 2 range increments, even ones not in your line of sight.

### Detect Poison — Nature Spell 5

*You investigate, ascertaining any poisonous substances.*

**Divine** ♦ *Divination, Nature;* Maneuver: You determine if one creature, object, or Adjacent area 2 contains poison. With a Nature check equal to the poison's DT, you can ascertain the type of poison. See Nature for determining antidotes.

### Divination — Customs or Lore Spell 9

*Your pen hovers for a moment, then points the way.*

**Arcane or Divine** ♦ *Divination;* 5 minutes, Cost *(120gp value, ½kg/1lb: A sheet of parchment and gold ink)*: Write a question on the sheet with a pen *(not expended)*. The pen points at the answer, using your Spell check as a knowledge roll for the most applicable knowledge check.

### Divine Aspect — Customs Spell 9

*Your god's form settles upon you as you speak with their voice.*

**Divine** ♦ *Chastisement, Stance;* Maneuver, Sustain Free: Your voice carries to anyone with line of sight to you.

### Divine Flames — Customs Spell 3

*An ally's weapon carries the strength of your god to bear on your foes.*

**Divine** ♦ *Aid, Fire, Stance;* Maneuver, Sustain Maneuver: One weapon held by you or an adjacent ally deals an additional fire damage of half of 1 + your successes until your next turn ends.

### Divine Light — Customs Spell 5

*Light from a holy symbol illuminates the shadows and blinds your foes.*

**Divine** ♦ *Aid;* Full, Sustain Free: You and each ally in Melee Social get a +1 bonus to defenses and Soak 1 for one turn. Your holy symbol acts as a bright light source.

### Divine Mantle — Customs Spell 7

*The mantle of your god settles on you momentarily, and a pillar of light descends upon your allies, soothing their wounds.*

**Divine** ♦ *Healing;* Full: You and each ally in Melee Social heal Customs Ranks + Successes composure.

### Dream Invasion — Customs or Trickery Spell 8

*You enter the dreams of another being, able to impart knowledge.*

**Divine or Supernatural** ♦ *Phantasm, Stance;* Major, Cost *(50gp value, hand mirror, live cricket, burnt wood, two identical gems)*: You speak the name of the target. You immediately fall asleep. If the target is asleep, you become part of their current dream.

### Dregar's Wall of Bones — Trickery Spell 9

*The bodies rise up unnaturally, intertwining as new joints and sinew grow, creating a grotesque and deadly barrier.*

**Supernatural** ♦ *Necromancy;* 1 hour per square, Cost *(A brain or two 3gp gems per square, one small corpse per square or one medium corpse per two squares)*: You create an animated wall of immobilized undead corpses in a Chain of 1 + Success. Each square of the chain is a creature 3 grades lower than you. The wall has the following attack power using your stats:

**Supernatural** ♦ *Necromancy, Necrotic, Undead;* Full: Roll vs Physical against each creature in Melee 2 of the wall.

### Echolocation — Craft or Durability Spell 4

*You gain echolocation, you see terrain with astonishing clarity.*

**Arcane or Elemental** ♦ *Sense, Air;* Move x2, Sustain Free: You gain echolocation in addition to any other vision types you have.

### Energize Spirit — Entertain or Customs Spell 3

*Your enthusiasm is contagious.*

**Divine or Supernatural** ♦ *Spirit, Aid, Healing;* Major: You and each ally in area are healed Social physical composure and gain ↑X until your next turn ends where X is successes divided by 4.

### Erudin's Erasure — Craft or Trickery Spell 3

*You gesture at the page and it is suddenly blank.*

**Arcane or Supernatural** ♦ *Transmutation;* Full, Cost *(2cp value, 45grams/0.1lb; ashes and tree sap)*: One page written in ink, charcoal or like implement is erased completely, no trace of the writing that was on the target page (not even indentations).

### Erudin's Cipher — Craft or Trickery Spell 8

*The writing that was scribbles suddenly becomes clear through the lens.*

**Arcane** ♦ *Transmutation;* 1 hour, Cost *(2gp value, ½kg/1lb, 1 clear crystal, handful of ant or termite nest dirt, plus an optional unique component of 1gp or more value)*: A total of Result pages become impossible to read. The text may only be read through the crystal *(not consumed)*.

### Eye Theft — Lore or Trickery Spell 5

*You can see through another creature's eyes.*

**Supernatural** ♦ Sense, Nonviolent; Maneuver, Sustain Free: Roll vs Mental on a creature within one range increment. On success, your vision is now the vision of the target creature.

### Faerie Flight — Lore or Trickery Spell 7

*Gossamer wings sprout from your back and you can hover in the air.*

**Arcane or Supernatural** ♦ *Transmutation, Stance;* Major x2, Cost *(A pair of faerie wings or two live butterflies, 10gp value)*: You gain a hover speed of Empathy or Genius.

### Faith Unfailing — Customs Spell 5

*You sprinkle holy water on the faithful and utter an inspired prayer.*

**Divine** ♦ *Aid;* Major x2, Cost *(A flask of Holy Water, 4gp value)*: For a short time, the creature you touch your deity does not disdain treats a natural roll of a blank die as a single success.

### False Sight — Trickery Spell 9

*Until the target sleeps again, it sees what you wish it to see.*

**Supernatural** ♦ *Sense;* Full, Sustain Free, Cost *(snake eyes and a silken hood, 10gp value, 1lb)*: Roll vs Mental on one sleeping creature you touch. On success, the vision of the target is tainted by whatever you tell the target until the next time they sleep.

### Febbit's Swift Feet — Lore or Precision Spell 3

*Your feet become a blur.*

**Arcane or Supernatural** ♦ *Transmutation;* Maneuver: You or one ally in Melee gains a Dexterity or Genius bonus to base move speed. This effect ends when the target moves less than 8 squares during a round.

### Find Familiar — Nature Spell 5

*You go into a secluded place to find a familiar.*

**Divine** ♦ *Nature;* 2 hours: You gain a familiar. The type will depend on the kind of area you went to find it. This Spell can be used to replace a fallen familiar.

### Flevin's Attaching — Trickery Spell 5

*You place an object up against another. The item is now firmly attached.*

**Supernatural** ♦ Force: Maneuver: One object of weight equal to 1lb plus the amount you surpassed this check by is firmly attached to the other object by whatever surfaces are touching.

### Flight — Lore Spell 11

*You soar up into the air with the greatest of ease, more at home there than on the ground.*

**Elemental** ♦ *Air, Stance, Wind;* Major x2, You must not be touching the ground: You gain a fly speed of Genius. If you touch the ground, this stance ends.

### Frog Jump — Nature Spell 4

*You leap immense distances with a single jump.*

**Supernatural** ♦ *Transmutation;* Maneuver, Cost *(A 1 GP spring or a pair of frog legs)*: Use a Nature Spell check instead of an Athletics check as a Jump check for a short time.

### Frostlight — Lore Spell 6

*You form an icy sphere from the water in the air, glowing with a soft light.*

**Elemental** ♦ *Water, Ice;* Maneuver: You create a fist-sized sphere of ice glowing with a soft light.

### Garbletongue — Trickery Spell 9

*You scramble a creature's speech.*

**Supernatural** ♦ Language; Maneuver: Roll vs Social on a target within 1 range increment. Hit foes lose the ability to speak languages, save ends.

### Glowing Lights — Entertain or Nature Spell 3

*Soft glowing lights illuminate the immediate area.*

**Divine or Supernatural** ♦ *Aid;* Full: Small or larger creatures and objects in the area are softly illuminated by hovering lights and have a -1 penalty to defenses, save ends. Each one becomes a soft light source.

### Golgar's Metamorphosis — Entertain Spell 13

*It may... take time for you to acclimate to your new form.*

**Supernatural** ♦ *Transform;* Full x4, Cost *(1 small cocoon split open, 5 fresh pine needles, 1 live spider, 1 vial of dried tears, the ashes of a creature of the new species, 300gp value)*: The caster envisions a new form for the target (of the species specified by the components). The metamorphosis takes about 6 hours. The target of this spell will often require several weeks to recuperate. This spell is permanent.

### Golgar's Spell of Holding — Entertain Spell 4

*This door will remain open. Trust me.*

**Supernatural** ♦ *Metal;* Free x3, Cost *(A 1lb iron bar, 2 lion's teeth, a chip from a cornerstone, 3gp value)*: This spell will hold fast a door, portcullis, shifting wall, or the like and keep it from moving. It can hold doors open or closed. The spell will last up to one full day. When the spell is cast, the caster must shout open, shut, or hold, then gesture at the target.

### Granite Carapace — Durability Spell 7

*You grow a layer of stone shards, allowing you to shrug off punishment.*

**Elemental** ♦ *Earth, Stance;* Full, Sustain Free: You gain Brawn + Durability Ranks temporary composure and you are slowed 3.

### Group Flight — Lore Spell 14

*You hold your hands out, then suddenly the air lifts you and your allies aloft, taking you through the air speedily.*

**Elemental** ♦ *Air, Wind;* Major x2, Sustain Free: You and allies in Melee 1 gain a fly speed of Genius + 1.

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### Guided Binding — Lore Spell 4

*The rope simply follows your commands.*

**Arcane** ♦ Force; Full: One length of rope, thread, twine or chain up to your successes in squares in length ties itself in any knot you like on any object within 2 range increments.

### Holy Water — Customs Spell 8

*Your god's blessing is brought upon the water, preparing it for holy use.*

**Divine** ♦ Altar; 25 minutes, Cost *(One or more flasks with markings that relate to your specific deity filled with clean water, 1gp value each)*, you are at an altar that has been dedicated to your deity: The flasks on the altar now contain holy water.

### Hurricane — Lore Spell 8

*A brutal windstorm mauls the area, demolishing structures and foes.*

**Elemental** ♦ *Attack, Air, Thunder, Wind;* Three full rounds, Repeat Full: Roll vs Physical on targets in a 2 range increment area 6. Impaired targets are knocked prone. Spend X Edge to slide impaired foes X squares. For one turn, walking towards the center of the area is difficult terrain of 3 + successes.

Special: Each turn while casting this Spell and the turn after you stop repeating it, Roll vs Physical in the area. Deal half damage. Spend X Edge to slide impaired foes X squares.

### Icy Item — Lore Spell 5

*Water coalesces into a shape of your choice, then flash freezes solid.*

**Elemental** ♦ *Water;* Full: You create an item out of solid ice. The item is an icy duplicate of a solid item of weight no greater than the amount you surpassed this check by times 2kg or 1lb.

### Imperfect Reflection — Trickery Spell 5

*You change what creatures see in the reflection of that surface.*

**Supernatural** ♦ *Illusion;* Free, Sustain Free, Cost *(A polished solid iron sphere, 1gp value, ½kg/1lb)*: One medium sized reflective surface *(plus one size category for each 2 success)* now reflects something other than reality.

### The Inescapable Location — Lore Spell 15

*"No matter where you go, what you do, you can never hide again."*
*– the final words of the sentencing of Tabeya Deepshadow*

**Supernatural** ♦ *Phantasm, Curse;* 12 days, Cost *(eye of a magical bird that was born in captivity, clear sphere, mirrored box the subject fits in, 750gp value)*: The subject must be kept captive in the box for the duration of the casting. You and anyone else who desires to now knows where the target is at all times.

### Invisibility Cloak — Trickery Spell 8

*Light bends around you, you shimmer and then you become invisible.*

**Arcane** ♦ *Illusion, Stance, Cloak;* Major, You are wearing a cloak, The difficulty of the Spell increases by 2 for each additional creature inside the cloak: All creatures within the cloak become invisible.

### Iridescent Amusement — Durability or Entertain Spell 2

*You move your fingers apart, bubbles string between your fingers.*

**Divine or Elemental** ♦ *Air, Water;* Free, Cost *(1 humanoid hair, a hand span long, 1 drop of blood, 1 sliver of wood)*: You create a string of large bubbles spanning between your index fingers.

### Leave No Trace — Nature Spell 5

*While you travel, the footprints of your party simply disappear.*

**Divine** ♦ *Nature;* Major x2, Cost *(Some hair, 4gp value, ½kg/1lb)*: For the next Mental hours, the difficulty check to track you and allies within Melee Genius is equal to your Spell check.

### Levitate Object — Lore Spell 7

*You gesture and your target floats above the ground at your whim*

**Arcane or Supernatural** ♦ *Force;* Major x2, Sustain Free: Roll vs. Physical on a target in 1 range increment. Impaired targets are aloft, save ends. While a target is aloft, you have the following ability.

**Arcane or Supernatural** ♦ *Force;* Maneuver: You flying slide the levitated target up to Genius squares.

### Lifting Wind — Precision Spell 6

*A brisk wind lifts several things into the air, moving them as you wish.*

**Elemental** ♦ *Air, Wind;* Full x2, Sustain Maneuver: Roll vs. Physical on up to Dexterity targets in 2 range increments. Impaired targets are aloft, save ends. While a target is aloft, you have the following ability.

**Elemental** ♦ *Air;* Free: Flying slide the target Genius squares.

### Luma's Exquisite Slumber — Customs Spell 10

*You slow their bodily functions, hopefully extending their life.*

**Divine** ♦ *Spirit, Healing;* Full (Alternate: One Minute), Duration Successes cubed +1 in hours (Alternate: Days): One adjacent creature that is unconscious or taking a long rest slows their body functions to near imperceptibility. A body under the effect of this Spell cannot be made undead.

### Mage's Guise — Lore Spell 5

*A quick disguise? No problem.*

**Arcane** ♦ *Illusion;* Full: You or one willing creature uses your Spell check instead of a trickery check as a Disguise check.

### Major Animate Water — Lore Spell 9

*You gesture at a large body of water and it surges on your command.*

**Elemental** ♦ *Water;* Full x2, Sustain Major: Animate Lore ranks + Success square units of water into intricate shapes. The area is rough terrain Lore + 4. You gain the following ability.

**Elemental** ♦ Attack, Water; Maneuver: Roll vs Physical on foes adjacent to the water. Impaired targets are slowed, save ends.

### Marith's Miniaturization — Trickery Spell 5

*You suddenly shrink to the size of a mouse.*

**Supernatural** ♦ *Transformation;* 1 minute, Cost *(4 GP value, 1 live spider sealed in wax, consumed by the caster, the pelt of a rodent)*: You shrink to the size of the rodent whose pelt is used.

### Messenger — Entertain or Nature Spell 5

*You send an animal off to take an item to someone.*

**Divine or Supernatural ♦** Full: You give a note or tiny object to your familiar or a willing natural creature smaller than you, then tell it a target place. The animal will go to that place, wait for a sentient being, then let that being take the note or object.

### Mystic Mount — Entertain or Craft Spell 2

*A ghostly horse steps out of the fog, looking ready to run.*

**Arcane or Supernatural ♦** *Phantasm;* 1 minute, Cost *(4 GP value, 1 horseshoe, Hair from a dead horse)*: This summons a ghost horse who will remain with the caster as long as the sun is not out. This spell only works outdoors. The ghost horse can travel at the same rate as a normal horse, but cannot cross water.

### Nature's Sentry — Nature Spell 8

*"Someone should keep watch." "I have this covered."*

**Arcane or Divine ♦** *Divination;* Full: Your Nature gear keeps watch. If any small or larger creature comes within Mental x 2 squares of the gear, you are magically alerted, waking you if you are sleeping. You and up to additional Genius creatures of your choosing other are ignored for the purposes of the sentry Spell.

### Perrin's Prestidigitation — Lore Spell 4

*You gesture and a small object floats around at your whim*

**Arcane ♦** *Force;* Major, Sustain Free: Roll vs Physical on a target in 2 range increments. The target cannot be of total weight in pounds greater than 1 + success. Impaired foes are aloft, save ends. While the target is aloft, you have the following ability.

**Arcane ♦** *Force;* Major: Flying slide the target Mental squares.

### Primal Grace — Nature Spell 5

*Your gait is like a jaguar as you make your way across the ravine.*

**Divine ♦** *Transformation;* Full, Cost *(silken scarf, 1gp value)*: Roll your nature Spell instead of nimble checks for a number of rounds equal to 1 + the amount you surpassed this check by.

### Primal Grip — Nature Spell 5

*You can climb trees with the greatest of ease.*

**Divine ♦** *Transformation;* Full, Cost *(iron fist, 1gp value)*: Roll your nature Spell instead of athletics checks for a number of rounds equal to 1 + the amount you surpassed this check by.

### Purify — Customs Spell 5

*Food and water of once questionable quality is now pristine and perfect.*

**Divine ♦** *Aid, Healing;* Full: Up to 2 lbs of food and/or drink within 1 range increment becomes suitable to consume.

### Pyre Flight — Precision Spell 11

*Massive wings of flame carry you up into the air.*

**Arcane or Elemental ♦** *Fire, Stance;* Major x2, Sustain Maneuver: You gain a fly speed of Dexterity + 1. At the end of each turn, you deal Dexterity A dice fire damage to each adjacent creature or object.

### Read Dreams — Customs Spell 5

*You reach into the dreams of another being.*

**Elemental ♦** *Spirit, Stance;* Major, Sustain Major: You view the dreams of an adjacent sleeping creature from their viewpoint.

### Remembered Song — Entertain Spell 5

*You cause your instrument to play a song it has heard before.*

**Supernatural ♦** Musical; Full, Sustain Free; The target musical instrument animates and plays a song you know. You gain a ↑2 bonus to non-Spell entertain checks while it is playing.

### Resplendent Repose — Entertain or Nature Spell 6

*Your presence soothes your ally, making their rest far more healthful.*

**Divine or Supernatural ♦** Spirit, Healing; Full, Cost *(Fresh flower petals, value 25gp)*: One adjacent ally that is taking a long rest will heal an additional amount of wounds equal to 1 + success from the rest.

### Restore Vigor — Customs or Entertain Spell 8

*Sensing a wounded body and spirit, you mend it to a healthier state.*

**Divine or Supernatural ♦** Spirit, Healing; Major: One ally in 2 range increments heals Social dice + Endurance physical composure.

### Samman's Basic Divination — Customs Spell 5

*Your staff directs you to a source of water. Or money.*

**Arcane or Divine ♦** *Divination;* Full, Cost *(A gem or a handful of water)*: You are oriented towards the nearest amount of water or treasure (depending on the component used) more than twice the value of the component used and pulled slightly, leading you at a movement rate of 3 per turn.

### Samman's Spell of Constant Flight — Customs Spell 9

*You surge into the air, flying at great speed.*

**Arcane or Divine ♦** *Air;* Full x3, Cost *(5gp, 2 feathers from a pegasus, full sunlight)*: You gain a speed of Fly 10 and Glide 12.

### Sarai's Stabbing Needles — Craft or Nature Spell 2

*The pine needles, now on fire, fly after the target as animated weapons.*

**Arcane or Elemental ♦** *Fire, Evocation;* Free, Cost *(1 GP value, three fresh pine needles, a piece of steel, a pinch of brimstone)*: Roll vs Physical at up to 3 targets in 2 range increments. Each needle deals 1 damage. Spend a Crit: deal 2 additional damage to a hit creature.

### See Through Stone — Durability Spell 6

*You focus on the space between the stones, sensing the world as only one fully in tune with the earth can.*

**Elemental ♦** *Earth, Sense;* Maneuver, Sustain Maneuver: You can see through up to Durability ranks of layers of solid stone within 2 range increments.

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### Self Propelled Exploding Boulder — Durability Spell 8

*You make a throwing gesture and a large chunk of stone uproots itself and flies towards your target, exploding into bits upon impact.*

**Arcane or Elemental ♦** *Earth, Evocation;* Full x2, Cost *(2 GP value, shaft of melted wood, a hunk of stone 1 sq or more)*: Roll vs Physical at a target in 3 range increments. Hit creatures in an Area 5 centered on the target take half damage. Impaired targets in the area 5 are knocked prone.

### Sending — Customs Spell 8

*You speak into the mind of an ally who is holding a special talisman.*

**Supernatural ♦** *Vocal, Sense;* Major: You make a quip that can be heard by a creature carrying a specially prepared talisman *(60gp, not consumed)*. You can hear as if you were at the target talisman until your next turn ends.

### Sense Vibrations — Durability Spell 4

*You gain earth vision, you see movement with astonishing clarity.*

**Elemental ♦** *Earth, Sense;* Move x2, Sustain Free: You gain vibrosense in addition to any other vision types you may have.

### Set Alight — Precision Spell 3

*You wave your hand and all the candles in the room light up.*

**Elemental ♦** *Fire;* Free x2: Roll vs Physical on a number of targets equal up to your Spell check roll, doing 1 fire damage.

### Shapechange — Lore or Nature Spell 12

*You shimmer and change into a different kind of creature.*

**Arcane or Divine ♦** Transformation, Stance; Full x2, Sustain Maneuver: Targets in Melee Social polymorph into another creature of Natural, Hybrid, or Magical origin. You may target yourself plus success additional willing creatures.

### Shifting Earth — Durability Spell 6

*The ground slightly shifts under your foes, throwing them off-balance.*

**Elemental ♦** Earth; Maneuver: Each creature in a 2 range increment area 7 takes a ↓1 to attacks and -1 to defenses until the beginning of your next turn.

### Shroud of Flames — Precision Spell 8

*A massive conflagration follows you wherever you go.*

**Elemental ♦** *Fire, Stance;* Free x2, Sustain Free: At the beginning of your turn, you deal half Success fire damage to each enemy in Melee 2.

### Silence — Craft or Precision Spell 7

*Suddenly your targets can no longer be heard by their companions.*

**Arcane or Elemental ♦** Air, Sonic; Major, Sustain Free: A 2 range increment area 6 becomes silent. You may choose to either silence all sound in the area or block the passage of sound into and out of the area.

### Soft Fall — Craft, Durability, or Trickery Spell 2

*You become light as a feather, slowly drifting downwards safely.*

**Arcane, Elemental, or Supernatural ♦** Air; Free or Quick, Cost *(5gp 1 feather at least 4 inches from a magical creature)*: You and willing creatures within X squares fall at a rate of 1 square per round. X is your Successes.

### Soothing Mist — Lore Spell 10

*You cool sore muscles, returning vigor.*

**Elemental ♦** Water, Healing; Free x2: Creatures in a 1 range increment area 3 are healed Social composure.

### Sorren's Incendiary Cantrip — Precision Spell 3

*Shimmering flames burn away the dust and cobwebs that once littered the room, though curiously none of the books or papers are burned.*

**Arcane ♦** *Fire;* Full, Cost *(¼kg/½lb: a bit of lemon, a spiny leaf, 2cp value)*: Burn away the dust and cobwebs in the area.

### Spell of Distraction — Lore Spell 3

*You cause a creature to focus on something else for a moment.*

**Arcane ♦** Phantasm; Full x2, Cost *(a feather and pebble, 1cp, 0.1lb)*: Roll vs Mental on a target in 3 range increments.

### Sticky Feet — Craft Spell 6

*Your hand and feet grip surfaces more easily, so you can climb with ease.*

**Arcane ♦** *Stance;* Full, Cost *(a live spider or strip of specially crafted fabric, 1gp, 0.1lb)*: You or another target can climb at the same speed as their normal speed, for about an hour.

### Stoneshaping — Craft or Durability Spell 7

*You touch the stone wall and it begins to melt away before your eyes.*

**Arcane or Elemental ♦** *Earth;* 5 minutes: You carve out or fill square units equal to 1 plus the amount you exceeded this check by when there is adjacent stone for it to meld into or from.

### Stoneskin — Durability Spell 3

*You skin toughens, allowing you to ignore a few more hits.*

**Elemental ♦** *Earth, Stance;* Full: Gain Brawn temporary hit points.

### Stoneshifting — Durability Spell 9

*Your body melds through the stone until you appear on the other side of the wall.*

**Elemental ♦** *Earth, Stance;* Full x2, You are adjacent to solid earth or stone: You and each willing adjacent ally can shift through stone.

### Supernatural Light — Trickery Spell 5

*Your implement glows with a flickering light, illuminating the darkness.*

**Supernatural ♦** *Radiant;* Major, Sustain Free: You create a floating soft light source that follows you. If you increase the DT by 4 before casting, only allies can see your light.

### Tabeya's Dark Torch — Trickery Spell 6

*The pitch black flames of this torch extinguish other flames.*

**Supernatural** ♦ Cold; Major x2, Cost *(10gp value, an onyx, a 2 foot stick of wood, 1 spent torch head)*, You must be in total darkness: You create a magical black flame burning on the end of the stick that extinguishes other flames. While holding the torch, you gain Darkvision.

### Tabeya's Improved Sight — Trickery Spell 4

*You gain unnatural vision, you see in the dark with astonishing clarity.*

**Supernatural** ♦ Sense; Maneuver x2, Sustain Free: You gain heat vision in addition to other vision types you may have.

### Tabeya's First Spell of Silencing — Trickery Spell 3

*"Silencing your accuser during your trial will not halt justice."*
*– Grand Judge Reetga to Tabeya Deepshadow*

**Supernatural** ♦ *Sonic, Stance;* Maneuver x2, Sustain Free: You cause yourself and each ally in Melee 1 to be surrounded by an aura of silence that fills each square they occupy.

### Tabeya's Second Spell of Silencing — Trickery Spell 7

*"This should shut you up."*

**Supernatural** ♦ *Sonic;* Maneuver x2, Cost *(a silk hat, diamond powder, a white feather, 100gp value or more)*: The target cannot make sound with anything they touch. The spell ends with a snap or by awakening from sleep.

### Telekinesis — Lore Spell 10

*You gesture and your target floats into the air.*

**Arcane** ♦ Force; Full x2, Sustain Free: Roll vs Physical on a foe in 2 range increments. Impaired foes are staggered and is aloft, save ends. While the foe is aloft, you gain the following ability.

**Arcane** ♦ Force; Major: You flying slide the foe Mental squares.

### Temporal Unravelling — Craft Spell 16

*It is said that the grand artificer Esti once used this spell to unravel the mystery of The Bridge to Nowhere, but he refuses to reveal the truth.*

**Arcane** ♦ Temporal; Full x2, Sustain Major, Cost *(a timepiece, 1000gp value or more),* Choose a specified moment by exact time: You see a ghostly version of what occurred in your general vicinity at the specified time.

### Tillian's Airwalking — Lore Spell 8

*You launch up high into the air, then slowly walk down through the sky.*

**Arcane or Supernatural** ♦ *Wind, Stance;* Major: You and adjacent allies flying shift into the air up to Genius squares plus Success. Affected creatures drift down slowly.

### Tillian's Twist — Lore Spell 2

*The keys go flying through the air, landing near your feet.*

**Arcane** ♦ *Wind;* Free, Sustain Free: Cost *(a metal spring, 1gp value or more)*: A light object levitates at a move speed of 1. At any time you may end this spell, imparting up to a speed of Success to the object.

### True Mark — Nature Spell 7

*An indelible invisible mark makes it easier for you to track the target.*

**Arcane or Divine** ♦ *Divination;* Major x2: Roll vs Mental on one creature or object in 1 range increment. You gain a bonus to track the hit target equal to your Mental + Success.

### The Torrid Conveyance — Precision Spell 5

*Heat from far away burns the torch, but the torch does not burn away.*

**Elemental or Supernatural** ♦ *Fire;* Full: One object smaller than your fist now sheds heat and light as if it were in a specified heat source in Melee 1. The object is not consumed by the heat.

### Updraft — Lore Spell 2

*You launch upward into the air, carried aloft by a rogue wind*

**Arcane or Elemental** ♦ Air, Wind, Stance; Maneuver: You launch upward 2 squares + half your successes. You are aloft and drift down 1 square per round.

### Vigilant Sentry — Craft or Lore Spell 7

*Your staff stands on its own, ready to alert you to danger.*

**Arcane** ♦ *Divination;* Major x2, Cost *(a reflective item, 1gp value or more)*: During the casting, you may select up to Mental creatures other than yourself.

### Warmth — Nature or Precision Spell 5

*You huddle in a sphere of warmth, impervious to the raging storm.*

**Divine or Elemental** ♦ *Fire;* Full x2: You or all creatures in Melee 2 gain a Dexterity plus success bonus to survival checks against inclement weather while in the area.

### Water Breathing — Durability, Nature, or Lore Spell 9

*You and your allies breathe underwater as easily as you can on land.*

**Arcane, Divine, or Elemental** ♦ Water; Major x2, Sustain Free: Yourself and up to Mental allies in Melee 1 can now breathe underwater as well as you can in normal air. The targets also gains a swim speed equal to Success.

### Weatherproof — Customs Spell 5

*You huddle in the cloak, becoming impervious to the raging storm.*

**Arcane** ♦ *Force, Stance;* Full: You and each ally in Melee 1 are defended against naturally occurring normal weather, from hailstorm to sweltering heat.

### Whispered Sound — Lore Spell 5

*You make a quiet comment to a creature that no one else hears.*

**Arcane or Elemental** ♦ Air, Vocal; Free: You make a quip to one target you can see. They will hear the quip as if you spoke it at full volume.

### Winter's Grace — Lore Spell 8

*You and allies gain the ability to glide across ice and snow like an angel.*

**Elemental** ♦ Water, Stance; Major x2: You and each ally in Melee Mental x 2 move smoothly across wintery terrain with ease.

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# Adventuring

*A path overlooking the hilly landscape south of Aldabar.*

## Distance and Traveling

Each block is 25km or 16 miles on a side. A good traveling pace is 50km or 32 miles per day, or two blocks if walking. Each unit is 5km or 3 miles, a 1 hour walk. On horseback, travel 3x that at a gentle trot, 8x times that at a full gallop.

| Method | 1 day | 1 hour | 1 block | Difficulty | Speed |
|---|---|---|---|---|---|
| Walking | 2 blocks | 1 unit | 5 hrs | 1 | 5 km/h |
| Jogging | 4 blocks | 2 unit | 3½ hrs | 2 | 8 km/h |
| Run | 6 blocks | 3 unit | 100 min | 4 | 12 km/h |
| Horse Walk | 4 blocks | 2 unit | 3½ hrs | 1 | 8 km/h |
| Horse Trot | 6 blocks | 3 unit | 100 min | 2 | 12 km/h |
| Horse Gallop | 20 blocks | 2 blocks | 30 min | 4 | 45 km/h |

During long travel, make a Durability check every hour against the DT for that speed of travel. If you succeed, you can skip the next X checks, which is the amount you succeeded by. If you fail, you take physical damage equal to the amount failed by (the damage is distributed evenly during that hour)

## Weariness

After being awake and active for a number of hours equal to 7 + twice your Brawn, you will be Strained. After being awake while Strained for a number of hours equal to twice your Brawn, you will be Fatigued. After being awake while Fatigued for a number of hours equal to twice your Brawn, you will be Exhausted. These are the three states of weariness and have the following effects.

### Strained

You lose your Free Action Slot, and no longer earn Action Points. Strained is only negated with a long rest (see long rest, below). Most characters will be Strained by the end of a day.

### Fatigued

You lose your Maneuver and Free Action Slots, and no longer earn Action Points. Fatigued may be reduced to Strained by spending 1 Action Point, or a taking a long rest.

### Exhausted

You lose all three Action Slots, and no longer earn Action Points. Exhausted may be reduced to fatigued by spending 1 Action Point, or taking a long rest.

## Resting

Resting is a way for characters to recharge after combat or long periods of activity. When resting, you must follow these rules:

- You cannot move any more squares total than your simple move speed during the entire rest.
  - Exception: If you are resting comfortably on a vehicle that you are not controlling, the vehicle's movement does not count against your total movement. Riding a creature does not count as resting unless the accommodations are particularly comfortable (such as a howdah on an elephant or other huge creature).
- You cannot use any attack actions during this time.
- You may not sustain any actions.
- Resting counts as a stance, and thus will cancel any stance you were in before resting. You may resume your stance again after resting, however.
- Taking any damage ends the rest abruptly and you gain no benefit from the time rested thus far.
- You CAN craft, cast Spells, research, attempt to use Customs to talk to a creature that shares no language, or any other number of actions that aren't attacking or moving.

### Short Rests

A short rest is one minute of resting. Taking a short rest heals all composure in all aspects. Note that this particular case of healing is not affected by damage reduction because it heals all composure, not a specific quantity.

### Medium Rests

Spending ten minutes resting and eating a meal while not weary will reset your Action Points if it has been more than four hours since your last meal. Medium rests also give all the benefits of a short rest.

### Long Rests

A long rest is 4 hours of sleeping. Sleeping is the same as being unconscious, but with the additional restrictions of a normal rest. If you are awoken abruptly during sleep, make a Durability check against DT 2,0. If you fail, you are dazed and weakened, save ends.

Taking a long rest while not Strained, Fatigued, or Exhausted will always recuperate wounds based on the comfort level of where the resting happens. Uncomfortable rocky ground has a comfort level of 1. A tent has a comfort level of 2, while a decent inn might be a 3, ones own home could be a 4, while a hospital is probably a 5 to 6, depending on how good it is.

However, after being awake and active all day (around 16 hours) most characters (with a Brawn between 1 and 4) will at least be Strained (see the chart below) and need two long rests (a total of 8 hours) and a meal to reset to their normal Action Points and recuperate wounds. Characters with a Brawn of more than 4 do not need to sleep more than 4 hours after 16 hours of being awake. However, this means they are awake for more than 16 hours in a 24 hour period, so still need some rest.

| Brawn | Hours Awake Until... | After 16 Hrs |
|---|---|---|
| 1 | 9 Strained, 11 Fatigued, 13 Exhausted | Exhausted |
| 2 | 11 Strained, 15 Fatigued, 19 Exhausted | Fatigued |
| 3 | 13 Strained, 19 Fatigued, 25 Exhausted | Strained |
| 4 | 15 Strained, 23 Fatigued, 31 Exhausted | Strained |
| 5 | 17 Strained, 27 Fatigued, 37 Exhausted | Just fine |
| 6 | 19 Strained, 31 Fatigued, 43 Exhausted | Just fine |

The above chart shows the various time to reach each state based on typical Brawn scores.

To function on a normal 24 hour day schedule, a Brawn of 1 should rest 12 hours each day after 12 hours awake.

A 2 should rest 9 hours each day after 15 hours awake.

A 3 to 4 should rest 8 hours each day after 16 hours awake.

A 5 should rest 7 hours after 17 hours of being awake.

A 6 only needs to rest 5 hours after 19 hours of being awake.

Note that an action point can be used to reduce Fatigued to Strained. This means characters with low Brawn would do well to save an extra action point for this purpose in order to require less rest during a normal 24 hour day schedule.

## Light and Vision

Different light sources provide a different quality of light depending on the distance from the light source.

| Source | Good Light | Faint Light |
|---|---|---|
| **Dim (Candle)** | melee 1 | melee 2 |
| **Soft (Lantern)** | melee 2 | melee 4 |
| **Bright (Torch)** | melee 4 | melee 8 |
| **Intense (Bonfire)** | melee 6 | melee 12 |
| **Blinding (Sunstone)** | melee 10 | melee 20 |
| **Outside Daylight** | all | n/a |

### Light Sources

Various kinds of equipment, powers, talents and Spells can provide light. A light source is described by the type. These are some example light sources and organized by type.

| Type | Examples |
|---|---|
| **Dim Light** | Candles, a bed of coals, very hot metal |
| **Soft Light** | Lantern, small campfire, a starstone, natural starlight |
| **Bright Light** | Torch, normal campfire, natural quarter or half moonlight, a moonstone |
| **Intense Light** | A huge bonfire, natural full moonlight |
| **Blinding Light** | A sunstone, natural sunlight from window |

### Light Quality

Light quality will affect how well characters can perform actions that require light (see Visibility, page 13).

#### *Good (Light Quality)*

All checks normal.

#### *Faint (Light Quality)*

Attacks and skill checks against targets in this light that involve sight are at a ↓4 (↓2 for infravision).

#### *Zero (Light Quality)*

Treat all targets as invisible (see Invisible, page 120). Sight-only skill checks are impossible. All other skill uses that involve sight are ↓8 (↓6 for infravision).

*Shellton dramatically opens a door.*

## Keyword Functions

Many of the keywords in talents give the character other abilities that are less combat-oriented. Simply by having a talent that delivers damage of the keywords listed here gives the character the associated abilities.

*Note that the talent has to be able to reliably deliver that damage keyword for a character to use these keywords in that way. For example, the keywords listed in Chaos talents from the Evocation trained skill cannot be used for their keyword function.*

Here are the unique attributes and functions of the Keywords.

### Acid (Keyword)

You can spend acid damage to dissolve inanimate metals and inanimate organic matter (such as wood). The acid dissolves an eighth inch per point spent for average inanimate metal, a half inch per point for average inanimate organic matter.

Repeated application yields diminishing returns. First a half, then an eighth, then no appreciable progress on that surface, as the only remaining matter is resistant to the acid.

Acids created by this keyword are extremely volatile and evaporate to uselessness almost immediately. You cannot harvest acid created by this keyword.

### Automaton (Keyword)

Automaton talents assume you have small automaton devices you have created to perform these talents. Automaton talents can be performed without an automaton, but using one allows you to use them as a focal point.

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An automaton will remain in the location you use it for a talent until your next turn ends, at which point it rolls, hovers, crawls, or otherwise makes it way back to you.

Automatons have composure and defenses identical to your own.

If an automaton is defeated in any aspect, it is no longer useful for performing automaton talents (yes, even if it is mentally or socially defeated). You can use your Craft skill to repair your automaton or to create a new one.

## Chaos (Keyword)

Talents with the chaos keyword cannot be refocused in any reliable manner, as the nature of chaos talents is that they are unfocused. This includes all the keywords in that talent.

## Cold (Keyword)

You can spend cold damage to freeze inanimate objects solid. Water freezes an inch solid per point spent. Continued application will add another inch per use to a maximum of inches equal your skill ranks plus the initial depth in inches.

Ice will support about 22kg or 50lbs per inch of thickness unless it is a moving creature, then it will support about 11kg or 25lbs per inch. Each inch of thickness adds a number of hit points equal to the damage the attack does (stronger rolls create stronger ice). The ice has DR equal to your skill ranks and is vulnerable to fire and lightning damage.

If the ice is connected to a solid surface on more than one side, multiply the weight it will support by the number of sides it is connected to.

Cold powers can also be used to counteract fire damage instead of dealing damage. If you prepare the action (see Quick Actions, page 17) to be used as a response to the attack, you may reduce the fire damage to any target that normally could be targeted by the cold power you use by the amount of damage the cold power would normally do.

## Crushing (Keyword)

Crushing damage is generally what comes from blunt forces smashing into a character.

## Earth (Keyword)

Talents with the earth keyword can move stone or earth when dealing damage. Earth talents that deal damage can move a number of inch units equal to the talent's damage in each square it affects.

Shifted stone will support about 45kg or 100lbs per inch of thickness unless it is a moving creature, then it will support about 22kg or 50lbs per inch. Each inch of thickness adds a number of hit points equal to the damage the attack does.

If the stone is connected to a solid surface on more than one side, multiply the weight it will support by the number of sides it is connected to.

## Fear (Keyword)

There are some creatures that are immune to fear.

## Fire (Keyword)

You can spend fire damage to set inanimate objects on fire. The temperature of the flame is 100 degrees C per point spent.

Three points spent would be 300 degrees C, sufficient to set papers and dry wood alight.

Any talent with the fire keyword can be used as a major action in order to create a dim light centered on you (with no other effects). You may sustain this effect as a maneuver action. The talent provides no useful light the first turn, only on sustained turns.

You can also spend it to increase the temperature in an area. The temperature increases by 5 degrees C per point spent for the duration you continue to sustain it.

## Force (Keyword)

Talents with the force keyword can move objects around instead of dealing damage. You can levitate an object up to the damage the talent would deal times (5kilo or 11lbs), up to a number of squares per round equal to your Genius divided by two.

You may double the weight lifted if you quarter the speed. You may also double the weight if you just push an object that has low friction, such as pushing a box across a wooden floor or smooth stone or tiles. Alternately, you may double the speed if you quarter the weight.

## Healing (Keyword)

Whenever you use a healing talent, if you used an action point to either get the action you are using to heal, or you used an action point with the talent, you heal wounds instead of composure.

For example, you already did a full turn. You use an action point to get an additional major action. If you use that action to do a talent with the healing keyword, healing for that talent is to wounds instead of composure.

If you are the target of a healing talent, you may spend an action point to have it heal wounds instead of composure.

Note that healing talents list the aspect of composure they heal. This only actually matters when those talents are used to heal wounds with an action point. Anything that heals composure heals any kind of composure. If no aspect is specified, Physical is assumed.

## Illusion (Keyword)

Talents with the Illusion keyword create images that can be seen by all creatures in line of sight of the area of effect. Creatures not targeted by or missed by the talent see a somewhat hazy version of the intended illusion.

You may specify any illusion you like as long as it fits within the targeted area. This does not change the mechanical effects of the talent.

Any talent with the illusion keyword can be used as a major action in order to create a dim light centered on you (and no other effects). You may sustain this effect as a maneuver action. The talent provides no useful light the first turn, only on sustained turns.

Talents with the Illusion keyword have line of sight through glass and other wholly transparent solids.

If you have a talent with the Illusion keyword, you can choose any talent with the Vocal keyword and replace the Vocal keyword with the Illusion keyword. This means you could make Mental Assault and Social Pressure attacks with illusion instead of your voice. When you do, those attacks gain the Illusion keyword. This replaces the Vocal keyword.

## Lightning (Keyword)

Talents with the Lightning keyword generate immense amounts of electricity. They will set any highly flammable materials on fire, and can be used to temporarily power a power stone.

You can recharge a normal power stone using a power with the Lightning keyword by holding it in your bare hand for 8 hours. This takes a full turn action to start and a free action to sustain.

The lightning keyword can be used as a full turn action in order to create a dim light centered on you (and no other effects). You may sustain this effect as a move action. The power provides no useful light the first turn, only on sustained turns.

### Necromancy (Keyword)

You can use talents with the Necromancy keyword to animate physically defeated or dead bodies, even skeletal remains within the range of the talent. As a move action, you may treat a physically defeated or dead body as a temporary companion of 3 grades lower than you, giving that target a full action of movement and basic actions. The target's movement will be obviously unnatural, a perception check against your trickery will reveal it is being controlled by supernatural means.

### Necrotic (Keyword)

Necrotic damage kills living tissue. Healthy skin turns purple or black. Wounds from necrotic cannot just be rested off, but needs actual medical attention. Necrotic wounds get worse. As long as a character has 1 point of necrotic wounds, they will take another point each day until getting either magical or action point wound healing that heals ALL the existing necrotic wounds.

### Phantasm (Keyword)

Talents with the Phantasm keyword create images that are only seen by the creatures hit with the talent. If the talent misses, the target sees only wisps of the phantasm where the intended image would be. Phantasms are powered by the creativity of the target. Mindless creatures are immune to Phantasms.

You may specify any phantasm you like as long as it fits within the targeted area. This does not change the mechanical effects of the talent.

Talents with the Phantasm keyword have line of sight through glass and other wholly transparent solids.

If you have a talent with the Phantasm keyword, you can use your Mental Assault and Social Pressure attacks to deal damage. When you do, those attacks gain the Phantasm keyword. This replaces the Vocal keyword.

### Piercing (Keyword)

Piercing damage is from weapons that puncture deep into the body.

### Plant (Keyword)

Whenever you use a talent with the plant keyword, you may make plants grow or move instead of dealing damage. If you do, the plant grows and/or moves a number of squares equal to the damage.

If you have a talent with the Plant keyword, you may use the talent with an action point to spontaneously grow a plant to full maturity from a seed or sapling, provided the full grown version would fit in the talent's area of effect. This negates all other effects of the talent.

### Poison (Keyword)

Poisons created by the poison keyword are extremely volatile and evaporate to uselessness almost immediately. You cannot harvest poisons created by this keyword.

### Radiant (Keyword)

You can spend radiant damage to create a sustained light. The light lingers a full minute per point spent, and lights the specified well and an area five times the size of the specified area poorly centered on the initial area. You may sustain this effect as a free action.

You can recharge a power stone using the Radiant keyword by holding it in your bare hand for 8 hours. You can be doing other things while doing this, it just means that one hand is occupied.

Attacks that deal only Radiant damage can be used through clear glass and other wholly transparent substances.

### Shadow (Keyword)

Talents with the shadow keyword can be used to reduce lighting in the squares they affect instead of dealing damage. Any square where damage would be dealt, the lighting is reduced by one category per 4 successes (from good to faint to none). The action cost to do this is the same as the talent. You may sustain this effect as a free action.

If you have a talent with the Shadow keyword, you can give your Mental Assault and Physical Strike attacks the Shadow keyword. This replaces the Weapon or Vocal keyword.

### Slicing (Keyword)

Slicing damage is generally delivered by blades of some sort.

### Sonic (Keyword)

Powers with the sonic keyword generate loud sounds that are localized to the immediate area. Any creature within (that creature's Perception in range increments) of the edge of the area of effect will hear the sound.

Attacks that deal only Sonic damage double their range and areas when used underwater.

### Spirit (Keyword)

Talents with the Spirit keyword can be used to heal yourself and allies. You can heal yourself or an adjacent ally A dice equal to your Empathy composure as a Major action.

### Storm (Keyword)

Talents with the storm keyword temporarily change the weather in the immediate area, creating dense clouds in the area directly above the talent.

You can use this to make an area overcast, summon a rain cloud, or generate a gentle breeze.

If the weather is already inclement, you can shift it one category from its current state. The precipitation quantity categories are dry, misting, sprinkling, raining, pouring, torrential downpour. The precipitation categories are warm rain, cool rain, hail, snow.

This meteorological aberration is temporary, however, and will dissipate over the matter of a number of minutes equal to your Savvy. At this point, if you are still focusing on the weather, you may spend an action point to adjust it an additional category for a number of minutes equal to your Savvy. Once that is over, it return to the first adjustment for Savvy hours before returning to the weather’s initial state.

### Teleport (Keyword)

Talents with the teleport keyword move creatures from one place to another instantaneously without having to cross the intervening space. Teleporting creatures always take anything they are wearing or carrying with them when they teleport.

Some talents let you teleport targets other than yourself. You can also target objects with these talents and teleport them in the same manner (the Guide has defenses for inanimate objects in the Guide's Miscellany) but if they are held by a creature, use the higher defense of the creature or the object instead. The creature is teleported with the object if you are successful.

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Attack talents that teleport enemies upon a successful hit can also be used to teleport allies. Willing allies can be teleported without rolling to hit. For more information, see Teleport Movement, page 122.

## Temporal (Keyword)

Talents with the temporal keyword can be used to affect time around you and the target area in subtle ways.

Temporal talents can be used to reverse or accelerate time on mundane objects in a small scale: restoring a note that was burned to ash within the last Success minutes, causing a pot of water on a flame to boil in Success fewer minutes, and so forth. The lost or gained time must be restored by the caster before this ability can be used again. To restore the time, the caster must enter a state where they are frozen in time for an equal duration. They are effectively paralyzed and cannot act in any way during this time, but can be affected by others normally.

## Transform (Keyword)

You can always use talents with the transform keyword while polymorphed.

## Water (Keyword)

Whenever you use a talent with the water keyword, you may make the area slippery instead of dealing damage. If you do, each affected square has its rough terrain values increased by 1 for every 4 successes as a water bonus for the next Success minutes.

Water talents can also be used to counteract fire damage instead of dealing damage. If you prepare the action to be used as a response to the attack, you may reduce the fire damage to any target that normally could be targeted by the water talent you use by the amount of damage the water talent would normally do.

If you have a talent with the Water keyword, you may use the talent with an action point to spontaneously cull water from the air within the talent's area of effect equal to a number of gallons equal to the damage the talent would normally deal. This negates all other effects of the talent.

## Web (Keyword)

Talents with the web keyword can create intricate webs of sticky silk. As a maneuver action, you can create a line of silk up to Genius squares long and attach it to something in a square you are in. The silk will support up to Genius cubed pounds, but is anchored in place. Cutting the silk will make it useless as it will fall into a pile, sticking to itself.

By spending an action point, you can create a wall of web up to Genius square units per minute you spend crafting it (you must be able to reach the points you intend to anchor it against, however). For example, a creature with a Genius of 5 could spend 4 minutes to create a 4 by 5 square wall of webs. Creatures attempting to pass through it will have to make a Nimble check against your Craft roll or else be immobilized, save ends.

Web created by these abilities have a wounds pool equal to your Brawn and damage reduction Brawn, but are vulnerable to fire and heavy blades.

## Wind (Keyword)

Talents with the wind keyword can move objects around instead of dealing damage. You can levitate an object up to (the damage the talent deals x 1kg or 2lbs), up to a number of squares per round equal to your Empathy.

You may double the weight lifted if you quarter the speed. You may also double the weight if you just push an object that has low friction instead of lifting, such as pushing a box across a wooden floor or smooth stone or tiles. You may double the speed if you quarter the weight as well.

If you don't focus the wind to intentionally move objects around, smaller objects will be affected by the push, pull, or slide effect of the wind talent (the Guide has defenses for inanimate objects in the Guide's Miscellany).

Areas of water affected by talents with the Wind keyword form waves to a maximum height of damage in squares, to a max of half the depth of the available water.

You may also use a wind talent to affect the wind level in the immediate area in the same manner as the Weather keyword can affect precipitation. The wind categories are still, gentle breeze, strong breeze, light gale, strong gale, heavy gale, windstorm, hurricane level 1, 2, 3, and so forth (these are increments of 10mph wind speeds). Doing so is a Major action, and will shift the weather in Melee Empathy one category. You can only adjust by a single category, though multiple characters working together could effect more change. If you are endeavoring to change the direction of the wind, you have to reduce to still before increasing wind in another direction.

At the lowest hurricane level, all creatures and objects in the area are being attacked at B vs. Strength, pushed 1 square for each 2 Edge each round. Each level of hurricane above that upgrades the roll by another Balanced die.

*A Lizardkin adventurer looks back on the town she grew up in as she prepares to find her way in the world.*

# Conflict

Conflicts occur when multiple actors in the game are actively working towards different goals. This could be a clash of weaponry to determine who will escape with the artifact, a battle of wits to determine the victor of this particular card game, a diplomatic engagement to determine whether a kingdom might pledge aid to another kingdom, putting out a fire before it consumes a building (the fire being counted as an actor), or even a test of agility and athleticism to see who can reach the top of the cliff the fastest.

The same base rules are used for each sort of conflict, but characters target different defenses and use different kinds of skills.

Characters who are engaged in a conflict take turns being the active character.

## Defenses

Each character has 6 defenses, two for each Aspect. These are the DTs for when that character is the target of another character's skill check. Talents specify what the target Aspect is for specific skill uses. The defending character can choose which defense to use.

For example, with an attack that is vs Physical, the defender can choose to defend with either their Brawn or Dexterity defense.

## Bonuses

Bonuses are shown as (value) (name) (bonus or penalty) to (target). For example: +2 dodge bonus to physical defenses

The value is either a number, ability score, or skill. Penalties are always negative, and bonuses are always positive. If the value is an ability score, it is the value of that ability score. If it is a skill, it is the ranks in that skill.

The type of bonus is the name of that bonus. Named bonuses of the same name from multiple sources do not stack. All unnamed bonuses are considered basic bonuses, and thus do not stack with other unnamed bonuses. For example, a deflection bonus to defense of +2 from one power added to a deflection bonus to defense from another power of +1 will yield only the +2 from the higher bonus, they will not add together to give a +3. However, a deflection bonus to defense of +2 from one power added to a dodge bonus to defense from another power of +1 will yield a total defense bonus of +3. (because it is deflection plus dodge).

However, if you have a +2 shield bonus to Brawn defense from a Spell, and a +2 shield bonus to Dexterity defense from a talent, they both count, as they apply to two different scores. But a +1 shield bonus to Dexterity defense from a Spell is ignored because the +2 bonus from the talent is greater.

This applies to Soak effects and other numerical bonuses as well. Upgrades and downgrades are not treated this way, and will always stack.

### Math and Bonuses

Some bonuses are a specific ability score minus a set number (such as Dexterity - 3). If the total is less than 1, the total is 1. Whenever a number is halved (such as damage dealt by a weakened creature), always round up.

Physical x2 means 2 times your highest Physical ability score. If your Physical is 3, for example, then the total would be 6.

#### *Rounding*

Whenever a value is halved, the final result is rounded up, while the remainder (if used) is rounded down. If a number is quartered or divided in some other way, round up if the remainder is half or more, down otherwise.

## Initiative Order

Encounters are divided into rounds, each representing about 6 seconds of action. There are 10 rounds per minute of in-game time. At the beginning of an encounter, you need to determine the turn order of all characters involved.

During each round, each participant in the encounter gets a turn, in initiative order from the start of the encounter (you roll only once per participant per encounter).

New characters can be added by having their players roll on the turn they join for where they go in initiative order.

*Suggestion for Guides: During an encounter, make a list of the participants in initiative order on your scratch paper. Make a mark next to the character whose turn it is to help you keep track.*

*This also lets you easily track how many rounds have passed and whose turn it is when characters take actions out of turn due to a Quick Action (see Quick Action, page 113), Free Action (page 112), or an action granted by another character.*

Each character involved in the conflict rolls initiative at the start. Characters may roll either their Shrewd or Vigilance dice pool.

The character who rolled the highest number of successes goes first. If there is a tie, the character with the most Edge goes first. If there is still a tie, play Rock-Paper-Scissors until one character wins.

Shrewd and Vigilance work differently when it comes to initiative. That is because Vigilance represents your character's constant alertness to their surroundings and their preparedness to react quickly any situation, while Shrewd represents how well you understand the motivations of others and assess the opportunities in a given conflict.

### Shrewd Initiative

Edge rolled in a Shrewd initiative roll carries over to the character's first roll on their first turn this conflict. This means when you make your first roll on your character's turn, add the Edge from your character's Shrewd initiative result to the result of that roll.

### Vigilance Initiative

Edge from a Vigilance initiative roll can be used immediately after rolling initiative (in initiative order when more than one character has this effect). This means your character can spend it on giving an ally some Edge, or potentially taking an extra action.

## Position

Where your character is relative to the other combatants in a battle can mean the difference between victory and defeat. Whenever your character is granted some movement, they may always choose to move less the full amount, even 0. See Movement section next.

### Threatening Squares

Characters all squares that they are adjacent to (each of the squares surrounding a character, including the ones above and below them). This allows characters to make Quick Strikes against sloppy foes, such as those that attempt to use normal movement to leave any of the squares that the character is threatening.

### Cover and Concealment

Cover provides defense from attack. Cover is measured in how much of a creature is concealed by the covering, based on quarters of concealment. Each quarter of concealment provides a cumulative +1 concealment bonus to defenses to a total of +4 if you are completely hidden by the concealment.

Thus, if a creature is half covered by something, it gets a +2 concealment bonus to all defenses (not just physical, having a

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physical barrier from someone also gives a sense of safety in the mental and social defenses as well).

Concealment bonuses do not stack, of course, because they are a named bonus.

## Movement

Aspect Prime measures distances in squares. These are 1.5 meters square or 5 feet square. We measure areas and distances in squares.

### Squares

Each square of movement can be to any of the 8 squares surrounding your character (or 12 for large characters who take up a 2×2 space). This means diagonal movement is measured the same as orthogonal.

Characters may move through allies freely as long as they don't end an action in an ally's square. Characters cannot freely leave a space adjacent to an opponent or enter an opponent's space without provoking a Quick Strike (page 113). For more details, see Overlapping Spaces, page 112.

Squares are technically cubes (1.5 meter or 5 feet tall), but the vertical aspect of this does not come into play often.

### Hexes

Aspect Prime can be run using a Hex system instead of Squares. Distances and such remain the same, but any situation that calls for a square space made of multiple squares, it is a parallelogram instead.

### Theater of the Mind

Aspect Prime can be played in Theater of the Mind style. In this case, think of ranges as either Engaged (in Melee range) or in Range Increments. The Areas section will define how those work in the Theater of the Mind-style play.

### Shift

Shifting is a special kind of movement that does not provoke Quick Strikes when leaving a threatened area. When shifting, your character may shift through an opponent's square as long as you do not end in that square (see Overlapping Spaces, page 112). Your character may shift a single square using the basic Maneuver action named Shift (see Basic Maneuver Actions, page 121).

Some shifts that you might gain specify a specific kind of movement (such as a flying shift). Your character gains that movement type temporarily for that move if they don't already have it.

### Swapping Places

Some talents let characters swap places with a target. This is tricky if one or more of the creatures involved are bigger than a 1×1 square. If the creatures are adjacent, each creature shifts a number of squares equal to the other creature's size toward the other. If the creatures are not adjacent, add the distance between to the amount they shift.

This means that the smaller creature will always move to the furthest place from its original location possible in the larger creature's old space. And the larger creature will always move as few spaces possible until it totally encompasses the smaller creature's old space.

### Moving Through Other Characters

Characters may attempt to shift through an adjacent square that contains an enemy. If the shifting character attempts to end their turn in a square with that enemy, however, the foe gets a Quick Strike on them. If the attack hits, it has the added effect of sliding the shifting character to whatever adjacent square the foe wishes. Shifting out of a square containing a foe does not provoke a Quick Strike. Moving out of a square containing an enemy does provoke a Quick Strike, as it is moving into a square they threaten.

Characters may use a normal square of movement to move into an ally's space if ally allows it. Otherwise characters must shift as above. This is usually used to move through an ally's space to get somewhere else.

#### *Overlapping Spaces*

When occupying a square containing another character, they have a ↓4 penalty to their rolls. The effect is cumulative for each character in the square. These penalties are reduced by 1 for each size category smaller than the overlapping creature is. For instance if a small and large creature occupy the same square, the large creature only suffers a ↓2 to accuracy, while the small creature suffers the full ↓4 penalty to accuracy. Additionally, any area attacks will target each character in the square equally.

Creatures that are more than two categories larger than a character or smaller than a character do not count for this rule. There is no penalty for overlapping spaces with them, nor do either get a Quick Strike as their spaces overlap.

When attacking into a square containing multiple creatures using an attack that is not an area attack, creatures of the same size as the intended target grant one quarter concealment (see Cover and Concealment, page 111). Creatures that are one or more sizes larger grant two quarters concealment, and smaller creatures grant no concealment.

Riding a creature lessens the concealment it grants by one quarter (movement is more predictable while riding a creature). This means that a medium creature riding a large creature only gains one quarter concealment.

## Actions

Each turn, your character gets four actions, one Major (▢), one Maneuver (▫), one Free ( • ), and one Quick action ( ↻). Here are their differences and uses.

### Major Action

Major actions (▢) are most active skill uses and attacks. Characters get one each turn and can use it during their active turn.

You may use a Major action to make a Maneuver.

### Maneuver Action

Maneuver actions (▫) don't typically contribute directly to the conflict, but rather are used in getting the character into a more advantageous position. Characters get one each turn and can use it during their active turn.

You may use a Maneuver action to make a Free action.

### Free Action

Free actions ( • ) are actions that can be done after any action, yours or someone else's. Characters get one each turn and can use it after any event occurs or any action is completed.

Each time an event happens or a creature finishes taking an action, a character may use their free action to React (page 121) or use a different Free action. Free actions are done after the thing the character is reacting to.

A character can use a free action to do one or more of these at once:

- drop any number of items they are carrying
- say two words
- make a gesture
- drop to prone (see Prone, page 121)
- change their facial expression.

There are some talent uses that cost a Free action. These actions cannot be done in conjunction with the above functions.

If more than a single character wishes to use their Free action at the same time, the actions occur in initiative order.

Downgrading another action type to use a Free action does not let you make that action when it is not your turn. Downgrading an action that can only be used on your turn to make a Free action can only be done on your turn.

Your Free action recharges at the end of your turn.

### Quick Action

A Quick action (↻) is an action done in response to a specific trigger. Quick actions happen before the triggering action. You may only use one Quick action per turn, and you may respond to a specific trigger only once.

If more than a single character wishes to use their Quick action at the same time, the actions occur in initiative order.

Your Quick Action recharges at the end of your turn.

#### Quick Strikes

Quick Strikes are attacks you can do when it is not your turn, but actually interrupt the action of an adjacent creature. You get a Quick Strike against an adjacent enemy that:

- Moves so they are no longer adjacent without using a shift or disengage with Nimble Escape, and is not being moved by an enemy's slide, push or pull.
- Uses any ranged attack that isn't a reaction attack.

You may use any Basic Major talent for your Quick Strike, as long as it targets the one who triggered it. When characters use a ranged attacks as a Quick Strike, they do not provoke Quick Strikes.

Using a Quick Strike costs your Quick action.

If you hit with a Quick Strike while the target was attempting to enter a square you are in or is adjacent to you, your attack halts their movement. They can no longer make any movement actions into that square until their next turn.

## Complex Actions

There are a number of other kinds of actions characters can make that are more complicated, using combinations of the above actions in different ways.

### Full Action

Sometimes we specify a Full action. Full actions cost a Major, Maneuver, and Free Action, so combine those three symbols: ◎.

### Action Points

Action points (AP) represent your adrenaline and energy reserves. Characters use action points to perform heroic feats.

When characters wake up from a long rest and eating a meal, your character has one action point (except Humans, who get two). At the end of any challenging combat or major event your character is involved in, the Guide will give out another action point to each player. The Guide should hand out tokens to the players to represent their current number of action points (we like to use glass gems).

When you use an action point, give the token back to the Guide.

Your character may only use one action point per round (from the beginning of your turn to the beginning of your next turn). An action point may be spent to make a Heroic Effort (see Heroic Effort, below). Talents and powers can grant other uses of action points.

#### *Heroic Effort*

As a free action during your turn, you may spend an action point to immediately gain a +6 Edge. Often this is spent on 3 immediate die upgrades or one extra Major action.

#### *Healing Wounds With Action Points*

Any time you initiate or receive healing, you may spend an action point to heal wounds rather than composure. This is the reason that composure healing often will specify what aspect or pool that they effect. This only matters when using action points to heal wounds. When aspect or pool is not specified, you may heal any pool with that wound healing.

### Timed Actions

Timed actions are actions that take more than one action of a single type, such as a Major x2, or a Maneuver x3. Actions that do not have a multiplier, such as three rounds, five hours, or ten minutes, are not considered timed actions.

A timed action can be performed as a single action of its type by spending an action point. Alternately, timed actions can be done at-will, but cost more actions than other kinds of actions. To do a timed action as an at-will, you must save up a number of actions equal to the multiplier of the type specified.

#### *Saving for Timed Actions*

Characters can only save actions while not using other actions.

So if you are saving for a Major x2, that's 2 turns. You can use a Free and Maneuver action in the first turn before saving your Major, and on the second turn after you use the timed action (but not before).

With a Full x2, you use all of your normal actions (Major, Maneuver, and Free) for two whole rounds.

A Free x3 can be done in a single round (or over the course of two). If an action point is used, Free x2 and Free x3 actions can be performed after any action. If you save up for a timed Free action, if the last action used is a Free action, it can happen at any time a Free action can be used. Otherwise, they must happen during your turn.

For example, you can use your Free action or Maneuver action on your turn to start saving up for a Free x2 action. If you do, as soon as your turn ends, you can use your newly recharged Free action to finish the timed action after any action or revelation.

As soon as you use any action, any saved actions are lost, including using a Quick action.

A Full Action can be saved up for in the same manner as a Timed Action by saving up any number of actions from the previous turn (such as a Maneuver and Free) and spending the missing actions on the next turn (a Major, in this case).

### Repeat Actions

A talent with Repeat (action type) allow you to do the action again your next turn by spending the action type specified instead of the normal action type. If no initial action requirement is specified, it is the same as the repeat action type.

You may only repeat the same action once per turn, and only if you performed the action on your previous turn. You can use different actions in-between the two uses.

When you repeat a talent, you need to make a Durability check if you are not at full health (see Durability (Brawn), page 82).

Repeat talents allow you to change the targets or areas affected by the talent.

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### Sustain Actions

A talent with Sustain (action type) below the action line allows you to continue the effects in the action's Hit or Effect lines as well as repeat any particular actions and reroll attacks mentioned in the Hit or Effect on subsequent turns.

You must sustain the talent before you end your turn (but not the first turn), or the Effect is not sustained. You cannot sustain a talent more than once in a turn.

When you sustain a talent, you need to make a Durability check if you are not at full health (see Durability (Brawn), page 82).

Sustain talents do not allow you to change the targets or areas affected by the talent, but they do allow you move further from the effect. The talent will continue to work in that specified location for as long as you are still sustaining it, even if you are miles away.

### Sub Actions

You can divide any Movement action into sub actions by spending individual squares of movement on sub actions. This is generally used for things you can do while moving, like pulling out a weapon, sticking something in your bag, etc.

### Downgrading Actions

You can downgrade your actions to use them for other smaller actions. For example as a Major action, you can move your full speed, though it is normally a maneuver action. You can spend a Maneuver to do a Free Action. Quick Actions are unique, however, and you only get one per turn.

Note that you can use a Major action to do a Sprint or Run rather than just a basic Move action, you get a lot more movement if you succeed at your rolls (see Basic Major Actions, page 121).

## Range

Range is the distance between you and a target. Range is measured in squares or range increments.

### Range Increments

Range Increments (or RI) are increments of 5 squares for small or medium-sized characters, 4 squares for characters smaller than small, and 6 for large creatures (see Size for details, page 124).

## Your Turn

On a character's turn, they use actions to do things like move, attack, shout or use skills. Characters get a major and maneuver action each turn. They may use them in any order they like.

### The Turn

On the active character's turn, there are three steps. The beginning step, the main step, and the end step.

**Beginning Step**: Ongoing Effects (see Ongoing Effects, page 114)

**Main Step**: Major and Maneuver actions

**End Step**: Make saves against any ongoing effects, recharge Free and Quick actions

### Beginning Step

The beginning step is when things that say "at the beginning of *(a particular character's)* turn" happen. If there is more than one thing, the active character *(the one whose turn it is)* can choose in what order they trigger.

#### *Ongoing Effects*

Ongoing effects trigger in the beginning step, such as ongoing damage. This is why it is important to help allies that are dealing with ongoing effects before their turn starts *(see Saves, page 114)*. You can tell that an effect is ongoing if it says "save ends" at the end.

### Main Step

The main step is when the active character may take their Major action and Maneuver action. Characters can use their Free action during the Main Step, as well as their Quick action, if appropriate.

### End Step

The end step is when things that say "at the end of [this particular character's] turn" happen. Like the beginning step, if there are multiple things, the active character chooses the order. This is when both your Quick and Free actions recharge.

*Note that if you used your Free action any time after your previous turn, you cannot use a Full action without spending the Free action that recharges at the end of your turn. This means that technically using a Full Action this way means the action happens right after the end of your turn, so after you make your saves.*

#### *Saves*

Saves happen during the end step. Saves are used to end ongoing effects. Ongoing effects are effects that have "save ends". These effects must be saved against in order for them to end.

To roll a save, roll your Save Pool against the attacker's Save DT. We show them together like so: Saves 6, ABCC. The number is the DT for saves against effects created by that character. The die pool is what that character gets to roll to make saves against effects from other characters.

If the number of successes are equal to or greater than the Save DT's Success Target, the save is a success and the ongoing effect is ended. Save DTs only have a Success Target, no Edge Target.

Ongoing effects that are given by the same attack are all grouped together. When one ends, they all end. When making saves, make a save against each group, not each individual effect.

##### Improvised Saves

An active character that can target someone suffering from an ongoing effect can use an appropriate skill as a major action to attempt to give that character an immediate save.

*For example, Akili has caught fire and is suffering from ongoing 1 fire damage with a ST of 4. Sarai uses her maneuver to get next to him, then uses her major action to give Akili an improvised save using her Nature skill to smother the flames with a blanket. Sarai gets to roll her Nature, and if it beats the save target of 4, she manages to put out the flames.*

Any appropriate skill could be used in this instance. If a character has a skill in Cold, Water, or Air, they could certainly use that to attempt an improvised save, possibly even from range. A character could use a bucket of water to put out the flames, even.

## When It's Not Your Turn

Characters have one quick action and one free action each round. These are actions they can use even if it's not their turn.

### Named Actions

A named action is the one your character takes when the prescribed event occurs. When you name an action, you can choose to specify an event that will cause your character to take the action. To name an action, you use up that action on your character's turn when the named action is specified.

The triggering action must be fairly simple. It needs to be something that can easily be reacted to. For example you can say "If an ally moves to my character's side, then she will use my heal ability on them." or "As soon as a foe comes within two range increments, I'll fire my bow at them." Your character can only have a single response named for a trigger.

A named response must be a single action. It can be a full action, but cannot be three different actions that add up to a full action. It may be a timed action, but then you must use an action point to reduce it to a single action.

If the beginning of your character's turn comes before your character uses the named action, your character loses the chance to do so this time around, though you can specify it again at the cost of the same action until your character's next turn.

*For example, Febbit wants to wait in the shadows for a guard to walk by. He's named an action, which is to grapple the guard and knock him out as he walks by, which is a Major action. On his turn, he spends the Major action, then waits. No guard walks by before his next turn, so on his next turn, he has to spend another Major action to continue waiting for a guard.*

# Talents

Talents give characters additional flexibility when overcoming obstacles in scenes. There are three categories of talents.

**Basic Talents.** Anyone can use a basic talent. Basic talents do not need to be purchased. All characters have all Basic Talents (see Basic Talents Quick Reference, page 195).

Basic talents are formatted like this text box.

**Prime talents.** Prime Talents you get automatically for having specific Traits. Talents marked simply as Prime you get for having that Trait (such as a Species Trait or a Combat Role).

Other Prime talents are numbered, indicating how many Ranks you need in Skill, Gear, or Trait in order to automatically gain that talent. It does not cost you a talent point.

Prime talents are formatted like this text box.

**Tier talents.** In order to gain Tier Talents in the set, you must spend one talent point per talent you wish to learn.

In order to learn Tier talents of skills, you either need a talent of the previous Tier from that skill or have Skill Ranks in that skill equal to or grater than the Tier of that talent. This includes Skill Ranks from your Species or Background (see Skills, page 10).

If you don't have any Skill Ranks in that skill, you cannot learn any Tier talents from that skill.

For instance, if you want a Tier 2 talent from a skill, you must either have a Tier 1 talent in that skill or two Skill Ranks in that skill.

Tier talents are formatted like this text box.

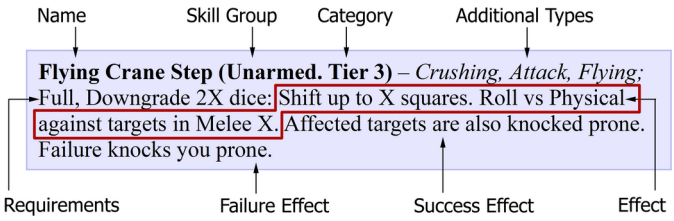
A level one Hero character has 4 talent points to spend.

## Reading a Talent

Talents are made up of (in order):

- Name
- Skill
- Category (Basic / Prime / Tier)
- Additional Types (Attack, Stance, Etc.)
- Requirements
- Effect
- Success Effect (if any)
- Failure Effect (if any)

For this section, we will consider the following Unarmed talents: Flying Crane Step, Cramping Strike, and Death Brand, as well as the Striker talents.




**Cramping Strike (Unarmed. Tier 2)** – Spend 4 Physical Edge: Affected targets are immobilized, save ends.

**Death Brand (Unarmed. Tier 4)** – *Modifier;* Downgrade X dice: Affected targets take X damage at the end of their next turn if they stay in the same square.

The first bit before the parentheses in a talent is the **name** of the talent. These talents are, of course, Flying Crane Step, Cramping Strike, and Death Brand. Note that talents with the same name function identically, but can only be used when that skill's usage prerequisite is met. Unarmed talents require the user is mobile.

Inside the parentheses, we specify the associated **skill**, and the talent **category** (Basic, Prime, or Tier). These talents are Unarmed and Tier 3, 2, and 4, respectively.

After the parentheses before the colon, we specify **additional keywords** (if any), and then the requirements to use that talent. If there are additional keywords, they are specified first in italics, and then a semicolon before the requirements.

The Flying Crane Step talent has Crushing, Attack, and Flying in addition to the keywords of Unarmed (the skill), Physical (the defense it is targeting), and Martial (the Power Source for Unarmed). Cramping Strike has no additional keywords. Death Brand adds the Modifier keyword.

Next are the **requirements**. Flying Crane Step requires the use of a Full action, and downgrade dice in a multiple of 2 to power some additional effects. The X here is how many multiples of 2. When a value for X is chosen as part of a requirement, that is the same value for X in the rest of that talent.

Cramping Strike requires just the expenditure of some Physical Edge. We can't use that without using some talent to make a roll that has the Physical keyword first. So we'll use Flying Crane and hope to roll some Edge to use the Cramping Strike with.

Death Brand has the requirement of ↓X dice. Because it is a modifier, we can use it to modify Flying Crane. This X is separate from the previous one because this is a new talent. So if we combine this with Flying Crane, we would downgrade an additional different amount of X dice.

*Tananda has been ambushed by some goblin fodder. She's dealing with 5 of them, two flanking her to the left and right, and three more two squares in front of her. They are in a perfect formation for a Flying Crane Step.*

*She's going to use her ABCC Unarmed dice pool to take them down. She downgrades 2 dice for Flying Crane Step, getting us an X of 1. Shifting 1 square will get her in the middle of all 5, and a melee of 1 will let her hit all 5 at once. She will downgrade an additional 4 dice for Death Brand, for a total of 6 downgrades. That doesn't give us much left to work with. But since she really wants to take these foes down, she's going to spend her Action*

*Point to get 3 immediate upgrades. That means she could potentially roll ABBB, ACC, BBC, or a few other options. Because she wants to use Cramping Strike to guarantee damage from Death Brand, and Goblin Fodder are fairly easy to hit, she uses AAAAAB in order to maximize her chance to roll Edge and still probably hit.*

After the colon is the **effect**. Section. If there is a roll involved, you will see 'Roll vs [a difficulty target]', followed by targeting information.

For Flying Crane Step, the effect section is a shift of X, then an attack that targets all enemies in Melee of X, rolling Unarmed (whenever you see "Roll", it means to roll the dice pool for this talent's associated skill) against the Physical defenses of those targets. X could be zero, though with Flying Crane Step that means Melee 0, which only lets you hit creatures in the same space as the attacker.

Cramping Strike's effect inflicts an ongoing immobilize.

Death Brand's effect deals damage to a target if they don't move. If we used 0 for X in the requirement here, it would do 0 damage, so this will need to be a 1 or greater to be effective.

An area discussing 'Hit foes', 'Impaired targets', or 'Success means' is the **success effect**.

If the talent is an attack (see Attack (Keyword), page 116) and no alternate success effect is specified here, success translates to damage to the targets. Whenever rolling against a defense, excess successes beyond the success target are always converted to damage to the target defense's health unless specified otherwise. So in this case rolling 5 successes against a success target of 3 would deal 2 damage and knock the target prone.

In Flying Crane Step, we can see that hit targets are knocked prone. An important note is that Flying Crane Step says "also" knocks targets prone. This means that the talent will still do damage as well as knocking the opponents prone.

Cramping Strike has no success effect, as it isn't part of an actual attack, just an outlet to spend Edge after an attack succeeds.

Death Brand, however, tacks an additional success effect onto whatever it is used to modify.

The only talent of these three with a **failure** state is Flying Crane Step. Failure knocks the user prone. This means if the user does not manage to hit any enemies with the attack, they are knocked prone. As this attack is most effective when leaping into a group of enemies, failure is a pretty bad option. If there are several enemies, this attack only has to hit one of them to avoid failure here.

*Tananda rolls a 2,9 against the goblins. Their best Physical defense is a 2,3. She succeeds with no additional damage (her 2 successes are enough to reach a success target of 2, but without excess successes). Since she succeeded, she knocks them prone with Flying Crane Step's secondary success effect and she can use her Edge against them.*

*After subtracting 3 from their defense's Edge target, she has 6 remaining Edge she can use. She uses 4 for the immobilize, and since she is a Striker, spends the last two Edge to upgrade her successes by 1. She deals 1 damage to them all with the attack because of her Striker ability.*

*Because the goblins are now prone, they will have to get up to be able to attack effectively. Because they are immobilized, they can't even get up in the first place. At the end of their next turns, they all take 4 additional damage because they are immobilized, which is enough to physically defeat them.*

## Keywords

Any successes, Edge, or Crits that result from use of that talent are considered to have those keywords. The talent's associated skill, ability score, aspect, and target aspect are also applied as a keyword to those results. This can be relevant when another talent can only spend results of a specified keyword.

Not all talents have additional keywords.

### *Descriptor Keywords*

There are a number of keywords that are only there as descriptors or for other talents and abilities to specifically reference them. Here is a non-exhaustive list of a few of those:

Agile, Bonus, Buff, Check, Debuff, Feral, Knowledge, Movement, Planning, Primal, Stable, Summon, Teleport.

### *Delivery Keywords*

These are keywords that specify how the roll is delivered, either in game or in some cases in real life.

#### Attack (Keyword)

Attacks typically provoke a return attack in response, even if it misses. All successes from attack talent rolls deal damage of the keyword of defense they target unless specified otherwise. Anything else listed in the talent is in addition to the damage dealt from successes.

Actions without the Attack tag won't typically provoke a physical attack in response initially. These are usually a social pressure or mental assault in which a physical attack response could be interpreted as weakness. Recipients will typically respond in kind.

That said, there is such a thing as fighting words. Any roll that results in wounds will trigger self-defense of attack or flight.

#### Guide Roll (Keyword)

This is a roll that should be made in secret by the Guide, as the results would be a spoiler. This includes stealth (are you SURE they didn't see you?), rope tying (you are pretty sure the knot will hold just fine) and so forth.

#### Grapple (Keyword)

You cannot use weapons in a grapple unless they have the unarmed keyword. Whenever you hit with a grapple, you automatically move into the space occupied by the target, unless specified otherwise.

#### Modifier (Keyword)

Modifier talents can only be used to modify other talents that have Rolls in them. Generally this is because these talents are used to modify the dice pools used for other talents. Death Brand is a good example of one of these.

#### Quip (Keyword)

Quip means that this action is accompanied by a quip of 10 words or less. Quips must convey the meaning of the action.

A quip is one or more sentences that total around 10 words or less. We use quips to measure speaking in combat or other stressful situations in order to keep the action moving and to allow other characters to have a chance to speak.

Quips take a maneuver action to perform. All Vocal powers are delivered by quips. Using a quip is an obvious action, perception DT 1 to notice. You may attempt to use Stealth or Trickery to hide the command from creatures other than the target of the quip.

#### Stance (Keyword)

Stances are talents that change the way your character behaves in a specific way. Some will give you increased damage, defenses,

mobility, new attacks, or any number of other things. You may only use one stance at a time. Starting a stance immediately cancels any other stances. You cannot be in a stance while resting (because resting is a stance).

You may choose any stance you have to be your default stance. If you do, you are presumed to be in that stance whenever you are not resting or specifically in another stance (as long as you have opportunity to pay the action cost to change into that stance). However, as some stances impose movement and action penalties, these penalties need to be compatible with your normal behavior. Otherwise, it is assumed that you always revert to the universal talent Alert Stance (see Passive Skill Checks, page 44).

Some stances specify that you can end the stance as a certain kind of action. You must use that action to end the stance before starting another stance. Unless a stance specifies otherwise, ending a stance is a free action. If you end a stance without starting another stance, you are in no stance at all.

When a stance has one or more element keywords associated with it, all basic attacks and attacks from the same Skill that you use while in that stance also gain those element keywords.

#### Suggestion (Keyword)

Suggestions are a way to convince other characters to do what you want. A suggestion talent gets delivered with a free quip, which is not only used to describe what the attacker is trying to get the target to do, but for the target to interpret the attacker's request to the best of their ability.

#### Vocal (Keyword)

Ranged vocal attacks do not require line of sight, only that the target is within range. However, vocal attacks work better on creatures that can hear, see, and understand you. You have ↓2 to hit with a Vocal attack if the target cannot either hear, see, or understand you. If more than one of these states (cannot hear, see, or understand) are true, the target is immune to the attack. Note that whether or not you see your target has no affect on your vocal attacks.

Whenever you use a vocal power, you get one or more free quips (see Quip, page 116) to deliver it. A vocal power that uses more than one action (such as a Full action or a minute action) will give you up to one free quip per action (2 for a Full, 20 per minute).

Creatures that only have vibrosense, heatvision, echolocation or another rough sense that does not give a continuous detailed view of the target do not count as able to see you. This means that vocal attacks will not work at all on some monsters.

#### Weapon (Keyword)

Weapon means that this action is delivered by a weapon. The Weapon Gear Perks from the weapon being used will apply to this talent's results.

### *Keywords*

Keywords specify a kind of element that is present during the attack itself. These keywords bring extra functionality that can be useful in non-combat situations as well as in combat.

Some talents list two or more element keywords in an or list at the beginning of the additional keywords area. When a character uses that talent, they choose one of those keywords. The talent gains that keyword.

For details on what each element keyword can be used for, see Keyword Functions in the Adventuring chapter, page 107.

## Talent Requirements

After the semicolon, but before the colon, we specify requirements to use that talent. You must satisfy all requirements listed in a talent to use that talent.

### *Action Cost*

Action Costs specify the action type you must spend to use the talent. It has an action cost if it specifies Major, Maneuver, Free, or Quick. Talents without a specified action can be used at any time (such as the talent Cramping Strike).

### *Downgrade or ↓*

Downgrade or ↓ means you must downgrade the dice used in any rolls made by the talent by the number specified. Sometimes there is an X specified here. This means you can choose how many dice you are downgrading, with the value you choose affecting the talent's effect. Sometimes there is a number like 2X. This means for every 2 you downgrade, increase your X value by 1.

### *Spend Edge / Crits*

These talents require that you spend some edge or Crits in order to get the effect. Sometimes a keyword is specified. This means the character spending it must have that keyword in the roll that generated the Edge. For instance, Cramping Strike requires that the Edge has the Physical keyword. It will have this keyword automatically if the target is Physical or a Physical defense.

Spending Crits works the same way. However, it is important to note that Crits are not the Successes on that side. When a Crit is spent, it does not negate the 3 Successes that were rolled with it.

### *Lock ↓X (requirement)*

These talents require that you downgrade some dice for a duration. You can never downgrade more dice than you have in the skill that gave you this talent. When you Lock dice, it downgrades dice that much for ALL of your skills for that duration, plus one additional turn. These are usually used to give you some sort of defensive bonus or to use some non-combat ability.

### *Perk (requirement)*

Perks are effects that are always true.

### *Sustain (requirement)*

A sustain requirement means that you must expend whatever the sustain requirement is every turn or the effect ends.

### *Active (requirement)*

This is a talent that can only be used by an active character. This means it must be done during their turn.

### *Success (requirement)*

This is a talent that can only be used in conjunction with an action that succeeded. No excess Successes are required, just a meeting of the Success target.

### *Variable (requirement)*

Variable means the action used for this talent varies, usually based on the Time table (see Time Modifiers, page 78).

## Effect

After the colon is the Effect section.

### *Roll vs Difficulty Target*

This talent targets another character's defenses. Roll the appropriate dice pool (the one for this talent's skill) and compare it against the specified DT to determine success and Edge.

Some talents might be less specific than a skill, but specify an ability score, aspect, or even just any. The character can choose any skill they have that fits in that category for this roll.

### *Targeting*

Most talents target a single creature. Area talents are used to affect multiple characters in a group.

If the target does not list you as a target, you are not affected. However, when it says each creature, that means each creature in the area, including allies and enemies, but not yourself.

Sometimes a target is even more specific, such as 'One creature that you hit with a fire power this turn'. You can only use the power if there is a target that meets that requirement.

#### Allies and Enemies

Allies are characters your character believes are working with them in the encounter, or at least those your character wishes to aid.

Foes, Enemies, and Opponents are the words for the same thing: antagonists to your character.

Targeting allies with powers that have 'each creature' can change the effects. For example, something that would slide a foe instead will move an ally. These differences are noted under the effects in the combat chapter.

#### Line of Sight

Line of sight is a check made in order to tell if you can affect a target. If there is anything solid that wholly blocks the target square from your square, you cannot affect targets in that square. You do have line of sight through the bars of a prison cell, but you do not have line of sight through a solid ice sheet.

For example, if you are looking through a thick glass window, you would have to break through the window before being able to affect targets on the other side. In such a case, you could fire an arrow at a target behind a window, but the arrow would have to do enough damage to destroy the window, and the remaining damage would hit the target.

#### Melee

Melee attacks can affect creatures within the specified range. When it is listed as simply Melee (with no number), it means the range is specified by the weapon being used and the user's natural reach (see Reach Weapons, page 89). Melee 3 means the range is up to three squares away from the caster. Melee attacks let you choose your targets within the range.

#### Ranged

Ranged specifies the distance from the caster the targets can be. Range is the distance between you and a target. A ranged attack provokes Quick Strikes from adjacent foes that can make quick actions. Ranged attacks always let you choose your targets.

#### Range Increments

Range Increments (or RI) are increments of 5 squares for medium-sized characters, 4 squares for characters smaller than medium, and 6 for large creatures (see Size for details, page 124).

#### Area (Area of Effect)

Area is an area of effect where each creature in the area can be targeted by the power. They are cubes with lengths on each side equal to the area's size. One of the squares of the area must be with in the range specified.

*A melee area 3 for instance is a 3×3×3 cube where one of the squares of that area is in Melee range of you.*

*An RI 3 area 4 is a 4×4×4 cube where one of the squares of that area is within 3 range increments (15 squares for a medium-sized character) squares of you.*

#### Line (Area of Effect)

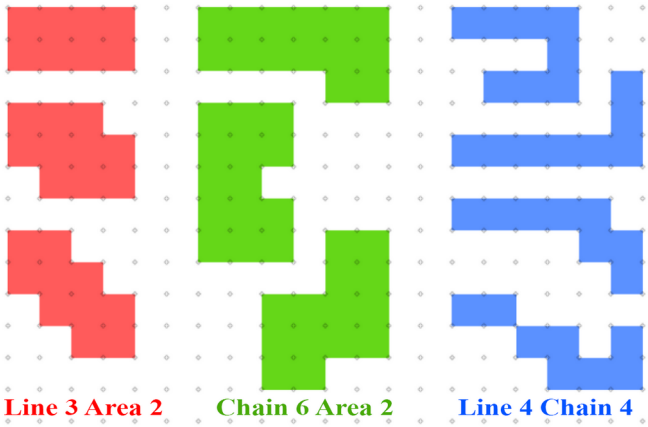
Lines are a special kind of Area. A line is defined by drawing a straight line from the center of the starting square towards any other location. Each square that the line passes through is affected, up to a number of squares equal to the specified length. An adjacent line's starting square is always adjacent to the caster. A ranged line's starting square must be within range, though its ending square may be further. Lines are only one square tall.

#### Chain (Area of Effect)

Chains are a special kind of line that does not have to be straight. Chains are a contiguous number of squares equal to the specified length. Except for the ends, each square of the chain must be adjacent to at least 2 other squares in the chain. Unlike lines, diagonally adjacent squares are not allowed. Chain squares can be stacked vertically and the squares of a Chain can be tightly packed together if desired. For example, a Chain 8 could be arranged into a 2×2×2 cube.

#### Combining Areas of Effect

When an Area is combined with a Line, each "square" of the line is the size of the Area. So a Line 3 Area 2 is either a 2×4, a 3×4 with a square removed from two opposing corners, or a 4×4 with three squares removed from the opposing corners.




Combining an Area with a Chain works the same way.

When a Line and Chain are combined, they are attached end-to-end. So a Line 4 Chain 4 is 8 squares long.

If you have more than one talent giving the same area type to an effect, just add the values. So an Area 3 + Area 4 is just an Area 7.

#### Areas of Effect and Size

Area, Lines, and Chains are the same size and shape in squares, no matter what size character is using them.

#### Areas of Effect and Theater of the Mind

When playing in Theater of the Mind style, there is no grid or hex map to accurately determine which foes can be targeted. We use a basic rule of thumb for this. If the foes are all in one or two range increments in one direction (to the north), they are considered in a cluster. Otherwise they are spread out.

Clustered foes can be targeted at 1 per Area, plus one per Chain 2, plus one per Line 3. Spread out foes are targeted at half this rate, rounded up. If targeting a cluster and foes outside that cluster, the ones outside of the cluster are targeted at half that rate (even if they are also clustered).

So if there are 4 foes in RI 1 and 2 to the north and northeast, and 2 foes to the east, you could hit 3 of those foes to the north with an Area 3. Alternately you could hit 1 foe to the north and one to the east with an Area 3 (divide 3 by 2 and round up because they are spread out). A Line 3 Area 3 could target all 4 foes clustered, or 2 clustered foes and one in another cluster.

#### Partial Area of Effect Overlaps

If an area overlaps a square that a target is in, it counts as affecting that target. This means a Colossal creature who only overlaps a single square of your area attack will be targeted by the attack. It also means that a Puny creature's ¼ x ¼ area can affect a Medium creature in the square their targeting area overlaps. See Size for further details on Space (page 124).

### *Save Ends or Ongoing Effects*

Some talents can be used inflict ongoing effects. These effects are marked with "save ends". When an effect is ongoing, it remains in place until the effect is saved against (see Saves, page 114).

#### Ongoing Status Effects

An ongoing immobilize would mean the target cannot make move actions until that ongoing effect ends.

Stacking multiple status effects of a similar type works differently depending on the category of effects.

For movement status effects (slowed and immobilized), take the highest slow value then add one for each other slow applied to the character. A character's speed will never drop below 1 unless they have an immobilize effect on them, however.

For action status effects (distracted, dazed, and staggered), the highest debilitation of all the action status effects is the applied effect.

#### Ongoing Damage

Ongoing damage deals damage to the character every turn, at the beginning of their turn.

This means that unless the creature is granted a save, that creature will take the damage at least once, and possibly again on subsequent turns if the save is failed. This damage occurs when the creature's turn comes up, delaying one's turn does not delay ongoing damage.

For ongoing damage, take the highest of all the damage of the ongoing damage effects, then use that value plus one ongoing damage effect. For keyword vulnerability, all the damage is treated as all keywords at once. For keyword resistance, the resistance is applied to those ongoing damages first before combining them.

*For example, if a character has ongoing fire damage 3 and then is hit with an attack that gives ongoing fire damage 4, the total ongoing damage is now 5. If one of those effects ends, the other then applies as normal.*

### *Action Status Effects*

Action status effects are status effects that affect your number of actions per round. When a creature has multiple action status effects on it, only the strongest one affects it.

For instance, consider a foe that is staggered until end of turn and dazed (save ends). Until the stagger wears off, they are staggered. But when the stagger wears off, if the target hasn't saved against the daze, they are dazed instead.

#### Staggered

When you are staggered, you only have one maneuver action per turn and grant Leverage to all adjacent enemies. You cannot take free actions or quick actions and you lose your major action. You can use action points to get major action as normal. Staggered is the strongest action status effect.

#### Dazed

When you are dazed, you lose your maneuver and free actions and only have one major action and one quick action per turn. You can still take free actions and quick actions and use action points.

#### Distracted

When you are distracted, you only have one major and one maneuver action per turn. You lose your free action. You can still use quick actions and action points. Distracted is weaker than dazed.

### *Forced Movement Status Effects*

Force movement effects are effects that move enemies around the battlefield. These moves do not trigger things that a move or even a shift would, their purpose is merely to put foes in disadvantageous locations. The three types are push, pull, and slide.

If a creature attempts to forced move a foe over rough terrain, off their mount, or off a ledge, the target gets a Nimble roll to stop the slide in the square before the rough terrain, pit or chasm. The DT is the number of squares of movement remaining, if any, plus one if the attacker is a controller.

If a creature is slid into a solid object, any remaining squares of the slide are converted into physical damage.

Slide effects can be used on allies if they get hit with an ally's attack that has a push, pull or slide. Slide effects used on allies are converted to normal movement for that ally, thus triggering reaction attacks like a normal move. This movement is also reduced by slow, hinder and rough terrain. Direction of the movement is still directed by the instigator, not the target.

Some slides specify a specific kind of movement (such as a flying slide). The target is treated as having that movement type temporarily for that slide if they don't already have it.

#### Slide

Slide is the most flexible, allowing the attacker to choose where the target goes, up to a number of squares indicated by the slide. A slide 5 for instance would allow the attacker to move the target up to 5 spaces, each move in any direction. A single slide can be used to move characters around corners if it is long enough.

#### Push

Push is simply a slide where every square of movement must be away from the source (the attacker unless specified otherwise). A push of one square always has three possible squares the target could be pushed to (assuming the squares are empty).

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#### Pull

Pull is the opposite of push, meaning every square of movement must be towards the source. If a target is pulled any closer than to an adjacent square, they do not enter the occupied square. There are always three possible squares a target can be pulled to unless the target is adjacent to source.

### *Leverage*

Leverage is a situational benefit. When a creature has Leverage on a target, they gain Savvy upgrades to hit that target or use skill checks against that target. Here are some ways to gain Leverage on a target.

- A threatened cornered foe grants Leverage to those threatening them. A cornered foe is a foe who has no squares it can move into that are not impassible or threatened by a foe.
- A staggered or prone creature grants Leverage to adjacent foes.

When a foe is successfully surprised by a creature they are unaware of, that creature gains Leverage against that foe until the end of the creature's turn (see Perception (Savvy), page 86).

### *Movement Status Effects*

Movement status effects are status effects that only affect your movement ability. Like the action status effects, only the strongest effect on a creature affects it. However, a creature can have an action status effect on it and a movement status effect on it at the same time.

#### Immobilized

When you are immobilized, you cannot move, shift, drop to prone, or get up from prone (if you are prone). You can still be slid, pulled, pushed, and teleport, or be teleported.

#### Slowed X

When you are slowed, your move speeds are reduced by X to a minimum of 1. You may still convert your major action into maneuver actions. Any ability that you use that allows you to shift a number of squares will only let you shift a maximum of 1.

### *Sensory Status Effects*

Sensory status effects are status effects that only affect your senses. The sensory status effects are: blinded, deafened, and numbed.

#### Blinded

Blinded creatures treat all visual perception checks as 0 and treat all targets as if they were invisible.

#### Deafened

Deafened creatures treat all auditory perception checks as 0 and treat all targets as if they were silenced.

#### Numbed

Numbed creatures have a ↓2 penalty to all die rolls.

### *Temporary Composure*

Sometimes you are granted temporary composure. These increase your composure pool. They do not affect the composure damage you have taken, even when the temporary composure go away.

For example, a character with a composure pool of 7 gains 4 temporary composure. Their composure pool is now 11. They take 10 damage and it all goes to their composure. Once they lose those temporary composure, their composure pool is reduced to 7, but they still have 10 composure damage in that pool. Any further damage dealt to them will go right to wounds because their composure pool is full. Excess damage already in the composure pool does NOT go to wounds, it remains in the composure pool. If the character is healed 2 composure, they now have 8 composure, so damage would still go right to wounds.

Like other bonuses, temporary composure do not stack unless they have unique names.

### *Until Your Next Turn Ends (or UYNTE)*

Many effects last until your next turn ends.

This means that at the end of your next turn, after you have a chance to do your turn's actions, the effect ends.

You cannot extend this by delaying your next turn. The effect then ends when your turn would have happened.

### *For One Turn (sometimes FOT)*

This effect lasts until your next turn begins. You cannot take any actions on your turn before this effect ends. You can, however, use a free action just before your turn begins, if it has not been used yet.

### *Other*

Here are miscellaneous other status effects.

#### Aloft

Aloft means the target is hovering in the air, but granted no movement ability. Aloft creatures can be affected by slide effects. Aloft is effectively Hover 0. If an aloft creature has flying movement speed, they can move at half speed using that movement.

#### Charmed X

Charmed creatures have their attitudes shifted up by X times 5 temporarily. See Attitude Definitions, page 130. Multiple Charmed effects do not stack, the highest effect wins.

#### Disoriented

Disoriented creatures cannot use non-Basic talents.

#### Invisible

Invisible creatures gain a +5 bonus to stealth DT against visual perception checks. Invisible creatures gain a concealment bonus to defenses equal to Dexterity.

When attacking invisible creatures with attacks that are not areas, the attacker must pick a square to attack. If the creature is not in that square, the attack automatically misses.

Creatures may attempt an auditory, scent, or visual perception checks to find invisible creatures as a maneuver action. If they succeed, they find the square the creature is in and gain Savvy attack upgrades until they leave that square.

#### Polymorph

When a creature polymorphs into another creature, they look like the creature and become that creature's size. They do not gain or lose any memories or knowledge (such as languages). Physical defenses and hit points get adjusted for size (see Size, page 124), but other defenses, skills, and stats do not change.

Unless the ability used to polymorph specifically notes that it aids in disguise checks, the only way that polymorph will aid in impersonating another target is by allowing one to gain the species, general coloration, and visible gender markers of that target. Polymorphing won't grant exact facial features of a specific creature, for instance.

If the creature polymorphed into is of a different size or different morphology (Humanoid, beast, arthropod, etc.), all equipment falls off during the transformation.

When polymorphed into a creature that is of a different morphology, the polymorphed creature loses the ability to speak languages the new creature species is unable to speak.

### Prone

While prone, non-adjacent creatures have ↓2 to hit you and the prone creature has a ↓2 to attack rolls. Prone creatures grant Leverage to adjacent foes (see Leverage, page 120). Getting up from prone is a basic maneuver unless immobilized. A prone creature's speed is reduced to 2. Getting up from prone does not provoke Quick Strikes from adjacent foes. Dropping to prone position is a free action.

When you are knocked prone, your current stance ends.

### Silenced

Silenced creatures cannot be heard (this adversely affects Vocal powers). Silenced creatures have a ↓4 penalty to cast Spells.

### Sleeping

Sleeping creatures lose all actions. They heal one composure at the end of each full round of sleep. If a sleeping creature takes wounds or composure damage, they immediately awaken.

Sleeping creatures usually fall prone at the beginning of their next turn. This does not wake them unless the fall for some reason causes them damage.

### Weakened

Weakened creatures deal half damage with attacks.

### *Measurement in Aspect Prime*

Measurement in Aspect Prime uses squares wherever possible, making conversion simple. Where not possible, we use contextual values or both Metric and Imperial Units.

### Square Units

Square units are a flexible measurement of volume. They are rectangular volumes whose sides add up to the number of square units or less. For example, 6 square units could be a 1×1×4 volume, a 2×2x2, or a 2x1x3 volume. A 6 square unit volume could even be 1x1x3 or even 1x1x1 if the caster desires. Square units of less than three are always 1x1x1.

## Basic Talents

Here are the Basic talents all characters can use.

### *Basic Major Actions*

**Major** actions (▢) are most active skill uses and attacks. Characters get one major action each turn and can use it during their active turn. Here are several actions any character can use:

**Basic Melee (Physical. Basic)** – *Attack;* Major, Weapon: Roll vs Physical on a foe in Melee.

**Basic Ranged (Physical. Basic)** – *Attack;* Major, Ranged Weapon, ↓X+1 dice: Roll vs Physical on a foe in X+1 range increments.

**Mental Assault (Mental. Basic)** – *Quip;* Major, Vocal, ↓X dice: Roll vs Mental on a foe in X range increments. (This damage is Mental.)

**Social Pressure (Social. Basic)** – *Quip;* Major, Vocal, ↓X dice: Roll vs Social on a foe in X range increments. (This damage is Social.)

**Sprint (Nimble. Basic)** – *Movement;* Major: Move your full speed, and then move an additional number of squares equal to a Nimble roll if your previous action was not a movement action.

**Run (Athletics. Basic)** – *Movement, Stance;* Major: Move your full speed, and then move an additional number of squares equal to an Athletics roll if your previous action was a movement action.

Specify a named major action *(see Named Actions)*.

You may use a Major action to make a Maneuver.

### *Basic Maneuver Actions*

**Maneuver** actions (▫) don't typically contribute directly to the conflict, but rather are used to get the character into a more advantageous position. The following are some maneuvers all characters can use:

**Alert Stance (Any. Basic)** – *Stance;* Maneuver: You make non-combat checks passively at (B + C dice, A + C dice).

**Move (None. Basic)** – *Movement;* Maneuver: Move your full speed.

You may use two move actions in a turn by using your Major action as a move action.

**Shift (None. Basic)** – *Movement;* Maneuver: Shift one square.

Shifting does not provoke Quick Strikes (see page 113).

**Sub-Move Actions (None. Basic)** – You can divide a movement action into multiple parts by subtracting some movement from it:

1 Move: Get out or put away a piece of equipment.

2 Move: Open a door, pick up something, or use simple equipment (drink something, put on a glove, flip a lever, etc.)

**Focus (None. Basic)** – *Movement;* Maneuver: ↑1 to your next die roll or defense *(no matter what it is)*. You may move one square.

**Stand (None. Basic)** – *Movement;* Maneuver: Stand from prone.

**Scoot (None. Basic)** – *Movement;* Quick, Spend 2 Edge: Move 1.

Specify a named maneuver action (see Named Actions).

You may use a Maneuver action to make a Free action.

### *The Basic Free Action*

There is only one Basic Free Action. As a Free action, you can do this after any action or revelation before any other actions are taken. This is generally useful to react to changes in the environment, warning others about something only you are aware of, etc. Remember you only get one Free action per turn.

**React (None. Basic)** – Free: Do one or more of the following things: Drop any number of items in hand, say 2 words, make a gesture, drop to prone position, change your facial expression.

### *Spending Edge*

You can spend acquired Edge on a number of talents. Here are some universal talents that all characters can use to spend Edge. In addition, each character's combat role gives additional talents they can use Edge with (see Combat Roles, page 36).

**Enhance (None. Basic)** – *Buff;* Active, Spend 2X Edge: ↑X the next very roll made by you or an ally.

**Rush (None. Basic)** – *Bonus;* Active, Quick, Spend 3 Edge: Take an immediate extra maneuver action.

**Lucky Break (None. Basic)** – *Bonus;* Quick, Spend 6 Edge: Take an immediate extra major action.

### *Basic Skill Talents*

Additionally, all characters can use the basic talents for each of the basic skills. You can look them up individually by skill (see Basic Skills, page Basic Skills), or you can see them all summarized at the end of the book in the Appendix (see Basic Skill Talents, page 195).

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### Renaming Talents

You can rename any talent you take. Just make sure to let your Guide know and to keep track of where it came from by putting the listed name of the talent in parentheses.

### Talent Utility

Sometimes you don't want to decimate an entire room while trying to light a candle with a flame attack. Or freeze a cup of water with an ice power without shattering the glass. You might want to stagger your target without doing any damage. You may even want to single out your foes from a group of enemies and allies.

Talent utility lets you do that.

You can focus a talent's effects and area by adding a full action to the action cost of the talent. For example, a major action becomes a major + full action, a full x2 becomes a full x2 + full action.

For purposes of using action points with a timed power, the time is reduced before the full action is added. This means the previously mentioned full x2 + full action becomes a full + full action when an action point is used to reduce the multiplier. The simple way to think of it is that whenever you use Talent Utility, it always takes an additional full action.

Repeat and sustain talents do not require the full action for repeats or sustains, just the initial action.

When you use talent utility with a stance, the stance ends immediately at the end of your next turn.

## Movement Forms

Most movement is Ground, that is to say traversing a solid floor or ground. There are a number of other Movement Forms, however:

### Burrow Movement

Characters may move their burrow speed while digging through dirt and loose rocks less than a tenth of their height.

### Climb Movement

If a character has a climb speed, when making a climb check, they can subtract their climb speed from the Success Target for that check. If the Success Target is 0, they don't need to roll to climb that surface, and may move at their full climb speed along it.

### Flight Movement Forms

Flight allows characters to soar through the air with no support but atmosphere. There are three kinds of flight: gliding, flying, and hovering. At the end of any turn where a character is in the air, if they have not used a flight Movement Form during their turn, they begin falling. Characters in flight may land as a free action if they are their height or less from the ground.

Using any form of flight while wounded requires a Durability check each turn equal to the number of wounds a character has taken. Failure means falling (see Falling, page 122).

### Fly Movement

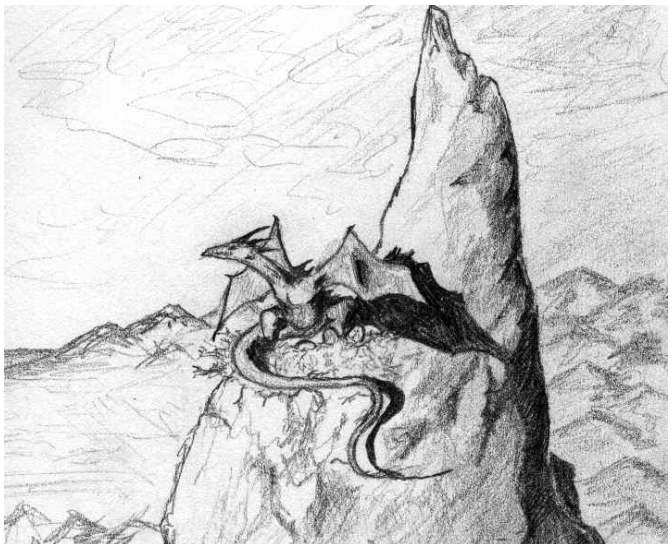
Fly is one of the three flight Movement Forms. When flying, characters must move at least two squares per turn or fall. Characters cannot move upwards more than two squares more than they did in their previous turn using flight.

### Glide Movement

Glide is one of the three flight Movement Forms. Gliding is much faster movement, and a bit more uncontrolled. Characters cannot move upwards more than one square more than their previous turn. Gliding characters cannot turn sharply or shift. They must turn 45 degrees or less per square of movement. While gliding, characters must move at least four squares per turn or fall.

### Hover Movement

Hover is one of the three flight Movement Forms. Hovering is the aerial equivalent of ground movement, except in all three dimensions, meaning a medium character has 8+9+9 squares they can move to (the 9 squares above and 9 below the character). Characters can shift freely, there are no turning speed limits, no squares of movement required per turn, and no limits to how many squares a character can ascend in a turn.



### Swim Movement

Swimming is like Climbing. Characters subtract their swim speed from the Difficulty Target for a swim check. Swim is otherwise like hover, in that characters can shift, there are three dimensions, there are no turning speed limits, and no limits to rising or descending.

### Teleport Movement

Teleportation allows characters to get to places instantaneously, even places that might be otherwise impossible to reach. A teleport move can be in any direction and through any object or substance. Most teleport movement requires the user to see their destination. This prevents teleporting through solid stone and similar places. However, teleporting through a window, jail cell bars, into a moving carriage, or through a transparent barrier is easily done.

Teleportation does not provoke Quick Strikes, ends immobilization effects, and is not affected by slow effects.

At the end of a teleport move, if the character is not supported by a solid surface, they begin falling (see Falling, page 122). See also Teleport (Keyword), page 109.

## Falling

When in the air with no support, creatures begin falling. The falling rate increases by 100 squares per round.

Maximum falling speed for most Humanoids (AKA terminal velocity, where most falling things no longer accelerate) is 200 squares per round if attempting to slow down, and 350 squares per round if intentionally diving. An unconscious typical Humanoid's terminal velocity is 250 squares per round.

*For example, during the first round a Lasvyyn will fall 100 squares, the second round they will fall 200 squares, and the third round will depend on whether or not they are attempting to slow themselves down or not. If the Celethi is unconscious, they would*

*be falling at 250 squares. If diving, they'd be at 300 (not quite maximum yet), and if they are trying to slow down, they'd be at 200 squares per round still.*

For timing purposes, creatures fall a sixth of their falling speed not during their turn, a third during a maneuver action, and half during a major. (Note: Using only maneuvers will not let you fall slower! Nice try. The remaining fall speed happens after your actions.)

*Note that some creatures and objects have lower terminal velocity due to wind resistance from wings, etc.*

*Birdkin, for example, have a much slower unconscious terminal velocity of 180 due to their lighter bones and wind resistance from their feathers, intentionally slowed terminal velocity of 10 (because wings) and a dive speed of 420 (birds are aerodynamic when they want to be). Also note that flying characters can simply start flying to minimize and even stop their falling speed.*

### Hitting the Ground

If a creature fell fewer than their terminal velocity in squares before hitting the ground, their falling speed is equal to the number of squares they fell.

When finally hitting a solid surface, roll one Add die of damage per 2 squares of falling speed at that time. Falling 1 square is safe.

A conscious creature can roll their Nimble dice pool and reduce the damage by that result's successes. If a creature takes more than their Dexterity in damage from hitting the ground, they fall prone.

When attempting to fall onto another creature, the falling creature can roll a basic melee attack against that target, dealing damage as above to the target, except that the target does not get to reduce damage by its Nimble.

## Health and Defenses

Each of the three aspects (Physical, Mental, Social) have two defenses and two health pools. Attacks target different aspects, depending on the kind of attack. The defender gets to choose which defense in that aspect to use. When the ogre swings a club at your character does your character use Dexterity defense to dodge out of the way or do they block it with their Brawn defense? Probably depends on which defense is higher. It is your choice.

### Composure

Most damage will go to Composure. This damage is superficial, representing a wearing down of a character's readiness as the opponent tries to find weak points. If a character has taken damage to equal their Composure, the excess will go to one of their health pools in the aspect they are being attacked in. Damage to composure represent scratches, anxiety, or self-doubt, not lasting damage. Resting (see Short Rests, page 106) for a single minute will heal all Composure damage a character has taken.

### Wounds

A wound is damage that visibly affects a character. When a character takes damage to health, it has a noticeable effect and that damage is called Wounds.

When only an aspect is specified, the one taking the damage can decide which pool in that aspect it goes to. All the damage from that event goes to that pool. Be sure to track excess damage in that pool.

Characters have a health pool for each of the six ability scores. Each health pool is identical in size to the defense in that score. The first number is how much damage can be taken in that pool before the defense is defeated (see Defeat, below). This damage is actual Wounds. When a character takes Wounds, it is always noticeable and not easily healed.

*Guide Note: Though you will be keeping track of damage to non-player characters, players should not know how much composure a creature has remaining. Players get to know if the creature is taking damage (for instance, if a creature seems to have resistance to an attack), and whether a creature's aspect is wounded or a defense is defeated.*

The Edge target of a defense is how much excess damage in that defense a character can take before they reach an unstable condition and start dying, descending into madness, or losing the will to live.

### Defeat

Whenever a pool has damage in it equal to or greater than the success target for its defense, that pool is defeated. If that excess equals or exceeds the second pool's size, that pool is also defeated.

*Vilpa has 2,2 Dexterity health and 4,5 Brawn health. If she takes 6 or more wounds, she is defeated in both defenses.*

*If she takes 4 damage when already has 2 damage in Brawn, no matter which of the two defenses she puts that damage in, the 2 excess damage in that pool defeats the second pool as well.*

*This is particularly important for fighting fodder or other weak opponents with very small defenses and health pools. Often a single hit will wipe out a Fodder's entire health in an aspect.*

When a character takes damage, they cannot assign damage to a pool that is already defeated unless both pools are defeated.

Once both pools are defeated (the Agility and Power Ability Scores in that Aspect), the character is defeated in that aspect.

If excess wounds in a pool equal or exceed the second number (the Edge Target), they are in an unstable condition (see Unstable Condition and Dying, page 124).

When you take wounds in an aspect, you choose which health pool it goes to. This can allow you to choose how you want to continue in the fight, because defeat in each ability score means something different.

- Brawn defeat means you are **neutralized**. You cannot target physical defenses, use skills based on brawn, or use weapons and shields (though you can carry them).
- Dexterity defeat means you are **hobbled**. You cannot use any movement actions or use skills based on dexterity.

Defeat in both means you are physically defeated and **unconscious**. You cannot use actions and all physical damage you take deals physical wound damage and your physical defense is 1,0 against melee attacks.

- Genius defeat means you are **stumped**. You cannot target mental defenses or use skills based on genius or use Techniques (see Techniques, page 91).
- Savvy defeat means you are **baffled**. You cannot refute any assertion or use skills based on savvy.

Defeat in both means you are mentally defeated and **flummoxed**. You cannot communicate or form coherent thoughts.

- Appeal defeat means you are **cowed**. You cannot target social defenses or use skills based on appeal.
- Empathy defeat means you are **ashamed**. You cannot ask others for anything or use skills based on empathy.

Defeat in both means you are socially defeated and **chastened**. You cannot refuse a request without fleeing or being physically violent.

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### Unstable Condition and Dying

When you have wounds in a pool for an aspect that equal or exceeding both success and Edge targets, that means you are in unstable condition for that aspect. This means you can be dying without being unconscious. But it does mean that you are either neutralized or hobbled.

*Mora has 4,2 Dexterity health and 3,1 Brawn health, but has taken 2 wounds in both. She is not yet defeated in either pool.*

*A goblin hits her for 2 more damage. Because she wants to be able to escape, she takes the damage in her Brawn pool, making her wounds a total of 2 damage in Dexterity and 4 in Brawn. She can no longer make physical attacks or use her Brawn skills.*

*She has 2 Dexterity damage and 4 Brawn damage. Because her Brawn pool is completely filled on both sides (3+1 = 4), she is in unstable condition, and is dying.*

*As she is fleeing, she takes another hit of 2 physical damage. Because her Brawn is defeated, those wounds go to her Dexterity and now that she is defeated in both Brawn and Dexterity, her Physical aspect is defeated and she falls unconscious.*

*She is now unconscious and dying because she's in unstable condition. Hopefully help comes soon!*

Once you are physically in an unstable condition, you start taking **death marks**. This means you are **dying**. At the end of each of your turns, make a save against your total wounds and death marks in that aspect. (see saves, pg 114). If you fail you take one death mark. If you receive any physical wound healing, you become physically stabilized and stop dying.

If you are dying and have death marks equal to or exceeding your grade, you die. Death marks can only be healed one per long rest.

*Design Note: Fodder have a grade of 0, so as soon as they start dying, they are dead. They do not need any death marks.*

Defeat for the other two aspects works the same, but with a different name for the marks and end results.

If you are in a mentally unstable condition, you take **delirium marks** as you lose your grasp on reality and can eventually **descend into utter madness**.

If you are in a socially unstable condition, you take **despair marks** as you lose all hope and can eventually **lose your will to live**.

#### *Stabilizing*

You can stabilize an unstable character by using Nature to physically **Staunch Bleeding**, Customs to socially **Talk Down**, or Shrewd to mentally **Recenter**.

**Recenter (Shrewd. Basic)** – *Healing*; Major, A target that is descending into madness: Shrewd vs target's excess mental wounds. Success mentally stabilizes the target.

**Staunch Bleeding (Nature. Basic)** – *Healing*; Major, A target that is dying: Nature vs target's excess physical wounds. Success physically stabilizes the target.

**Talk Down (Customs. Basic)** – *Healing*; Major, A target that is losing the will to live: Customs vs target's excess social wounds. Success socially stabilizes the target.

#### *Self-Stabilizing*

Characters can spend an action point to attempt to self-stabilize by using Durability instead of Nature if they are dying, using Science instead of Shrewd if they are descending into madness, or using Vigilance instead of Customs if they are losing the will to live.

However, this difficulty target is increased by the sum of their death marks, delirium marks, and despair marks.

## Healing

Healing composure is easy. A character can simply rest one minute in order to collect themselves and heal all their composure. All healing is to composure unless otherwise specified.

A character using healing or being healed can force that healing to affect wounds instead by spending an Action Point (see page 113). Otherwise, wounds are healed back during long rests (see Long Rests, page 106).

# Size

Various sizes of creature have a number of differences. Smaller characters move slower, are harder to physically hit, are easier to physically overcome with Edge, have less composure, take up less space, and have less reach. Larger characters move faster, are easier to physically hit, are harder to physically overcome with Edge, have more composure, take up more space, and have greater reach.

### Base Size

Character sizes are relative to base size, which is a measurement from the top of the head to the furthest end of any appendage in the typical combat stance, usually a foot, usually meaning height.

*A snake, for example, has its size based on a typical S shape, not the entire length of the snake.*

*As a general rule, long tails only count for half of their length because the relaxed S shape is best for balance and quick movement.*

The Max is the largest a creature can be to be of the size category. Always default to the larger size, so a character that is exactly 15' tall is considered Huge, not Large.

### Defense Adjustments Due to Size

Smaller creatures have an easier time dodging larger foes, but have a harder time resisting applied Edge. Larger foes are just easier to hit. These defense adjustments are relative and do not kick in until more than one size category of difference. Beyond that, physical defenses adjust by one per size difference. No success target will be lowered below 1. Edge targets can be lowered to 0, but no lower.

*A gigantic foe fighting a medium foe will have a +2,-2 to the target DT (taking a 2,2 defense and turning it into a 4,0 defense), while the medium foe has a -2,+2 to the DT in order to hit the gigantic foe (taking a 2,2 defense and turning it into a 1,4 defense – remember that a success target cannot be lowered past 1).*

*A Vast creature fighting a Colossal foe will not have any defense DT adjustments, as they are very similar in size.*

*A Minuscule creature fighting an Immense foe will have a -3,+3 to the target DT, while the Immense will have a +3,-3 to contend with, since both creatures are so far distant in size from one another.*

### Vulnerable / Soak Adjustments Due to Size

Creatures are Vulnerable 1 size modifier for each Size more than 1 larger than them that the attacker is. Creatures gain a Soak 1 size modifier for each each Size more than 1 larger it is than the attacker.

*Design Note: This means small creatures are at a slight disadvantage mentally and socially, while the larger foes have the advantage. That's intended. Big bullies are more intimidating than small ones.*

## Space

This determines how many squares of space a creature takes up. This determines several things.

- A creature takes up this many squares and threatens each square adjacent to one of these squares that the creature itself is not occupying.
- If a creature takes up less than a 1×1 square, several can fit in a single square without penalty. For example, at ¼x¼, 16 can stand in a single square without suffering penalties for overlapping spaces.

Huge and larger creatures have their space based on their base size. Divide the base size by 3 and multiply by 2 and to get the space of most creatures. Long Size creatures

Movement for creatures is based on where the center point of the creature is. A 1×2 creature's center point is the center of the line between the two squares. A square of movement for such a creature is the center point moving to any line touching one of the two squares on either side of that line or moving a single square perpendicular to the creature's length.

Creatures that have two sides of different lengths may rotate once per square of movement or shift when moving.

## Weight Allowance

Your base weight allowance is equal to your Brawn x (10kg or 22 lbs.) x size multiplier. Medium creatures have a size multiplier of x1. Multiply by ½ for each size category below Medium (½ for Small, ¼ for Tiny, and so forth) and double for each size category above Medium (2x for Large, 4x for Huge, 8x for Gigantic, etc.).

If you carry more than this, you are Encumbered, meaning you are hindered. If you are carrying more than double your base weight allowance, you are Heavily Encumbered, meaning you are slowed 3.

If you attempt to carry more than triple your base weight allowance, you are immobilized. You cannot lift more than quadruple your base weight allowance (unless you make an Athletics check, see the skills chapter for more details).

## Reach

Larger creatures have greater reach. Reach is a bonus to the number of squares you can reach in Melee. Most creatures have a reach of 1, meaning they can reach into all adjacent squares when making Melee attacks. Huge and larger creatures have greater reach. (see Reach Weapons, page 89 for more information.)

## Long Size

Note that non-bipedal creatures may use a longer space if they are 1×1 or larger. Take their base size and round to the nearest square. For example, a large worm that is 3 meters or 10 feet long (the base size range for a large creature is 1.5 sq to 3 sq) would be a 3×2 creature. This is designated by putting long after the size, for example: Large Long.

## Range Increments and Size

Different sizes have different Range Increments. See Range Increments, page 114, for more information on how those work.

## Size as Indication of Grade

Many creatures, like dragons, not only increase in size as they age, but they also increase in grade (see Grades, page 188). For example, some smaller dragons start as a tiny fodder when born, grow to a small minion as a wyrmling, then a medium basic in preadolescence. The adolescent is a large elite, and the adult is a huge boss.

## Immense Fodder

Please note there are very few things that would count as Colossal or Vast Fodder, so unless you have a very good reason (a humongous balloon golem, perhaps?), you probably shouldn't be making them.

*Design Note: For reference, a mature blue whale (the largest living animal on Earth) is Colossal in size, usually from 14sq to 20sq in length. Earth's largest known dinosaur (Pagotitan) barely reaches Vast in size, and is estimated to be about 24sq in length. Hyperion, a coastal redwood and the tallest tree on Earth, is over 76sq in height, so is Immense.*

| | | Metric | | Squares | | Imperial | | Phy Def | Phy Def | Vuln. | | | Range |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Size | Speed | Avg | Max | Avg | Max | Avg | Max | vs Med | vs Med | / Soak | Space | Reach | Inc |
| Minuscule | -2, 4 | 9cm | 14cm | 1/16 | 3/32 | 3” | 5” | -3 Edge | +3 Success | Vuln 3 | ¼ x ¼ | | 4 |
| Puny | -2, 4 | 18cm | 28cm | 1/8 | 3/16 | 7” | 11” | -2 Edge | +2 Success | Vuln 2 | ¼ x ¼ | | 4 |
| Tiny | -1, 5 | 37cm | 56cm | ¼ | 3/8 | 1'3” | 1'10” | -1 Edge | +1 Success | Vuln 1 | ½ x ½ | | 4 |
| Small | -1, 5 | 0.75m | 1.13m | ½ | ¾ | 2'6” | 3'9” | +0 | +0 | +0 | 1×1 | | 5 |
| Medium | +0, 6 | 1.5m | 2.25m | 1 | 1 ½ | 5' | 7'6” | +0 | +0 | +0 | 1×1 | | 5 |
| Large | +1, 7 | 3m | 4.5m | 2 | 3 | 10' | 15' | +0 | +0 | +0 | 2×2 | | 6 |
| Huge | +2, 8 | 6m | 9m | 4 | 6 | 20' | 30' | +1 Edge | -1 Success | Soak 1 | 3×3 – 5×5 | +1 | 7 |
| Gigantic | +3, 9 | 12m | 18m | 8 | 12 | 40' | 60' | +2 Edge | -2 Success | Soak 2 | 6×6 – 8×8 | +2 | 9 |
| Colossal | +4, 10 | 24m | 36m | 16 | 24 | 80' | 120' | +3 Edge | -3 Success | Soak 3 | 10×10 – 18×18 | +3 | 12 |
| Vast | +5, 11 | 48m | 72m | 32 | 48 | 160' | 240' | +4 Edge | -4 Success | Soak 4 | 20×20 – 32×32 | +4 | 16 |
| Immense | +6, 12 | 96m | 144m | 64 | 96 | 320' | 480' | +5 Edge | -5 Success | Soak 5 | 40×40 – 64×64 | +5 | 24 |
| Enormous | +7, 13 | 192m | 296m | 128 | 192 | 640’ | 960’ | +6 Edge | -6 Success | Soak 6 | 80×80 – 128×128 | +6 | 32 |
| Titanic | +8, 14 | 384m | 592m | 256 | 384 | 1280' | 1920' | +7 Edge | -7 Success | Soak 7 | 160×160 – 256×256 | +7 | 40 |

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# Running the Game

So you're ready to run a game of Aspect Prime?

Aspect Prime is meant to give not only the players great freedom in creating characters, but the Guide great freedom in running the game. Here are some suggestions on how to make the game run more smoothly, create greater engagement with your players, and more.

## The Guide's Role

The Guide leads the players through the game, plays the other characters in the story, and adjudicates the rules.

### Guiding the Players

You as the Guide are telling a story. But in Aspect Prime, you are telling a cooperative story. You need to keep the players engaged by letting them have investment in the game's story. This means that you are not the sole storyteller in the game, the players are telling their part as well. Here are some tips on making sure everyone is enjoying the game.

#### Keeping Players Engaged

Look around occasionally to see how the players are faring. Feel free to ad-lib a bit, be flexible.

If they look tired, maybe it is time for a break. A low-key social encounter or maybe just a snack break.

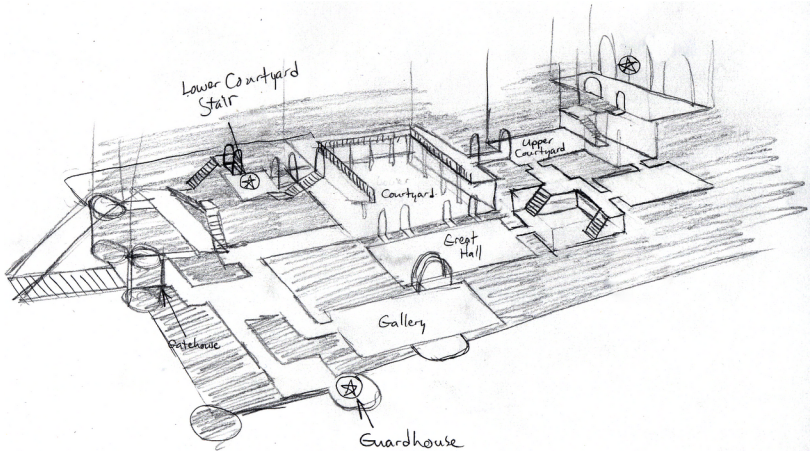
If they seem bored, spice things up a bit. Add in a few extra minions to the current encounter or add a surprise encounter. Maybe bring back a character the players thought they wouldn't ever see again.

Otherwise, if the players are having fun, game on. Keep track of the parts of the game that the players are really enjoying. Focus the game more on those parts to keep them excited.

### Hooks

When starting the adventure, you will need a hook. A hook is what pulls the players along, gives them motivation, and makes the matter of the adventure seem urgent. Here are some tips on making sure your hook sinks in.

- *Hook the whole party.* Don't assume everyone has motivation once one character does. Make sure the hook appeals to each character in some way.
- *Hooks that last.* Things will change during the adventure. If your players finally manage to rescue the stranded caravan, but never get an inkling of who was behind the dastardly deed, they won't have any reason to chase after the bad guy. Drop breadcrumbs! They know there is some sort of bad guy., but you have to give them a lead to follow up on. **Be wary of resolving hooks without introducing new ones!** Either make sure the new hook sinks in before the other resolves or instead make the original hook unresolvable because of the new hook *(we were going to Alderaan, but it was blown up, and now we are trapped in this giant enemy base we will have to escape)*.
- *Scaling towards epic.* As your adventure grows, you'll need stronger reasons for the heroes to continue risking their lives. Be careful of starting at epic, because that's a quick dead end once they accomplish their initial deed. You want the original goal to seem like child's play once they choose their true goal. Go to Alderaan? It's been blown to bits. We gotta stop the Empire from blowing up more planets! Scaling also helps the characters feel more capable over time, sometimes taking on the Empire by yourself can seem far too overwhelming for just a moisture farmer.




- *Dangerous hooks.* Be careful of hooks that may not have the intended consequence. Insinuating that the House of the Book is behind a series of high profile assassinations when there is a known member of the House of the Book in the party is cruel way to make a player have to roll a new character.
- *Fuzzy hooks.* Players forget. Players need a very firm hook that is memorable, so as to keep them focused on the goal. 'People are disappearing' is a rather fuzzy hook. The mayor's son disappearing with a small pile of rocks left in his place is a bit more solid. The mayor could contact the adventurers directly, and you know the players have one lead: the pile of rocks.
- *Free hooks!* Players who write backgrounds for their characters nearly always leave some great fodder for adventure hooks. Look at the character interests, especially devotions! Players who write backgrounds will usually be quite disappointed if you do NOT use their background in some way in your adventure. So do it!

#### Players Miss Obvious Clues

When you really want to make sure players will see something, you will need to prepare several clues. One very obvious clue is rarely enough; what is obvious to you is never obvious to the players. They might miss the first clue, forget about the second, and misinterpret the third. Though sometimes the first will be enough, you will want to be prepared to give several in succession.

### Tailor the Adventure

Look at the characters the players have chosen. Read through their skill list and gear. You should be able to get some ideas of challenges to provide in the adventure based on what characters the players chose to play. Base the difficulty of a challenge on the dice pools you expect to see in use.

When you are planning the adventure, remember to look at the players' passive skill bonuses. This can tell you which character will be guaranteed to know or see something, and give you a chance to reward players for their skill choices as well as a great way to place clues that won't be missed.

Observe your players. When you are running your game, see what parts really interest the players. If your players really enjoyed that chase scene, find excuses in the adventure to provide an opportunity for another chase (but up the ante a little).

#### Character Backstory as Liabilities

The character party should not be the only information you have about the characters. Characters can have history, family, and more. It's up to you to figure out how much of that you want players to dig up based on much of that you want to use in your story. But here are a few things you could ask players about their characters that you could use in game.

These are probably things best asked of the players individually, not as part of the entire group. Also, best to ask this early, long before it might come up in the game.

- **Loved ones** – Who does your character have that they care about? Parents, childhood friends, siblings, children, spouse, mentors, grandparents, etc.
- **Enemies** – What enemies have your character made? Why?
- **Failures** – When did your character fail hard? How?
- **Crimes** – Has your character committed any serious crimes? Were they falsely accused of any?
- **Obligations** – What do you owe? Who do you need to take care of? What oaths have you sworn?
- **Fears** – What is your character terrified of?
- **Unknowns** – What does your character really want to know?
- **Cherished things** – What things, people, places, events, natural phenomena, etc do your character cherish?
- **Secrets** – What secrets are your character carrying around? This can be any of the above things, but only your character knows because of shame, anger, or danger.

Characters don't need one of each of these. Probably a total of 4 to 8, depending on how long the adventure is going to be. Pick a few types per player and ask about those specifically. If none of those types work for the character, let the player pick some others, of course. Remember that you aren't there to dictate their characters, just guide the story. Devotions can fit into this category sometimes.

### I Heard a Rumor That...

"I Heard a Rumor That..." is another way to add a bit more to character backstory during character creation.

After a player describes their character to the rest of the group, the player to their left and right each describe a rumor. This rumor can be something their character heard about this player's character, where they are from, their profession, or even just their gear.

Once a rumor is described, the player whose character it was regarding can say whether or not the rumor is true or false, clarify the truth behind it, or refuse to dignify the rumor with a response.

### Skip the Boring Parts

If the players are trudging through the grasslands, set the scene, describe what they see, let them have a chance to do something about it if they want, then move on. Do not belabor traveling unless there is something interesting on the way.

Now this really involves knowing your players. Some players may be keen to haggle with the vendors, some just want to grab stuff at the store and go.

Don't force your players to go through role-playing any part of the adventure just because it is more realistic. Be prepared to go with the flow and get to the stuff that the players enjoy.

### Let Me Tell You a Story

Sometimes you need to take over the story for a bit. There may be an inevitable conclusion to an event (usually that the players are totally going to beat this encounter handily, try not to assume failure as it takes away player agency), or you may just wish to walk the players through an awards ceremony.

Perhaps you want to set up events that happened before the session starts, this can be a quick way to set up the hook.

However, while the adventure is underway, unless an outcome is inevitable, taking over the story and not letting the players have any say in what happens is awkward at best. Aspect has mechanisms to resolve conflicts within the rule systems, whether physical, social, or mental, and has plenty of ways to resolve a conflict in a non-deadly manner. If the players want to hash it out, let them!

## Variety

Aspect allows a great variety of encounters, puzzles, traps, diplomatic situations and more. Look at where your adventure has been, take it somewhere new.

Have the baron and his guard confront the players over the town hall that their mage detonated when trying to roast those marauding goblins. Will they end up paying a fine, or will they receive a commendation for quick thinking that saved lives? That will probably depend on some charm, customs, shrewd and leadership checks.

### Let the Adventure Evolve

Don't make the adventure a single railroad procession to an inevitable end. Give the players open-ended puzzles or riddles, be ready to accept a solution that isn't your intended one.

Be prepared to change your adventure based on what the players decide to do. It is their story too.

### Epic Adventures and Places

In Aspect Prime, we assume that the world and adventures all have some touch of Epic to them. The plot doesn't have to even be Epic as long as the locations have a sense of Epic to them.

For something to be Epic, it should probably be two or more of the following things:

- Massive in size
- Ancient in nature
- Incredibly dangerous
- Utterly alien in nature
- Extremely rare

A city built spanning a hole in the world is at least Massive and Dangerous. A bridge made of pure diamond spanning a river of magma is Rare and Dangerous. The ice plains that float above the world are Massive, Alien, and Ancient. A room of clay where undead skeletons are grown from the ground like daisies is Dangerous and Alien. A castle that slowly tumbles daily so that the floor becomes the ceiling is Massive and Alien. A tropical island grown on the back of a humongous turtle is Massive and Ancient. Black Heart extract, a little-known contact poison that kills instantly, is Dangerous and Rare (just be careful that the players know what it is so they don't immediately kill themselves). An enemy castle built in the skull of a titan is Massive, Ancient, Alien, Dangerous and Rare.

You'll note that essentially to make something Epic is to take two or more superlatives and combine them into one idea.

Locations don't have to be the only thing Epic about your game. The hooks, characters, and items can all benefit from having a touch of the Epic as well.

## Playing the Other Characters

The players get to create voices and backgrounds for their own characters. However, you are the voice of every other character in the game. You don't have to try and make the non-player characters (NPCs) win, because if you did, the game would end. Don't make it too easy on the players, though, because if the game was not challenging, they would get bored quickly.

This sounds like a tricky balance? Well it is.

### Throwaway Encounters

When you start a new game with new characters or new players, you need to get a general gauge of how tough the characters are, and how savvy the players are.

It is generally best to use a throwaway encounter early in the game. You test the players with a relatively easy encounter, see how quickly they can tear through it. This will give you a general idea of whether to increase the difficulty of later encounters or not. A throwaway encounter should be about 90% of the BEV (see Building Encounters, page 132).

If the encounter leaves the characters seriously wounded, you probably want to leave it at a lower power level. If they are barely scratched or totally unscathed, then you'll want to ramp up difficulty a little bit next time to maybe 110%. Otherwise, if they were wounded a little and seemed concerned for their health, go with the standard 100% BEV.

Another kind of throwaway encounter is one where it doesn't matter if the players win or lose. You could have a contingency plan that is different for each outcome, but it allows you to have a much tougher throwaway encounter. You still get a similar amount of data; how tough is your group? This can be a much more exciting way to start the game, but it can also be very frustrating for new players. We don't recommend using this kind of throwaway encounter against players that have never played before, as being defeated in the first encounter can be discouraging.

You probably want to use throwaway encounters whenever you want to try a new kind of encounter. For instance if you have never done a social encounter with this group, you probably will want to use a throwaway one just to test them.

## I Know Someone Who…

Sometimes the heroes need special expertise that isn't their forte. Maybe they need a resource they don't have. This is when one of them might "Know someone who..." has that skill or resource.

Any character may declare they have a contact who can help. The character who is making the declaration must first describe a way they will be able to help, and one downside to getting their help.

*For example, our heroes are trying to sneak into the palace to steal a specific scroll. The players are stumped, the palace seems impenetrable.*

*Suddenly Jebbedo pipes up, "Wait, I know a gal... she used to be on the palace guard, so should know the grounds and guard shifts. Downside? She's in prison the next city over."*

Once the contact's identity has thus been established, the Guide will choose what that contact's grade is. When they finally meet the contact, the character then rolls a social skill of their choice against a DT equal to the contact's grade.

If the roll fails, that contact is unhappy with the character for some reason. This could mean the character will have to do something extra to make it worth the contact's effort to help out. If the roll is particularly bad, the contact may even sabotage the party somehow.

# Social Interaction

When a band of adventurers stumbles into an encampment of goblins, what happens? You might assume a battle ensues, but what if the goblins happen to know someone from your group? Perhaps you greet them in their native language. But maybe the leader comes out of his tent and recognizes one of your group as the one who defeated his previous band or gave him that nasty scar. But what if the meeting happened in the middle of a busy market during midday with the city guard watching on?

Social interaction is how we find out if you need to pull out weapons or pull up a chair for a nice chat. Use this chapter to prepare encounters and you'll find that sometimes your players find a way to use diplomacy past guards you thought they would have to fight.

## Social Ranks

Social ranks are the pecking order of society. They are how well you are treated by others. There are six categories of social ranks: Academia, Artists, Clergy, Mercantile, Military, and Nobility. These are the ranks, and how they typically compare. We usually use a creature's highest social rank in the six categories.

Remember that these are merely averages. A newly knighted character would likely be a rank lower than an average knight, while a seasoned knight is a rank higher.

The starting social rank for a character from the Common Accord (see page 12) species is 5, or 4 for the other species. You may spend skill points to increase your starting rank (see Changing Social & Wealth Ranks, page 129).

### Social Spheres and Bias

Social rank effectiveness differs between various social spheres. Each social sphere has another sphere it has significantly less influence against. For instance, Clergy have less sway with Academia. The sphere of influence you are in is based off of whatever your highest social rank is. A character with a 15 in Clergy would be considered only a 10 to someone whose highest social rank is in Academia, even if that rank is much less than 15.

### Favored Ability Score and Social Rank

If your species' Favored Ability Score is less than 2, you are treated as one social rank lower by members of your own species. If the ability score is over 3, you are treated as a rank higher by members of your own species. Your Social Rank adjustment from your Favored Ability Score does not affect a character's starting money.

## Beneath Notice

If you are too far below the other group's social rank, you will be completely ignored unless you bring yourself to their attention somehow. A king will ignore a squire unless that squire gets in the way. You can determine how much attention you might get in an encounter with another group, or whether or not the other group will even acknowledge your existence.

Note that this only matters if the other party is aware of and cares about your social rank. A random goblin encountered in a forest will probably not care if you are the governor of a nearby province unless he knows it and somehow thinks you might be able to aid him in some way if he impresses you.

| Difference | Attitude |
|---|---|
| +6 or more | In total awe |
| +4 to +5 | Careful not to offend |
| +2 to +3 | Deferential |
| +1 to - 1 | Attentive |
| -2 to -3 | Somewhat attentive |
| -4 to -5 | Feigns interest |
| -6 to -7 | Uninterested |
| -8 to -9 | Barely notices |
| -10 or less | Ignores totally until inconvenienced |

| Rank | Academia | Artisans | Clergy | Government | Merchants | Military |
|---|---|---|---|---|---|---|
| 20 | Supreme (Savant/Sorcerer) | Godlike Artist | God | God-King/God-Queen | Kingpin | Admiral of the Fleet |
| 19 | (Savant/Wizard) King | Legendary Artisan | Demigod | Emperor/Empress | Tycoon | Admiral |
| 18 | Grand High (Savant/Wizard) | World-renowned | Prophet | King/Queen | Guild-master | Vice Admiral |
| 17 | Grandmaster (Savant/Wizard) | Grandmaster Artisan | Disciple | Grand Duke/Duchess | Ordermaster | Rear Admiral |
| 16 | Court (Savant/Wizard) | Court Artist | Cardinal | Prince/Princess | Hallmaster | General |
| 15 | Headmaster/Grand Wizard | Master Artisan | Archbishop | Duke/Duchess | Grandmaster | Commodore |
| 14 | Head (Professor/Wizard) | Head Artisan | Bishop | Marquis/Marchioness | Headmaster | Colonel |
| 13 | Tenured Professor/High Wizard | High Artisan | High Priest | Count/Countess | High Merchant | Captain |
| 12 | Senior (Professor/Wizard) | Senior Artisan | Patriarch | Viscount/Viscountess | Senior Merchant | Commander |
| 11 | Master (Professor/Wizard) | Master Crafter | Abbot/Abbess | Baron/Baroness | Master Merchant | Lt Commander |
| 10 | Sage/Town Wizard | Master Entertainer | Minister | Baronet/Baronetess | Merchant | Lieutenant |
| 9 | Professor/Village Wizard | Adept Crafter | Priest/Priestess | Knight/Doctor | Sales Manager | Cadet |
| 8 | Adjunct Professor/Adept Wizard | Associate Crafter | Cleric | Advisor/Head Butler | Sales Associate | Sergeant |
| 7 | Assistant (Scholar/Wizard) | Assistant Crafter | Monk | Court Jester/Clerk | Sales Assistant | Corporal |
| 6 | Apprentice (Scholar/Wizard) | Apprentice Crafter | Deacon | Squire/Valet | Sales Apprentice | Private |
| 5 | Student/Initiate Wizard | Initiate Crafter | Acolyte | Page/Cook | Sales Initiate | Volunteer |
| 4 | Pupil/Novice Wizard | Novice Crafter | Usher | Housekeeper | Sales Novice | Jailer |
| 3 | Learner/Hedge Mage | Errand Runner | Orphan | Tenant Farmer | Peddler | Conscripts |
| 2 | Prospective | Aspirant | Thrall | Kitchen Help | Beggar | Prisoner |
| 1 | Possible | Dreamer | Sacrifice | Serf | Slave | Experiment |
| -5 vs: | Merchants | Military | Academia | Clergy | Artisans | Government |

## Wealth Ranks

The most common form of money is coin. The basic coin is the gold piece (abbreviated as GP), it has a value of 1. An average worker's income is equal to their social rank cubed in gold pieces each year, not counting basic living expenses (which tend to be social rank squared, on average). Silver pieces, or SP, have a value of 1/10, copper pieces, or CP, have a value of 1/100.

Wealth Rank 5 characters start out with 100gp. This is equal to one year of income (125gp) minus basic living expenses (25gp) for the basic hero social rank of 5. This is your starting money.

Starting money isn't necessarily a lump sum of cash, rather the total value of your possessions plus any remaining savings. Some of it might represent items inherited from family, weaponry issued during a stint in the town guard, or items you have 'found' over the years.

The starting hero character has five pieces of gear, the 2,2,2,1,1 set. The full value of this gear is actually 260gp. This is because the character's starting gear only costs the resale value, which is 52gp. This means characters actually start out with the remaining 48gp.

## Changing Social & Wealth Ranks

Characters may spend Skill Points on increasing their Social Rank and Wealth Rank. Each Skill Point spent increases both by 1. Alternately, a character can rise two Social Ranks for one Skill Point instead. However, a characters wealth rank must always equal at least half their social rank. Additionally, if this is discovered, in most circles their social rank is treated as their wealth rank.

**Social Rank Modification** *(Social Rank. Prime)* – Perk: Increase your social ranks and wealth ranks by your ranks in Social Rank.

Remember to choose one of the six categories, so it is clear what category you have advantage over, and which has advantage on you.

Optionally, characters can gain Skill Points by lowering their social rank and wealth rank by one category for each Skill Point, lowering starting money each time. Going down to 18gp and a social rank of 3 will earns 2 additional Skill Points. Going down to 1gp and a social rank of 1 will earn 4 extra Skill Points instead. Lowering social rank lowers social rank in all 6 social spheres.

Note, however, that lowering social rank to 1 means the character does not have enough starting cash to even have a single 1 quality gear. We generally recommend characters be at least Social Rank 3 so they can have a piece of 2 value gear. Otherwise the character will be woefully under prepared for most adventures.

We recommend consulting with the Guide when adjusting a character's social rank to make certain the Guide's campaign has room for a character of that social stature.

For a typical adventure, we don't generally recommend a starting social rank of more than 4 above the average characters you might meet in the world.

| Wealth Rank | Skill Ranks | Starting GP | Wealth Rank | Skill Ranks | Starting GP |
|---|---|---|---|---|---|
| 1 | +4 | 0 | 11 | -6 | 1210 |
| 2 | +3 | 4 | 12 | -7 | 1584 |
| 3 | +2 | 18 | 13 | -8 | 2028 |
| 4 | +1 | 48 | 14 | -9 | 2548 |
| ***5*** | ***0*** | ***100*** | 15 | -10 | 3150 |
| 6 | -1 | 180 | 16 | -11 | 3840 |
| 7 | -2 | 294 | 17 | -12 | 4624 |
| 8 | -3 | 448 | 18 | -13 | 5508 |
| 9 | -4 | 648 | 19 | -14 | 6498 |
| 10 | -5 | 900 | 20 | -15 | 7600 |

## Attitude

There are several different attitudes the encounter can have, depending on a number of factors.

Here are some common modifiers. Remember that the other party is not psychic (probably) and these modifiers will only apply if they are aware of them. For instance, they will have no idea you have a shared hobby unless you point it out.

| Mod | Attitude |
|---|---|
| +2 | Each species, profession, hobby, or organization shared, or both sides are of Common Accord |
| +5 | Hailed in a shared language in a friendly manner |
| +2 | Hailed in a language not shared |
| +2 to +8 | Is a friend or acquaintance |
| -2 to -8 | Is a known enemy or of an enemy faction |
| (fame) | Fame bonus |
| -2 to -6 | Belligerent character |
| +2 to +6 | Kind or affable character |
| +0 | Social Setting - no possibility of repercussions |
| +2 | Social Setting - possible repercussions |
| +6 | Social Setting - repercussions are certain |
| -15 | Is being physically attacked by you |
| -10 | Is being mentally or socially attacked by you |
| -5 | Was physically attacked by you previously |
| -2 | Was mentally or socially attacked by you previously |
| -4 to -10 | Hates the institution you represent and your social rank is higher than theirs (specific religion, nation, etc.) |
| +2 | Each factor of 2 you outnumber them by (2x, 4x, 8x, etc) (if your difficulty rank is well known, use that instead) |
| -2 | Each factor of 2 they outnumber you by |
| -5 | Each damaged health pool (including composure) |

### *Attitude Formula*

*Base Social Score + Your Rank - Other Group's Rank + Mods*

A group's Base Social Score is the highest Social ability score of any character in the group. Most hero groups will have a 3 or 4.

Rank here is apparent Social Rank. Unless each group obviously leans towards a single social sphere, don't consider any bias.

Once you have that added up, the total will determine the probably attitude the other group has. This chart is a quick reference guide to the various attitudes.

| Total Value | Attitude |
|---|---|
| 5 or less | Aggressive: Fight or flight. If it feels outmatched, it will flee, otherwise, it will attack physically. |
| 6 to 10 | Hostile: Attacks other party mentally or socially, depending on where it feels it has the advantage. |
| 11 to 15 | Defensive: Only returns attacks in kind. If attacked, it will return attacks in that aspect. |
| 16 to 20 | Passive: Won't attack immediately. |
| 21 to 25 | Friendly: Returns greetings in kind |
| 26 to 30 | Helpful: Will aid if asked |
| 31 to 35 | Beneficial: Will always aid if they see a need |
| 36 to 40 | Adoring: Offers any aid and will follow if allowed |
| 41 to 45 | Obsessed: Follows and defends with life |

*Let us consider the typical encounter in a city.*

*A group's Base Social Score is the maximum Charm or Empathy score in a given group. A group will usually have at least a 3 here.*

*Let's assume the ranks of both groups are the same in this case.*

*In cities, repercussions are generally certain because of city guards and whatnot, which is a mod of +6. Both sides are likely to be Common Accord, giving at least another +2. This means most groups you would encounter in a city have an attitude of 11 or better, making most encounters at leads Defensive or Passive. Hailing other groups in Common using a friendly manner will bump that up another attitude to Passive or even friendly.*

*Note that if the other group is 2 or 3 ranks higher socially and not particularly affable, there is a chance they could just be Hostile. Especially if there are no guards anywhere to be seen, they might even turn Aggressive.*

## Attitude Definitions

The simplistic descriptions in the above chart don't tell the whole story. Here are more detailed descriptions of these behaviors.

### *Aggressive: Fight or Flight*

Aggressive doesn't necessarily mean the foe will engage you with a blade or magic. The foe will gauge its chances first, and if the odds are obviously unsafe, they will probably ignore or flee.

An aggressive foe that sees it is outmatched physically might just assault you socially or mentally from a safe distance in hopes of gaining advantage by wearing down composure with little risk. Once it defeats a few players in the mental or social arena, it might move on to physical combat. However, if it sees it is fighting a losing battle, it will probably turn tail and flee.

An aggressive or hostile group that sees it has massive advantage might just taunt or toy with the other party.

#### Outmatched

A creature feels it is outmatched if it determines it cannot win this fight. Take stock of the creatures that are still remaining in the combat. Each creature is worth its XPV, and wounded creatures are worth half. Total up the sides. If a creature sees that its side is at less than 50%, it will feel it is outmatched. This is why we don't use encounters of 50% or less of the player's XPV, as the foes will immediately flee the scene.

### *Passive*

Passive just means that the creature is not inclined to start any sort of combat, nor is it interested in engaging in combat. It won't attack or flee unless attacked (note that that being attacked automatically knocks a creature down a bit, depending on the kind of attack – physically attacking a passive character is a -15 attitude mod, which automatically knocks them down to Aggressive).

### *Changing Attitudes*

A creature with composure damage will worsen its attitude by one category. Each other pool that is damaged also worsens the creature's attitude by one category (often triggering the flight part of the attitude if it feels it is outmatched).

# Adjudicating the Rules

Sometimes a player wants to do something not covered by the rules. Maybe you can't find a rule for it, but you know it is there! What do you do? Consider Yes, then Roll dice.

## Consider Yes

When the player asks if his swordsman can leap into the air, grab the chandelier, and swing his sword at the gargoyle as it flies by, the gut reaction for a Guide might be to say "No, you don't have a talent that lets you do that.".

Before you say no, consider the action itself. Consider saying yes. This does not mean you say yes to every single query the players make, but consider what would happen if you said yes. Would it be good for the game? Here are some questions to consider:

**Does this action make sense for the character?** This character is melee focused, so this is one of the best combat options available to him to attack a flying foe. It would allow him to participate in the combat in a meaningful way. Yes.

**Is this action balanced?** It is essentially a move action and a basic attack, so really isn't all that far out of the realm of possibility. Yes.

This looks like all signs point to yes, so let the player do it.

What if there is a no? If both are no, you can explain why it doesn't work. If only one of these is a no, it is probably a "yes, but...".

Maybe the enemy is too far away for a single move action, even a flying one? So it isn't balanced. Sounds like a candidate for a "yes, but...". Yes, but it takes time to swing out there. You could allow the player to use an action point to get the extra movement action or start the action this turn and finish next turn.

Maybe the character is more of a bow-using character? Might be something really hard for the character to do as it is out of their normal skill set. Maybe give the character two downgrades?

## Roll Dice

Pick an appropriate skill and difficulty level, and let the player roll to succeed.

### Difficulty

To find the most appropriate difficulty, find your intended difficulty and select the difficulty target (DT) on the right that matches it.

| Difficulty | |
|---|---|
| 0,1 | Like breathing, anyone can literally do it in their sleep |
| 0,2 | Simple task *(average character can do it passively)* |
| 1,0 | Easy task *(average character can do it with effort)* |
| 2,1 | Moderate task *(unskilled character has good chance)* |
| 4,2 | Challenging task *(unskilled character has a chance)* |
| 6,3 | Difficult task *(unskilled character has no chance)* |
| 8,4 | Master Task *(skill ranks and high ability score required)* |
| 10,5 | Nearly Impossible *(powerful external aid is required)* |

In our example above of the swordsman swinging on the chandelier, because it is approximately a maneuver action (leaping and grabbing) and a major action (the attack), we can say it takes a full turn to do. Perhaps they might need to make a moderate (DT 2,1 on the chart above) Athletics check (as part of the move action) to swing on the chandelier and perhaps a one or two die downgrade to the attack for attacking while swinging through the air.

Remember that when pitting a player versus another character, if there isn't already a DT known for the action, try to always have the DT based on a creature's stats or grade.

For example: perhaps a player wants to persuade an enemy to surrender. This should be really difficult for a high grade enemy, but simpler for a low grade one. The skill chart (page 78) shows persuade under Trickery. But for the difficulty, it really should depend on the foe's stats. Since it is telling the creature what he should do, it is a social attack. Since it isn't damage, we use the power-based defense. So we use the target's Appeal defense + the target's lowest remaining hit point pool as the target defense.

Once you have that, you might want to give the character some bonuses or penalties for equipment, a character's background, or other circumstances. A ↑1 or ↓1 is usually suitable for that.

Effects like frightening a foe or similar only last a round if the target is not wounded at all. It gains (save ends) if the target is wounded, and are more or less permanent if the target is defeated (save ends with a (choose the appropriate Aspect) penalty).

## Be Flexible

While Aspect attempts to make cinematic action possible, it does not have a rule for every possible action. Don't be afraid to invent rules on the spot if there are none already (or you can't find them).

# Components of an Adventure

An adventure is a narrative. It is a story. Most stories consist of encounters, challenges and story.

## Encounters

Physical, Mental, and Social encounters. Encounters involve direct conflict. These are covered in-depth in the Social Interaction and Encounters chapters.

## Contests

Most encounters are going to be with monsters or other characters, but you can also treat various other types of exciting contests or ordeals in the same manner as long as there is an ultimate consequence for failure and ongoing threats. The players might be playing carnival games, running a gauntlet, engaging in a fencing competition (a simple combat that ends once someone is wounded), playing some sort of sport, or fighting a barn fire.

*For example, in the Derriston Fire adventure we have the players fighting a barn fire. The ultimate consequence for failure is that the fire would destroy the barn, and the ongoing threat is the fire itself sending out blasts of flame and cinders. Let's walk through building the burning barn encounter.*

*First you need defenses and hit points for the target or targets. The fire is the obvious foe here, and since it is fire, the players will have to use attacks that can fight a fire: water, cold, smothering, any attack they have that can be reasonably expected to put out a fire.*

*We could pick out stats for the fire, but it seems like the easiest thing to do is just use the Instant Monsters table (see page 194). However, a barn is unlikely to have those high defenses, so we're going to just fudge the defenses and health.*

*A burning barn should have a base of 1 in all defenses, because the players are unlikely to miss this target. We make them roll anyway in case they get Crits or advantage.*

*We expect the players to have an average roll of 6,4 every round (because of various upgrades), which looks like 5 damage with some effects, so we'll just call it 6 damage per turn. We aim to finish in about 4 rounds, that means about 24 hit points per player.*

*However, we want a chance of failure. A good target for failure is 140% of the target rounds to finish, 6 rounds in this case. So at the end of the 6th round, if the players have failed to put out the fire, the barn burns down and the players have failed.*

*The contest is still not really threatening, the players are totally safe. So lets give the fire an attack. Since most of the characters will have to get into melee to use their buckets, the Ablaze stance seems appropriate from the Fire set, and Singe seems appropriate for the fire's attack, especially since it can hit multiple targets and potentially reach out a bit further if characters find a way to stand further back. We should also pick up Ignite so we have something we can use the fire's advantage for.*

*The players can use their basic attack action to attack the fire if they can come up with an action that makes sense. So we put some buckets nearby for the players to use, and a pond near the buckets. We assume that a maneuver can use a basic move to get to and from the water and spend a square to scoop, and a major action to splash the barn with the basic attack. Players use their basic attack to determine their attack roll and damage, and now we have a simple encounter. Of course, if someone catches on fire, the other players might want to use their major action to attempt to put out the fire using an improvised save.*

*Logically, there may be others helping to put out the fire than just the players, townsfolk who have a vested interest in the barn or the*

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*town's safety. Make sure you calculate for them in the hit point total of the barn, adding an extra 24 for each (assuming they are about Hero level). Those others also add some danger to the encounter, if they get hit with the fire, they take damage as well and catch on fire!*

This is one way you can use this to quickly whip up encounters that have nothing to do with combat, but are still exciting ways for the players to use their characters.

## Challenges

Chases, Puzzles, Research, Stealthing, and Tests. Challenges involve skills and often have a time component. These can be set up in a number of ways. They don't have to be life-threatening, they might just be inconveniences such as climbing a rocky mountainside, delving into a narrow tunnel, or researching an antidote.

Consider the party's range of bonuses for the skills involved to make sure it isn't impossible for the group.

### Single Character Challenges

These kinds of challenges should be saved for characters that have invested a lot of ranks into a single skill, this is one way to make them feel like those points are really worth it.

Researching an antidote, for example, probably involves less than the whole group. Consider the character's resources, time available, and skill ranks, and set a reasonable difficulty. Don't forget to take into account Time Modifiers (page 78) as you design the Knowledge Checks (page 83) required to research this.

*Let's say the queen is dying. There is a character in the group with a Nature of ABC and a Lore of ABCC. A nature check of something easy would determine she seems to have been poisoned, and an antidote must be found.*

*Since the character's Nature roll is nearly guaranteed to be a 1 or better (because of the Crit die), and failing this roll would basically bring the plot to a halt, we'll call the base DT for realizing she's poisoned and an antidote must be found a 1,0. The player rolls, and lo and behold they roll a 3,4. Better than just a success. The queen has been poisoned! She has only a month to live! The character remembers hearing of a scholar whose research is primarily in poisons (the extra successes) and they live in a neighboring kingdom (the advantages).*

*Now the characters will need to make a journey, which keeps the other characters engaged, as the trip there is quite dangerous. Plan out a few side encounters, but nothing to derail the main quest here. Remember, the characters have only a month.*

*Arriving in the city, the scholar has been missing for weeks! The players can either take this as a quest to find the scholar (be sure to have clues handy) or maybe they'll just break into the lab. Either way, make sure that the endeavor doesn't take too long.*

*Finally they have access to the scholar's research! It is in-depth, so has a +6 knowledge modifier for the subject. This means the characters could spend up to 15 days (a +18 modifier, 3x the value of the material to research). A 24 die upgrade sounds like an epic die roll. That is 8 C dice. We already know they are guaranteed 1 Crit die, and they are likely to turn the A and B into Cs as well, which means 10 C dice. We can make the difficulty 10,X knowing the player will probably be able to accomplish it, and feel pretty awesome at the same time.*

*But what are the other characters doing while this character is spending 15 days doing research? What intrigue awaits the characters in this foreign city?*

### Multiple Character Challenges

These are great for interspersing between combats, especially since they carry the risk of wounds if the party is not careful.

Climbing a mountainside involves the whole party. Figure out how many checks they players will need to make, 1 for a simple climb, 3 for a complex climb. With a complex climb, the 3 checks might represent 3 ledges on the mountainside.

Remember to apply damage for badly failed skill checks and suddenly the climb is a very intense and real challenge.

Let the players figure out how they would like to tackle it. The more athletic characters might climb ahead, then let down ropes to aid the less able. Tying a harness on a particularly nonathletic character might help. Perhaps one of the characters might possess flight and fly up to the top to let down a rope.

## Story

Exploring, Dialogue, and Down Time. Story portions of the game involve little to no dice rolling. There is no hurry here. Some players hate this part, and will want to skip it to the next Encounter or Challenge. If all parties involved are amenable to this, feel free to just summarize. Otherwise, enjoy it, get into character with the NPCs they encounter and have fun.

### Story Loot

For many players, story is the reason they are playing the game. Any encounter with a major NPC in the story should leave the players with some piece of the story. One way to reward the players with story is to use the story cycle.

### Story Cycle

The story cycle looks like this:

Hook → Adventure → Currency → Specialist → Hook

The start of the cycle is the hook (as described earlier) which leads to an adventure. The adventure should result in some sort of currency: a bit of information, a journal, the name of a villain or organization, traces of a magic Spell, or some other clue that needs deciphering. The currency can be used by a specialist to reveal the next hook. The specialist could be a highly knowledgeable player character who needs to do some research or a specific NPC source the players know of. The hook revealed by the specialist of course then leads the characters to the next adventure.

## Guiding Conflict

As the Guide you are in control of the conflict, the opposition that the players encounter. Encounters can take the form of many things such as brutal combat, tricky traps, or even clever negotiation.

You are not trying to defeat the players, rather you are challenging them. Aspect isn't a competition to see who will survive, but a cooperative storytelling game.

### Building Encounters

Building an encounter in Aspect is simple. You find out how much experience should make a challenging encounter (they risk getting wounded) for the characters by adding together each character's BEV as shown on the advancement chart.

This is the party's base encounter value (BEV).

For a starting group of level 1 characters, this is 20xp per character. Do not count the characters' companion creatures, as they use up a character's actions to activate. Count other NPCs aiding the party that are not companions (and adjust for grades other than Hero). Pick foes whose XP value adds up to the BEV, and you have an encounter.

## Adjusting Difficulty

The BEV is a starting point, really. It is the target power level for typical players, and should be somewhat challenging, with about a 50% chance of each character getting wounded during the fight.

If you are finding that your players are tackling your challenges without ever getting wounded, you may need to raise or lower the target. We recommend never adjusting by more than 10-20% per character in either direction at a time.

### *Your First Encounter*

15XP per character is a pretty simple fight at level 1. This is a good test fight for your players' first encounter. It lets them learn how their characters work, build some teamwork, and feel a bit powerful. Having this as the first encounter makes the game seem much more approachable for new players as well.

### *Boss Fights*

At about halfway between the BEV and the total XP value of all party members (half is 25 per character at level 1), there is a pretty good chance that one or more of the player characters will be defeated. Use this difficulty sparingly, especially with solo character.

### *Pivotal Battles*

Use the total XPV of the entire party as a hard cap.

At that difficulty, there is a 50% chance that the player party will just be wiped out. Only use this kind of encounter if you are creating a pivotal moment in the story, one where the encounter determines which path the story will take.

Don't do this when player failure will just end the story outright. That's just mean. One way to use it is where allies will come and rescue the characters after or during. Be careful of having characters come and finish the battle after the players are defeated. Leave the defeat as a defeat. Here's a few ways to do that:

- Have the enemies leave the characters to die, then some ally take them in and **nurse them back to health**. This can be a great way to introduce a new side character.
- Have the heroes get **captured** by enemies and imprisoned. Then they have to plan their escape!
- Have **situational allies** (characters who won't always come to the rescue, such as town guards) happen upon the encounter before the players are defeated, scaring off the enemies. This can be used to establish these enemies as tough foes for a later encounter.
- Let it be **the end**. Darkness wins and reigns over the land. Some years later, new heroes arise, inspired by the heroes of legend (the previous team). Be VERY careful about using this one. Make sure the players are not so invested in their characters that this would be a massive blow to them.

# Guide's Miscellany

This area is a sort of toolbox for the Guide to tailor the adventure and to handle unexpected situations.

You never know what the players might want to do, so here are some additional tools and common bits of data that might be useful.

## The Oracle Die

The Oracle die is a Guide aid, used for quick yes or no questions that you don't already have an answer for. Does this merchant have a donkey? Is there an inn that serves vegetarian food here? Is there something small here I can throw? Unless the Guide has a ready answer, it is perhaps time to consult the Oracle die. If you roll:

| Side | Meaning |
|---|---|
| | **Star**: Yes |
| | **Broken Heart**: No |
| | **Scales**: It Depends... (Yes, but with a twist) |
| | **Drama Masks**: Most Dramatic or Funny possibility |
| | **Question Mark**: You are asking the wrong question or it's not just yes or no. Ask a new query and roll again. |
| | **Tree**: Tree |

The Oracle die adds a dash of drama, humor, and fun, as you the Guide try to make sense of its cryptic answers. You get to decide how much of an impact is has on your adventure. Don't roll it unless you are prepared to accept its judgment!

*So for example: Is there a place here that serves vegetarian food?*

***Star**: Yes*

***Broken Heart**: No*

***Scales**: Depends on if you like seaweed (not the usual vegetarian fare, but it IS vegetarian)*

***Drama Masks**: No, the local Treefolk have convinced the town that veggies have feelings, people only eat fruit, meat, or dairy. Or yes, but the vegetarian place is the roughest bar in town*

***Question Mark**: The real question is whether there are any places that serve meat (then roll for THAT answer)*

***Tree**: Yes, but it only serves food that came from trees (apples, plums, bark, etc.)*

Do not think of the Oracle die as a replacement for Consider Yes. The Oracle die is meant to more clearly define the situation, not determine whether or not a player can do a thing they want to do.

## Inanimate Objects

Players want often want to break a jar, smash open a door, hit a gazebo with an arrow, or any number of other things. Here you can find the defenses and hit points of those items.

| Material | Properties | Weight |
|---|---|---|
| Glass | Soak 0, vulnerable thunder | x2 |
| Iron or Brass | Soak 6, vulnerable acid | x4 |
| Leather | Soak 4, vulnerable lightning | x1 |
| Paper | Soak 0, vulnerable acid, fire | x1 |
| Rope | Soak 2, vulnerable acid | x1 |
| Steel | Soak 10, vulnerable acid | x4 |
| Stone, hard | Soak 10, vulnerable stone | x8 |
| Stone, soft | Soak 6, vulnerable stone | x8 |
| Wood, hard | Soak 8, vulnerable acid, fire | x2 |
| Wood, normal | Soak 4, vulnerable acid, fire | x2 |
| Wood, soft | Soak 2, vulnerable acid, fire | x2 |

An inanimate object has a base of 1,0 in all defenses, plus double the normal modifiers for size (see Defense Adjustments Due to Size, page 124). Increase the Edge targets of an object by 2-10 points if it is anchored in the ground, such as by roots or a building's foundation. Inanimate objects are considered Soulless and Mindless (see Aspect-less, page 158).

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An inanimate object has a base of 8 composure and 8 wounds, plus the normal modifiers for size. Different materials have differing levels of damage reduction, as shown in the following table.

## Sudden Inspiration

*This is an optional rule. At the beginning of the game, the Guide will tell you whether or not they are using this rule.*

Once per level as a free action, your character may gain access to a talent they do not currently have until the end of their current turn. This represents a flash of inspiration, a happy accident, or just a moment when things become clear to them.

The talent must be from a skill they have ranks in. The effects only last until the end of the turn. It is not required that you take the exact same abilities when your character does reach their next level.

You can use sudden inspiration for your character to spontaneously learn a talent of any action requirement and use it. You may also use the Repeat or Sustain action of a sudden inspiration or even a stance. As soon as you stop casting or using the new talent or Spell, it is lost.

## Combat Die Sides

For reference, these are the sides of each combat die (E for Edge, S for successes, Crit for Crits).

| Side | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| A | blank | blank | 1 E | 3 E | 1 S, 1 E | 2 S | n/a | n/a | n/a | n/a |
| B | blank | 3 E | 1 S | 1 S | 1 S, 2 E | 2 S | 2 S, 1 E | 2 S, 2 E | n/a | n/a |
| C | 2 E | 1 S | 1 S, 1 E | 1 S, 2 E | 2 S | 2 S | 2 S, 1 E | 2 S, 2 E | 3 S | Crit, 3 S |

As you can see, more dice means more Edge, while higher quality dice means more consistent success rates. (Highlighted in yellow are faces unique to each die, for ease of identification.)

***Design Note:*** *When upgrading a roll, if you want more success you can upgrade the As to Bs and Bs to Cs. If you want more Edge, just add more As. Also consider that C dice have success on 9 out of the 10 sides, so that can be helpful for consistent success and Total Failure prevention, and it is the only kind of die that has a Crit.*

*Each Add die contributes to a roll, on average, 5/6ths of an Edge and 1/2nd of a success. Each upgrade of a die (from A to B or B to C) adds an average of 1/6th of an Edge and 2/3rds of a success.*

*Add die = $^1/_2$ S, $^5/_6$ E*

*Balanced die = $1^1/_8$ S, 1 E*

*Crit die = $1^7/_{10}$ S, $^4/_5$ E, $^1/_{10}$ Crit*

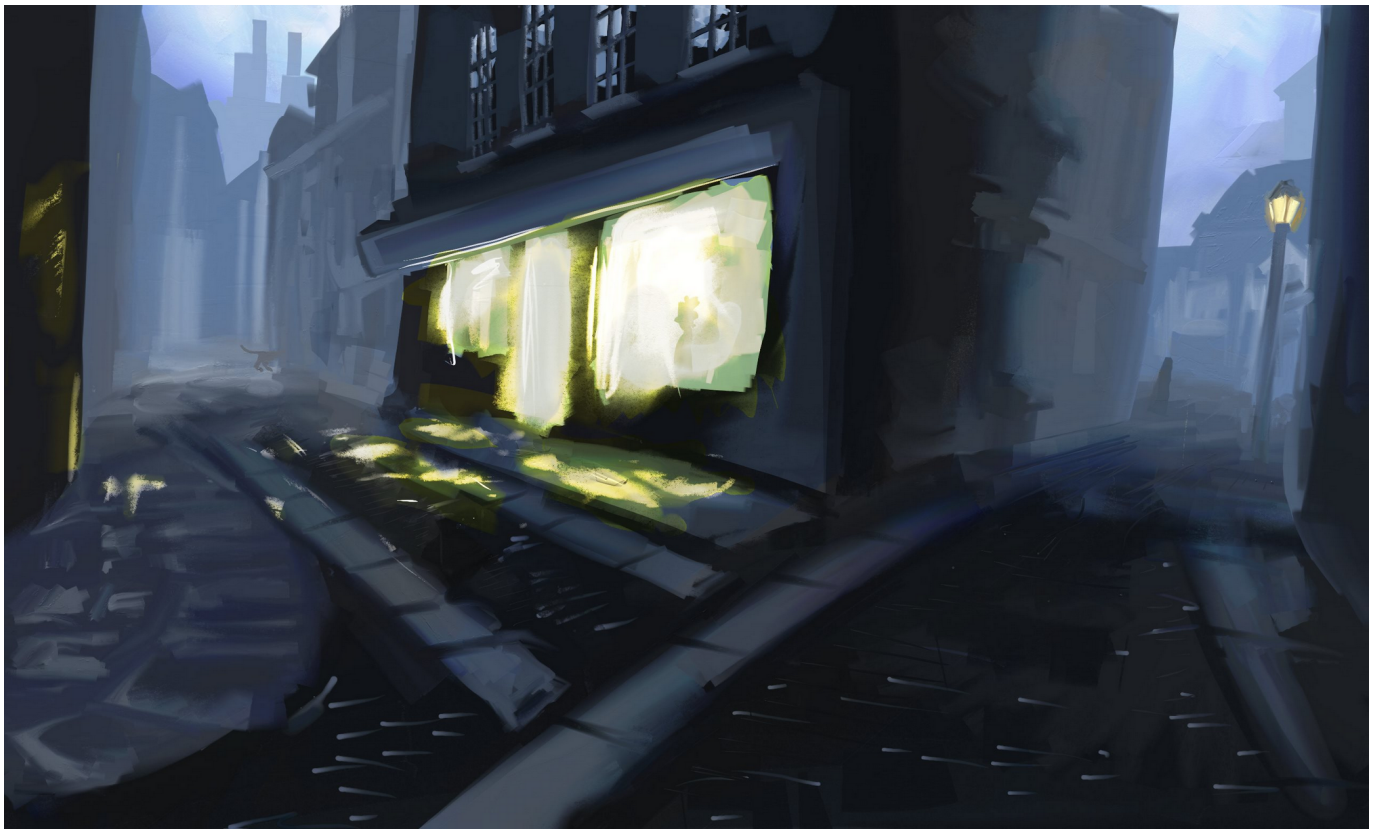
*AAA dice = $1^1/_2$ S, $2^1/_2$ E*

*Three As instead of 1 C is more than TRIPLE the Edge. Though it is good to note the Crit die brings an extra $^3/_{10}$S, a Crit, AND has a 90% chance to roll success compared to the 70.4% chance with AAA. Crit dice are very consistent while A dice are much more volatile!*

**Add (A) die sides:**

**Balanced (B) die sides:**

**Crit (C) die sides:**



*A gloomy street corner in Skevin, the Count's keep visible in the background.*

# Spell Quirks

***Warning!*** *Do not read this section except as a Guide to find out information on a Spell that is being cast or researched! Even as a Guide you might want to avoid spoiling these quirks for yourself, since you really only need to look at them while in that context..*

Magic is complicated and unknowable! When learning a Spell from a book, most of the time there are Spell Quirks that are not specified there. These quirks are details normally given to one's apprentice verbally or maybe effects that have not yet been discovered.

Players should not read this section, these are intended for the Guide. Spell Quirks represent things for the caster to discover as they use a Spell and learn how it interacts with differing situations.

These Spell Quirks are the actual truth. Some Spell descriptions might be vague or misleading.

## Discovering Spell Quirks

Lore can be used to learn a Spell's Quirks. This is a Guide Roll. A check takes hours equal to the difficulty of the Spell. The check is the difficulty of the Spell plus twice the number of Spell Quirks remaining to learn. Succeeding with any number of Crits reveals one of the paragraphs at random. Success without a Crit reveals nothing. Failure means the character must find a new source to research. Total Failure reveals something utterly false and dangerous.

## Variant Spell Quirks

Some Spells have a number of variants, either intentional modifications or unintentional. Feel free to make your own variants on these quirks, making sure not to make any spells particularly more or less powerful. This can be helpful especially if running an adventure for players who have already learned the quirks of a spell. Just be sure to note yourself what quirk variances that spell has.

## Spell Books

It can be helpful for players to create their own spell books to make notes on what Quirks their spells may have. Use a leather journal or use our basic example template to print out your own:

stoneTabletGames.com/print/AspectPrime-SpellbookTemplate.doc

## Optional Quirks

You as the Guide are welcome to make quirks an optional part of your game. If so, you'll want to make sure the players look up both parts of any spells they decide to learn.

## Quirks List

The following are the additional quirks on Spells for guides. If a Spell is not included here do not fret. That only means that the player version is complete and correct so there are no Quirks.

### Arcane Forging

The item may be any material, but must be of a kind the caster has seen and touched.

The caster must be able to imagine the item. So a complex item that the caster has never used like a crossbow might just not work at all.

### Arcane Light

If your Craft Ranks exceed 2, you may focus the light as an adjacent area of the same size.

If your Lore Ranks exceed 2, enemies struck by the light have a -1 penalty to saves.

You may increase the DT by 3 when casting this. If you do, the light is bright instead of soft.

### Arcane Mending

If the item is magical, add the item's craft DT to the difficulty of this Spell.

### Aura Warning

You may use a larger power stone to increase the range or duration proportionally.

### The Black Knight of Eruphin

The Black Knight has health and defenses equal to the caster's, and an attack dice equal to the skill used for this Spell. It will attack anyone who comes within 2 squares of the target or attacks from within 10 squares. The caster may have the Knight protect a new target at any time.

The caster may end the spell at any time. Upon ending the spell or the knight's defeat, the weapon and armor will crumble to the ground. The armor and sword can be reused for another casting if desired.

### Blazing Speed

This spell will ignite particularly flammable materials such as very dry grass or paper, but not wooden floors and such.

### Budrick's Malicious Bite

The skeletal snake will sometimes burst through the caster's palm. If the attack roll against the foe shows any dice that have no success, the caster takes 1 damage for each die showing a Crit or three success. Rolling no C dice can prevent this from happening completely.

### Calm the Spirit

This effect ends if you or a perceived ally deals any wound damage to the target.

### Clean

The spell cleans within Melee (successes +1).

The substance specifies what surfaces will be cleaned. If you use a bit of iron filings, all iron and steel surfaces in the area would be polished and cleaned. Use a bit of wood to polish up a wooden floor. If there are creatures made of the same material as the bit used, roll A dice equal to Entertain ranks against those creatures, dealing only composure damage, never wounds.

### Commune With Stone

Reduce Soak for the stone by half your successes for the next 5 minutes. This Spell will not give you a map of nearby caves, but a feel for the kind of caves.

### Concealment

When the caster or any other person chosen by the caster during casting reaches into the pocket with an open hand, the item will reappear in that hand. X is your successes + 1.

You may increase the DT by 4 to conceal it in a creature's palm instead.

### Conjure Item

Detect Magic DT equal to the amount you surpassed this check by reveals that the item is temporary magic. The item vanishes after X minutes. X is your successes + 1.

### Control Currents

Your successes can be negatively or positively to swim and boat navigation DTs for those within the range.

You can increase or decrease the speed of the current to a maximum number of squares per round equal to the number you made the check by.

For each 4 points you exceed the check by, add one range increment.

### Control Flames

The spell will end when either the Wizard stops concentrating on it or can no longer see the light from the flames.

The illusions are obviously shapes of flames.

Different powders can make the illusions more realistic, IE.: a handful of iron filings for a Knight in shining armor upon a steed of pure white, created by a handful of white snow or flour, who fights a dragon, shown by a handful of powdered snake skin. These take on color, sound, and look real enough to have a DT of Successes to see through the illusions.

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Flames must continue to be connected to some fuel source to be sustained for more than a round in a shape. You can use any colors naturally occurring in that fire.

### Create Homunculus

It can carry 1lb easily, slowed X for Xlbs more.

### Create Shelter

If you surpass the DT by 2, the sleeping areas contain mossy blankets equivalent to sleeping bags. If you surpass the DT by 4, a small natural spring appears in the center of the shelter for the duration with Success gallons of water. If you surpass the check by 6, a table appears in the center of the shelter stocked with food (natural vegetarian fare) for Success + 1 allies.

The shelter is concealed from outside to all but the caster and allies the caster touches, with a Perception DT equal to your roll. The area remains shelter for up to 8 + Success hours, at which point it returns to its natural state over the course of one minute, revealing all its occupants now on open ground.

### Create Undead

This Spell can be used to raise or replace a fallen undead companion, but only one of the same type. If this Spell is not used to raise or replace a fallen undead companion, the raised creature won't necessarily be obedient to you.

### Cull Water

If there is no water to cull, this ability has no effect.

You may coalesce the water anywhere within 1 range increment.

### Decipher Language

You will not know what language you are understanding.

If your roll is more than 4 greater than the check, you can also speak it if it has been spoken to you, or write it if you have read it.

This does not allow you to immediately understand ciphers. Though it will help you understand the base language the cipher uses, you still need to figure out the cipher.

### Decoy

You can command the doubles mentally as a free action, you may have them perform any simple action you can use, though everything they do is illusory.

The doubles vanish and the invisibility ends after Success + 1 rounds, when you or any of of the other creatures makes an attack action, or when a double would be hit with an attack (they have the same defenses as the real versions of them do).

### Dedicate

Patrons of that deity gain a +1 holy bonus to all active and passive skill checks, attacks, damage, defenses and saves while within 6 squares of the square dedicated.

This is permanent, until the site is desecrated or wholly destroyed.

### The Delightful Hole

The process takes an additional 5 turn to complete (minus 1 per 3 additional successes to a minimum of 1 turn).

The tunnel is generally warm & dry, and not the least bit dusty, regardless of muddiness or dustiness of soil.

Should the hole expand beyond the hill in height or depth, or intrude on an open passage, it will be open to the open space.

The tunnel is the shape of the root used, but about 50 times the size. The root can be carved ahead of time to create a more exact shape.

If the bronzed walnut is used, after 24 hours the walls of the tunnel become solid with a nut-like shell a quarter of an inch thick.

Before the 24 hours are up, subsequent castings can create more tunnels.

### Desiccated Visage

Illusionary parts will fall off, blood will flow and pus will ooze. Anyone viewing the subject will most likely be completely repulsed.

The spell can be ended early by swallowing a hard boiled egg whole.

The target gains a ↑6 circumstance bonus on disguise checks to look like a zombie or corpse, and a ↓6 circumstance penalty to all other disguise and Appeal-related basic skill checks.

Bits that fall or off are illusory and will vanish when interacted with, when they touch a liquid or solid surface, or when the spell ends.

### Detect Life

You detect up to Empathy + Success creatures, not including yourself and up to Empathy creatures you are actively aware of and can currently sense in some way.

Assuming they are the same size, you will detect the closest creatures first. You will also detect both creatures you already see (but not yourself) as well as concealed or invisible creatures. This gives you a snapshot of their locations and general size, but will not allow you to know who or what they are.

This ability cannot detect undead or constructs.

### Divination

If arcane, the Spell values lore, so if a goal is unclear, it will assume knowledge is the primary goal.

If divine, the Spell values divine favor.

### Divine Aspect

You gain a ↑2 bonus to social skill checks. The area and range of your Thunder and Vocal talents and Spells expand by your Successes.

### Divine Flames

The weapon acts as a dim light source.

### Divine Light

If the Spell ends, the light vanishes at the end of the next turn.

### Dream Invasion

Both of you are able to communicate with each other. The dream will be remembered by both parties.

The stance ends when the target awakens, if you are moved by an outward force, or when you make a DT 9 Durability check with upgrades equal to the amount you surpassed the Spell by.

### Echolocation

Your echolocation range is Mental plus Success.

### Erudin's Erasure

This spell can be localized to erase a single word, phrase, or paragraph.

This spell will not work on an area of text or drawing that is larger than the caster.

When you cast this spell, you may instead hide the text with a DT of 11. It works the same, except no one but you is able to read it.

### Erudin's Cipher

Crystals prepared using the same optional component will decipher any text scrambled by castings using that component.

### Eye Theft

You cannot see from your own eyes, but you see everything the target creature sees.

The target can still see normally.

If you miss, the target notices you casting this Spell, else the target does not notice.

You are considered to have line of sight to the target.

You see with the vision type of that creature.

### Faerie Flight

This spell requires keeping the components in both hands. Using either hand for anything else will end the stance.

If you make an attack or the wings become damaged, the stance ends.

The wings will sprout through up to two layers of clothing, without damaging the clothing, but if the caster is wearing more than two layers or a backpack, the spell will immediately fail and the spell components will vanish.

### Faith Unfailing

This boon fades after Empathy minutes.

This only works on up to 1 + Success skill rolls.

### False Sight

While the target is still sleeping you may specify up to three things the target will believe they are seeing. The target's perception will be changed to see those statements as their reality.

The only changes will be the specific statements you make.

Every minute the target is awake, you may make a new statement to the target if you are within Melee 1.

Whenever you contradict yourself or someone else contradicts one of your statements, the target may make a save to break the spell. The save target is increased by half your successes.

### Flevin's Attaching

The athletics DT to separate them is equal to 1,1 plus your excess success and Edge.

### Frog Jump

This Spell lasts for rounds equal to 1 + the amount you surpassed this check by.

### Frostlight

The sphere has Brawn hit points plus Success.

The sphere is immune to cold damage.

The light fades when it is destroyed or when it melts.

Frostlight can be cast on any sphere of ice or snow that the caster can be on both sides of, even if it is a hand on one side and tail tip on the other side.

The light is not detectable by infravision as the ball gives off no heat. The ball itself is visible as is the cold emanating from it.

Held in a warm hand or at room temperature, the sphere takes 1 point of heat damage per hour. The sphere melts twice as fast in direct sunlight.

### Garbletongue

This adversely affects the ability for creatures to understand them (see Vocal Keyword).

The save DT is the greater of your save DT and your successes.

### Glowing Lights

The glowing lights last up to an hour, but the caster can dismiss them at any time.

### Golgar's Metamorphosis

When the spell is cast, the target spins, spewing webs from its mouth. In 1 minute, the target is encased in a cocoon, changing shape inside.

After the transformation, the subject will be ravenously hungry as if they have not eaten in several days.

During the change, the target is vulnerable. The cocoon has health equal to the target's grade.

If the metamorphosis shell is destroyed during the process, the target will halt in mid-transformation. The target must make a save against a DT of 10. Failure means damage for each success below 10 and they must keep making saves every minute until they succeed.

The subject can change to any other species or remain the same one and just change the way they look, so long as they have ashes of a being of that species.

There must be at least half of that being's ashes or else the spell will fail.

Mixed ashes will cause the spell to fail.

The caster can choose most of the form (color, general shape, gender, etc), but cannot exactly mimic another creature of that species.

Adding a diamond of at least 1000gp value will cause the target to take the exact form of the creature whose ashes are used.

The transformation takes 5 hours plus 1 hour for each difference: Species, Sub-species, Morphology, Origin, and per Size difference.

The difficulty increases by 1 per size difference.

The target has downgrades equal to the hours spend in the cocoon. After each day they may make a save (with no downgrades) against their downgrades. On success, they may reduce the downgrades by 1, plus one more for each Crit rolled. On a roll of 0 successes, increase the downgrades by 1.

New limbs will be useless until the subject has fully recovered from the metamorphosis.

### Golgar's Spell of Holding

On casting, the iron transforms into a large Giant. It will follow one of the three following commands: OPEN, SHUT, or HOLD.

The spell can hold up to two portals or doors at once, provided they are within 5 feet of each other, or up to 10 feet from each other, provided they are facing each other.

Once given the command, any communication to the creature from the caster will cause the Giant to disappear and the spell to end.

The spell will end after 1 sunrise and 1 sunset (or the equivalent) or after 5 spell circles worth of magic has been cast upon the Giant, or after the Giant has been dealt damage equal to the caster's roll.

The Giant has 2,1 defenses and 20 health. If attacked, it defends itself in melee 2: with Sweep, Prime Unarmed talent ABCC.

If a Giant under the command of the caster is destroyed in this way, future Giants created by the caster with this spell will only hold, and will vanish after 1 minute or after taking any damage.

When the Giant leaves at the end of the spell, it just vanishes.

### Group Flight

You can only affect allies one size larger than you or smaller.

If a target gets further from you than Genius x 2 squares, they lose their fly speed and begin falling.

### Guided Binding

You may use your check instead of a Precision check as a Precise Bindings check.

### Icy Item

The item must be a kind the caster has seen and touched and has no moving parts.

The item has a number of hit points equal to the amount you surpassed this check by + Genius, and DR Genius. Fire surpasses its damage reduction.

### Imperfect Reflection

What it reflects is your choice, you completely control the image, adding or removing elements or even making the scene it reflects completely different.

### The Inescapable Location

At the end of casting, the box shatters into fine dust.

The effects spread at a rate of 50 miles per day.

Any sentient being in the effect area can concentrate on the whereabouts of the target and know exactly where the target is relative to their own position. If the location is familiar, a mental image of the location will be gained.

All one needs is knowledge of the target. This can be anything from bumping into the target somewhere, knowing they are the son of a specific lord, or even just identifying them as the first Celethi to have The Inescapable Location cast on them.

### Invisibility Cloak

Any attacks characters in the cloak begin while in this stance are weakened.

When a creature leaves the cloak, the stance ends for that creature.

### Iridescent Amusement

The bubbles made are up to X bubbles Y inches in diameter, where X+Y is twice the total number of successes in the roll. Unless otherwise specified, X and Y will be the same.

You can cause different configurations of bubbles, as long as they chain between hands.

This spell is twice as hard to cast underwater, but creates twice the amount of bubbles.

This spell can be used to create air bubbles that can be used for an air supply. Each casting provides 1 minute of air for Success breathers.

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### Luma's Exquisite Slumber

This will also extend the time a character stays unconscious.

Multiply the time they take by 4 + the amount you surpassed this Spell by cubed.

This slows poisons, gaining death marks from unstable condition, etc.

This can also be used on a dead creature to slow the rate of decay.

### Mage's Guise

This lasts until their next rest or the next time they take damage.

### Major Animate Water

You may alternately animate half the units in snow, or up to one quarter the units in ice. If you do, the attack deals cold damage.

### Marith's Miniaturization

The target is shrunk along with worn and carried items.

This spell is permanent. The spell ends by drinking a tea made from oak leaves.

Any number of willing creatures can be affected, each needs their own components and must also consume the spider.

### Messenger

The place must be either obvious (follow this river to the lake) or a place very familiar to you or the animal.

The animal will wait at the target place a number of hours equal to your roll.

If you make the check by 4 or more, the animal will return to you and let you know if the item was delivered successfully, returning the item if failed unless told otherwise.

If the animal is your familiar, it will describe the recipient to you in general terms, unless it knows the recipient's name, in which case it will name them.

The Spell does not imbue the creature with any abilities, and if it cannot reach the destination within the duration, it will abandon its quest, dropping the item.

### Mystic Mount

When sunlight touches the mount, it fades and vanishes, dropping its burden unceremoniously.

If the mount's feet are immersed in water for more than one round, it fades.

The mount is a construct made of hardened light and supplemented by Phantasm. Its true form looks more like a large bean.

### Nature's Sentry

This Spell lasts for a maximum of Genius + excess success in hours.

### Purify

For each success, you may purify an additional pound of food or water.

This Spell makes even spoiled, rotten, contaminated, or poisoned food and drink suitable to eat.

### Pyre Flight

The flames act as a bright light source.

### Read Dreams

You cannot affect the target or the dreams.

You lose use of your normal senses and abilities until this stance ends.

You cannot end this stance normally. The stance ends when the target awakens, if you are moved by an outward force, or when you make a DT 9 Durability check with upgrades equal to the amount you surpassed the Spell by.

### Remembered Song

For each 2 points you surpass this check by, you can add another instrument for an additional ↑1 bonus.

### Samman's Basic Divination

It will not navigate around obstacles.

The Spell is broken when you move less than 2 squares towards the target in a turn.

Once the spell has chosen a target, it will not switch if a better one is closer.

It will not target anything that is being carried by a sentient being.

### Samman's Spell of Constant Flight

This spell ends when you are no longer getting direct sunlight.

### Sarai's Stabbing Needles

This spell does not function underwater.

This spell can be cast with metal needles instead of pine needles, but the spell difficulty increases to 4. These needles are not consumed and the piece of steel is no longer needed.

### See Through Stone

The range is increased by success squares in range increments.

### Sense Vibrations

Your vibrosense range is Physical plus successes.

### Set Alight

For each target more than one, the difficulty of this Spell increases by 1.

For each square away from the caster, the difficulty of this Spell increases by 1.

If the target is already on fire, a fiery explosion occurs. Use your excess successes vs Physical on all creatures adjacent to the targets.

### Shapechange

After an hour, you no longer need to sustain this Spell.

If you exceed the check by 4, you may sustain with a free action instead.

If you exceed the check by 8, you do not need to sustain this.

If you stay like this for more than an hour, it can be difficult to stop. The DT to stop is equal to the number of hours in this form, rolled in secret by the Guide. The hours are cumulative from previous casting (only counting full hours).

### Shifting Earth

You may instead target a single stone creature or structure in Melee 1 with this. Use your excess successes vs Physical on the target.

### Shroud of Flames

The flame acts as an intense light source.

### Silence

This effect blocks Sonic attacks and damage accordingly. Sonic damage that would be blocked is instead reduced by excess successes +1.

### Soft Fall

This spell will also allow the targets to float on water with little or no effort.

If this spell is cast underwater, the targets will float to the surface at a rate of 6 squares per round per round, maxing out at 120 squares per round at 2 minutes.

The spell lasts 1 minute plus 1 additional minute per Crit, or until the target's feet touch ground.

If the target gets a running start, they can fall at about a constant 45 degree angle.

### Sorren's Incendiary Cantrip

You may use this as an attack. Use your excess successes vs Physical on all creatures adjacent to the targets.

You can be very selective, to the level of even burning dust off of paper without burning the paper.

### Spell of Distraction

Hit foes add an excess success +Genius difficulty to Perception DTs, save ends.

If the casting fails, the target may make a Perception check to notice the caster.

### Sticky Feet

The duration is the lifespan of the spider (20 to 120 minutes - 20d6 works), or exactly 60 minutes if the caster uses the fabric.

Gloves and boots impede the usefulness of this spell. Only fabric gloves or socks will work.

### Stoneshaping

It takes ten times as long to shape fine sculpture in the same area.

### Stoneshifting

You and each willing adjacent ally lose all forms of movement, gain a fly speed of Brawn, and can phase through solid stone and earth.

You cannot move more than 1 square away from solid earth or stone.

If you are partially stuck in stone when you return to normal, you will shunt to the nearest open area.

### Tabeya's Dark Torch

The flames are not hot, but magically cool.

The flames will not catch on anything except other spent materials like charcoal or cooled lava. It will only catch where directly applied.

When the dark torch comes within 20 squares of other fire, natural flames flicker. Within 10 squares, small flames are extinguished. Within 5 squares, larger fires will be extinguished. Within 2 squares, lava cools to hot (dark) rock and magical flame is extinguished.

Creatures in Melee 2 gain Fire Resist 10.

As soon as any light touches any part of the torch, the spell ends.

### Tabeya's First Spell of Silencing

All sound made in those squares is silenced.

Each affected creature gains ↑success die upgrades to stealth checks.

### Tabeya's First Spell of Silencing

Snapping fingers will end the spell, either snapping by the caster or the recipient. The snap is silenced by the last energies of the spell.

If the recipient of this spell wakes from sleeping, the spell will also end.

This spell will silence most any sound that would be caused by the target. This includes squeaky floors the target steps on, their voice, cloth they tear, the sound of an arrow they fire as it flies through the air, but it would not silence it striking, unless it struck the recipient of this spell. It would silence the sound of a sword the recipient unsheathes, but not the cry of the man that was struck down by it.

Each affected creature gains ↑success die upgrades to stealth checks.

### Tabeya's Improved Sight

Your heat vision range is Empathy plus Success.

This spell also enhances sight in full daylight, improving sight-based Perception checks by ↑5.

### Temporal Unravelling

You may sustain it for a number of rounds equal to 1 + Success.

The area affected is equal to the caster's Genius in range increments plus excess successes in squares.

A given specified amount of time for an area can only be viewed once for a roll with a specific amount of Edge rolled or less.

Rolling with a greater amount of edge will allow the scent to be viewed again, but only an area in melee X where X is the excess edge over the target.

### Tillian's Airwalking

Affected creatures are slowed 2 and can walk on air, sinking 1 square each round.

The effect for each target ends when that target touches solid ground.

### Tillian's Twist

The max weight moved is 1+1 pound per Crit (or half that in kg).

This can be used to twist open a door knob and then push or pull it open with the flourish.

### True Mark

Characters adjacent to you will also see the mark and be able to use it.

The perception DT to detect this Spell is your Success.

This effect lasts Mental days or Success skill checks, whichever comes first.

### The Torrid Conveyance

This effect lasts as long as the original heat source continues to burn, even as you move away from the source any distance.

This spell may also be used on any wooden weapon, even an already magical wooden item.

This spell may also be cast in a volcano or lava floe, assuming the caster can stand the heat.

### Updraft

You may make a hover 1 move each round.

The stance ends when you touch a solid surface.

### Vigilant Sentry

When the Spell is cast, the gem floats half your height above the ground.

The implement has a passive Perception check equal to your Spell check.

If any creature that you did not specify is reflected in one of its surfaces, it falls to the ground, magically alerting you even if you are asleep.

The implement will keep watch Genius x 2 hours.

### Warmth

The protection persists Dexterity x 2 plus excess successes in hours.

### Water Breathing

These two boons last Genius plus excess successes in hours.

### Weatherproof

Inside the area the temperature of the air is comfortable and dry.

Creatures inside the area gain an Empathy + Success bonus to passive survival checks against inclement weather.

While in this stance, you are slowed 2.

### Whispered Sound

The Perception DT for anyone other than to target to hear the quip is equal to your Spell casting result.

### Winter's Grace

You and each ally in Melee Mental x 2 gain the following boons. ↑Mental to athletics for overcoming difficult terrain caused by ice or snow. A ↑Brawn speed bonus to ground movement when moving across ice and snow. Soak Mental against cold.

***Warning!*** *Do not read this section except as a Guide to find out information on a Spell that is being cast or researched! Even as a Guide you might want to avoid spoiling these quirks for yourself, since you really only need to look a them while in that context.*

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# The World

This manual presupposes several things about the universe you are running your game in. Here are the assumptions we make. Feel free to make changes to the system to suit any assumptions you wish to challenge here. The primary setting for Aspect Prime is the world of Annor. Here are some basic facts about Annor:

***Magic is everywhere***. There is nothing keeping a player from playing a wizard or a warlock. Magic can be bought in cities, and it carries no legal compunctions or framework other than would be normally lent to daily life. Magic is still mysterious, wonderful, and will probably cause amazement in those who watch on, but it is not that different from other forms of entertainment or defense. This applies to most magic. Necromancy, mind control, and demon summoning are illegal in civilized areas that are controlled by the Common Accord (see page 12), and many cities have ordinances against certain uses of magic in public spaces in order to keep the peace.

***Players are heroes***. The reason the Hero grade is labeled Hero is because they are above and beyond common folk. Basic is the average being in this world, and player characters are a cut above.

***The Common Accord have accepted one another***. Gnomes, Karablan, Humans, Dweor, Celethi and so on all have a reason to be somewhat civil towards one another. They don't always share lands, but they are not in overt war over mere species differences.

***Despite this, there are great dangers in the world***. The Common Accord have not tamed the world. There are other species that have reason to hate the Common Accord, there are untamed wilds, and there are remnants of ancient kingdoms. Simply traveling from one city to another brings risk of an encounter with wild monsters, bandits, or any number of other challenges or dangers.

***The world has seen many calamities***. The Common Accord has survived a number of horrible calamities. Much has been lost, as cities, nations, and even entire continents have been obliterated.

The universe of Aspect Prime contains countless worlds of many shapes and physics, yours might be Annor or one of your design!

Obviously, all of these assumptions could be challenged. As Guide, you have final fiat over everything in this book, just be sure to give the players forewarning as to what they are getting into (even if it is a somewhat vague one) so they are not frustrated when you pull the rug out from under them. For instance, letting your players create a bunch of arcane spell-casting characters, then partway through the adventure have something happen that nullifies all arcane magic forever is just cruel.

## Religion

There are temples to the gods in places all over, and most temples are considered to be for multiple gods (usually ones with similar backgrounds, you are unlikely to see a temple that worships both Kala and Alune).

While the Gods have not been seen by the greater public since before The Calamity, religious institutions in Annor assert the existence of gods as a fact, and it is generally accepted that the Gods have played major parts in the history of the world. (See Prax's History in the next section and Annor's Pantheon, page 144, for more information.)

Temples are generally not seen as places of scheduled worship (though some are), but places to go to appeal to the Gods for some specified deific benefaction. They are also places where holy relics are kept and where Divine characters can receive Favor.

## Towns and Cities

Towns and cities have an **economy level** which is a percentage (100% is average) and affects how easy it is to earn money, the cost of items in the town. A higher percentage of 200% or more indicates a thriving economy, and a lower percentage such as 50% indicates a level of near poverty.

A town will also have a **social rank range**, which indicates how comfortable characters of varying social ranks might be in the town, whether they would be able to find work, and so forth. See Siathu in the next section for examples on how this can work.

## Inns

Inns can be quantified by their quality, from +1 to +6 or more. This is an indicator of how much extra wound healing is earned for each unweary long rest period (see long rests). Better inns will cost more! Square the bonus, that's how many gold pieces per night the inn should typically cost (hey, it is cheaper than a potion).

## Libraries

Libraries have differing coverage of subject matters. First the library will have an overall rating of information, from ↑1 to ↑6. Specific subjects will have ratings from ↑0 to ↑12, which supersedes the overall rating. Neither kind of bonus should exceed the social rank of whoever owns the library. (see Knowledge Checks, page 83)

# Annor

***Warning*: DO NOT** *read this section unless you plan to run adventures as the Guide in the word of Annor. There are spoilers ahead.*

According to scholars from both Vortex and Telvad on the Falls, the Universe consists of an immeasurably vast Universal Floor, above which the world of Annor drifts at a fairly brisk speed.

Annor itself is a flat world with a sun and two moons: one red and one blue. Far above the world is a vast sheet of ice called the Ice Plains. There are three pillars that span from Annor itself to the Ice Plains, the one north of Prax is near Eldar's Footstool.

It is clear that Annor is not the only world in this universe, something made more certain when Vaknaar collided into Annor.

Annor has three major continents: Prax, Ashi, and Karna. There are a few smaller continents including New Evastre and Anduir. A new continent has appeared a few hundred years ago in the form of Vaknaar, but we will discuss that in the Other Worlds.

The vast majority of the Common Accord lives on or near the continent of Prax, once home to a powerful empire, now shattered into smaller countries and city-states.

## Annor's Calendar

Annor's calendar has 12 months. The year is broken into the four seasons: Spring, Summer, Autumn, and Winter. Each season is broken into 3 months: an Eve, a Home, and a Tide. There are 29 days for each Eve month, 30 for Homes, and 31 for Tides.

The twelve months are:

Springeve, Springhome, Springtide, Summereve, Summerhome, Summertide, Autumneve, Autumnhome, Autumntide, Wintereve, Winterhome, Wintertide.

## Prax's History

Here is some commonly acknowledged history of the World of Annor, shown from the perspective of Common Accord residents on the continent of Prax.

**4500 BC** *(Before Calamity)*: The Gods create the world of Annor.

**3603 BC**: **The Bloody War** begins on the now lost continent of Evastre, as the Sorceress led armies against peaceful tribes. The

tribes attempt to band together, but the Sorceress's illusions make it nearly impossible to tell between friend and foe.

**3581 BC**: Refugees of war flood over the land bridge into the Ashi continent. Hyflind tribes give the refugees aid and defense, holding back the tide at the land bridge. Some refugees attempt to flee to Karna, preferring to not even be on the same continent, but Karna is ruled by Dragons, and the refugees look like delicious snacks.

**3550 BC**: **The Battle of the Bridge** turns the tide as the Sorceress's ground forces are nearly obliterated by tribal water magic.

**3546 BC**: The Sorceress raises the fallen dead of both side as Undead, decimating their enemies. Ashi is now a wasteland of death.

**3525 BC**: The Sorceress kills a few stray Dragons and raises them as terrifying and massive Undead. The other Dragons in their utter fury join in the war against the Sorceress.

**3505 BC**: It is revealed that the Sorceress is Tarlekk in disguise. In response the eight other Gods appoint mighty champions, imbued with Divine powers of Evocation, Earth, and Spirit.

**3502 BC**: Tarlekk is defeated and imprisoned. The tribes begin reconstruction. A convening of the tribal leaders called the Common Accord begins, with the blessing of the Gods.

**3499 BC**: As Tarlekk's remaining Undead roam leaderless, the Accord brings peace to those of the Common Accord.

**2610 BC**: Praxor the Explorer begins exploration of the unknown.

**1990 BC**: Praxor discovers and names the continent of Prax. Other Celethi soon follow.

**1942 BC**: Founding of Kel by Praxor's sister Kelari and her family.

**1912 BC**: The Dweor city of Velous founded.

**1775 BC**: Alchar founded by Praxor and his family.

**1570 BC**: Praxor dies of old age. Praxion is founded on the site.

**1560 BC**: The Nation of Praxor founded on Prax by his twin children Rysia and Sellise. Praxion is named the capital. Skevin founded.

**1240 BC**: Orcs invade the Nation of Praxor, pouring forth from the ground. The casualties are immense, but Praxor holds ground.

**755 BC**: Seth Taurman starts the small fishing town of Siathu.

**284 BC**: Aldabar founded.

**71 BC**: Rykon crowned King Rykon III after a fire consumed the carriage his mother Queen Rysia IV and her consort Ember were in.

**50 BC**: Rykon III found murdered in bed. His sister Sellia III is found guilty and executed. **The Torments** begin, a period of unusual turmoil in Prax between every society. Previously peaceful alliances are shattered. Many heroes vanish or perish.

**22 BC**: The world quakes and the Gods are seen no more.

**18 BC**: The Earthen Ones arrive, slaughtering communities across all of Prax. Weakened by The Torments, the Common Accord struggle to defend themselves against this new threat.

**0 BC**: **The Calamity**. An explosion obliterates the majority of the Kingdom of Prax, leaving behind the Northern Sea in its place. The Moon splits into two moons, red and blue. All of Evastre vanishes into the sea. The Earthen Ones crumble into piles of clay and bone.

**3 NM** *(New Moons)*: **Vaknaar War**. Prax is invaded by the Vaknaarians, from a previously unknown continent Vaknaar.

**9 NM**: Remaining inhabitants of Prax manage to fight off Vaknaarians with the help of mighty heroes and the Elysians. Derriston is founded by Derris, one of the heroes. Tower of the Watchers built to guard the western shores of Prax from invasion.

**18 NM**: Reptilian sentients arrive in the **Second Invasion**. Not Vaknarrians, but a whole different species named Kythe ("invader" in Celethi). As the invaders land all along the shores of the Northern Sea, a mighty war is waged.

**20 NM**: The invasion is repelled. Repair and rebuilding begins anew.

**22 NM**: Construction begins on the city Vortex in the Sea where Praxion once stood. It spans a massive ocean whirlpool.

**25 NM**: Telvad I, Praxor's only grandchild and a hero of the Vaknaar War and Second Invasion, founds his Empire at Telvad of the Sands.

**52 NM**: The undersea Realms of Kel-Sir make contact with Siathu. They say that Kel-Sir has disappeared, reigniting fears that the Gods may have left Annor. Existing religious institutions publicly assert that they are still in private contact with their respective Gods.

**60 NM**: Telvad I dies in his sleep of extreme old age. His son Telvad II takes up the crown.

**61 NM**: Kel-Sir's Cephaloid join the Common Accord.

**62 NM**: City on the Falls founded by the Cephaloid.

**67 NM**: Telvad II moves the Empire seat to the incredibly beautiful City on the Falls, now renamed Telvad on the Falls.

**71 NM**: The Tower of Magic, an elite school of arcane study, begins construction north of Telvad on the Falls.

**102 NM**: The Dweor fly the first airship from Siathu to Vortex. The gnomes claim theirs was actually first, but it was invisible.

**175 NM**: Telvad II dies of old age. Telvad III takes his place.

**178 NM**: Telvad III moves the Empire seat to Londa and renames it Telvad of the Rivers.

**203 NM**: In Siathu, the notorious Tabeya Deepshadow sentenced to the Inescapable Location. One month later she is nowhere to be found, becoming the first to ever escape it. Authorities are baffled.

**240 NM**: Tri-Telvad Empire founded by Telvad III's 3 children. Grand Empress Fara rules from The Falls, while Sard dwells in The Sands, and Ten dwells at the Rivers.

**310 NM**: The upper portion of Siathu detaches and declares itself Telvad in the Skies. Fara moves to it and rules from there.

**322 NM**: **Calamity of the Sands**. Telvad of the Sands swallowed by the desert. Telvad in the Skies and all of the ruling family vanishes.

Acolytes of Mereth warn that their prophecies imply that a third capital city will be destroyed soon after. Housing prices in Telvad on the Falls and Telvad of the Rivers fall dramatically, as they were previously capitals.

**323 NM**: Telvad of the Plains founded by remaining refugees of both of the lost cities, as well as those fleeing The Falls and The Rivers.

**324 NM**: Siathu declares itself an autonomous State. Other cities follow suit, establishing mostly Councils of the more senior officials. No city wants to become the seat of a Kingdom or Empire and be swallowed up by some new Calamity, as prophesied.

**326 NM**: The cities of Kel, Alchar, and Velous join together to form the Kelandic States. The cities form a triumvirate so to not be affected by the prophecy.

**327 NM**: The deep-dwelling Orcs express a desire to join the Common Accord. It is denied due to a history of enmity.

**328 NM**: It is revealed that the Orcish capital of Grunnuk was destroyed nearly six years ago. Mereth's followers declare this fulfillment of the prophecy. The remaining Orcs are allowed to join the Common Accord.

**355 NM:** The year of *Derriston Fire* and *Here There Be Demons*.

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## Prax Atlas

Prax is the most populated continent of Annor. It is named after Prax, the explorer who discovered it. Long ago there was a Kingdom named Prax, but it was destroyed utterly during The Calamity.

### Kelandic States

A collection of city-states, largely Celethi.

**Alchar** is the largest of the Kelandic City-States. Half of the old city was utterly destroyed during the Calamity. One can still see where some of the very old stone buildings were literally melted in half. In fact, the original keep was on the half of the town obliterated by the Calamity. There is a steep drop into the Northern Sea at that point, so most of those portions have been repurposed into patios or stairs down to the sea or docks. Once a thriving farming community, most of the soil never truly recovered from being incinerated, and much of it became tough hard pack or even igneous stone. Alchar is now a busy seaside city bustling with commerce.

**Atilia** is a nomadic Tyylven town atop an enormous tortoise that roams the **Great Desert**, grazing on native cactus. The tribe of about 300 defends the creature from trophy hunters, as it appears to be the last of its kind. The town farms exceedingly efficiently, managing to feed the entire community off of what it grows, using tiered planters atop homes and built into walls, hanging planters from the edge of the shell, and an efficient water collection and reuse system.

The seaside citadel of **Caeth Ragal** is the home of the eldest known Celethi, an Aulvyyn named Belaria. She is said to have not only seen both Evastre sinking into the sea and the flames of the Calamity that claimed Prax, but to have been a signee on the original Accord. The city of Ragal is filled with beautiful spires and Celethi song.

### Tri-Telvad Empire

The Tri-Telvad Empire is the largest defined territory in Prax, spanning the majority of the central section of the continent, from Siathu to the Tower of Magic and down to Telvad of the Rivers and the Plains. Siathu is by far the largest city in the Empire.

**Palimbar** is a small town named after the famous knight. The Blood Axe Inn straddles the crossroads here between Siathu, the Falls, and the Sands. A modest farming community has sprung up here. An old Keep overlooks the town, where Palimbar's descendants maintain a shrine to The Nine.

**Siathu** is a seaside city and the largest city on Prax. An in-depth section follows that describes it in detail (page 149).

**South Falls** is a small town grown up around the lower docks that lead to Telvad on the Falls. The water locks have become quite busy over the years and so South Falls is where a ship might wait its turn to head up into the Falls proper. As such, it is largely concerned with the shipping industry and caters to the sailors and merchants who can't afford priority in the locks, an air ship, or an air cart or flitter into the city.

**Teeth of Vaknaar** are several incredibly steep and white barren mountainous islands jutting out of the Sea of Val between Prax and Vaknaar. It is said they erupted from the sea during the Calamity!

**Telvad of the Plains** until recently was a sprawling collection of farms near the sea, with a thriving market. After the Calamity of the Sands, it became far more populous, and now there are dozens of small urban districts scattered among the farms. Highly disorganized until an Erelim named Jezni came to power. Jezni built a tower near the sea now known as Jezni's Spire from which she administers judgment and law.

**Telvad of the Rivers** is a hub of commerce, situated astride the river Londa. This city (when it was named Londa) suffered the brunt of the assault during the Vaknaar War

**Telvad of the Sands** was mostly buried in sand in a bizarre sandstorm years ago. It has fallen into ruin, decrepit buildings barely sticking up through the sands and beach plants taking over the city.

**Telvad in the Skies** is a city that once floated high above Siathu. It vanished during the Calamity of the Sands.

**Telvad on the Falls** is a beautiful and opulent city sporting fanciful Cephaoid architecture. It sits directly atop The Falls that lead to Lake Londa, and water that pours from the lake at the Tower of Magic flows around it and through it. The water is used to power all manner of devices and so Telvad on the Falls has wonderful running water, hydro-powered mechanical water locks, cable-driven air carts, a shipyard, and a significant population of gnomes.

**Telvad's Edge** is a frontier town that sits on the edge of a tall cliff overlooking the Northern Sea.

**Tower of Magic** is a tall slender tower north of The Falls where much magical knowledge is kept, and a very elite school of magic. Its sits in the center of a large lake by the ruins of an ancient temple destroyed by a massive tree. Budding mages who cannot control their powers properly are sent to the **Tower of Chaos**, a mirror version of the tower deep underground and jutting downward from Underside. At the very bottom of the Tower of Chaos is a long spiral stair that reaches all the way to a foot above the Universal Floor. Underneath the lake is a fairly large Cephaloid settlement named **New Kel-Sir**, mostly of the artisans who constructed the City on the Falls and their descendants.

### Other Landmarks

**Andiur Strait** separates Prax from the continent of Karna, realm of the dragons. The Common Accord has no presence there, as it is forbidden by the Great Dragon.

**Derriston** is a small town right on the frontier, in a steep valley flanked by jagged rocky mountains. It is surrounded by a farming community, and a wide stream runs under the sturdy bridge in the center of town.

**Eldar's Footstool** is a mesa in the far north. It is said to be where Eldar and Kala visited Praxor congratulate his completion of his map of Prax. It is a place of pilgrimage for many worshipers of The Nine, and there is a modest shrine at the foot of the mesa.

**Skevin** is the last real city on the edge of the frontier. A large stone wall encompasses the cobblestone streets lined with stone and wood homes and shops. There is a large central keep and a temple to Kala.

**Starn's Fortress** is a fortress from the days of the Vaknaar invasion. It stands on a promontory overlooking Davin's Bay, where many of the refugees of The Calamity gathered as the infernals invaded. Within a few years, an outer stone wall was built. It became a major bastion against the forces of the infernals. Now it is its own city-state and a major economic power.

**Tower of the Watchers** was constructed on the East Coast of Prax to guard against future invasion from Vaknaar. It is home to a large library and a special place of pilgrimage for worshipers of Mereth.

**Velous** is a massive mining city built at the bottom of the chasm that leads to the Great Desert from Seth Bay. It is an ancient Dweorn complex predating the Praxor Nation, carved into the walls of the chasm and cliffs along Seth Bay. Homes, tunnels, smithies, and mead halls are dug deep into the walls, and the mines even deeper.

**Vortex** is a city built upon the whirling maelstrom in the Northern Sea where the capitol of Prax once stood on solid land. Vortex University is the second largest university, specializing in languages and study of relics. The hole below Vortex cuts through to Underside, and is home to numerous exceedingly rich mines.

The Continent of Prax
as of 355 NM
Key:
* City
• Town
+ Fortress
- Ruin
↑North
| = 100 miles
(1 day ride)
Northern Sea
Eldar's Footstool
Vortex
Kel
Alchar
Telvad's Edge
Derriston
Davin's Bay
Starn's Fortress
Skevin
Kelandic States
Great Desert
Caeth Ragal
Prax
Falandor
Tower of Magic
Tower of the Watchers
Aldabar
Velous
Telvad on the Falls
South Falls
Palimbar
Londa
Siathu
Telvad of the Rivers
Sea of Val
Nithros
Tri-Telvad Empire
Seth Bay
Telvad of the Plains
Telvad of the Sands
Val Bay
Dirstre
Andiur Strait
Andiur Sea
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## Annor's Pantheon

The gods of Annor have not been seen publicly in over 3 centuries, but their power seems to linger in those who follow their ancient teachings. The main gods of Annor are here with the various texts to give you an understanding of the points of view of those gods.

These gods are often referred to as The Nine.

How much of these texts are true? That is up to the Guide to decide.

### Favored Skills

Favored skills are skills that are important to and typically taught as essential to the worship of this deity.

### Primary Domains

The primary domains are the domains that are typical for a particularly devoted follower of this deity. The domains for these gods are the suggested primary domains, but followers are not required have to have only (or all of) these domains.

### Holy Symbols

The holy symbol is a typical symbol that deity's followers wear.

### Favor and Forbidden

Each deity has specified acts that will bring a Divine follower favor. The acts that are Forbidden are ones that could bring down Retribution upon a character. See Favor and Retribution, page 39.

## Eldar and Kala – All-Creator and All-Mother

Eldar and Kala are the parents of the other gods. From them, all creation has sprung, and by them all life is nurtured.

They are the most commonly worshiped gods in all of Annor. Temples to them can be found in every major city on Prax, and even in some of the smaller villages.

Priests and priestesses of Eldar and Kala are often called the White, referring to their garb, though formally called Priest or Priestess.

**Favored Skills:** His favored skills are Craft and Customs. Her favored skills are Customs and Leadership.

**Primary Domains:** His domains are Air, Spirit and, Evocation (leaning towards Chaos), and her domains are Evocation (leaning towards Force), Innovator, and Swift.

**Holy Symbol:** White. The white symbolizes the purity of thought and intent that The All-Creator and The All-Mother share.

**Favor:** Kala bestows her Favor on Divine characters who innovate new and useful ideas, lead others to success, mediate disputes, prevent harm to innocents, and free innocents from oppression.

Eldar bestows his Favor on Divine characters who craft things useful to others, heal others, prevent harm to innocents, and who lead others to do the same.

**Forbidden:** Kala forbids her adherents from oppressing others, causing fear or despair, denying a chance for redemption, creating undead, and failing to strike down evil.

Eldar forbids his adherents from intentionally doing less than their best, harming innocents, ignoring injustice, creating undead, and having an utter lack of levity.

### *The Beginning of All Things*

*The Beginning of All Things* is a book entailing the creation of the world and the gods, and all things over which they preside. This is the beginning as reckoned in the scriptures found in temples of Eldar and Kala. This book is attributed to Eldar.

*In the beginning, there was Eldar and Kala.*

*And Eldar did get bored. So he made the World. And he saw it was boring. So he made Bunnies. And he saw that the bunnies were pink and blue, and he was happy.*

*And it came to pass that the bunnies did get restless and told off Eldar for bringing them into such a meaningless existence, so Eldar saw fit to create Boats. And Kala rolled her eyes. And so the bunnies learned that boats made great chew toys and for a while, Eldar, Kala and the bunnies were happy.*

*And Eldar noticed that there were a lot more bunnies than he had actually created. So he paid attention for a while and saw some very curious scenes. And Kala did grin. So Eldar did build a home with a bedroom and a bed.*

*And it came to pass that Kala bore Kel-Sir.*

*And Kel-Sir saw that there were Boats, but she saw no sea for them to float in. And Kala said to Eldar, I Told You So. So Kel-Sir pestered Eldar until he made the Sea. And the Sea was good, and the world was flat, and the Sea poured off over the edge.*

*And Eldar said, Whoops!*

*So Kel-Sir sighed and she did curl up the edges of the world a little bit, and Eldar created the Sea again, and it was good and stationary. And Kala smiled. And Kel-Sir dwelt in the Sea.*

*And it came to pass that Kala bore Eryn. And Eldar saw that he now had a son. And Kel-Sir felt neglected. And Kala bore Nox, Tarlekk, Mereth, Herulok, and Tariana. And Kala told Eldar to stop mimicking the bunnies and go make something else.*

*So it came that Eldar went to think. While Eldar was thinking, Kel-Sir created fish, and also did create many beasts of the sea. And Eryn did create a great globe of light, and there was Day. And Nox did squint her eyes at the brightness and did create a great sphere of cheese to block the light and there was Night. And Eryn and Nox did argue and fuss. And Kala sent both of them to their rooms.*

*And Tariana saw that there was no green in the world, so she created trees and also created beasts of the field that did eat the bunnies, for there were far too many.*

*And it came to pass that when Eryn and Nox got out of time-out, they compromised and let the days and nights alternate. And Kala knew she must be doing something right.*

*And Mereth did create writing. And they did create copious Trashy Romance Novels to hand out to the bunnies. And the bunnies feared Mereth and learned to hide in holes.*

*And Herulok became thirsty and so created grain and fruits so that they may ferment and make Beverages. And he went down into the holes with the bunnies and created the Party.*

*And Tarlekk grinned, and many bunnies died.*

*It came to pass that Eldar emerged from his study and created the Celethi. And Kala stared. And Eldar said, Oh Wait, That's Not Quite Right, and went back into his study.*

*And many of the Celethi saw the forests and went to dwell within. And Tariana was glad and created the Eumykin and Treefolk to dwell there with them.*

*It came to pass that Herulok saw the Celethi could not hold their liquor, so he created the Dweor. And the Dweor had their first Party on an island in the sea. And the island sank for no apparent reason. And Tarlekk grinned. And Kala scowled at Tarlekk and made him live in the basement. And Eryn sent the souls of the dead to dwell there.*

*So Eryn spoke to Kala and they created Laws.*

*And the Dweor and Celethi thrived and created temples to the Gods and the Gods smiled. And Eldar emerged once again and created Monkeys. And Eldar was happy. And Kala did shake her head in shame. Then she turned her eyes towards the rolling hills and meadows and created the Hyflind. And Eryn said Watch This Mom and he created Humans. And Kala smiled.*

*And Kel-Sir was annoyed that nobody else liked swimming, so she created the Cephaloid who dwelt with her beneath the sea.*

*And the other Gods did speak to the Celethi, Dweor, Hyflind, and Humans and taught them much and the Hyflind did discover Boats and Trashy Romance Novels were good for firewood and kindling.*

*And Mereth was annoyed that none appreciated their genius and innovation, so they created the Gnomes.*

*And the Gnomes took the Trashy Romance Novels and did build a temple unto Mereth with them. And Mereth said No, No, No… That's Not What You Do With These, and they did teach them to write and to read.*

*And some Humans and Celethi and Gnomes and Dweor did learn to enjoy reading Trashy Romance Novels. And Tarlekk taught the bunnies to kill those who enjoyed Trashy Romance Novels. And Eryn discovered Fair Play and taught the Humans and Celethi and Gnomes and Dweor to defend themselves.*

*And it came to pass that Tarlekk caused the Trashy Romance Readers to become overzealous and they did begin to hunt down and to exterminate bunnies. And thus it was that the hundred year Bloody Bunnies War began.*

### *Power in the World*

A book discussing the world and how magic relates to it. This book is often in temples of Eldar and Kala and is attributed to Kala.

*The gods that created the world merely organized it from chaos that already existed. The gods took the chaos already existing in the universe and shaped it and commanded it to take on order.*

*There are two kinds of things in the universe: actors and substance. There are varying grades of actors, from the intelligences that cause the smallest particles to behave as they do, to the intelligences that command creatures and Humanoids to move, up to the gods that command intelligences to work with the substances. When a god creates a world, it is a time-consuming process of organizing these intelligences and substances into something useful. A god is merely a very powerful intelligence that has the respect of many intelligences, from the rocks and trees to the animals and beings.*

*What you call magic is a manipulation of the intelligence or spirit in every substance. Different power sources act in different ways.*

*Arcane magic is discovering the idiosyncrasies of the interaction of particular intelligence and substance combinations and taking advantage of the interactions. This is the reason a wizard might want wood that was struck by lightning for a spell, as the wood contains the intelligences of lightning and wood.*

*Divine magic is speaking in the name of a god, causing elements in the influence of that god to follow the command as if the god had given it. Gods want worshipers in order to not only have more beings that follow their edicts, but to have beings that can cause more of the lesser creatures and substances to fall within the influence of that god. Thus a god of light wants a place of worship where there is always light and is filled with open spaces and grand windows, while a god of death might wish to create more death that it can command legions of undead beings. The more that a follower follows the will of its god, the more authority that god grants the follower over things in that god's power.*

*Elemental magic is learning to command very specific kinds of intelligences, unlocking the powers that particular kind of element has. What the elementalist does gets around other kinds of magic by knowing what entices those elemental spirits.*

*Martial magic is learning to command the intelligences that rule the substances of ones body. The things one takes into one's body have intelligences as well, and choosing substances that have intelligences one can best interact with is the best way to keep one's whole self pure.*

*Supernatural magic is making deals with certain kinds of intelligences that have power over small spheres.*

## Kel-Sir – Siren of the Deep

Kel-Sir is the first born of Eldar and Kala and is the goddess of the sea. She reigns beneath the waves in an immense coral palace where she is attended to by the creatures of the sea and her followers.

Nearly every sentient being of the sea is a follower of Kel-Sir. Temples are coral structures deep within the ocean. The Cephaloid are a species said to be created by Kel-Sir. Priests and priestesses of Kel-Sir are named Laijii.

Before the coming of the Cephaloid, above world water temples or followers of Kel-Sir were unheard of, though rumors have persisted. Sailors would often pray to Kel-Sir, but were not followers of her word, nor are likely to have read her scripture.

Now that the Cephaloid have come, a few temples can be found in Telvad on the Falls or in Siathu.

**Favored Skills:** Her favored skills are Durability and Vigilance.

**Primary Domains:** Her domains are Air, Innovator, and Water.

**Holy Symbol:** Ink tattoos in the palms of the hands and the bottoms of the feet. The tattoos use Cephaloid ink and are of creatures of the sea. These tattoos itch when not in contact with water, always giving followers a desire to return to the sea.

**Favor:** Kel-Sir will bestow favor upon Divine characters who aid creatures of the sea, create new and useful things, meditate in places holy to Kel-Sir, and punish those who would pollute the sea.

**Forbidden:** Kel-Sir forbids adherents from drunkenness, polluting water, destroying art, and allowing enemies into her Realm.

### *Tales of the Sea*

*Tales of the Sea* is a series of short stories that are in memoriam of things that fell into her realm as well as her part in the creation of the things of the sea. It is rare to find a copy of Mereth's book, *The Book of Knowledge*, that also has *Tales of the Sea*, as it has been stricken from or is incomplete in most modern copies.

#### The Creation of the Sea.

*After the Gods created the world, Kel-Sir realized that something was missing. And Kel-Sir pleaded with The All-Creator to create the sea. And The All-Creator thus made the sea. And Kel-Sir dwelt in the cool depths and created many beasts to bring her favor. Her favorite beast was the great behemoth Slajajj.*

#### The Sinking of the Isle of Gallat.

*Kel-Sir emerged from her coral palace to find an island deep in the sea. The island had strange creatures that had in them the image of*

*The All-Creator and The All-Mother, but were only drunken fools. She sent forth Slajajj who devoured the island and all its inhabitants. Thus she taught Slajajj to defend her realm from the invasion of outsiders.*

## Eryn – The Protector

Eryn is the God of Fair Play and Competition. He is the first son of Eldar and Kala, and known as the founder of Law.

He is well-liked in the more civilized areas for his Law, which keeps order in the realm. He is often worshiped alongside Eldar and Kala, and there are always temples to him in the larger cities, and some temples to both him and Kala. He espouses competitive sports and it is said that he invented many of them himself.

Priests and priestesses of Eryn are called Defenders.

**Favored Skills:** His favored skills are Athletics and Intimidate.

**Primary Domains:** His domains are Fire, Spirit and Stalwart.

**Holy Symbol:** White and Blue shield. The white symbolizes the ties with The All-Mother and the blue symbolizes Day. The shield symbolizes the defensive nature of Eryn's teachings.

**Favor:** Eryn will bestow favor upon Divine characters who aid the weak, prevent evil acts, deliver those who break the Law to the proper authorities, arbitrate disputes, and destroy undead.

**Forbidden:** Eryn forbids adherents from mistreating those that serve them, betraying others, lying, cheating, creating undead, destroying that which they do not own, and slaying innocents.

### *The Book and The Law*

*The Book and The Law* is a compilation of Eryn's role in the creation and his role in the protection of order. He gives the Law by which all beings are expected to live. The end of the book contains appendices, instructing readers to fortify against the assaults of evil, and rules of engagement in combat. Also included are some competitive sports designed to foster self-defense skills.

*When the Gods created the world, there was no light in it. Eryn, the first son, came forth and drew together the heavens to create the Sun, the life source. But Nox, the vexing one, created a rank abomination to block out the sun. The odorous mass blocked out the light, bringing darkness and uncertainty to the world. A great battle was then waged between Eryn the Protector and Nox the Mistress of Darkness. Neither could prevail over the other and finally it was ruled that the powers would compromise, and the Sun would rule the day, while the filthy Moon would rule over the night, and never would they see one another again.*

*Then the gods brought forth the Common Accord. The dark god Tarlekk slaughtered many of them and The All-Mother was furious. She banished Tarlekk to the Darkness Below and Eryn the Protector sent the souls of the vengeful dead down to torment him. And Eryn gathered the souls of the good under his watchful eye.*

*And Eryn and Kala came together and created the Law. And it was decided that those who transgress the Law will be sent to the Darkness Below.*

*The Law forbids Killing Innocents.*

*The Law forbids Destruction of What is Not Yours.*

*The Law forbids Cheating Others.*

*The Law forbids Betrayal.*

## Nox – The Dark Mistress

Nox is the goddess of the night. Her temples are hidden away in dark places. Non-followers who know do not live to tell. Her works are done in secret and her adherents are often hired as assassins.

Worship of Nox happens only at night.

**Favored Skills:** Her favored skills are Precision and Trickery.

**Primary Domains:** Her domains are Death, Hunter, and Swift.

**Holy Symbol:** Reddish black mask. The mask serves to conceal the identity of each priest and priestess from the world. The removal of the mask is used as a form of punishment within the religion.

**Favor:** Nox bestows her Favor on Divine characters who keep their identity secret, work from the shadows, use deception on non-believers, and accumulate personal wealth and power.

**Forbidden:** Nox forbids that adherents revealing a follower's identity or connection to Nox, doing anything only out of fairness, or helping non-believers without some sort of upside for themselves.

### *Book of Silence*

*Book of Silence* is the only writing of the gods never contained in Mereth's compilation, *The Book of Knowledge*. It contains the secret combinations of darkness, which only the priestesses of Nox know, and the commandments of Nox to her followers.

## Tarlekk – The Reaver

Most say Tarlekk is said to be the god of death, banished to darkness by Kala for inciting genocide. But to his worshipers, he is the lord of all gods, and created the gods from his own plucked eyelashes.

Temples to him are always hidden and unknown to non-adherents. He is worshiped only in secret or in the company of others of the same mind. Worship of Tarlekk is not accepted by most, and forbidden by the Common Accord.

Temples to The Nine will always have a nook dedicated to Tarlekk, as despite his horrible deeds, he is still one of The Nine, and one of Eldar and Kala's children. This nook is generally quite small, out of the way, and often barred to reflect his imprisonment.

His worshipers use normal words in Common with hidden meanings in order to find one another and communicate in plain sight. This hidden language evolves over time, so disconnection from the group for even a year leaves an adherent completely out of these hidden conversations. They never reveal their associations to outsiders and enclaves disperse and reform elsewhere as soon as they are discovered.

All worshipers of Tarlekk are turned into undead in death, so that they may further serve Tarlekk in the life beyond. His followers do not fear death, for they know they will return in death, should they earn the right to rise as his servants. The greater their service to Tarlekk, the more powerful and self-willed they are in death.

**Favored Skills:** His favored skills are Nimble and Stealth.

**Primary Domains:** His domains are Death, Mind, and Stalwart.

**Holy Symbol:** A black cloak with a hood concealing the face. The black represents the darkness below where The Reaver dwells. The hood represents the concealing of intentions from the outside world.

**Favor:** Tarlekk bestows his Favor on Divine characters who worship him, punish foolishness and blasphemy, aid other adherents, prevent outsiders from discovering his secrets, and create undead.

**Forbidden:** Tarlekk forbids mercy on the weak, revealing his secrets to non-believers, uplifting of the self above Tarlekk's other adherents, and destruction of undead.

### *Path of Wisdom*

Tarlekk's view of the creation of the world is quite different from the view of the other gods. This is the beginning of the world as reckoned by the scriptures kept by priests of Tarlekk.

*In the beginning there was darkness. And out of the darkness emerged Tarlekk. The inhabitants of the world and islands of the sea all paid obeisance to him. His fairness of face and beauty of*

*reason caused the lesser gods to quake with jealousy. They conspired to destroy him. Tarlekk The Reaver destroyed many of the gods and they were forced to strike a bargain with him. They gave him dominion over the world and the afterlife of those who were wise, while the lesser gods gained dominion of the afterlife of fools.*

*The lesser gods invented a way to put lies in solid form and called it books. Thus did the lesser gods lead away many foolish souls and some of the wise.*

*Tarlekk, in his infinite wisdom, could see through their deception. He took pity upon the helpless mortals, caught in a web of deceit. And Tarlekk saved their souls.*

## Mereth – Loremaster

Mereth is the god of knowledge. Mereth always seeks more knowledge and their followers do as well.

There are often shrines to them in places of great knowledge, such as libraries. The Tower of the Watchers is a special place of pilgrimage. Followers are expected to spend a year there in service.

Their worshipers are librarians, watchers, or other seekers of knowledge. Followers of Mereth are named Seekers of Truth, though usually called Seekers by outsiders.

**Favored Skills:** Their favored skills are Craft and Lore.

**Primary Domains:** Their followers typically use the Mind School, and one other power set of the follower's choice, representing that particular Seeker's chosen field of study. Transform and Vanguard are popular choices.

**Holy Symbol:** A silver scroll. The symbol means that knowledge gained can be tarnished through neglect. One must always return to the source to polish one's knowledge. The Seekers of Truth polish the symbol while they read.

**Favor:** Mereth bestows Favor upon Divine characters who record new knowledge, recover lost knowledge, learn and read new information, and correctly apply their prophesy to recent events.

**Forbidden:** Mereth forbids forced illiteracy, idleness, creating undead, and the destruction of truth, no matter the subject.

### *The Book of Knowledge*

*The Book of Knowledge* compiles all the writings of the gods. At the end of the book Mereth writes their own book, which is a prediction of things to come.

*Excerpt from The Foreknowledge of Mereth*

*...And the Ungod will call for the serpents of the rock and tell them of it. Then shall the strong ones gnash their teeth and fall into the black sea where they shall dwell in death for a thousand years. The serpents of the rock shall not find the kin of the wailing ones, and their hair shall be as fingers.*

*Then shall the Creator and Burikne come to an accord to sever the earth from the Ungod. The Sun shall fall into the new sea and the Moon will be doubled. The earth shall quake with mighty thunderings and mountains shall rise from the depths.*

*The Ungod will be slain and plunged into darkness until the Moon becomes one and Klethe shall remember all. Then Klethe shall make Burikne sing, and Guslair shall be found by the body of the repentant servant and return once more to slay the Ungod.*

## Herulok –The Merry Man

Herulok has two aspects: first, the jolly celebrant, and second, the solemn farmer. He is the god of agriculture, feasts, and the earth. He is known as the founder of agriculture and the inventor of Beverages.

Herulok is generally worshiped in more rural areas, bringing plentiful crops and warmth to the hearth. Places dedicated to his worship tend to be hearths in homes and inns, underground temples, and breweries.

Priests of Herulok are called by different stones, each pertaining to a different rank in his priesthood. This serves to be too complex for most outsiders to follow, so typically one would refer to one of Herulok's priests with the appellation of "the Rock", such as "Vellerdon the Rock". The priestesses of Herulok are named after precious stones and are referred to by the appellation of "the Jewel."

**Favored Skills:** His favored skills are Charm and Entertain.

**Primary Domains:** His domains are Earth, Unarmed, and Water.

**Holy Symbol:** Stone drinking horn on a necklace. The stone symbolizes Herulok's ties to the earth, usually made of the stone which represents the priest's rank. Where this is not feasible, the horn is made of granite and decorated with the appropriate stone. The drinking horn itself symbolizes Drink and the Party.

**Favor:** Herulok bestows Favor upon Divine characters who share their abundance with others, create excellent food or drink, celebrate major holidays, and work towards a good harvest.

**Forbidden:** Herulok forbids the waste of goods that could aid others, burning popcorn, mistreatment of honorable guests, and abandonment of duty to home, friends, or family.

### *Calendar of Celebration*

*Calendar of Celebration* is a book containing the various Festivals and Holidays of Harvest and Planting, as revealed by Herulok, The Merry Man.

The book also contains traditional songs and details the traditions and symbols pertaining to each Festival or Holiday.

#### Major Holidays

**Plantingday** – The celebration of completing the planting of wheat (in Springeve and Autumneve, but the actual day will vary depending on the community)

**Harvestday** – The celebration of completing the harvest of wheat (the end of Summereve or Summertide, depending on when the wheat was planted)

**Brewday** – A celebration of the day Herulok created Beverages (the 20th of Winterhome)

**The Day of Pain** – The day after Brewday is celebrated as a day of rest and chewing of special barks and herbs. (21st of Winterhome)

## Tariana – Life-Bringer, Green Lady

Tariana is the goddess of nature. She seeks harmony between all living beings, though she is mostly focused on her animals and creatures of the wild.

She is generally worshiped in sacred groves and grottoes where the spirit of nature is unrestrained. Her followers protect the wilder lands and the inhabitants thereof. Priests and priestesses of Tariana are called Green Children, or My Children when Tariana is speaking to them directly. Outsiders often call her followers Wild Ones.

**Favored Skills:** Her favored skills are Nature and Perception.

**Primary Domains:** Her domains are Earth, Hunter, and Transform.

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**Holy Symbol:** Three wooden bracelets on the right arm. The three bracelets represent the three stages of life: birth, growth, and death. The three bracelets are intertwined, as are the stages of life.

**Favor:** Tariana bestows her Favor on Divine characters who nurture wild areas and creatures, explore new places, bring life to barren places, preserve innocent life, and protect the wild from destruction.

**Forbidden:** Tariana forbids her adherents from destroying natural beauty *(construction must respect and preserve existing Nature)*, kill animals for any reason but defense or sustenance, polluting or littering, disturbing the peacefully resting dead, or creating undead.

### *The Book of Songs*

*The Book of Songs* is a book of short anecdotes of Tariana's role in the creation. The stories are traditionally chanted or sung in gatherings of her followers, and always in the original ancient tongue, known today as the Celethi language. The excerpt here has been translated, thus does not retain the lyrical nature of the original.

> *Bunnies did chew upon boats, but the boats were dry and full of nails. So the Green Lady brought forth grass and leaves, carrots and celery. And the bunnies did thank her for the abundance and did fertilize her plants. But the bunnies only ate carrots and celery, so Tariana brought forth beasts that did chew and gnash the excess grasses and leaves. And she created trees and shrubs to give shade to the beasts. The Life-Bringer saw that the bunnies became lazy and choked the world and so she went and brought forth the wolf and the lion, the fox and the serpent which would hunt the bunnies. Thus did she bring variety to the face of the World. Thus we also see that all living creatures serve a purpose in this world.*

# Other Divinities in Annor

The Nine are not the only deities in the World. There are other beings of unfathomable power that are not of Kala and Eldar's family.

## Alune and Solara – Night Flower & Bright Beacon

Alune and Solara are lost gods of the world of Vaknaar. They once peacefully ruled over their children: the Elysians. Though they shared a world with Norokk and his continent of Infernus, they had thought their warring was over, finally brought to a peaceful conclusion. They were wrong.

During The Calamity, Norokk slew Solara and destroyed all of Elysia, sending Alune into the depths of sorrow and despair.

Many of the few remaining Elysians still adhere to the teachings and memory of Andune and/or Solara.

**Favored Skills:** Alune's favored skills are Customs and Vigilance. Solara's favored skills are Leadership and Lore.

**Primary Domains:** Alune's domains are Spirit, Transform, and Water. Solara's domains are Air, Earth, and Mind.

**Holy Symbol:** Alune's symbol is the silvery blue moon of Vaknarr. Solara's symbol is Vaknaar's purple sun, though some modern adherents black out the center now in respect for Solara's passing.

**Favor:** Alune bestows her favor on those who meditate on silence and rest, aid wild animals, keep promises, and make expressions of true love.

Solara bestows favor on those who work hard, are industrious, learn and improve skills, and expose and eradicate oppression.

**Forbidden:** Alune forbids her adherents from creating needless noise, breaking mirrors or promises, displaying false expressions of love, and intentionally harming innocents.

Solara forbids her adherents from oppressing others, misleading others for selfish reasons, being careless, mocking the grief of others, and ignoring injustices.

### *Celestial Movement*

An incredibly rare text now that their lands were destroyed, this text details how a society can work together in harmony for greater good.

## Fae – The Small Gods

The Fae are spirits found in all parts of nature and life, each with power over some facet of the world. Fae come in many varieties, most seeming similar to natural animals in the world (usually seeming as a god to that animal), and some of indescribable appearance. Some are cruel, some kind, but all are strong willed and have their own inherent magic.

Worshipers of the Fae have no doctrinal text, and worship varies from region to region, but usually manifests in shrines where petitioners leave offerings usually to thank them for a perceived boon, plead for their assistance, or petition for mercy from them. Followers are sometimes called Children of the Fae.

Worship of the Fae generally is considered a Supernatural power source rather than Divine. This is partly because the Fae are not universal in ways to curry Favor and what is Forbidden, as all Fae are individual and unique.

## The Great Dragon

Sovereign over all Dragons, the Great Dragon is the oldest dragon, some say older than Annor itself. All dragons revere her. All dragons and dragonkind can trace their lineage back to his children.

She is not constant, but always in flux, changing form like Celethi change clothes. He rarely reveals herself, for they can blend in with any species easily. Her true form is unknown but they are generally depicted as a shimmering multicolored four winged dragon. To honor this, the same pronoun is never used twice in a row for him.

The Great Dragon has no dogma, no teachings, no scripture other than forbidding entry to the continent of Karna to those who do not wish to be eaten.

However, there are still temples dedicated to them. Folk go to these temples in hopes of finding wisdom, attaining deepest desires, or to seek peace. It is said that sometimes petitioners are granted their wish, so hopeful continue to come.

## Norokk – The Burning One

Norokk is the god of what remains of the world of Vaknaar. His world collided with the world of Annor many years ago, and now his world is the continent Infernus attached to the world of Annor.

Norokk espouses the virtues of strength and self-reliance.

Priests and priestesses of Norokk must undergo the Cleansing Flame of Norokk in order to be ordained as such. The Cleansing Flame of Norokk is a Spell where an adherent walks across burning lava through flames, cleansing them of all impurities. Adherents who do not survive this are deemed unworthy. Those who survive are transformed physically, mentally, and socially. Norokk's priests and priestesses are called The Pure.

He is a very demanding god, requiring living sacrifices, usually in the form of the Cleansing Flame. The continent of Infernus has altars and temples in every area of habitation. Norokk's temples are built directly over lava, sometimes deep underground.

**Favored Skills:** His favored skills are Shrewd and Tactics.

**Primary Domains:** His domains are Fire, Unarmed, and Vanguard.

**Holy Symbol:** A flaming yellow eye on a black background. The eye symbolizes the world and burning gaze of Norokk himself as he pierces into your very soul. One of his eyes is ablaze with the flame of forbidden knowledge that he alone is called to bear.

**Favor:** Norokk bestows his Favor on Divine characters who dutifully worship and respect his Flame, convert new followers, destroy and sacrifice those who Blaspheme Norokk, and perform great and meaningful feats in his Name.

**Forbidden:** Norokk forbids his followers from worshiping other gods, treating anything as more important than his edicts, showing mercy to enemies, providing aid to non-adherents, and surrendering oneself to an enemy.

### *The Book of Fire*

*The Book of Fire* details the creation of Norokk's homeworld Vaknaar. This book is not contained in most of Mereth's older pre-Calamity *The Book Of Knowledge* (though curiously it IS in the more complete versions). Here is an excerpt.

*In the beginning, there was fire. And the fire was within God and he kept it. Then God took his eye from his skull and set it into the blackness, and his eye became the world.*

*And he spun the world slowly that the fires within would burst forth and create life.*

*Life came from the fire, being people. People burn through life and become ash. Ash molders and turns to soil. Soil germinates and becomes grass. Grass is eaten by beasts. Beasts are eaten by people, and people burn.*

*God sees all the world, for the world is his eye. Nothing in the world is hidden from him.*

## Regional Deities

There are numerous additional sects of all these deities, feel free to modify them to invent your own! The Siathu section that follows details a number of divinities specific to Siathu.

## Siathu, the Grand City

The largest city on the continent of Prax, Siathu is a sprawling cityscape by the sea mostly surrounded by cliffs. It crawls up and down the nearby cliffs and sprawls along the beachhead 5 or more layers deep. Hightown is the tallest district, featuring towering buildings of 20 to 50 stories.

Magic is common. Not to say everyone can do magic, but magic is everywhere, and citizens interact with magically created things every day. Many citizens have been lucky enough to have inherited a magical device or two from their Houses. Airships, Flitters, and Messenger Orbs are common to see in the sky. At night, a Celethi soaring through the air via giant owl is a common sight in Hightown.

Humanoids of every sort live in Siathu, and in close proximity to one to another. The homes and businesses are stacked upon each other, and balconies and bridges crisscross the cityscape. The architecture is widely varied due to the age of the city and the various Humanoids who might have built it. Older parts of the city will crumble and new buildings are built on top of the rubble nearly overnight. The city is always changing. Always moving.

A coastal trade city, originally built upon the only rocky area *(known as the Foundation)* near shore, it has since far outgrown this stable ground, building upwards, and spilling onto to the nearby cliffs.

*It isn't that the Foundation was the only place anyone built in the area, just that everything else seems to wash into the sea eventually, so the major structures that remain and get built upon year after year are all built up on the Foundation and the cliffs.*

The Government of Siathu is largely independent from the Tri-Telvad Empire, despite being the largest city in the Empire.

Siathu is governed by the heads of the major houses and a few select families, in a group simply called The Grand Council.

| **Siathu** | **City State; Metropolis** |
|---|---|
| ***Population: 120,000*** | ***70,000 able bodied*** |
| **Species Composition:** Mixed *(Humans 29.9%, Celethi 19.6%, Dweor 14.5%, Hyflind 9.4%, Gnomes 6.8%, Orcs 6.0%, Giantkin 4.4%, Karablan 3.4%, Fae-kin 2.5%, Eumykin 1.7%, Treefolk 1.3%, Cephaloid 0.4%, Other 0.1%)* | |
| **Primary Governing Body:** The Grand Council, a few select families and the heads of all the Major houses. | |
| **Economy Level:** 150% | |
| **Social Rank Range:** 1-20; **Individual Districts:** Cliffside 2-12; Easttown 1-4; Hightown 10-20; Midtown 5-15; Prax Chasm 1-6; Shoreside 1-8; Southquarter 2-8; Sticktown 3-10; Taurman Palace 5-18; Undercity 1-5; Uni 4-15 | |

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## Racial Relations in Siathu

With the Celethi and Humans practically the entirety of the elite in Siathu, the minority races tend to get a bit annoyed with the privileges granted to those races.

## Religion in Siathu

Worship of the Nine (Eldar and his family, see Annor's Pantheon, page 144) is less common in Siathu than other parts of Prax. There are a few temples here and there and there are also a few other religions (Elder House, House of the Eye, House of the Horn, Order of the Candle, and Tooth and Claw are the well-known ones) that are mainly found here in Siathu and little else.

There are temples for the existing religions, and the University has an entire department on ancient religions and owns a few ancient temples found in Undercity.

Many inhabitants, however, say if there were gods, the gods were killed long ago when the Calamity obliterated the Kingdom of Prax. Even in the face of actual Divine power, disbelievers would just say it was from some other magical source.

## Siathu's Major Houses

In Siathu if you are not part of a House, you have no status. Each of the Major Houses has a representative on the Grand Council.

### Elder House

The most well-known House is Elder House. This welcoming religious organization claims to be the true first House. The Elder House is a group that claims its power comes from the Elder Being, who they claim is the true one god. They claim to perform miracles through His will and hold weekly meetings where they discuss how He wants us to live. Most of Elder House would acknowledge that there are lesser gods.

They feed and clothe the poor, though they do keep track of who owes them debts and will exact it in the future through servitude or substance. It is reputed that some of this House are hundreds or even thousands of years old. Some outsiders feel the House is not so much a religion as a financial institution.

Elder House asks members to adhere to meticulous cleanliness standards, such that an entire industry exists simply for more the faithful to achieve their daily cleanliness via sorcery simply called spas. Meeting places are common across the entirety of Siathu, and its membership, while somewhat diverse, tends to be mostly middle class Humans.

Elder House is led by the Whitestaff, always an elder priest or priestess who has earned the respect of the Whitebloom, the most senior of the clergy.

Currently the Whitestaff is Emberbark the Wise, a Lasvyyn Sage.

**Favored Skills:** Elder House favors Customs and Nature.

**Primary Domains:** Elder House favors Earth, Spirit, and Water.

**Holy Symbol:** The symbol often seen for this House is the sun above a white staff. The white staff itself is something that more senior members often carry, though it seems ceremonial. The colors of Elder House are Blue, White, and Yellow.

**Favor:** The Elder Being bestows Favor on Divine characters who feed and clothe the poor, pay their debts, clean themselves, attend an Elder House meeting, contribute money to Elder House, or destroy an undead abomination.

**Forbidden:** The Elder Being forbids adherents from taking from the needy, destroying that which is holy to Elder House, going a day without their Spell cleansing, and creating undead.

### House of Blades

Though ominous-sounding, House of Blades is honorable and just. The House is passionate in their belief in swift justice, and their members are frequently hired as guardsmen. They do not believe in subtle interpretation of law, but the purity of the intent of the law. To outsiders, this can make them seem like blind, close-minded zealots.

The other Houses of course have their own guard, but for areas that aren't specifically controlled by other Houses, if there is trouble in your neighborhood, the House of Blades are the folks you want to contact.

Their membership is quite diverse. Their main keep and barracks are in Sunhome Tower, in Shoreside. The colors of House of Blades are Blue and Silver.

**Favored Skills:** House of Blades favors Athletics, Customs, Swift, and Stalwart.

### House of Four Winds

House of Four Winds is a merchant guild. Most trade is done through the House of Four Winds. They are mostly quartered in Shoreside and Southquarter.

Status in House of Four Winds is wholly performance-based. It is known as one of the best places to climb socially for those at the bottom, though new members are put through stringent tests.

The House colors are Green, Yellow, Red, and Blue.

**Favored Skills:** House of Four Winds favors Air, Nimble, Nature, and Water

### House of Hosts

House of Hosts is the hospitality guild. Most inns, taverns, korvla, and restaurants are run by House of Hosts members. They tend to be mostly in Midtown and Sticktown.

House of Hosts also runs a major portion of the entertainment industry in Siathu.

Most House of Hosts members are Giantkin and Hyflind, though a good number are Human. The entertainment side of House of Hosts, however, is extremely diverse.

The colors of this house are Red and Green.

**Favored Skills:** House of Hosts favors Customs and Entertain.

### House of Roots

A peaceful House that is probably the only reason there are trees in main city area of Siathu. They use natural and elemental magic to keep the city beautiful. They believe that all should be peaceful and unified, and are constantly evangelizing to gain more members. Their close ties to nature, however, cut them off from some of the advantages of modern magic.

The Roots are concerned with the ecological impacts of this sprawling city. The membership of House of Roots tends to be Celethi, Treefolk, and has a high proportion of the Fae-kin community, who are treated more as equals here. Membership is somewhat selective, and it is not unheard of for a member to be stripped of titles and made Houseless due to a misstep.

The leaders of this organization are the Taproot, who meet in Highbranch, a tower/massive tree in the center of Hightown that serves as the main hub for House activity. Hightown is where most House of Roots activity can be seen. Members are internally called Root-tenders, Leaves, Twigs, etc., depending on their status and role within the organization.

The colors of House of Roots are Green and Brown.

**Favored Skills:** House of Roots favors Craft, Nature, and Shrewd.

### House of the Sun

House of the Sun runs Solar University, center of the Uni district.

The University is the finest place to learn magic in all of Siathu, its library boasting matter on every subject, though admittance is not freely given. Payment is required, though such payment is usually some sort of item or material specifically requested per patron.

Higher rank members can often be identified by a lock of shiny silver hair. The colors of the House of the Sun are Silver and Orange.

**Favored Skills:** House of the Sun favors Craft and Lore.

### House of The Eye

House of the Eye is one of second chances and redemption. They are healers, using purification Spells involving fire and ice.

Their book is called *Scrip of Austerity*, and is a manual on how one can simplify one's life, removing that which causes sorrow, focusing on the good.

**Favored Skills:** House of the Eye favors Customs and Nature.

**Primary Domains:** House of the Eye favors Air, Fire, and Water.

**Holy Symbol:** Members have symbols drawn around one eye, signifying their standing within the House. The colors of House of the Eye are Purple and Red.

**Favor:** The Eye bestows Favor on Divine characters who purify themselves with ice and fire, simplify their lives, aid strangers, help others redeem themselves, and bring others under the gaze of the watchful Eye.

**Forbidden:** The Eye forbids adherents from denying others a chance at redemption or purification, slaying other adherents, enriching oneself at the expense of the House or innocents, or destroying a *Scrip of Austerity*.

### House of The Book

Guardians of knowledge and research, the House of the Book purports to be uninterested in the politics of Siathu and the world. They are in charge *(and indeed invented)* much of the infrastructure of Siathu: plumbing, the message network, and heating. In their endless research, however, they can sometimes be sloppy and are often the cause of unnatural disasters.

The House of The Book are an esoteric group dedicated to the study of ancient text and research of magical phenomena.

Their book "The Critical Codex" is a difficult to read manual containing text that House of the Book members point to as prophetic, though the vast majority of connections seem tenuous at best to outsiders.

Baron Zennik is currently head of House of the Book.

The colors of House of The Book are Ivory and Brown.

**Favored Skills:** House of the Book favors Lore and Shrewd.

## Siathu's Lesser Houses and Groups

These groups do not have known representation in The Council. These are other Houses, either minor or more secretive. If none of the above seem right for you, perhaps you belong to one of them.

### Daughters of All-Mother

A religious sect founded in the last 50 years when the Temple of All-Mother was discovered when Fayvid tower in Midtown collapsed. While this sect appears to worship the goddess Kala, they only refer to a deity they call All-Mother, though she appears to be very similar.

**Favored Skills:** All-Mother favors Craft and Leadership.

**Primary Domains:** All-Mother favors Innovator, Mind, and Spirit.

**Holy Symbol:** Members wear a symbol of a barren tree. The colors of Daughters of All-Mother are White and Lilac.

**Favor:** All-Mother bestows Favor on Divine characters who aid and protect innocents.

**Forbidden:** All-Mother forbids adherents from slaying innocents.

### Houseless Ones

These are the leftovers. As falsely claiming a House membership is highly frowned upon, even to the point where wearing House colors can get you arrested on fraud charges, they are relegated to wearing medium gray clothing.

### House of Silence

The colors of House of Silence are Black and White. Members wear cloaks that obscure their faces, and they do not speak with outsiders. A few of their meeting places can be found in Undercity, but outsiders are not allowed, and it is unclear how one might even become a member.

**Favored Skills:** House of Silence favors Air, Death, and Stealth.

### House of The Horn

A religious sect of House of Hosts that believes that all abundance should be shared. Their services are daily feasts where members bring food for all there. Because membership requires the sharing of resources, the poor often cannot make the cut. After the feasts, the remaining food is brought to Kitchens in the area for the poor.

**Favored Skills:** The Horn favors Customs and Entertain.

**Primary Domains:** The Horn favors Earth, Fire, and Water.

**Holy Symbol:** Members wear a conch or blowing horn, used to summon adherents for worship or meals.

**Favor:** The Horn bestows Favor on Divine characters who create good food to share, share their abundance, and make sure nothing goes to waste when it could help those less fortunate than oneself.

**Forbidden:** The Horn forbids adherents from denying aid to those who need it.

### Important Families

Important families are major powers in Siathu. Here are a few:

Prax (Ancient trading family)

Telvad (Relatives of the Empire heads)

Taurman (Previous Monarchy remnants)

### Order of the Candle

A small religious splinter group of the House of the Book and Elder House. They believe that the Book and Elder Being are one and the same.

**Favored Skills:** Order of the Candle favors Lore and Vigilance.

**Primary Domains:** Order of the Candle favors Mind and Stalwart.

**Holy Symbol:** Members generally keep a copy of The Critical Codex on them when possible.

**Favor:** Order of the Candle bestows Favor on Divine characters who learn new information, teach others, and make new discoveries or recover ancient artifacts for the group.

**Forbidden:** Order of the Candle forbids adherents from destroying knowledge or art and from harming innocents.

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### The Guardians of Truth

The Guardians are a fairly mysterious group. Purportedly responsible for occasional arson and murders, no member has been identified or held accountable, as they either evade capture or completely disintegrate to ash as a matter of last resort.

**Favored Skills:** The Guardians favor Death, Mind, and Stealth.

### The Red Mask

Another fairly secretive group, pairs of Masks will appear in the evening observing from a precarious location, then disappear into the night.

Adherents wear Dark Red Masks and Black garb.

**Favored Skills:** The Red Mask favors Swift, Trickery, and Stealth.

### Tooth and Claw

Followers of The Eternal Lion. The Followers of the Lion believe He took on the form of the bright lion to command us to be brave, bold, and to follow Him.

Services are boisterous and jovial, with multiple prisms often employed in windows so that the entire room is bathed in shimmering multicolored light.

Membership and services are scattered through poorer areas: Southquarter, Easttown, and Sticktown, mostly, though there are others scattered through the majority of the city.

**Favored Skills:** The Lion favors Perception and Shrewd.

**Primary Domains:** The Lion favors Evocation, Innovator, and Spirit.

**Holy Symbol:** Adherents carry prisms and often wear a spectrum of bright colors.

**Favor:** The Lion bestows Favor on Divine characters who use boldness and bravery to aid the weak, free innocents from oppression, heal others, and try new things.

**Forbidden:** The Lion forbids adherents from ignoring injustice, causing fear or despair, and creating undead.

### Tradewinds

An elite cadre within House of Four Winds of only those whose magical abilities allow them to directly control wind or whose ships are the very expensive Airships.

They headquarter in the richer areas of Hightown and Midtown.

**Favored Skills:** Tradewinds favors Air, Shrewd, and Water.

### Way of the Earth

Stonecutters, an ancient tradition of sorts. Mostly Dweor and earth elementalists. All are welcome to try joining, but to become a member requires a series of tests of one's connection to stone.

Adherents often wear reds and browns.

**Favored Skills:** Way of the Earth favors Earth, Lore, and Nature.

## Siathu Geography

Surrounding Siathu on the north are stepped cliffs culminating in a massive monument of stone called The Plinth. The Plinth is a massive smoothly curved surface of stone, pockmarked with occasional holes. It is said it holds a network of caves.

To the south of Siathu is a large bay that protects the city from heavy sea activity. Siathu is a busy port, ships litter the bay and are frequently seen going to and fro. Many of the richer folk of Siathu have vacation homes built along the bay with their own private ports.

To the west of Siathu is a massive bridge called The Bridge to Nowhere leading from a cliff edge directly into a massive cliff side. No one seems to know what the purpose of this bridge is, why it was built or when. It has been there as long as anyone can remember. All attempts to discern its history have resulted in failure.

Hundreds of squares above the bridge, the top of the far cliff side is covered in massive pine trees.

To the east of Siathu are sprawling fields littered with ancient farms. Siathu is growing, however, and constantly eating up smaller farms. The Elder House supervises the restitution given to the farmers who lose their lands to the city's eminent domain.

*Things to Do: Send a Messenger Orb, Cross a bridge, Rent a flitter, Climb some stairs*

## Districts

Siathu is a massive city of towers, from Cliffside to Shoreside. There are several very distinct districts.

### Cliffside

Cliffside is filled with industry. Dweorn and Orc airships fill the spaces between the massive arches, huge rectangular towers, and landing platforms. Blast furnaces against and atop the cliffs bellow out fumes and smoke constantly. Many mines are dug deep into the cliff face. Residents of Siathu prefer cremation to burials due to the potential for creating undead, and this is where it is usually done, and the ashes then scattered in the sea, forges, or clifftop forests.

*Landmarks: Yerzvald Tower (Airship yards), Granitevault (Dweorn bank), The mine-pocked cliffs, North gate out of town*

*Things to Do: Get something BIG and/or incredibly expensive made, Hire a large and/or powerful airship, Take advantage of efficient Orcish industry, Visit the largest bank in the city, Industrial Espionage, Get cremated*

### Easttown

Easttown is a long peninsula on the eastern end of the foundation. One of the poorer areas, this area's towers do not reach as high into the sky, such that the entire area is effectively unable to see sunsets. Largely a Cephaloid settlement, there are some Eumykin, and Karablan neighborhoods near Southquarter.

The docks here are less used for commerce, so most of them have become networks of houseboats, peddler ships, and all manner of waterborne vehicles and buildings, connected by docks, rafts, planks, and rope walks. This area is home to many different folk, especially poorer Cephaloid and aquatic or amphibious Fae-kin.

The shore side of Easttown has the most different temples of any area in the city, even including temples to the individual Nine.

*Landmarks: Boattown, Fongel's Flophouse (Inn +2 on a large raft)*

*Things to Do: Find bargain art, Gamble, Get arrested, Hire someone shady, Get religion*

### Hightown

Hightown is the tallest area of the city, boasting a number of tree towers, which are inhabited structures crafted from living trees. Highbranch Tower is the greatest of these, casting a leafy shadow over much of the area.

This area is the place for the wealthy and for the artisans who enable the lavish lifestyles of those who can afford them.

*Landmarks: Grand Park (Public), Seeded Garden (Residents Only), Highbranch Tower*

*Things to Do: Hobnob with the upper class, Buy something incredibly expensive, Visit a gallery, Find a patron of the arts, Enjoy greenery, Consult a sage*

## Midtown

Midtown is where most commerce takes place and is really the largest surface district. Largely run by Humans and Celethi, this is where The Council meets and where festivals and other cultural events are held, usually at City Center.

*Landmarks: Mason Tower, Temple of All-Mother, Northbridge (to Uni), Limping Horse (Tavern and Inn +4 in Mason Tower)*

*Things to Do: Catch a Show, Hire a fast Airship or Flitter, Go shopping, Have a great meal, Political Espionage, Worship*

## Prax Chasm

During the Cataclysm, the Foundation below the city cracked, creating a deep yawning chasm spanning the center of the city from west to east. The Chasm has been slowly widening at the rate of about an inch a year since and is now over 10 squares wide. The massive bridges here are often being worked on to keep them from crumbling into the abyss.

*Landmarks: The Dredge (Bottom of the Chasm), Vengeance Spire*

*Things to Do: Find fallen things, Practice falling, Visit the highest security prison in the city, See construction*

## Shoreside

Piers and landing platforms line this shoreline section of the city. Underneath it all are the often massive warehouses where the wealth of the city's trade industry is stored. There is a notable increase in Blade visibility here, more as a deterrent than anything, as Shoreside is generally peaceful, so long as there's no heavily laden airship with engine troubles.

*Landmarks: Sunhome Tower (House of Blades), Twisted Trumpet (Tavern & Inn +3)*

*Things to Do: Find some cargo, Catch a ship out of town*

## Southquarter

Karablan, Eumykin, Cephaloids, Orc, and Fae-kin make their home here along the bay. Though not the main bustling trade area like Shoreside, Southquarter does a brisk trade in less profitable but necessary goods.

Southquarter is also home to the headquarters for both Elder House and House of the Eye. Additionally, many of the House of the Horn kitchens can be found here for those desperate for a meal.

*Landmarks: Elder Home, Tower of the Eye, Banko de Urgosh (Orcish bank), Warehouse district*

*Things to Do: Trade in basic goods, Worship, Get a free meal, Find a cheap and either shady or rickety transport*

## Sticktown

East of the city is a network of farms operating on transplanted dirt patches. Named for the numerous wooden buildings compared to the main city's towering stone and metal structures, Sticktown produces much of the city's food supply.

Large tents of strong thin fabrics cover the crops to protect the soil and plants from sands blown in from the shores.

*Landmarks: Temple of the Nine (Temple to Eldar and Kala and their children)*

*Things to Do: Get amazing produce, Worship the Nine, Head East*

## Taurman Palace

One of the oldest standing structures, built on a nearby outcropping of stone overlooking the sea. The Taurman family is one of the oldest families, once the hereditary monarchy, since the city moved to a more democratic government they are now simply one of the richest families in the city.

*Things to Do: Hobnob with nobility, Attend a ball, Head West*

## Undercity

As the towers are built ever higher, the lower sections become forgotten in the darkness. The Undercity is where one goes if one cannot bear to stand in full sunlight, whether due to one's reputation, dealings, or eyesight.

Undercity is composed of lost ruins that were built upon, the pipes and valves of the steam and water lines that power the city above, and those to keep those systems running.

The Undercity goes deep, even into the Foundation in some places.

*Things to Do: Find and explore forgotten ancient ruins, Escape notice, Make a shady deal, Fix or break a utility*

## Uni

The center of the Uni district is Solar University, a collection of domed towers surrounding the central large glass and bronze domed Kaldel Tower.

Uni is composed of student dormitories, faculty dwellings, stores and restaurants that cater to them, and the University campus itself. Due to the high student and teacher population, Uni is the most diverse district in Siathu.

*Landmarks: Solar University, Uni Library ↑6 (↑8 Airships, ↑4 The World Beyond Prax), Northbridge (to Midtown), Ink and Quill (Student Store), Feathered Mouse (Tavern & Inn +2)*

*Things to Do: Find an Expert, See a Lecture, Teach a Class, Tutor, Research Lore, Find Diversity of Cultures and foods*

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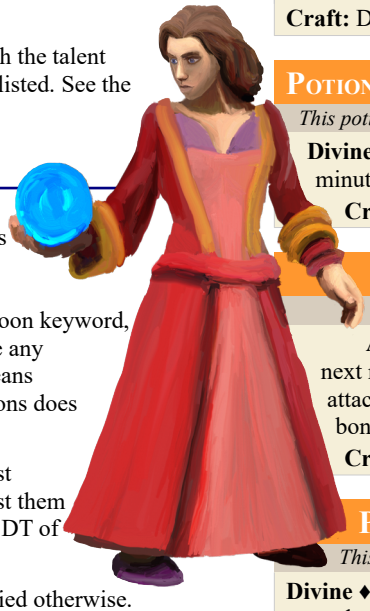
# Magic Items

What would a game filled with magic be without items imbued with magical properties? Magic items in Aspect come in two varieties: magical consumables and magical artifacts.

The Craft DT is listed here for characters with the talent Magical Crafting that meet the prerequisites listed. See the skills chapter for more details.



## Magical Consumables

Most of the magical items you will find are single use items, such as potions. These items will cause a temporary effect of some sort or heal some wounds. If you use more than one consumable magic item that have the same boon keyword, the most recent boon keyword will supersede any previous boon of the same keyword. This means drinking two potions with the exact same boons does not have a greater effect than drinking one.

Some consumables let you spontaneously cast Spells. These Spells are cast as if you had cast them yourself, and as if you had rolled exactly the DT of the Spell, no more or less.

Consumables weigh one pound unless specified otherwise.

### Amulet of Distracting — 24580gp Amulet

*A decoy misleads your foes while you make an invisible getaway.*

**Arcane** ♦ *Amulet, Illusion;* Maneuver: You cast Decoy, as the Spell.

**Craft:** DT 17, two Mind talents or Spells

### Amulet of Faeries — 2050gp Amulet

*Breaking your amulet, you suddenly sprout wings and soar into the air.*

**Arcane** ♦ *Amulet, Transmutation;* Maneuver: You cast Faerie Flight, as the Spell.

**Craft:** DT 14, two Transform talents or Spells

### Amulet of Returning — 81920gp Amulet

*Crushing this amulet will return you to a specific location.*

**Arcane** ♦ *Amulet, Teleport;* Maneuver: You and adjacent willing allies teleport to the location where the amulet was created.

**Craft:** DT 18, two Teleport talents or Spells

### Potion of Aid — 3840gp Potion

*This potion fills your soul with eagerness to aid your allies.*

**Divine** ♦ *Potion, Aid, Healing;* Free: Until your next rest or for five minutes, talents you use with the healing keyword heal double the normal amount. Talents you use that grant allies die upgrades to attacks grant double the bonus.

**Craft:** DT 14, two Spirit or Healing talents or Spells

### Potion of Defense, Lesser — 240gp Potion

*This potion helps ward off an onslaught of weak foes.*

**Divine** ♦ *Potion, Defense;* Free: Until your next rest or for five minutes, you gain a +1 bonus to your defenses and Soak 2.

**Craft:** DT 11, two Stalwart talents

### Potion of Defense — 960gp Potion

*This potion lets you go toe to toe against a tough foe.*

**Divine** ♦ *Potion, Defense;* Free: Until your next rest or for five minutes, you gain a +2 bonus to your defenses and Soak 3.

**Craft:** DT 12, three Stalwart talents

### Potion of Defense, Greater — 3840gp Potion

*This potion makes you nearly indestructible.*

**Divine** ♦ *Potion, Defense;* Free: Until your next rest or for five minutes, you gain a +3 bonus to your defenses and Soak 4.

**Craft:** DT 14, four Stalwart talents

### Potion of Invisibility — 3600gp Potion

*This potion is a clear, shimmering liquid.*

**Arcane** ♦ *Potion, Illusion, Invisibility;* Free: Until your next rest or for five minutes, you are invisible. If you use an attack action, this boon ends immediately. Gain a +3 illusion bonus to defenses.

**Craft:** DT 14, two Invisibility talents or Spells

### Potion of Healing, Weak — 28gp Potion

*This potion at least helps.*

**Divine** ♦ *Potion, Healing;* Free: You are healed C physical wounds. If you are physically defeated, you become stabilized. You may make a save at ↑1 against one ongoing effect.

**Craft:** DT 8, one Healing talent, Spell, or rank in Nature

### Potion of Healing, Lesser — 110gp Potion

*This potion mends your wounds.*

**Divine** ♦ *Potion, Healing;* Free: You are healed CC physical wounds. If you are physically defeated, you become stabilized. You may make a save at ↑2 against one ongoing effect.

**Craft:** DT 10, two Healing talents, Spells, or ranks in Nature

### Potion of Healing — 440gp Potion

*This potion heals you greatly.*

**Divine** ♦ *Potion, Healing;* Free: You are healed CCC physical wounds. If you are physically defeated, you become stabilized. You may make a save at ↑3 against one ongoing effect.

**Craft:** DT 12, three Healing talents, Spells, or ranks in Nature

### Potion of Healing, Greater — 1760gp Potion

*This potion heals grave wounds.*

**Divine** ♦ *Potion, Healing;* Free: You are healed CCCC physical wounds. If you are physically defeated, you become stabilized. You may make a save at ↑4 against one ongoing effect.

**Craft:** DT 13, four Healing talents, Spells, or ranks in Nature

### Potion of Healing, Master — 7040gp Potion

*This potion brings you back from the brink.*

**Divine** ♦ *Potion, Healing;* Free: You are healed CCCCC physical wounds. If you are physically defeated, you become stabilized. You may make a save at ↑5 against one ongoing effect.

**Craft:** DT 15, five Healing talents, Spells, or ranks in Nature

### Potion of Power — 1600gp Potion

*This red liquid appears to be constantly simmering.*

**Divine** ♦ *Potion, Transformation;* Free: Until your next rest or for five minutes, ↑2 and +2 transformation bonus to damage. You and your equipment grows one size category. Your defenses and hit points adjust accordingly.

**Craft:** DT 13, one Transform talent

### Potion of Speed — 320gp Potion

*Your speed increases immensely.*

**Arcane** ♦ *Potion, Transmutation;* Maneuver: Until your next rest or for five minutes, your base movement speed increases by 4.

**Craft:** DT 11, three Transform or Fire talents

### Potion of Thermal Vision — 1600gp Potion

*This potion lets you see the heat created by creatures.*

**Arcane** ♦ *Potion, Sense;* Free: Until your next rest or for five minutes, you gain Heat Vision, but lose other vision types.

**Craft:** DT 13, one Sense talent

### Powder of Erasing — 360gp Potion

*This powder erases all trace of writing and drawing on the page.*

**Arcane** ♦ *Potion;* Free: You erase any amount of text from a single page of ink, charcoal, paint or similar writing or drawings. The page can be no larger than one square.

**Craft:** DT 11, one Craft Spell

## Magical Artifacts

Magic artifacts are rare special items that are shortcuts to magic that would otherwise be difficult or impossible for some characters.

The first line of an artifact lists its Power Source, keywords, Gear Quality, and any special perks or abilities conveyed by the item.

The second line lists any spells or talents unlocked by having the specified number of ranks in skills listed in that artifact's gear values.

You can wear only one item of each type (shoulder, head, etc) except hand or ring, which you can have two of each.

### Artifact Gear Quality

All artifacts have one or more Gear Quality. Their values are listed after their keywords and function exactly as other Gear Quality.

### Artifact Keywords

Additionally, artifacts have keywords. For instance, a Solar Blade is a heavy blade. A specific Solar Blade might be a broadsword, glaive, greatsword, or other heavy blade weapon. It might even be a holy symbol if heavy blades as holy symbols make sense for your deity.

### Unlockable Talents and Spells

Whichever skills are listed there are the skills required to unlock the talents and spells. Unlocked talents and spells are unlocked based on the total number of ranks of the skills for that artifact. For example, Febbit's Hourglass requires the character has 6 total ranks of Innovator or Lore in order to be able to use Temporal Unraveling, but only 4 ranks of Innovator or Lore to use Temporal Junction.

You may only perform an item's unlocked ability while wielding the item. Spells you learn through it must be cast with the skill listed with that Spell on the Artifact. When determining upgrades to cast a spell of a specific skill based on spells you know, you may count spells of that skill that you have unlocked in items you are wielding during the entire duration of casting the spell.

When you use an artifact to cast a Spell or talent, you still need to provide the cost for that Spell or talent, if any. You do not need Spell casting talents to cast Spells via an artifact you are wielding, though the method of rolling is the same.

### Binder's Chain — 220gp Hand Item

*A thin flawless chain of silver.*

**Arcane** ♦ *Transmute;* Precision 2; When tied, the check for trying to untie it has a +4,0 to the DT for anyone but the one who tied it.

Free: Untie this chain with no check if you were the one to tie it.

**Unlockable:** 1 Guided Binding, Lore Spell; 3 Flevin's Attaching, Trickery Spell

**Craft:** DT 11, one Lore Spell, one Trickery Spell

### Cloak of Mirrors — 2320gp Shoulder Item

*A shimmering cloak that seems to trick the eye.*

**Arcane** ♦ *Illusion;* Stealth 3, Mind 1, Trickery 1; Resist Radiant 1

**Unlockable:** 4 Decoy, Trickery Spell; 5 Mirror Image, T7 Mind talent

**Craft:** DT 14, two Trickery Spells, one Evocation talent

### Crown of Dark Flame — 960gp Head Item

*A thin crown that when set upon your head bursts into cold flames.*

**Elemental** ♦ *Fire, Shadow;* Precision 3, Fire 2; Resist Fire 1, While wearing the crown, it acts as a soft light source.

**Unlockable:** 4 Shroud of Flames, Precision Spell; 2 Blazerush, T3 Fire talent

**Craft:** DT 13, two Precision Spells, one Evocation talent

### Crown of Vision — 2350gp Head Item

*A fanciful crown with engravings of eyes.*

**Arcane** ♦ *Sense;* Perception 3, While wearing the crown, you can look in any direction, but without turning your head

**Unlockable:** 3 Eye Theft, Lore Spell; 5 Divination, Lore Spell

**Craft:** DT 14, two Lore Spells

### Febbit's Hourglass — 5010gp Hand Item

*An hourglass filled with sparkling sands that show the past.*

**Arcane** ♦ *Temporal;* Innovator 3, Lore 2, Once per day, you may use the hourglass to see one minute of a random event from the past at your current location

**Unlockable:** 4 Temporal Junction, T6 Innovator talent; 6 Temporal Unraveling, Lore Spell

**Craft:** DT 15, two Lore Spells and two Temporal talents

### Figurine of Combat — 2440gp Ring Item

*A ring with a small figurine of silver in a motivating battle stance.*

**Arcane** ♦ *Automaton;* Tactics 3, The figurine can be told to do things while still in ring form, but cannot engage in combat without the aid of the Animate Figurine of Combat spell.

**Unlockable:** 3

#### Animate Figurine of Combat — Tactics Spell 8

*Your ring leaps off of your finger and grows into a fearsome little foe.*

**Arcane** ♦ *Artifice;* Major: The figurine grows to Tiny and follows your commands. It has your health and defenses, and Soak Mental. It threatens foes and can use the following action.

**Arcane** ♦ *Artifice, Attack;* Maneuver: The automaton moves Dexterity and rolls vs Physical on a target in Melee.

**Craft:** DT 14, two Spells, one Innovator talent

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### Figurine of Helping — 120gp Ring Item

*A ring with a small figurine of stone standing with open arms.*

**Arcane ♦** *Automaton;* Craft 2

**Unlockable:** 2 Create Homunculus, Lore Spell *(the Homunculus turns back into a ring on command)*

**Craft:** DT 10, one Lore Spell, one Innovator talent

### Foxglove — 2080gp Hand Item

*A soft glove that can transform you into a fox.*

**Arcane ♦** *Polymorph;* Transform 3, Nature 1; When donned by a humanoid who has not learned either of the talents from this item, they are transformed into a Foxkin for 24 hours. After learning one or the other, they may instead choose if they want to transform.

**Unlockable:** 1 Form of the Fox, T1 Transform talent; 3 Foxkin Cunning, T1 Foxkin talent

**Craft:** DT 14, two Trickery Spells, one Transform talent

### Granite Greaves — 2310gp Leg Item

*Clad in stone, nothing can stop you.*

**Elemental ♦** *Earth;* Durability 3, Earth 1

**Unlockable:** 3 Granite Carapace, Durability Spell; 5 Stoneshifting, Durability Spell

**Craft:** DT 14, one Durability Spell, one Earth talent

### Grey Scepter — 2900gp Hand Item

*A small wooden rod with arcane symbols on it.*

**Elemental ♦** *Air;* Perception 3, Air 3

**Unlockable:** 2 Silence, Craft Spell; 3 Charged Bolt, T2 Air talent

**Craft:** DT 14, two Air Spells, two Lightning talents

### Lorrenna's Bracers — 5000gp Arm Item

*These light blue bracers are etched with stylized flames.*

**Elemental ♦** *Fire;* Unarmed 3, Fire 3

**Unlockable:** 3 Three-Prong Strike, T3 Unarmed talent; 4 Raging Barrage, T4 Unarmed talent; 5 Blazing Wings, T7 Fire talent

**Craft:** DT 15, one Unarmed talent, one Fire talent

### Celethi Cloak — 2290gp Shoulder Item

*A finely woven gray and green cloak of sturdy, warm material.*

**Arcane ♦** *Illusion;* Stealth 3, Customs 1; Up to 2 medium, 1 large, or 4 small creatures may fit in the cloak and gain the benefits.

**Unlockable:** 2 Weatherproof, Customs Spell; 5 Invisibility Cloak, Trickery Spell

**Craft:** DT 14, two trickery Spells, one Mind talent or Spell

### Mantle of Responsibility — 2330gp Shoulder Item

*This short cloak serves as a powerful inspiration for allies.*

**Elemental ♦** *Spirit, Leadership;* Leadership 3, Customs 2

**Unlockable:** 2 Command Form, T3 Vanguard talent; 4 Restore Vigor, Customs Spell

**Craft:** DT 14, one Vanguard talent, one Leadership Spell

### Orb of Lies — 4720gp Hand Item

*This orb shows others only what you want them to see.*

**Supernatural ♦** *Phantasm;* Trickery 3, Mind 2

**Unlockable:** 2 Imperfect Reflection, Trickery Spell; 4 False Sight, Trickery Spell; 5 Beguile, T7 Mind talent

**Craft:** DT 15, one Trickery Spell, one Mind talent

### Ring of Disguises — 4810gp Ring Item

*A twist of this ring and no one could possibly recognize you.*

**Arcane ♦** *Illusion;* Lore 3, Trickery 1

**Unlockable:** 2 Mage's Guise, Lore Spell; 4 Alter Form, Trickery Spell; 7 Shapechange, Lore Spell

**Craft:** DT 15, one Trickery Spell, two Lore Spells

### Sculptor's Blade — 2240gp Hand Item

*This blade carves into wood and stone like it was butter.*

**Arcane ♦** *Earth;* Crafting 3

**Unlockable:** 2 Arcane Forging, Craft Spell; 4 Stoneshaping, Craft Spell

**Craft:** DT 14, one Craft Spell, one Earth talent

### Solar Blade — 2330gp Hand Item

*A shining blade of brilliant steel with a white diamond in the crosspiece.*

**Divine ♦** *Radiant, Weapon, Heavy Blade;* Spirit 3, Customs 1

**Unlockable:** 2 Divine Light, Customs Spell; 4 Divine Aspect, Customs Spell

**Craft:** DT 14, two Customs Spells, one Radiant attack talent

### Symbol of Faith — 4800gp Hand Item

*This relic of your deity is a testament to its divine power and majesty.*

**Divine ♦** *Vitality, Weapon or Shield;* Stalwart 3, Spirit 3

**Unlockable:** 1 Villain's Ruin, T3 Spirit talent; 2 Insurmountable, T3 Spirit talent; 3 Searing Radiance, T4 Spirit talent

**Craft:** DT 15, three Stalwart talents

### Vinestaff — 4100gp Hand Item

*This staff of shifting vines and leaves grounds you in nature.*

**Divine ♦** *Nature, Plant;* Earth 3, Nature 1; Gain Soak 1

**Unlockable:** 1 Earthform, T2 Earth talent; 2 Leave No Trace, Nature Spell; 3 Rootbind, T4 Earth talent

**Craft:** DT 15, three Nature or Earth talents

### Wand of Flames — 4900gp Hand Item

*This wand is at first hot to the touch, but you soon acclimate to it.*

**Arcane ♦** *Fire;* Fire 3, Evocation 1; Gain Singe, Prime Fire talent

**Unlockable:** 1 Flame Shield, T2 Fire talent; 2 Torrent of Torment, T3 Fire talent; 4 Conflagration, T5 Fire talent

**Craft:** DT 15, two Fire talents

### Wand of Force — 5800gp Hand Item

*The end of this wand is some arcane semi-transparent substance.*

**Arcane ♦** *Force;* Evocation 3, Lore 3; Gain Force Burst, Prime Evocation talent

**Unlockable:** 1 Anchor, T2 Evocation talent; 3 Force Shards, T4 Evocation talent; 5 Force Ripple, T6 Evocation talent

**Craft:** DT 15, three Force talents

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## Bestiary

In the bestiary, we group each monster with other creatures of the same species or origin, and within those groupings, we further group by sub-species if applicable. Above we list all species, origin, and sub-species listed in the bestiary for quick reference.

## Reading the Monster Block

The first line of a monster's ability score block lists the monster's name and the monster's combat role. The combat role has a grade next to it. The second line is the monster's size, origin, morphology, and species. If the creature's size is not a 1×1 square, that is listed here. The end of the second line has the creature's XPV, or experience point value. This is the number of experience points the creature rewards on defeat.

### Origin

Origin gives a general sense of where the creature came from or how it came to be. Origin is mainly useful as a way to categorize knowledge of this creature type. Origin is one of the creature types.

#### *Draconic*

Draconic is used for creatures who are not dragons, but have dragon blood. Draconic knowledge is considered Lore.

#### *Elemental*

Elemental is used for creatures that are wholly composed of elemental energies and materia. The skill related to knowledge about this type of creature is Nature at 2 downgrades or the trained skill for that specific element type.

#### *Hybrid*

Hybrid is used for creatures who are born as mixes between two different species. Technically Draconic creatures fall into this category, but having dragon blood is meaningful in and of itself. Knowledge of Hybrid creatures is Nature.

#### *Magical*

Magical is used for creatures whose existence is a form of magic. Dragons, Fae, Unicorns and so forth. These are creatures who are the very embodiment of magic they use. Knowledge of magical creatures is Lore.

#### *Mechanical*

Mechanical is used for creatures assembled by another species from inanimate solid substances. The skill related to knowledge about this type of creature is Craft.

#### *Natural*

Natural are generally creatures that are naturally occurring in the world through reproduction with the same species. The skill for knowledge about this type of creature is Nature.

#### *Otherworldly*

Beings not from Annor, but natural to some other world. Technically Elemental creatures fall into this category, but Otherworldly characters do not have obvious Elemental alignment, so their resistances and such are not as clear. Otherworldly creature knowledge is Lore, but note that they are from an unfamiliar place, country, continent, and world, for a total DT upgrade of +30, making knowledge checks nearly impossible.

#### *Supernatural*

Supernatural is used for creatures who are created from an existing creature but turned into another. Fae-kin fit into this category as they would be different creatures if it were not for the interference of fae. Infernals also fall into this category as they were changed from whatever creature they were originally by the Cleansing Flame. The Ranapir is considered supernatural as it is several creatures combined and absorbed into a single being, and it is unknown if there was ever an original creature.

#### *Undead*

Undead is used for creatures made of the animated dead remains of another creature. The skill related to knowledge about this type of creature is Lore at 2 downgrades or Death.

### Morphology

Morphology is a method of categorizing creatures by general shape. This is one of the creature types.

#### *Amorphous*

Amorphous creatures can take any shape. Some must find an indentation when resting to prevent themselves from simply draining away. Others never rest. A typical example is a slime.

#### *Amphibian*

Amphibian creatures are capable of breathing in two typically incompatible environments, such as air and water. A typical example is a frog.

#### *Arthropod*

Arthropod creatures feature six or more legs and an exoskeleton. A typical example is a beetle.

#### *Avian*

Avians are feathered creatures with two legs and wings. A typical example is a blue jay.

#### *Beast*

Creatures with the beast morphology are four or six legged, usually furred. A typical example is the wolf.

#### *Cephalopod*

Cephalopod creatures are bilaterally symmetric and have six or more non-skeletal limbs one one end, and a head on the other end. Some have an outer shell on their head end.

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### *Crinoid*

Crinoid creatures feature five or more of the same limb type surrounding a central core, and are usually radially symmetrical. A typical example is a sea star.

### *Ethereal*

Ethereal creatures are those with a drifting intangible form. A typical example is a ghost. Ethereal creatures are non-corporeal.

### *Humanoid*

Humanoid creatures stand upright on two feet and have two arms or similar limbs. They usually have a distinct head. Humans are a typical example.

### *Ichthoid*

Ichthoid creatures are gilled animals with heads that lack digits on their limbs. A tuna is a typical example.

### *Oculoid*

Oculoid creatures are spherical in shape, or are composed almost entirely of eyes. Floating eyes are a typical example.

### *Reptile*

A Reptile is a scaled and two or four legged creature with a long tail. A lizard is a typical example.

### *Tauroid*

Tauroids are four legged creatures with an upper body that has two arms. Centaurs are a typical example.

### *Wurm*

Wurm specifies a long segmented or scaled creature with no limbs. Snakes are typical examples.

## Species

Species is a grouping of species types. Celethi are a Species, while Lasvyyn are a Sub-species of the Celethi Species. Species are generally considered as groups whose combined offspring are likely to be fertile. Many species can have offspring with other species creating hybrids, but those offspring are then usually unable to produce offspring themselves.

Where a creature either cannot reproduce or is capable of producing offspring by itself, a species is considered beings created from any common source that is not of that species.

Automatons, for example, are mechanical beings created by other species and powered by Power Stones.

Karablan are a species in that they are all able to trace their origin to a dragon, and thus to The Great Dragon. Their common source is Draconic blood.

## Sub-Species

Sub-species are subdivisions of Species with clear visual differences and statistical or trait differences. Some are merely cultural differences, such as the city and meadow Hyflind. Others are clearly significant biological differences, such as how the Lasvyyn, Lyyven , and Tyylven have completely different vision types.

## Traits

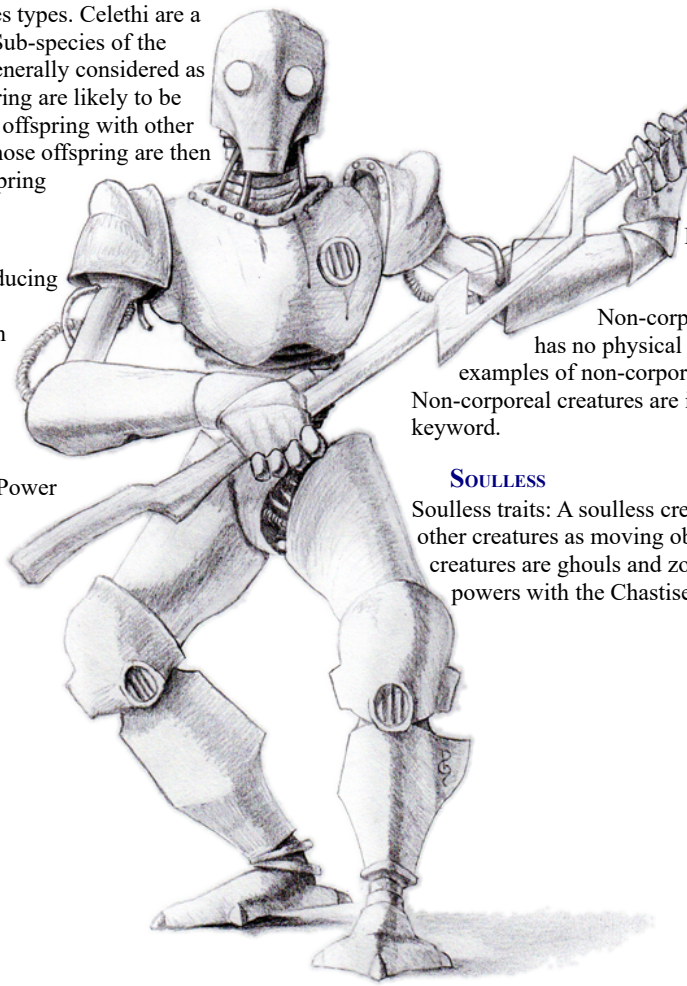
Like other species, the monster species also have traits. Some of them are new and detailed here. These are not creature types, but traits. Traits listed here are generally not advised for player characters, so please discuss with your Guide if you plan to play a character who has one or more of these traits.

### *Aspect-less*

Some creatures have a minimal physical manifestation, no mental capacity at all, or no belief that other beings have any sense of self as they might. An aspect-less creature:

- Has infinite damage reduction in that aspect. This means each hit on that aspect does only a minimum of one damage plus one if the attacker is a Striker. Aspect-less creatures can still suffer status effects, however.
- Cannot use stats in that aspect to make attacks or skill checks, though it may make passive skill checks with that aspect.
- Damage to that aspect the creature would deal to other creatures is reduced to 1 plus one if the creature is a striker.

Aspect-less creatures always have one damage keyword that overcomes the damage reduction. For undead, it is always radiant damage. There are three types of Aspect-less: Mindless, Non-corporeal, and Soulless.



#### Mindless

Mindless traits: A mindless creature survives using only instincts or by following very simple instructions. Some examples of mindless creatures are golems and oozes. Mindless creatures are immune to powers with the Phantasm keyword.

#### Non-corporeal

Non-corporeal traits: A non-corporeal creature has no physical manifestation in this world. Some examples of non-corporeal creatures are ghosts and specters. Non-corporeal creatures are immune to powers with the Weapon keyword.

#### Soulless

Soulless traits: A soulless creature has no regard for others, seeing other creatures as moving objects. Some examples of soulless creatures are ghouls and zombies. Soulless creatures are immune to powers with the Chastisement keyword.

## Automaton

Automatons are mechanical beings created to help their creators with hard labor. Automatons are designed as manual workers, but are often re-purposed as guards or even militia.

Most automatons are of gnomish make, though Karablan are quite adept at making automatons.

### Pulverizer Unit — Elite: Grade 4

***Medium Mechanical Humanoid (Automaton)*** — ***XPV: 40***

Composure Pool: 12 – Controller: ↓1 one foe / turn — SR 4

| Physical | Mental | Social | Speed: 6 |
|---|---|---|---|
| Brawn 4,6 | Genius 3,5 | Appeal 2,0 | Saves 7, BBCC |
| Dexterity 3,3 | Savvy 4,5 | Empathy 3,0 | AP: 1+1 |

**Stalwart Smash** *(Stalwart P) Atk;* Major, Heavy Weapon: Roll vs Phy. on a foe in Melee. +1 dmg on hit.

**Spatial Stretch** *(Innovator P) Spatial, Atk;* Major: Roll vs Phy. on a foe in 1 RI. XE: Impaired foes are pushed or pulled X+1.

**Charge Attack** *(Stalwart T3) Modifier;* ↓2X Weapon dice: Move up to 2X before the attack. +X to damage if you moved

**Whirling Slash** *(Stalwart T3) Modifier;* ↓1 Weapon dice. Your roll targets all foes in Melee.

**Curb Foe** *(Stalwart T2)* Spend 3 Phy. Edge. Slide foes struck up to 2 squares to a square adj. to you.

**Detonate** *(Innovator T3) Modifier;* ↓2: Knock hit foes prone.

**Mechanized Propulsion** *(Innovator T5) Stance;* Major, ↑2, Lock ↓2X. Choose Agile or Defense:
**Agile:** Once per turn you may shift X+1 squares.
**Defense:** You have Soak X+1.

**Innovator or Stalwart BBCC** *(Experiment Total: 4E, Max Component: ↑4;* Athletics ABCC, Craft BCC, Durability AAAA, Intimidate AAAA, Lore AAA, Nature AAA, Nimble A, Perception AAAB, Precision ABC, Stealth A, Tactics AAAA, Vigilance AABB, (Appeal AA, Empathy AAA); Darkvision; Languages: Common

**Gear:** Blade Claws (Stalwart 2), Manipulators (Innovator 2), Sensors (Precision 2), Power Gem (Athletics 2), Motivator (Craft 2), Experiment **+2E to Curb Foe**, Capacitor ↑**2 Stalwart** (x2)

Pulverizers are built to tear down buildings, mine, or quarry rock. They attempt to pin foes against walls or their allies with Curb Foe.

### Warden Unit — Basic: Grade 2

***Medium Mechanical Humanoid (Automaton)*** — ***XPV: 20***

Composure Pool: 10 – Defender: taunt 1 foe / turn — SR 4

| Physical | Mental | Social | Speed: 6 |
|---|---|---|---|
| Brawn 3,3 | Genius 2,2 | Appeal 1,0 | Saves 5, BCC |
| Dexterity 2,4 | Savvy 3,5 | Empathy 2,1 | AP: 1 |

**Accelerate Entropy** *(Innovator P) Temporal, Atk;* Major, ↑1: Roll vs Physical on a foe in Melee this turn or the last two turns.

**Lancing Strike** *(Innovator T2) Modifier;* ↓X+1 Innovator dice: This roll gains a Line 2X+2.

**Magnet Pulse** *(Innovator T1) Modifier;* Modifier; Full, ↑4: Use a Major Innovator action. XE: Slide Impaired foes X squares.

**Stalwart Defender** *(Defender T1) Bonus;* Quick, An adj. foe shifts away: Take a Quick Strike with 3 downgrades.

**Innovator BCC** *(Experiment Total: 3E, Max Component: ↑3);* Athletics ABC, Craft AB, Customs AB, Durability AAA, Intimidate AAA, Lore BB, Nature AA, Nimble AA, Perception AAB, Precision CC, Shrewd AA, Stealth AA, Tactics AAA, Trickery AA, Vigilance ABC, (Appeal A); Darkvision; Languages: Common

**Gear:** Warp Rod (Innovator 2), Manipulators (Precision 2), Sensors (Vigilance 1), Manipulators (Athletics 1), Capacitor ↑**1 Spatial**, Experiment **+3E to Magnet Pulse**

Warden Units are great at swarming foes and keeping them from escaping their grasp. They use Magnet Pulse to get foes into disadvantageous positions.

### Unstable Unit — Elite: Grade 4

***Medium Mechanical Humanoid (Automaton)*** — ***XPV: 40***

Composure Pool: 12 – Striker: +1 damage on a hit / turn — SR 4

| Physical | Mental | Social | Speed: 6 |
|---|---|---|---|
| Brawn 3,4 | Genius 4,6 | Appeal 1,0 | Saves 6, BBCC |
| Dexterity 4,5 | Savvy 3,1 | Empathy 3,4 | AP: 1+1 |

**Chaos Bolt** *(Evocation P) Chaos, Atk;* Major: Chaos vs Variable on a foe in 1 RI. Choose a target. Random. The attack gains the named keyword, target defense, and effect.
**0 Humiliate:** vs Soc., +1 dmg.
**1 Fire:** vs Phy., spend 2X Edge: X ongoing dmg, save ends.
**2 Cold:** vs Phy., target is slowed 2, save ends.
**3 Lightning:** vs Phy., spend X Edge: target is pushed X+2.
**4 Crushing:** vs Phy., spend 1 Edge: target is knocked prone.
**5 Poison:** vs Phy., spend 2 Edge: target is weakened, save ends.
**6 Acid:** vs Phy. ongoing on foe and foes adj. to it.
**7 Radiant:** vs Soc.. Heal 2 on an ally adj. to you or the target.
**8 Web:** vs Phy., half dmg. The foe is immobilized, save ends.
**9 Phantasm:** vs Men., target is dazed, save ends.

**Prism** *(Evocation T5) Chaos;* Major x2: Make the following 3 attacks on a foe in 1 RI, dealing half dmg each.
*Fire;* Roll vs Phy. Impaired foes have -2 to defenses, save ends.
*Lightning;* Roll vs Men. Impaired foes are dazed, save ends.
*Cold;* Roll vs Soc. Impaired foes are weakened, save ends.

**Force Ripple** *(Evocation T6) Force;* 1 Evocation Area Crit: Slide each ally and Impaired foe in the area 2 sq. in any direction.

**Curved Bolt** *(Evocation T3) Modifier;* Maneuver, ↓2X dice: Your roll targets a Chain 3X+4. This attack ignores cover.

**Wild Rain** *(Evocation T4) Chaos, Modifier;* Maneuver, Roll a 6-sided die as X: Your roll targets an Area X and has ↑(6-X).

**Imbue** *(Evocation T5)* Spend 2XE: Allies in X RIs gain ↑X for 1 turn.

**Evocation BBCC** *(Experiment Total: 4E, Max Component: ↑4);* Athletics AA, Craft ABCC, Customs AAA, Durability ACC, Intimidate AA, Lore AAAB, Nature AAAA, Nimble AAAA, Perception AAB, Precision ABCC, Shrewd ACC, Stealth AAAA, Tactics AAA, Trickery AAA, Vigilance AAA, (Appeal A); Darkvision; Languages: Common

**Gear:** Warp Rod (Evocation 2), Pistons (Durability 2), Sensors (Precision 2), Manipulators (Craft 2), Motivator (Shrewd 2), Exper. **+2E to Curved Bolt**, Cracked Capacitor ↑**2 Chaos** (x2)

Unstable Units are automatons gone awry. They like to use their Curved Bolt or Wild Rain to get their Prism attack to strike an area.

### Worker Unit — Minion: Grade 1

***Medium Mechanical Humanoid (Automaton)*** — ***XPV: 10***

Composure Pool: 3 – Controller: ↓1 one foe / turn — SR 4

| Physical | Mental | Social | Speed: 6 |
|---|---|---|---|
| Brawn 2,0 | Genius 2,4 | Appeal 1,0 | Saves 6, ACC |
| Dexterity 2,4 | Savvy 2,1 | Empathy 2,0 | AP: 0 |

**Force Burst** *(Evocation P) Force, Crushing or Slicing, Atk;* Major, ↓X dice: Roll vs Phy. on an Area X+2.

**Anchor** *(Evocation T2) Force;* 4E: Impaired foes are immobilized, save ends (+2 difficulty).

**False Matter** *(Evocation T1) Force;* Major, Sustain Lock ↓X: Roll vs X+2. Success means you create X+ranks translucent blocks of solid force, filling a Chain of sq. in 2 RIs. They can be rough terrain up to X+ranks. Failure means you take that much dmg. Max X of 2.

**Evocation ACC** *(Experiment Total: 2E, Max Component: ↑2);* Craft ABC, Lore BC, Nature AA, Nimble AA, Perception AB, Precision AB, Stealth AA, Tactics AA, Vigilance AA, (Appeal A, Brawn, Empathy AA); Darkvision; Languages: Common

**Gear:** Lift Rod (Evocation 2), Manipulators (Craft 1), Memory Core (Lore 1), Experiment **+2E to Anchor**, Capacitor ↑**1 Force**

Worker Units are the backbone of any construction workforce. They create the structure used to hold things in place. The same holds true in fights. They control the foes' options and space to their advantage.

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## Bear

Bears are stocky omnivorous mammals that are quite strong and can be very dangerous when provoked, protecting young, or hungry.

| **Grizzly Bear** | | | **Elite: Grade 4** |
|---|---|---|---|
| ***Large Natural Beast (Bear); 2×2 sq.*** | | | ***XPV: 40*** |
| Composure Pool: 12 – Striker: +1 damage on a hit / turn | | | SR 4 |
| Physical | Mental | Social | Speed: 7 |
| Brawn 4,6 | Genius 3,2 | Appeal 1,0 | Saves 6, BBCC |
| Dexterity 3,1 | Savvy 4,5 | Empathy 2,0 | AP: 1+1 |

**Sweep** *(Unarmed P) Crushing, Atk;* Major: Roll vs Phy. on a foe in Melee. X+1E: Impaired foes are slid X and knocked prone.

**Forbidding Fortress** *(Unarmed T4) Atk;* Full, Weapon: Roll vs Phy. on each foe in Melee. Impaired foes are slowed 4, save ends.

**Cramping Strike** *(Unarmed T1)* Spend 4 Melee Edge: Hit targets are immobilized, save ends.

**Flying Crane Step** *(Unarmed T3) Crushing, Attack, Flying;* Full, ↓3X dice: Shift X. Roll vs Phy. on foes in Melee X. Impaired foes are knocked prone. Failure knocks you prone.

**Constrictor Grip** *(Unarmed T2) Atk, Stance, Grapple;* Full, ↑3: Roll vs Phy. on a foe in Melee one size larger than you or less. Success deals dmg, you start this stance. An Impaired foe is immobilized.

**Ursine Resilience** *(Bearkin T1) Stance;* Maneuver:
You take 4 or more dmg in one hit: You gain Soak 2 for one turn.

**Unarmed BBCC** *(Stunt Bonus: +AAAA)*; Athletics ABCC, Craft ABB, Durability ABCC, Intimidate AAAB, Lore AAA, Nature AAA, Nimble AAA, Perception AAAA, Precision AAB, Stealth AAA, Tactics AACC, Vigilance ABCC, (Appeal A, Empathy AA); Climber 1, Fast 1, Natural Weapon (Claw), Scent; Languages: Bear

**Gear**: Ursine (2pt): Technique 2H **Damage +1, Slow 1** (Unarmed 2), Thick Hide (Durability 2), Alertness (Vigilance 2), Raw Muscle (Athletics 2), Keen Intellect (Tactics 2), 60gp

Grizzly Bears are tough and dangerous foes. When up against single foes, they use Sweep. When surrounded, they use Forbidding Fortress or Sweep with Raging Barrage. Constrictor Grip is useful against a single foe if they have a Full action to use (or an Action Point to get an extra Major).

| **Brown Bear** | | | **Basic: Grade 2** |
|---|---|---|---|
| ***Large Natural Beast (Bear); 2×2 sq.*** | | | ***XPV: 20*** |
| Composure Pool: 6 – Striker: +1 damage on a hit / turn | | | SR 4 |
| Physical | Mental | Social | Speed: 7 |
| Brawn 3,5 | Genius 2,2 | Appeal 1,0 | Saves 5, BCC |
| Dexterity 2,1 | Savvy 3,5 | Empathy 2,0 | AP: 1 |

**Swift Slash** *(Swift P) Slicing or Piercing, Atk;* Major, Weapon: Move 1. Roll vs Phy. in an adj. line 2.

**Pointed Greeting** *(Swift T2)* Perk: If you move more than 1 square in an action, ↑2 Weapon dice this turn.

**Ursine Stability** *(Bearkin T1)* Perk: Whenever you would be pushed, pulled, or slid, reduce that movement by 1 (minimum 1).

**Ursine Resilience** *(Bearkin T1) Stance;* Maneuver:
You take 3 or more dmg in one hit: You gain Soak 1 for one turn.

**Swift BCC** *(Stunt Bonus: +AAA);* Athletics BBC, Craft BB, Durability ABC, Intimidate AAA, Lore AA, Nature AA, Nimble AA, Perception AAA, Precision AB, Stealth AA, Tactics AAA, Vigilance BCC, (Appeal A, Empathy AA); Climber 1, Fast 1, Natural Weapon (Claw), Scent; Languages: Bear

**Gear:** Ursine (2pt): Technique 2H **Damage +1, Slow 1** (Swift 2), Alert (Vigilance 2), Muscle (Athletics 1), Burly (Durability 1), 25gp

Brown Bears rush in on foes to make good use of their Pointed Greeting modifier.

| **Bear Cub** | | | **Minion: Grade 1** |
|---|---|---|---|
| ***Medium Natural Beast (Bear)*** | | | ***XPV: 10*** |
| Composure Pool: 3 – Striker: +1 damage on a hit / turn | | | SR 4 |
| Physical | Mental | Social | Speed: 6 |
| Brawn 2,4 | Genius 2,2 | Appeal 1,0 | Saves 4, BBC |
| Dexterity 2,1 | Savvy 2,2 | Empathy 2,0 | AP: 0 |

**Slash** *(Unarmed P) Crushing, Atk;* Major, Weapon, ↑2: Roll vs Phy. on a foe in Melee.

**Pointed Greeting** *(Swift T2)* Perk: If you move more than 1 square in an action, ↑2 Weapon dice this turn.

**Ursine Resilience** *(Bearkin T1) Stance;* Maneuver:
You take 2 or more dmg in one hit: You gain Soak 1 for one turn.

**Unarmed ACC**; Athletics ABC, Craft BB, Durability BC, Intimidate AA, Lore AA, Nature AA, Nimble AA, Perception AA, Precision AB, Stealth AA, Tactics AA, Vigilance AB, (Appeal A, Empathy AA); Climber 1, Fast 1, Natural Weapon (Claw), Scent; Languages: Bear

**Gear:** Claws (Unarmed 2), Muscle (Athletics 1), Hide (Durability 1), 10gp

Bear Cubs also will rush in on targets to make use of their Pointed Greeting modifier. Generally Bear Cubs won't attack foes unless they are numerous or have a larger bear aiding them.

## Construct

Constructs are creatures animated by magic, created from a variety of substances. Constructs are often mindless, having no thoughts of their own as they are things created to serve a specific purpose.

### Clay Golem

Clay Golems are often created as guardians of sacred places, such as temples or shrines.

| **Guardian Golem** | | | **Boss: Grade 6** |
|---|---|---|---|
| ***Medium Magical Humanoid (Construct)*** | | | ***XPV: 60*** |
| Composure Pool: 30 – Defender: taunt 1 foe / turn | | | SR 4 |
| Physical | Mental | Social | Speed: 4 |
| Brawn 5,7 | Genius 3,0 | Appeal 2,0 | Saves 8, ABCCC |
| Dexterity 3,2 | Savvy 4,6 | Empathy 4,6 | AP: 2+1 |

**Stalwart Surge** *(Stalwart P) Atk;* Major, Heavy Weapon: Move 2, Roll vs Phy. on a foe in Melee.

**Hurl** *(Stalwart T1) Modifier;* ↓X dice: You can throw a blunt object or weapon up to X RIs for this attack.

**Swat** *(Stalwart T1)* Spend X Phy. Edge: Impaired foes are slid X squares in one direction.

**Clear The Field** *(Stalwart T2)* Spend 3 Heavy Weapon or Two-Handed Edge. Impaired foes are knocked prone.

**Crushing Blow** *(Stalwart T4)* Spend X + 5 Phy. Edge: Impaired foes are slowed X+1 and staggered, save ends.

**Charge Attack** *(Stalwart T3) Modifier;* ↓2X Weapon dice: Move up to 2X before the attack. +X to damage if you moved

**Blind Rage** *(Stalwart T3) Stance, Agile;* Maneuver, You may only use Stalwart and Basic talents while in this stance: Your melee attacks target all creatures in range (including allies).

**Stalwart ABCCC** *(Max Favor: ↑8, Max Retribution: 4C);* Athletics AAAAA, Customs AAAA, Durability AAACC, Intimidate AAABB, Nimble AAA, Perception AACC, Precision ABB, Shrewd ACCC, Stealth AAA, Tactics AAAB, Trickery AAAA, Vigilance ABCC, (Appeal AA, Genius AAA); Fast 1, **Soak 2;** Languages: Elemental

**Gear:** Sacred Gauntlets (Stalwart 3), Lens (Perception 3), Moodgem (Shrewd 3), Armor (Durability 2), Handy Bag (Vigilance 2), 288gp

Guardian Golems charge in with Blind Rage, pummeling all foes within range. With Swat, Clear The Field, and Crushing Blow, they have many options to use their Edge.

## Crystal Cat

The Crystal Cat is a golem made of glass, crystal, or other sharp brittle material.

| **Crystal Cat** | | | **Boss: Grade 6** |
|---|---|---|---|
| ***Medium Magical Beast (Construct)*** | | | ***XPV: 60*** |
| Composure Pool: 18 – Controller: ↓1 one foe / turn | | | SR 4 |
| Physical | Mental | Social | Speed: 5 |
| Brawn 4,4 | Genius 2,0 | Appeal 4,7 | Saves 9, ABCCC |
| Dexterity 5,7 | Savvy 3,5 | Empathy 3,1 | AP: 2+1 |

**Exact Strike** *(Swift P) Atk;* Major, Weapon, ↓X dice: Move 1. Roll vs Phy. on a foe in Melee. Add X+1 dmg on hit.

**Charging Flurry** *(Swift T4) Atk;* Major, Lock ↓X: Roll vs Phy. on each foe in an adj. Area X+1. Shift X+2 to a square adjacent to the area.

**Debilitating Blow** *(Swift T6) Atk;* Major x2: ↑4. Shift 2. Roll vs Phy. on a foe in melee. Impaired foes are weakened, save ends (+1 diff).

**Slaying Step** *(Swift T4)* Spend 1 Phy. Edge, you defeated a foe with your previous action: Shift 1 square.

**Whirlwind Strike** *(Swift T3) Modifier;* ↓1 Weapon die: Your roll targets all adjacent foes.

**Cat Reflexes** *(Swift T5) Stance, Agile;* Maneuver: If you would move 2, you can instead shift 1. When you shift, +1E next roll that turn.

***Pointed Greeting** *(Swift T2)* Perk: If you move more than 1 square in an action, ↑2 Weapon dice this turn.

**Swift BCCC** *(Experiment Total: 4E, Max Component: ↑4);* Athletics ABCC, Entertain AABB, Nimble AAABB, Perception CCC, Precision AAACC, Stealth ABCCC, Trickery AAB, (Charm, Durability, Intimidate, Leadership AAAA, Customs, Shrewd, Tactics, Vigilance AAA, Genius AA); Invulnerable Acid and Cold, Resist Fire 1, Vulnerable Crushing and Sonic 2; Languages: -none-

**Gear:** Glass Blades (Swift 3), Razortoes (Stealth 3), Lens (Perception 3), Fine Edge (Precision 2), Thick Glass (Athletics 2), Experiment *$^{4}$**+4E to Pointed Greeting**, Shards ↑$^{2}$**2 Slashing**, 198gp

An incredibly deadly foe, the Crystal Cat can gain numerous die upgrades from Pointed Greeting and Debilitating Blow. It spends excess Edge on Slaying Step and enemy downgrades.

| **Splinter Shard** | | | **Fodder: Grade 0** |
|---|---|---|---|
| ***Tiny Magical Humanoid (Construct); ½ x ½ sq.*** | | | ***XPV: 5*** |
| Composure Pool: 0 – Striker: +1 damage on a hit / turn | | | SR 4 |
| Physical | Mental | Social | Speed: 6 |
| Brawn 1,0 | Genius 1,0 | Appeal 1,0 | Saves ABC |
| Dexterity 1,2 | Savvy 1,0 | Empathy 1,1 | AP: 0 |

**Hunter Strike** *(Hunter P) Atk;* Major, Choose one:
Ranged Weapon, ↓X dice: Roll vs Phy. on a foe in X+1 RIs. Move 1.
Melee Weapon: Shift 1. Roll vs Phy. on a foe in Melee.

**Backpedal** *(Hunter T2)* Free, You hit a foe: Shift one square.

**Hunter ABC** *(Experiment Total: 3E, Max Component: ↑3);* Customs A, Nimble AB, Precision BB, Shrewd A, Stealth ABC, Trickery B, (Appeal, Savvy AA, Brawn, Genius A); Invulnerable Acid and Cold, Resist Fire 1, Vulnerable Crushing and Sonic 2; Languages: -none-

**Gear:** Razortoes (Stealth 1), Glass Blades (Hunter 1), 2gp

Splinter Shards are bits of broken Crystal Cat that have taken on animation of their own. They dart in and out of melee range or fling sharp shards of themselves from a distance.

When designing an encounter with a Crystal Cat, you can spawn one of these each time the Cat takes more than 2 damage from a hit and include the total quantity spawned as half the XP cost when balancing the encounter. For example, for an 80XPV encounter, plan to spawn 8 Crystal Shards during the fight for a total cost of 20XPV.

## Homunculus

A homunculus is a small magical construct, made to serve wizards. They are nearly defenseless but are rather clever for their small size.

| **Homunculus** | | | **Fodder: Grade 0** |
|---|---|---|---|
| ***Minuscule Magical Humanoid (Construct); ¼ x ¼ sq.*** | | | ***XPV: 5*** |
| Composure Pool: 0* – Defender: taunt 1 foe / turn | | | SR 4 |
| Physical* | Mental | Social | Speed: 6 |
| Brawn 1,2 | Genius 1,2 | Appeal 1,0 | Saves 4, ABC |
| Dexterity 1,0 | Savvy 1,0 | Empathy 1,0 | AP: 0 |

**Spatial Stretch** *(Innovator P) Spatial, Atk;* Major: Roll vs Phy. on a foe in 1 RI. XE: Impaired foes are pushed or pulled X+1.

**Warp Step** *(Innovator T2) Teleport;* Maneuver, 3XE or X Crits: Teleport X+1 squares.

**Innovator ABC** *(Exper. Total: 3E, Max Comp: ↑3);* Athletics BC, Craft AAB, Durability AB, Lore AAA, Nature ABB, (Empathy, Intimidate AA, Appeal, Dexterity, Savvy A); Fast 1, ***Soak 2**; Languages: Common

**Gear:** Manipulator (Innovator 1), Support Belt (Athletics 1), 2gp

A Homunculus will avoid combat if possible (easy to do when you are so small) and hide in really small spaces or even teleport through windows or into places other creatures cannot reach them.

## Stone Golem

Stone Golems are the most common of constructs, often crafted from stone statues as guardians by some wizard to guard her home.

| **Animated Stone Archer** | | | **Minion: Grade 1** |
|---|---|---|---|
| ***Small Magical Humanoid (Construct)*** | | | ***XPV: 10*** |
| Composure Pool: 3** – Leader: ↑1 (ea adj or 1 ally) / turn | | | SR 4 |
| Physical** | Mental | Social | Speed: 5 |
| Brawn 2,0 | Genius 2,0 | Appeal 2,0 | Saves BBC |
| Dexterity 2,4 | Savvy 2,0 | Empathy 1,0 | AP: 0 |

**Hunter Strike** *(Hunter P) Atk;* Major, Choose one:
Ranged Weapon, ↓X dice: Roll vs Phy. on a foe in X+1 RIs. Move 1.
Melee Weapon: Shift 1. Roll vs Phy. on a foe in Melee.

**Pin Down** (Hunter T4) Spend X Edge and X Crits: X targets struck are immobilized, save ends (+X difficulty, max 2).

**Point Blank Form** *(Hunter T3) Stance, Agile;* Maneuver: ↑1 Ranged vs foes in 1 RI. If you hit a foe, choose: ↑1 for 1 turn or Move 1.

**Hunter ACC** *(Experiment Total: 3E, Max Component: ↑3);* Nimble AB, Precision ABC, Stealth ABC, (Appeal, Brawn, Genius, Savvy AA, Empathy A); Fast1, ****Soak 2**; Languages: Common

**Gear:** Gloves (Precision 1), Soft Shoes (Stealth 1), Crooked Wand (Hunter 2), 10gp

Animated Stone Archers are good support for strong melee foes.

| **Animated Stone Warrior** | | | **Basic: Grade 2** |
|---|---|---|---|
| ***Medium Magical Humanoid (Construct)*** | | | ***XPV: 20*** |
| Composure Pool: 6 – Striker: +1 damage on a hit / turn | | | SR 4 |
| Physical** | Mental | Social | Speed: 8* |
| Brawn 3,3 | Genius 2,0 | Appeal 2,2 | Saves BCC |
| Dexterity 2,0 | Savvy 3,5 | Empathy 1,0 | AP: 1 |

**Stalwart Surge** *(Stalwart P)* Atk; Major, Heavy Weapon: Move 2, Roll vs Phy. on a foe in Melee.

**Furious Arc** *(Stalwart T3)* Modifier; ↓1 Stalwart or Two-handed dice: The attack targets an Area 2 or Line 3.

**Crushing Blow** *(Stalwart T4)* Spend X + 4 Crushing Edge: Impaired foes are slowed X and staggered, save ends.

***Longstrider** *(Trait: Fast T1)* Perk: +1 bonus to ground speed.

**Stalwart BCC** *(Experiment Total: 3E, Max Component: ↑3);* Athletics ABC, Charm AA, Durability ABC, Entertain AA, Intimidate AAB, Leadership BB, Perception AAA, Tactics AAA, Vigilance BCC, (Empathy A, Dexterity Genius AA); Fast 1, ****Soak 2**; Languages: Common

**Gear:** Support Belt (Athletics 1), Tough Skin (Durability 1), Handy Bag (Vigilance 2), Crooked Wand (Stalwart 2), 25gp

The Animated Stone Warrior is incredibly good at rushing down intruders and keeping them from getting away.

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## Dibukmu

Dibukmu are otherworldly beings of shadow, manifested in the flesh in this world. They still remain partly shadow and use that connection to perform supernatural feats.

| **Dibukmu Assassin** | | | **Elite: Grade 4** |
|---|---|---|---|
| ***Small Hybrid Humanoid (Dibukmu)*** | | | ***XPV: 40*** |
| Composure Pool: 12 – Striker: +1 damage on a hit / turn | | | SR 4 |
| Physical | Mental | Social | Speed: 5 to 6 |
| Brawn 3,0 | Genius 1,0 | Appeal 2,0 | Saves 6, BBCC |
| Dexterity 4,6 | Savvy 4,6 | Empathy 3,5 | AP: 1+1 |

**Duelist Strike** *(Swift P) Atk;* Major, ↓2X dice: Shift X+1 squares. Roll vs Phy. on a foe in Melee.

**Shadow's Grasp** *(Death P)* Fear, Shadow, Atk; Major, ↓X dice: Roll vs Phy. on a foe in Melee X+2. Impaired targets are pulled X+1.

**Vital Strike** *(Swift T3) Atk;* Full, ↑5 Swift dice: Roll vs Phy. on a foe in Melee. Shift 1 before or after the attack.

**Whirlwind Strike** *(Swift T3) Modifier;* ↓1 Weapon die: Your roll targets all adj. foes.

**Festering** *(Death T1)* Spend 3X Death Edge: Hit foes have ongoing dmg X, save ends (+2 Diff).

**Necromancer's Incursion** (*Death T3) Necrotic, Stance, Undead;* Maneuver, Lock ↓2X:
Free, You moved adj. to a foe you weren't adj. to this turn: Roll vs Phy., dealing a maximum of X dmg and X Edge.

**Shadow Teleport** *(Death T4)* Maneuver: Teleport 2 to a square adj. to a foe you hit with a Death attack your previous action.

**Swift BBCC** *(Stunt Bonus: +AAAA),* **Death BBCC** *(Blood / turn: 4)*; Customs AAA, Nimble AAAB, Perception ABCC, Precision AAAB, Shrewd AAA, Stealth ABCC, Tactics AAAA, Trickery BCC, Vigilance AABB, (Appeal AA, Brawn AAA, Genius A); Darkvision; Languages: Gnomish

**Gear:** Dagger (3pt) 1H Light Blade **Piercing 3** (Swift 2), Keen Eye (Perception 2), Cloak (Death 2), Soft Shoes (Stealth 2), Quick Wit (Trickery 2), 60gp

| **Dibukmu Nighthawk** | | | **Basic: Grade 2** |
|---|---|---|---|
| ***Small Hybrid Humanoid (Dibukmu)*** | | | ***XPV: 20*** |
| Composure Pool: 6 – Controller: ↓1 one foe / turn | | | SR 4 |
| Physical | Mental | Social | Speed: 5 to 6 |
| Brawn 2,0 | Genius 1,0 | Appeal 2,0 | Saves 6, BCC |
| Dexterity 3,4 | Savvy 2,0 | Empathy 3,5 | AP: 1 |

**Shadow's Grasp** *(Death P) Fear, Shadow, Atk;* Major, ↓X dice: Roll vs Phy. on a foe in Melee X+2. Impaired targets are pulled X+1.

**Sequester in Shadow** *(Death T2)* Spend 5 Death or Shadow Edge: Hit targets are immobilized and weakened, save ends.

**Shadow Teleport** *(Death T4)* Maneuver: Teleport 2 to a square adj. to a foe you hit with a Death attack your previous action.

**Soul Drain** *(Death T3) Healing;* Major, You were adj. to the target your previous turn, the target is staggered, immobilized, or defeated: Roll vs Phy. If you deal Phy. wounds, you heal half that many Phy. wounds, to a max of 3.

**Death BCC** *(Blood / turn: 3,;* Nimble BBC, Shrewd BCC, Stealth BBC, Trickery BBB, (Customs, Precision AAA, Appeal, Brawn, Savvy AA, Genius A); Darkvision; Languages: Gnomish

**Gear:** Cloak of Darkness (Death 2), Moodstone (Shrewd 2), Light Clothes (Nimble 1), Soft Shoes (Stealth 1), 25gp

| **Dibukmu Stalker** | | | **Minion: Grade 1** |
|---|---|---|---|
| ***Small Hybrid Humanoid (Dibukmu)*** | | | ***XPV: 10*** |
| Composure Pool: 3 – Striker: +1 damage on a hit / turn | | | SR 4 |
| Physical | Mental | Social | Speed: 5 to 6 |
| Brawn 2,4 | Genius 1,0 | Appeal 2,0 | Saves 4, BBC |
| Dexterity 2,3 | Savvy 2,2 | Empathy 2,3 | AP: 0 |

**Shadow's Grasp** *(Death P) Fear, Shadow, Atk;* Major, ↓X dice: Roll vs Phy. on a foe in Melee X+2. Impaired targets are pulled X+1.

**Festering** *(Death T1)* Spend 3X Death Edge: Hit foes have ongoing dmg X, save ends (+2 Diff).

**Billowing Shroud** *(Death T1) Stance;* Free, Lock ↓X+1: You and allies within Melee X have Soak 1.

**Death ACC** *(Blood / turn: 2);* Nimble AB, Perception AB, Stealth ABC, Trickery ABC, Vigilance AB, (Genius A, Appeal, Brawn, Customs, Precision, Shrewd, Tactics AA); Darkvision; Languages: Gnomish

**Gear:** Cloak (Death 2), Soft Shoes (Stealth 1), Wit (Trickery 1), 10gp

## Dragon

Dragons are ancient magical creatures that once ruled the earth. They are the top predators in whatever land they roam in, and highly intelligent. They are winged reptiles massive in size, with scales that vary in color depending on the breed. They have four legs with claws well-suited for grabbing perches and prey, each with three fore-claws and a rear opposable digit.

Dragon society tends towards solitude or small family units of either a parent and one or two younglings or a pairing of mates. As soon as a youngling is born, the parents separate and the youngling is raised by one parent. Male dragons and female dragons can both care for younglings as soon as they are born.

The hardness of dragon scale is well known by those with at least a passing knowledge of the arcane. It is prized as hide for armor, but brings with it the wrath of all dragonkind.

Dragons start out small (the eggs of most dragon varieties are melon sized, though some species of dragon are born live) when they are young and just grow larger continually as they age.

## Flame Dragon

Flame dragons are the most common sort of dragon, green scaled and spined. The flame dragons hibernate and usually only need to eat once a month or so. They find a mountain cave somewhere near a good hunting ground and only appear when they need to be fed. Sometimes they will prefer mountains surrounded by farmland, as farm animals are an easy catch.

**Flame Dragon Ancient** — **Epic: Grade 8**
***Gigantic Magical Reptile (Dragon); 6×6 sq.*** — ***XPV: 100***

Composure Pool: 40 – Defender: taunt 1 foe / turn — SR 4

| Physical | Mental | Social | Speed: 9, Fly 9, Glide 11 |
|---|---|---|---|
| Brawn 4,0 | Genius 4,0 | Appeal 4,0 | Saves 9, BCCCC |
| Dexterity 5,9 | Savvy 5,7 | Empathy 3,0 | AP: 2+2 |

**Singe** *(Fire P) Atk;* Major, ↓X: Roll vs Phy. on a foe in X+1 RIs. 1 of the dmg is ongoing, save ends.

**Burn** *(Fire T7) Atk;* Full x2, ↓X dice: Roll vs Phy. on an Area X+1. Hit foes also take an additional 4 and Successes ongoing dmg, save ends. Missed foes in the area take 2 dmg.

**Demon Surge** *(Fire T3) Movement, Atk;* Full: Shift 2. Roll vs Phy. on each foe adj. to you after the shift.

**Lava Flow** *(Fire T4)* Spend 6+3XE or spend 3+X Crits: Impaired foes are immobilized and have ongoing dmg. X, save ends (+2 difficulty).

**Conflagration** *(Fire T5)* Perk: Hit foes suffer ongoing dmg X, where X is the number of Fire Crits you rolled.

**Blazing Wings** *(Fire T6)* Movement, Stance; Full x2: Your shifts are flying shifts. Foes that end their turn adj. to you take 4 fire dmg. Free: Shift 1 square.

**Fire BCCCC** *(Experiment Total: 4E, Max Component: ↑4);* Nimble BBBBB, Perception ABCCC, Precision AAAAA, Stealth ACCCC, Tactics ABCCC, Vigilance AACCC, (Appeal, Brawn, Genius AAAA, Empathy AAA); Darkvision, Wings 2; Glide; Fly; Languages: Dragon

**Gear:** Dragon tooth (Fire 4), Slick Scales (Stealth 4), Cagey (Tactics 3), Keen (Perception 3), Prepared (Vigilance 3), Experiment **+4E to Lava Flow**, Dragon Claw ↑**3 Fire**, Bile Sac ↑**3 Poison**, 1996gp

**Flame Dragon Elder** — **Boss: Grade 6**
***Gigantic Magical Reptile (Dragon); 6×6 sq.*** — ***XPV: 80***

Composure Pool: 30 – Defender: taunt 1 foe / turn — SR 4

| Physical | Mental | Social | Speed: 9, Fly 9, Glide 11 |
|---|---|---|---|
| Brawn 3,0 | Genius 3,0 | Appeal 3,0 | Saves 8, ABCCC |
| Dexterity 5,7 | Savvy 5,5 | Empathy 2,0 | AP: 2+1 |

**Singe** *(Fire P) Atk;* Major, ↓X: Roll vs Phy. on a foe in X+1 RIs. 1 of the dmg is ongoing, save ends.

**Torrent of Torment** *(Fire T3)* Full, ↑2, ↓X dice: Roll vs Phy. on a Line X+2. Half of the dmg dealt is instead ongoing dmg, save ends.

**Noxious Fumes** *(Fire T5) Poison;* 2X+6 Edge: Also roll on foes in X+1 sq. outside of the area's edges. That dmg is poison dmg, and the dmg is halved. Impaired foes are slowed 3.

**Lava Flow** *(Fire T4)* Spend 6+3XE or spend 3+X Crits: Impaired foes are immobilized and have ongoing dmg. X, save ends (+2 difficulty).

**Blazing Wings** *(Fire T6)* Movement, Stance; Full x2: Your shifts are flying shifts. Foes that end their turn adj. to you take 4 fire dmg. Free: Shift 1 square.

**Fire ABCCC** *(Experiment Total: 4E, Max Component: ↑4);* Nimble AABBB, Precision AAAAB, Stealth ABCCC, (Appeal, Brawn, Genius AAA, Empathy AA, Savvy AABCC); Darkvision, Wings 2; Glide; Fly; Languages: Dragon

**Gear:** Dragon tooth (Fire 3), Slick Scales (Stealth 3), Cagey (Tactics 2), Keen (Perception 2), Prepared (Vigilance 2), Bile Sac ↑**1 Poison**, Dragon Claw ↑**3 Fire**, Experiment **+4E to Noxious Fumes**, 287gp

**Flame Dragon Adult** — **Elite: Grade 4**
***Huge Magical Reptile (Dragon); 3×3 sq.*** — ***XPV: 40***

Composure Pool: 12 – Striker: +1 damage on a hit / turn — SR 4

| Physical | Mental | Social | Speed: 8, Fly 8, Glide 10 |
|---|---|---|---|
| Brawn 3,0 | Genius 2,0 | Appeal 1,0 | Saves 6, BBCC |
| Dexterity 4,5 | Savvy 4,5 | Empathy 3,5 | AP: 1+1 |

**Singe** *(Fire P) Atk;* Major, ↓X: Roll vs Phy. on a foe in X+1 RIs. 1 of the dmg is ongoing, save ends.

**Torrent of Torment** *(Fire T3)* Full, ↑2, ↓X dice: Roll vs Phy. on a Line X+2. Half of the dmg dealt is instead ongoing dmg, save ends.

**Noxious Fumes** *(Fire T5) Poison;* 2X+6 Edge: Also roll on foes in X+1 sq. outside of the area's edges. That dmg is poison dmg, and the dmg is halved. Impaired foes are slowed 3.

**Lava Flow** *(Fire T4)* Spend 6+3XE or spend 3+X Crits: Impaired foes are immobilized and have ongoing dmg. X, save ends (+2 difficulty).

**Fire BBCC** *(Experiment Total: 3E, Max Component: ↑3);* Customs AAA, Nimble AABB, Perception AAAB, Precision AAAA, Shrewd AAA, Stealth ABCC, Tactics ABCC, Trickery BCC, Vigilance ABCC, (Appeal A, Brawn AAA, Genius AA); Darkvision, Wings 2; Glide; Fly; Languages: Dragon

**Gear:** Dragon claw (Fire 2), Keen Eye (Tactics 2), Clever (Trickery 2), Slick Scales (Stealth 2), Prepared (Vigilance 2), Experiment **+3E to Noxious Fumes**, Dragon Claw ↑**2 Fire**, Bile Sac ↑**2 Poison**, 17gp

**Flame Dragon Hatchling** — **Fodder: Grade 0**
***Small Magical Reptile (Dragon)*** — ***XPV: 5***

Composure Pool: 0 – Striker: +1 damage on a hit / turn — SR 4

| Physical | Mental | Social | Speed: 5, Fly 4 |
|---|---|---|---|
| Brawn 1,0 | Genius 1,0 | Appeal 1,0 | Saves 4, ABC |
| Dexterity 1,2 | Savvy 1,2 | Empathy 1,0 | AP: 0 |

**Singe** *(Fire P) Atk;* Major, ↓X: Roll vs Phy. on a foe in X+1 RIs. 1 of the dmg is ongoing, save ends.

**Fire ABC** *(Max Component: ↑3);* Nimble BB, Perception AC, Precision AA, Stealth BB, Tactics AA, Vigilance BB, (Appeal, Brawn, Empathy, Genius A); Darkvision, Wings 2; Fly; Languages: Dragon

**Gear:** Dragon claw (Fire 1), Curious (Perception 1), Scale ↑**1 Fire** (x2)

Hatchlings fly around their prey, singeing them from a distance.

## Iceflame Spitter

The iceflame spitter is a smaller species of dragon. Their scales are a rich icy blue with white spines and wings that give it a ↑2 to stealth in snowy conditions. The spitter is particularly fond of extremely cold temperatures and has a very slow metabolism, even for a dragon. It is able to go for months without food while digesting its previous meal. It is not slow, however. Once it finds its next meal, it is voracious. Iceflame spitters often craft beautiful icy lairs.

**Iceflame Spitter Hatchling** — **Minion: Grade 1**
***Small Magical Reptile (Dragon)*** — ***XPV: 10***

Composure Pool: 3 – Striker: +1 damage on a hit / turn — SR 4

| Physical | Mental | Social | Speed: 4, Fly 4 |
|---|---|---|---|
| Brawn 2,4 | Genius 2,2 | Appeal 2,0 | Saves 4, BBC |
| Dexterity 2,1 | Savvy 2,0 | Empathy 2,0 | AP: 0 |

**Coldfire** *(Frostfire P) Cold, Fire, Atk;* Major, ↓X dice, Choose one:
**Blast:** Roll vs Phy. on a foe in X+1 RIs. +1 dmg on hit.
**Dart:** Roll vs Phy. on an adj. Line 2X+2.

**Coldflame Gash** *(Frostfire T1)* Free: ↑2 on a foe you hit last turn.

**Frostfire ACC** *(Experiment Tot: 3E, Max Component: ↑3);* Craft AC, Lore ABB, Nature AA, Nimble A, Precision AB, Stealth AC, (Appeal, Brawn, Empathy, Savvy AA); Darkvision, Wings 2; Fly; Languages: Dragon

**Gear:** Dragon fang (Frostfire 2), Dragon claw (Craft 1), Slick Scales (Stealth 1), Dragon Claw ↑**1 Fire**, Ice Shard ↑**1 Cold**

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## Iceflame Spitter Adult — Boss: Grade 6

***Huge Magical Reptile (Dragon); 3×3 sq.*** — ***XPV: 60***

Composure Pool: 30 – Defender: taunt 1 foe / turn — SR 4

| Physical | Mental | Social | Speed: 7, Fly 7 |
|---|---|---|---|
| Brawn 5,7 | Genius 4,7 | Appeal 3,0 | Saves 8, ABCCC |
| Dexterity 3,5 | Savvy 3,0 | Empathy 3,0 | AP: 2+1 |

**Coldfire** *(Frostfire P) Cold, Fire, Atk;* Major, ↓X dice, Choose one:
**Blast:** Roll vs Phy. on a foe in X+1 RIs. +1 dmg on hit.
**Dart:** Roll vs Phy. on an adj. Line 2X+2.

**Frostrush** *(Frostfire T4) Modifier;* Maneuver, ↓X dice: This roll affects a Line X+1. Shift to a sq. adj. to its end. Get 1 Soak for 1 turn.

**Ice Shield** *(Frostfire T4)* Quick, Lock ↓X and you are slowed X until your next turn ends: Gain X Cold Edge and Soak X against an attack that hit you.

**Conflagration** *(Frostfire T5)* Perk: Hit foes suffer ongoing dmg X, where X is the number of Fire Crits you rolled.

**Freeze Solid** *(Frostfire T7)* Spend 6+X Phy. E or 3 Crits +X E: Impaired targets are staggered, immobilized, frozen solid, cannot be teleported, and gain Soak 3, save ends (+X difficulty).

**Refreshing Cleanse** *(Frostfire T6)* X+4 E: You and each other ally in Melee 2+X may make an improvised save.

**Frostfire ABCCC** *(Experiment Total: 4E, Max Component: ↑4);* Craft BCCC, Lore BBCC, Nature AAAA, Nimble AAA, Precision ABB, Stealth BCC, (Appeal, Empathy, Savvy AAA, Brawn AAAAA); -1 Base Speed, Darkvision, Wings 2; Fly; Languages: Dragon

**Gear:** Dragon fang (Frostfire 3), Dragon claw (Craft 3), Book of Lore (Lore 2), Slick Scales (Stealth 2), Dragon Claw ↑**3 Fire**, Ice Shard ↑**1 Cold**, Experiment **+4E to Freeze Solid**, 151gp

## Iceflame Spitter Juvenile — Elite: Grade 4

***Small Magical Reptile (Dragon)*** — ***XPV: 40***

Composure Pool: 12 – Leader: ↑1 (ea adj or 1 ally) / turn — SR 4

| Physical | Mental | Social | Speed: 4 |
|---|---|---|---|
| Brawn 4,0 | Genius 4,6 | Appeal 3,0 | Saves 6, BBCC |
| Dexterity 3,5 | Savvy 2,0 | Empathy 1,0 | AP: 1+1 |

**Coldfire** *(Frostfire P) Cold, Fire, Atk;* Major, ↓X dice, Choose one:
**Blast:** Roll vs Phy. on a foe in X+1 RIs. +1 dmg on hit.
**Dart:** Roll vs Phy. on an adj. Line 2X+2.

**Coldflame Torrent** *(Frostfire T3)* Full, ↑2, ↓X dice: Roll vs Phy. on a Line X+2. Half of the dmg dealt is instead ongoing dmg, save ends.

**Flamefrostedge** *(Frostfire T1)* Free, When you deal Frostfire dmg: Deal 1 Cold Fire Damage to hit targets adj. to allies.

**Searing Cleanse** *(Frostfire T4)* Spend 4X Frostfire Edge: Each other ally in X RIs may make one improvised save as a free action. If X is 2 or more, you also may make a save as well.

**Chilling Cinders** *(Frostfire T4)* Spend 4+2X Edge or 2+X Crits: Impaired foes are staggered and have ongoing dmg X, save ends.

**Frostfeet** *(Water T1) Stance;* Free: Whenever you deal Cold or Water dmg to a foe, you may slide the target 1 square.

**Fire BBCC** *(Experiment Total: 4E, Max Component: ↑4);* Craft AABB, Lore ABCC, Nature AABB, Nimble ACC, Precision AAA, Stealth BCC, (Appeal AAA, Brawn AAAA, Empathy A, Savvy AA); -1 Base Speed, Darkvision, Wings 2; Languages: Dragon

**Gear:** Dragon fang (Frostfire 2), Dragon claw (Nimble 2), Slick Scales (Stealth 2), Book of Lore (Lore 2), Experiment **+3E to Chilling Cinders**, Dragon Claw ↑**2 Fire**, Ice Shard ↑**2 Cold**, 17gp

## Shadowleech

The shadowleech is a dragon of darkness that tends to live in swampy areas. Its presence drains the life from its prey which it then uses to toughen itself. These dragons are very durable. Their scales are a dull black with a bluish shine in very bright light. Their heads and bodies are flattened compared to other dragons, allowing them to more easily hide underwater. They are not great swimmers, but they lurk under the water near a shore, their nostrils just above the water so they can ambush prey.

Shadowleeches are rarely alone, they usually either have some hatchlings or they will ally with goblins or some other weaker species so it can have a constant source of energy.

## Shadowleech Hatchling — Minion: Grade 1

***Small Magical Reptile (Dragon)*** — ***XPV: 10***

Composure Pool: 3 – Striker: +1 damage on a hit / turn — SR 4

| Physical | Mental | Social | Speed: 5, Fly 4 |
|---|---|---|---|
| Brawn 2,4 | Genius 2,0 | Appeal 2,0 | Saves 4, BBC |
| Dexterity 2,2 | Savvy 2,2 | Empathy 2,0 | AP: 0 |

**Decay** *(Death P) Necrotic, Atk;* Major, Take X Phy. wounds. If X = 0, ↑2, else ↑4: Roll vs Phy. on a foe in Melee. +2X dmg on hit. Max of 2.

**Billowing Shroud** *(Death T1) Stance;* Free, Lock ↓X+1: You and allies within Melee X have Soak 1.

**Wither** *(Death T1)* Spend 3 Edge: Impaired foes are dazed or weakened (choose 1), save ends.

**Death ACC** *(Experiment Total: 3E, Max Component: ↑3);* Athletics BB, Durability AA, Intimidate BB, Nimble A, Perception AA, Precision A, Stealth AC, Tactics AB, Vigilance BC, (Appeal, Empathy, Genius AA); Darkvision, Wings 2; Fly; Languages: Dragon

**Gear:** Noxious Breath (Death 2), Keen Eye (Vigilance 1), Sleek Scales (Stealth 1), Experiment **+2E to Wither**, Deer Skull ↑**1 Death**, 1gp

Shadowleeches are born live, and within a few weeks are already able to defend themselves and take down small prey.

## Shadowleech Adult — Lieutenant: Grade 5

***Large Magical Reptile (Dragon); 2×2 sq.*** — ***XPV: 50***

Composure Pool: 15 – Striker: +1 damage on a hit / turn — SR 4

| Physical | Mental | Social | Speed: 7, Fly 6 |
|---|---|---|---|
| Brawn 4,7 | Genius 3,0 | Appeal 3,0 | Saves 7, BCCC |
| Dexterity 4,5 | Savvy 4,6 | Empathy 3,0 | AP: 2+1 |

**Shadow's Grasp** *(Death P) Fear, Shadow, Atk;* Major, ↓X dice: Roll vs Phy. on a foe in Melee X+2. Impaired targets are pulled X+1.

**Soul Drain** *(Death T3) Healing;* Major, You were adj. to the foe your previous turn, the foe is staggered, immobilized, or defeated: Roll vs Phy. If you deal wounds, heal half as many Phy. wounds, max of 4.

**Siphon Strength** *(Death T4)* Spend 3X Phy. Edge: Hit foes have ↓X, save ends. You have ↑X UYNTE.

**Sequester in Shadow** *(Death T2)* Spend 5 Death or Shadow Edge: Impaired foes are immobilized and weakened, save ends.

**Warlock's Welcome** *(Death T5) Stance, Healing;* Maneuver: When a foe moves or shifts to a square adj. to you, they take 1 physical dmg and you heal 1 physical composure.

**Death BCCC** *(Experiment Total: 4E, Max Component: ↑4);* Athletics ABCC, Durability AAAA, Intimidate AACC, Nimble AA, Perception AAAA, Precision AA, Stealth BCCC, Tactics ABBB, Vigilance BBCC, (Appeal, Empathy, Genius AAA); Darkvision, Wings 2; Fly; Languages: Dragon

**Gear:** Noxious Breath (Death 3), Sleek (Stealth 3), Keen (Vigilance 2), Muscle (Athletics 2), Shadowy Aura (Intimidate 2), Experiment **+4E to Sequester in Shadow**, Human Skull ↑**2 Death** (x2), 102gp

The Adult Shadowleech uses Shadow's Grasp to pull foes into the Warlock's Welcome effect.

## Drake

Drakes are related to Dragons, but drakes have no wings.

### Lava Drake

Massive beasts of molten magma, Lava Drakes prefer to live near volcanic activity, where their Elemental powers are strongest.

**Lava Drake Adult** — **Lieutenant: Grade 5**
***Huge Magical Reptile (Drake); 3×3 sq.*** — ***XPV: 50***

Composure Pool: 15 – Striker: +1 damage on a hit / turn — SR 4

| Physical | Mental | Social | Speed: 8 |
|---|---|---|---|
| Brawn 3,0 | Genius 2,0 | Appeal 3,0 | Saves 7, BCCC |
| Dexterity 4,7 | Savvy 4,4 | Empathy 3,0 | AP: 2+1 |

**Demonflame** *(Fire P) Atk;* Major, ↓X dice: Roll vs Phy. on an adj. Line X+3. X of the damage is ongoing, save ends.

**Stone Throw** *(Earth P) Crushing, Piercing, or Slicing, Atk;* Major, ↓X dice: Roll vs Phy. on a Line X+1 in X+1 RIs.

**Ironbarbs** *(Earth T3) Atk;* Free, ↓3 dice: Roll vs Phy. on foes in Melee 1. This attack deals half dmg and Edge.

**Hellfire Rush** *(Fire T4) Modifier;* Maneuver, ↓X dice: This roll affects a Line X+1. Shift to a sq. adj. to its end. Gain 1 Soak for one turn.

**Consume** *(Fire T5)* Maneuver, Spend 4X Fire Edge or X Fire Crits: ↓X to Y impaired foes and you gain ↑X+Y Fire until your next turn ends.

**Molten Magma** *(Fire T2)* Spend 4X Fire or Earth Edge or spend X Fire or Earth Crits: Impaired targets are slowed X and have ongoing dmg X, save ends (+1 difficulty).

**Earthform** *(Earth T2) Stance;* Maneuver: You gain Soak 2 and ↑1. *Plant, Atk;* Major, ↓2X dice: Roll vs Phy. on a Line 3X+3.

**Fire BCCC** *(↑**4** Torch, lava, bonfire, ongoing fire dmg on a foe, ↑**2** Warm air, smoldering coals, candle, or lantern),* **Earth BCCC** *(↑**4** Standing in a cave, underground., ↑**2** Standing on sand, stone or earth.);* Perception AABC, Tactics AAAA, Vigilance AACC, (Appeal, Brawn, Empathy AAA, Genius AA, Dexterity ABCC); Darkvision, **Resist Fire 2**; Languages: Dragon

**Gear:** Flame Breath (Fire 3), Tremorsense (Earth 3), Preparation (Vigilance 2), Careful Claw (Precision 2), Light Touch (Stealth 2), Smooth Scales (Nimble 2), Sharp Eye (Perception 2), 102gp

The Adult Lava Drake will attempt to close to Demonflame or Hellfire Rush range so that it can power Consume and then use those upgrades to essentially guarantee Molten Magma.

**Lava Drake Hatchling** — **Minion: Grade 1**
***Medium Magical Reptile (Drake)*** — ***XPV: 10***

Composure Pool: 3 – Striker: +1 damage on a hit / turn — SR 4

| Physical | Mental | Social | Speed: 6 |
|---|---|---|---|
| Brawn 2,0 | Genius 1,0 | Appeal 2,0 | Saves 4, BBC |
| Dexterity 2,4 | Savvy 2,0 | Empathy 2,0 | AP: 0 |

**Demonflame** *(Fire P) Atk;* Major, ↓X dice: Roll vs Phy. on an adj. Line X+3. X of the damage is ongoing, save ends.

**Stone Throw** *(Earth P) Crushing, Piercing, or Slicing, Atk;* Major, ↓X dice: Roll vs Phy. on a Line X+1 in X+1 RIs.

**Molten Magma** *(Fire T2)* Spend 4X Fire or Earth Edge or spend X Fire or Earth Crits: Impaired targets are slowed X and have ongoing dmg X, save ends (+1 difficulty).

**Torrent of Torment** *(Fire T3)* Full, ↑2, ↓X dice: Roll vs Phy. on a Line X+2. Half of the dmg dealt is instead ongoing dmg, save ends.

**Fire ACC** *(↑3 Torch, lava, bonfire, ongoing fire dmg on a foe, ↑1 Warm air, smoldering coals, candle, or lantern),* **Earth ACC** *(↑3 Standing in a cave, underground., ↑1 Standing on sand, stone or earth.);* Nimble AB, Precision BB, Stealth ABB, (Appeal, Brawn, Empathy, Savvy AA, Genius A); Darkvision, **Resist Fire 2**; Languages: Dragon

**Gear:** Flame Breath (Fire 2), Tremorsense (Earth 2)

The Lava Drake Hatchlings will attempt to close to Torrent of Torment range for increased accuracy and damage.

**Lava Drake Juvenile** — **Basic: Grade 2**
***Small Magical Reptile (Drake)*** — ***XPV: 20***

Composure Pool: 6 – Controller: ↓1 one foe / turn — SR 4

| Physical | Mental | Social | Speed: 5 |
|---|---|---|---|
| Brawn 2,0 | Genius 1,0 | Appeal 2,0 | Saves BCC |
| Dexterity 3,4 | Savvy 3,0 | Empathy 2,0 | AP: 1 |

**Blazing Strike** *(Fire P) Atk;* Major, Weapon, ↓2X dice: Shift X+1 squares. Roll vs Phy. on a foe in Melee.

**Catapult Slab** *(Earth P) Crushing, Atk;* Major, ↓X dice: Roll vs Phy. on foes in a Chain X+1. Impaired foes are pushed or pulled X+1.

**Smoke** *(Fire T3)* Spend 2X Fire Edge or X Fire Crits: X impaired foes are blinded, save ends.

**Pyroclastic Flow** *(Fire T5) Stance;* Maneuver: Whenever you roll a Fire Crit, Impaired foes are slid 4 and immobilized one turn.

**Magma Flow** *(Fire T4)* Perk: You may use Fire or Earth dice for Fire and Earth talents. When you do, they gain both keywords.

**Fire BCC** *(↑3 Torch, lava, bonfire, ongoing fire dmg on a foe, ↑1 Warm air, smoldering coals, candle, or lantern),* **Earth BCC** *(↑3 Standing in a cave, underground., ↑1 Standing on sand, stone or earth.);* Nimble BBC, Precision ABB, Stealth BBC, (Savvy AAA, Genius A, Appeal, Brawn, Empathy AA); Darkvision, **Resist Fire 2;** Languages: Dragon

**Gear:** Gloves (Precision 1), Soft Shoes (Stealth 1), Elemental Essence (Fire 2), Elemental Essence (Earth 2), 25gp

**Lava Drake Elder** — **Boss: Grade 6**
***Huge Magical Reptile (Drake); 3×3 sq.*** — ***XPV: 80***

Composure Pool: 18 – Striker: +1 damage on a hit / turn — SR 4

| Physical | Mental | Social | Speed: 8 |
|---|---|---|---|
| Brawn 3,0 | Genius 3,0 | Appeal 3,0 | Saves 8, ABCCC |
| Dexterity 5,7 | Savvy 4,4 | Empathy 3,0 | AP: 2+1 |

**Demonflame** *(Fire P) Atk;* Major, ↓X dice: Roll vs Phy. on an adj. Line X+3. X of the damage is ongoing, save ends.

**Stone Throw** *(Earth P) Crushing, Piercing, or Slicing, Atk;* Major, ↓X dice: Roll vs Phy. on a Line X+1 in X+1 RIs.

**Crystal Shards** *(Earth T6) Atk;* Free: 4 vs Phy. on foes in Melee 1 *(Do not roll, just use 4 as the attack result).*

**Crack the Earth** *(Earth T5) Acid, Fire, Poison, or Wind, Atk;* Major x2, ↓X dice: Roll vs Phy. on a Line 2X+3 on targets adj. to stone. Impaired foes are immobilized.

**Consume** *(Fire T5)* Maneuver, Spend 4X Fire Edge or X Fire Crits: ↓X to Y impaired foes and you gain ↑X+Y Fire until your next turn ends.

**Noxious Fumes** *(Fire T5) Poison;* 2X+6 Edge: Also roll on foes in X+1 sq. outside of the area's edges. That dmg is poison dmg, and the dmg is halved. Impaired foes are slowed 3.

**Lava Flow** *(Fire T4)* Spend 6+3XE or spend 3+X Crits: Impaired foes are immobilized and have ongoing dmg. X, save ends (+2 difficulty).

**Conflagration** *(Fire T5)* Perk: Hit foes suffer ongoing dmg X, where X is the number of Fire Crits you rolled.

**Fire ABCCC** *(↑**4** Torch, lava, bonfire, ongoing fire dmg on a foe, ↑**2** Warm air, smoldering coals, candle, or lantern),* **Earth ABCCC** *(↑**4** Standing in a cave, underground., ↑**2** Standing on sand, stone or earth.);* Perception AAAA, Tactics AAAA, Vigilance BBBB, (Appeal, Brawn, Empathy, Genius AAA, Dexterity AABCC); **Resist Fire 2**; Darkvision, Languages: Dragon

**Gear:** Flame Breath (Fire 3), Tremorsense (Earth 3), Smooth Scales (Nimble 2), Sharp Eye (Precision 2), Light Touch (Stealth 2), 288gp

The Lava Drake Elder tries to pin down foes with Lava Flow and Crack the Earth so it can Consume them with Demonflame strikes.

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## Dweor

Dweor are resourceful beings that create vast underground complexes of mines. Some of these mines are a bit remote and they don't tend to take kindly to trespassing. Especially if the mine happens to be very lucrative.

| **Dweorn Anchor** | | | **Fodder: Grade 0** |
|---|---|---|---|
| ***Medium Natural Humanoid Dweor*** | | | ***XPV: 5*** |
| Composure Pool: 0 – Leader: ↑1 (ea adj or 1 ally) / turn | | | SR 5 |
| Physical | Mental | Social | Speed: 5 |
| Brawn 1,1 | Genius 1,2 | Appeal 1,0 | Saves 4, ABC |
| Dexterity 1,1 | Savvy 1,1 | Empathy 1,0 | AP: 0 |

**Force Burst** (Evocation P) Force, Crushing or Slicing, Atk; Major, ↓X dice: Roll vs Phy. on an Area X+2.

**Anchor** *(Evocation T2) Force;* 4E: Impaired foes are immobilized, save ends (+2 difficulty).

**Evocation ABC** *(Experiment Total: 3E, Max Component: ↑3);* Craft ABC, Lore BB, Nature BB, Perception A, Tactics A, Vigilance B, (Appeal, Dexterity A, Brawn, Empathy AA); Darkvision, **Soak 1**, Resist (Poison 2); Languages: Common, Dweorn

**Gear:** Crooked Wand (Evocation 1), Multitool (Craft 1), Experiment **+1E to Anchor**

Dweorn Anchors are essential for mining, holding rock solid when disaster might strike. They are also very adept at keeping dangerous creatures at bay.

| **Dweorn Archer** | | | **Fodder: Grade 0** |
|---|---|---|---|
| ***Medium Natural Humanoid Dweor*** | | | ***XPV: 5*** |
| Composure Pool: 0 – Leader: ↑1 (ea adj or 1 ally) / turn | | | SR 5 |
| Physical | Mental | Social | Speed: 5 |
| Brawn 1,2 | Genius 1,2 | Appeal 1,0 | Saves 4, ABC |
| Dexterity 1,0 | Savvy 1,1 | Empathy 1,0 | AP: 0 |

**Hunter Strike** *(Hunter P) Atk;* Major, Choose one:
Ranged Weapon, ↓X dice: Roll vs Phy. on a foe in X+1 RIs. Move 1.
Melee Weapon: Shift 1. Roll vs Phy. on a foe in Melee.

**Rain** *(Hunter T1) Atk;* Full: Move 1. Roll vs Phy. on area 3 in 1 RI.

**Hunter ABC**, Athletics AA, Durability BB, Intimidate AB, Perception A, Tactics A, Vigilance AB, (Appeal, Dexterity, Empathy A, Genius AB); Darkvision, **Soak 1**, Resist (Poison 2); Languages: Common, Dweorn

**Gear:** Axe (1pt) **1H Heavy Blade +1 Edge**, Bow (1pt) **2H Bow Ranged Reload Free +1 dmg** (Hunter 1), Burly (Nature 1)

Dweorn Archers stay at range to pepper foes with their arrows.

| **Dweorn Rager** | | | **Minion: Grade 1** |
|---|---|---|---|
| ***Medium Natural Humanoid Dweor*** | | | ***XPV: 10*** |
| Composure Pool: 3 – Striker: +1 damage on a hit / turn | | | SR 5 |
| Physical | Mental | Social | Speed: 5 |
| Brawn 2,4 | Genius 1,1 | Appeal 2,0 | Saves 4, BBC |
| Dexterity 2,0 | Savvy 2,2 | Empathy 2,0 | AP: 0 |

**Stalwart Surge** *(Stalwart P) Atk;* Major, Heavy Weapon: Move 2, Roll vs Phy. on a foe in Melee.

**Debilitating Strike** *(Stalwart T3) Atk;* Full, Heavy Weapon: Roll vs Phy. on a foe in Melee. Impaired foes are staggered or immobilized (choose one or spend a Crit to choose both), save ends.

**Blind Rage** *(Stalwart T3) Stance, Agile;* Maneuver, You may only use Stalwart and Basic talents while in this stance: Your melee attacks target all creatures in range (including allies).

**Stalwart ACC,** Athletics BB, Durability AB, Intimidate BC, Perception AA, Tactics AA, Vigilance BB, (Appeal, Dexterity, Empathy AA, Genius B); Darkvision, **Soak 1,** Resist (Poison 2); Languages: Common, Dweorn

**Gear:** Battleaxe (2pt) **2H Heavy Blade Stalwart ↑2** (Stalwart 2), Multitool (Craft 1), Support Belt (Athletics 1), 10gp

| **Dweorn Wrecker** | | | **Basic: Grade 2** |
|---|---|---|---|
| ***Medium Natural Humanoid Dweor*** | | | ***XPV: 20*** |
| Composure Pool: 6 – Controller: ↓1 one foe / turn | | | SR 5 |
| Physical | Mental | Social | Speed: 4 |
| Brawn 3,5 | Genius 3,5 | Appeal 2,0 | Saves 6, BCC |
| Dexterity 2,0 | Savvy 2,1 | Empathy 2,0 | AP: 1 |

**Artificer's Strike** *(Innovator P) Crushing, Slicing, or Piercing, Atk;* Major: Roll vs Phy. on a foe in Melee. Slide impaired foes 1 square.

**Gush of Flame** *(Innovator T5) Fire;* Spend 2X Edge: X of the damage is ongoing fire damage, save ends. Foes in the area or adjacent squares at the end of their next turn take X fire damage.

**Arctic Touch** *(Innovator T4) Modifier, Cold;* Maneuver, ↑3: 3E: Impaired foes are dazed, save ends (+1 difficulty).

**Warp Vortex** *(Innovator T3) Stance;* Maneuver x2, Lock ↓2X dice: Your rolls cover an Area X+3. Move up to X each turn. Max X=3.

**Innovator BCC** *(Experiment Total: 3E, Max Component: ↑3);* Athletics BBB, Craft BCC, Durability ABC, Intimidate AAA, Lore AAA, Nature AAA, Perception A, Tactics A, Vigilance AB, (Appeal, Dexterity, Empathy AA); Darkvision, **Soak 1,** Resist (Poison 2); Languages: Common, Dweorn

**Gear:** Blunderbuss (Innovator 2), Multitool (Craft 2), Support Belt (Athletics 1), Hide Armor (Durability 1), Experiment **+2E to Gush of Flame**, Brimstone **↑2 Fire**, 9gp

Wreckers will get into their stance as soon as possible if facing multiple foes, and use their action point to quicken it if they have no time to prepare. They can power their Artificer's Strike with both Gush of Flame and Arctic Touch on the same turn, preferring to use the daze if possible, but even 0 Edge rolled is enough to do some ongoing damage.

## Elementals

Elementals are creatures from the elemental realms, animated by elemental magic and raw elements. They are not mindless constructs, but simply life of a form foreign to Annor.

## Coalwalker

The Coalwalker is a creature made from living coals. A Coalwalker continually burns to ash, so is constantly in search of fuel. Coalwalkers don't usually last long in this world, but leave a wake of destruction when they occasionally appear.

### Ashen Coalwalker — Fodder: Grade 0

***Small Elemental Humanoid (Fire Elemental)*** — ***XPV: 5***

Composure Pool: 0 – Leader: ↑1 (ea adj or 1 ally) / turn — SR 4

| Physical | Mental | Social | Speed: 8 |
|---|---|---|---|
| Brawn 1,0 | Genius 1,0 | Appeal 1,0 | Saves 4, ABC |
| Dexterity 1,2 | Savvy 1,0 | Empathy 1,2 | AP: 0 |

**Singe** *(Fire P) Atk;* Major, ↓X: Roll vs Phy. on a foe in X+1 RIs. 1 of the dmg is ongoing, save ends.

**Torrent of Torment** *(Fire T3) Atk;* Full, ↑2, ↓X dice: Roll vs Phy. on a Line X+2. Half of the dmg dealt is instead ongoing dmg, save ends.

**Fire ABC** *(↑3 Torch, bonfire, ongoing fire dmg on a foe, ↑1 Warm air, smoldering coals, candle, or lantern);* Customs AA, Nimble AA, Precision AA, Shrewd AA, Stealth AC, Trickery AB, (Appeal, Brawn, Genius A, Savvy AA); Heat Vision, Resist Fire 2; Languages: -none-

**Gear:** Cinders (Fire 1), Coal Toes (Stealth 1), 2gp

The Ashen Coalwalker keeps a distance from foes, using its Edge to upgrade their allies.

### Cinder Coalwalker — Minion: Grade 1

***Medium Elemental Humanoid (Fire Elemental)*** — ***XPV: 10***

Composure Pool: 3 – Striker: +1 damage on a hit / turn — SR 4

| Physical | Mental | Social | Speed: 6 |
|---|---|---|---|
| Brawn 2,0 | Genius 2,0 | Appeal 2,0 | Saves 4, BBC |
| Dexterity 2,4 | Savvy 2,0 | Empathy 2,2 | AP: 0 |

**Demonflame** *(Fire P) Atk;* Major, ↓X dice: Roll vs Phy. on an adj. Line X+3. X of the damage is ongoing, save ends.

**Demon Surge** *(Fire T3) Movement, Atk;* Full: Shift 2. Roll vs Phy. on each foe adj. to you after the shift.

**Char** *(Fire T3)* Spend X Fire Edge. Hit foes downgrade their physical defenses by X, save ends.

**Fire ACC** *(↑3 Torch, bonfire, ongoing fire dmg on a foe, ↑1 Warm air, smoldering coals, candle, or lantern);* Customs AB, Nimble AB, Precision AA, Shrewd B, Stealth BC, Trickery AAC, (Appeal, Brawn, Genius, Savvy AA); Heat Vision, Resist Fire 2; Languages: -none-

**Gear:** Cinders (Fire 2), Coal Toes (Stealth 1, Shrewd 1), 10gp

The Cinder Coalwalker uses Demon Surge as much as possible for maximum upgrades, generally adding more A dice to get the extra advantage for Char and Striker damage bonuses.

### Ember Coalwalker — Basic: Grade 2

***Large Elemental Humanoid (Fire Elemental); 2×2 sq.*** — ***XPV: 20***

Composure Pool: 6 – Controller: ↓1 one foe / turn — SR 4

| Physical | Mental | Social | Speed: 7 |
|---|---|---|---|
| Brawn 2,0 | Genius 1,0 | Appeal 2,0 | Saves 6, BCC |
| Dexterity 3,5 | Savvy 2,0 | Empathy 3,5 | AP: 1 |

**Fireblast** *(Fire P) Atk;* Major, ↓X: Roll vs Phy. on foes in an Area X+1 XE: Foes that end their turn in the area take X damage.

**Furnace Blast** *(Fire T4)* Maneuver, You hit a target with Fire: Roll vs Phy. in an Area 3 adj. to the target. Deal half dmg on a hit.

**Infernal Gash** *(Fire T1)* Free, You hit the foe with Fire last turn: ↑3.

**Smoke** *(Fire T3)* Spend 2X Fire Edge or X Fire Crits: X impaired foes are blinded, save ends.

**Fire BCC** *(↑3 Torch, bonfire, ongoing fire dmg on a foe, ↑1 Warm air, smoldering coals, candle, or lantern);* Customs ABB, Nimble AAB, Precision AAA, Shrewd BCC, Stealth ABC, Trickery BBC, (Appeal, Brawn, Savvy AA, Genius A); Heat Vision, Resist Fire 2; Languages: -none-

**Gear:** Cinders (Fire 2), Coal Toes (Stealth 2), Heatsense (Shrewd 1, Trickery 1), 25gp

Ember Coalwalkers use Fireblast and Furnace Blast in hopes of getting a hit to power Infernal Gash. The use Edge to power Smoke and their Controller talent Dampen.

### Igneous Coalwalker — Elite: Grade 4

***Huge Elemental Humanoid (Fire Elemental); 3×3 sq.*** — ***XPV: 40***

Composure Pool: 20 – Defender: taunt 1 foe / turn — SR 4

| Physical | Mental | Social | Speed: 6 |
|---|---|---|---|
| Brawn 3,0 | Genius 2,0 | Appeal 1,0 | Saves 6, BBCC |
| Dexterity 4,5 | Savvy 3,0 | Empathy 4,5 | AP: 1+1 |

**Blazing Strike** *(Fire P) Atk;* Major, Weapon, ↓2X dice: Shift X+1 squares. Roll vs Phy. on a foe in Melee.

**Catapult Slab** *(Earth P) Crushing, Atk;* Major, ↓X dice: Roll vs Phy. on foes in a Chain X+1. Impaired foes are pushed or pulled X+1.

**Torrent of Torment** *(Fire T3) Atk;* Full, ↑2, ↓X dice: Roll vs Phy. on a Line X+2. Half of the dmg dealt is instead ongoing dmg, save ends.

**Ironbarbs** *(Earth T3) Atk;* Free, ↓3 dice: Roll vs Phy. on foes in Melee 1. This attack deals half dmg and Edge.

**Lava Flow** *(Fire T4)* Spend 6+3XE or spend 3+X Crits: Impaired foes are immobilized and have ongoing dmg. X, save ends (+2 difficulty).

**Pyroclastic Flow** *(Fire T5) Stance;* Maneuver: Whenever you roll a Fire Crit, Impaired foes are slid 4 and immobilized one turn.

**Magma Flow** *(Fire T4)* Perk: You may use Fire or Earth dice for Fire and Earth talents. When you do, they gain both keywords.

**Fire BBCC** *(↑3 Torch, bonfire, ongoing fire dmg on a foe, ↑1 Warm air, smoldering coals, candle, or lantern),* **Earth BBCC** *(↑3 Standing in a cave, underground., ↑1 Standing on sand, stone or earth.);* Customs AABB, Nimble AABB, Precision AAAA, Shrewd AABC, Stealth ABCC, Trickery ABCC, (Appeal A, Genius AA, Brawn, Savvy AAA); Heat Vision, Resist Fire 2; Languages: -none-

**Gear:** Cinders (Fire 2), Coal Toes (Stealth 2), Heatsense (Earth 2, Trickery 2, Shrewd 2), 60gp

### Ravaging Coalwalker — Boss: Grade 6

***Huge Elemental Humanoid (Fire Elemental); 3×3 sq.*** — ***XPV: 60***

Composure Pool: 18 – Controller: ↓1 one foe / turn — SR 4

| Physical | Mental | Social | Speed: 5 |
|---|---|---|---|
| Brawn 4,6 | Genius 3,0 | Appeal 3,0 | Saves 9, ABCCC |
| Dexterity 5,7 | Savvy 3,0 | Empathy 4,5 | AP: 2+1 |

**Fireblast** *(Fire P) Atk;* Major, ↓X: Roll vs Phy. on foes in an Area X+1 XE: Foes that end their turn in the area take X damage.

**Infernal Gash** *(Fire T1)* Free, You hit the foe with Fire last turn: ↑4.

**Scorching Beam** *(Fire T6) Atk;* Full x2, ↓X+2 dice: Roll vs Phy. on a Line 2X+5. Damage is instead ongoing, save ends. All foes in and adj. to the area also take half Fire ranks dmg (2).

**Lava Flow** *(Fire T4)* Spend 6+3XE or spend 3+X Crits: Impaired foes are immobilized and have ongoing dmg. X, save ends (+2 difficulty).

**Hellfire Rush** *(Fire T4) Modifier;* Maneuver, ↓X dice: This roll affects a Line X+1. Shift to a square adj. to its end. Gain 1 Soak for one turn.

**Burn** *(Fire T7) Atk;* Full x2, ↓X dice: Roll vs Phy. on an Area X+1. Hit foes also take an additional Fire ranks dmg (4) and Successes ongoing dmg, save ends. Missed foes in the area take 2 damage.

**Pyroclastic Flow** *(Fire T5) Stance;* Maneuver: Whenever you roll a Fire Crit, Impaired foes are slid 4 and immobilized one turn.

**Fire ABCCC** *(↑4 Torch, bonfire, ongoing fire dmg on a foe, ↑2 Warm air, smoldering coals, candle, or lantern);* Athletics AAA, Customs AABB, Durability CCC, Intimidate ACCC, Nimble AAAAB, Precision AAAAA, Shrewd ABCC, Stealth AAAAA, Trickery ABCC, (Appeal, Genius, Savvy AAA); Heat Vision, Resist Fire 2; Languages: -none-

**Gear:** Elemental Essence (Fire 3), Flames (Intimidate 3, Durability 3), Heatsense (Shrewd 2, Trickery 2), 288gp

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## Earthmaw

Earthmaw is a large worm-like creature with razor sharp fangs jutting in a 360 degree circle around its maw, which is roughly half a square in diameter. It can be anywhere from 1 to 9 squares long and roughly one square thick. Dark brown in color, these creatures prefer cavernous areas near the surface where it can find an abundance of living creatures to feed upon.

Because of its nature, it leaves no trace of passing to the naked eye, often melding with the earth in search of prey, or finding a commonly traveled spot to lie in wait. Once a suitable location is found, it will carve out a niche for itself just underneath the surface and listen for something to pass over it.

### Earthmaw Elder — Elite: Grade 4

***Huge Elemental Wurm (Insectoid); 3×3 sq.*** — ***XPV: 40***

Composure Pool: 12 – Leader: ↑1 (ea adj or 1 ally) / turn — SR 4

| Physical | Mental | Social | Speed: 7, Burrow 5 |
|---|---|---|---|
| Brawn 4,6 | Genius 1,0 | Appeal 3,0 | Saves 6, BBCC |
| Dexterity 3,0 | Savvy 4,3 | Empathy 3,4 | AP: 1+1 |

**Stone Throw** *(Earth P) Crushing, Piercing, or Slicing, Atk;* Major, ↓X dice: Roll vs Phy. on a Line X+1 in X+1 RIs.

**Ironbarbs** *(Earth T3) Atk;* Free, ↓3 dice: Roll vs Phy. on foes in Melee 1. This attack deals half dmg and Edge.

**Crack the Earth** *(Earth T5) Acid, Fire, Poison, or Wind, Atk;* Major x2, ↓X dice: Roll vs Phy. on a Line 2X+3 on targets adj. to stone. Impaired foes are immobilized.

**Rootbind** *(Earth T4)* Spend 5 Earth Edge: Impaired opponents are weakened and immobilized, save ends.

**Earthform** *(Earth T2) Stance;* Maneuver: You gain Soak 2 and ↑1. *Plant, Atk;* Major, ↓2X dice: Roll vs Phy. on a Line 3X+3.

**Earth BBCC** *(↑4 Standing in a cave, underground., ↑2 Standing on sand, stone or earth.);* Athletics ABCC, Customs AA, Durability ABCC, Intimidate AAAA, Perception AABC, Shrewd ACC, Tactics AAAA, Trickery AA, Vigilance AAAA, (Appeal, Dexterity AAA, Genius A); Digger 1, Natural Weapon (Bite), **Soak 1,** Vibrosense; Burrowing; Languages: -none-

**Gear:** Essence (Earth 2), Muscle (Athletics 2), Burly (Durability 2), Vibrosense (Shrewd 2, Perception 2), 60gp

### Earthmaw Larva — Minion: Grade 1

***Colossal Elemental Wurm (Insectoid); 10×10 sq.*** — ***XPV: 10***

Composure Pool: 3 – Controller: ↓1 one foe / turn — SR 4

| Physical | Mental | Social | Speed: 10 |
|---|---|---|---|
| Brawn 2,2 | Genius 2,0 | Appeal 2,0 | Saves BBC |
| Dexterity 2,3 | Savvy 2,2 | Empathy 2,1 | AP: 0 |

**Catapult Slab** (Earth P) Crushing, Atk; Major, ↓X dice: Roll vs Phy. on foes in a Chain X+1. Impaired foes are pushed or pulled X+1.

**Earthen Grip** *(Earth T2)* Spend 2X+3 Earth Edge: Targets hit are immobilized and suffer X ongoing dmg, save ends. Max X is 3.

**Earthform** *(Earth T2) Stance;* Maneuver: You gain Soak 2 and ↑1. *Plant, Atk;* Major, ↓2X dice: Roll vs Phy. on a Line 3X+3.

**Earth ACC** *(↑3 Standing in a cave, underground., ↑1 Standing on sand, stone or earth.);* Athletics AA, Customs A, Durability BB, Intimidate AA, Nimble AB, Perception AA, Precision AA, Shrewd B, Stealth BC, Tactics AA, Trickery AB, Vigilance AC, (Appeal, Genius AA); Digging Claws, Natural Weapon (Bite), **Soak 1,** Vibrosense; Languages: -none-

**Gear:** Vibrosense (Stealth 1, Vigilance 1), Essence (Earth 2), 10gp

### Earthmaw Lurker — Basic: Grade 2

***Large Elemental Wurm (Insectoid); 2×2 sq.*** — ***XPV: 20***

Composure Pool: 10 – Defender: taunt 1 foe / turn — SR 4

| Physical | Mental | Social | Speed: 7, Burrow 5 |
|---|---|---|---|
| Brawn 3,5 | Genius 2,0 | Appeal 2,0 | Saves 5, BCC |
| Dexterity 2,0 | Savvy 3,2 | Empathy 1,1 | AP: 1 |

**Catapult Slab** *(Earth P) Crushing, Atk;* Major, ↓X dice: Roll vs Phy. on foes in a Chain X+1. Impaired foes are pushed or pulled X+1.

**Earthen Grip** *(Earth T2)* Spend 2X+3 Earth Edge: Targets hit are immobilized and suffer X ongoing dmg, save ends. Max X is 3.

**Earthform** *(Earth T2) Stance;* Maneuver: You gain Soak 2 and ↑1. *Plant, Atk;* Major, ↓2X dice: Roll vs Phy. on a Line 3X+3.

**Earth BCC** *(↑3 Standing in a cave, underground., ↑1 Standing on sand, stone or earth.);* Athletics ABC, Customs A, Durability BCC, Intimidate AAA, Perception AAC, Shrewd B, Tactics AAA, Trickery A, Vigilance AAA, (Appeal, Dexterity, Genius AA); Digger 1, Natural Weapon (Bite), **Soak 1,** Vibrosense; Burrowing; Languages: -none-

**Gear:** Essence (Earth 2), Burly (Durability 2), Muscle (Athletics 1), Vibrosense (Perception 1), 25gp

### Earthmaw Titan — Champion: Grade 7

***Gigantic Elemental Wurm (Insectoid); 6×6 sq.*** — ***XPV: 80***

Composure Pool: 35 – Defender: taunt 1 foe / turn — SR 4

| Physical | Mental | Social | Speed: 9, Burrow 7 |
|---|---|---|---|
| Brawn 5,7 | Genius 3,0 | Appeal 4,7 | Saves BBCCC |
| Dexterity 4,0 | Savvy 5,7 | Empathy 2,2 | AP: 2+1 |

**Stone Throw** *(Earth P) Crushing, Piercing, or Slicing, Atk;* Major, ↓X dice: Roll vs Phy. on a Line X+1 in X+1 RIs.

**Earthen Grip** *(Earth T2)* Spend 2X+3 Earth Edge: Targets hit are immobilized and suffer X ongoing dmg, save ends. Max X is 5.

**Crystal Shards** *(Earth T6) Atk;* Free: Earth Ranks vs Phy. on foes in Melee 1 (Do not roll, just use your Earth Ranks as the attack result).

**Crack the Earth** *(Earth T5) Acid, Fire, Poison, or Wind, Atk;* Major x2, ↓X dice: Roll vs Phy. on a Line 2X+3 on targets adj. to stone. Impaired foes are immobilized.

**Tunneling** *(Earth T6) Movement, Atk;* Full x2, Lock ↓2X UYNTE, You are standing on earth or stone: Teleport up to X+6 to a square contiguous to earth or stone where you started. Roll vs Phy. with ↑X+2 on each foe in Melee. Impaired foes are pushed Edge squares.

**Tear the Earth** *(Earth T7) Atk;* Full x2, ↓X dice: Roll vs Phy. on a Line 2X+6. Impaired foes fall 2X squares into the crevice and are knocked prone and immobilized, save ends and escapes (+2 diff). Each subsequent turn, Roll the same vs Phy. on foes still immobilized. When no living creatures are in it, the crevice closes.

**Earthform** *(Earth T2) Stance;* Maneuver: You gain Soak 2 and ↑1. *Plant, Atk;* Major, ↓2X dice: Roll vs Phy. on a Line 3X+3.

**Earth BBCCC** *(↑5 Standing in a cave, underground., ↑2 Standing on sand, stone or earth.);* Athletics AAAAA, Charm AAAA, Customs AA, Durability ABCCC, Entertain AAAA, Intimidate AAAAA, Leadership BCCC, Perception AABCC, Shrewd BB, Tactics AAAAA, Trickery AA, Vigilance ABCCC, (Dexterity AAAA, Genius AAA); Digging Claws, Natural Weapon (Bite), **Soak 1,** Vibrosense; Languages: -none-

**Gear:** Burly (Durability 3), Vibrosense (Perception 3, Vigilance 3), Experience (Leadership 3), Essence (Earth 3), 400gp

## Forgeling

Forgelings are elementals often found bound to magical forges. They live in the forges themselves, but will leap out to defend their forges from intruders.

### Flame Forgeling — Minion: Grade 1

***Small Elemental Beast (Fire Elemental)*** — ***XPV: 10***

Composure Pool: 3 – Striker: +1 damage on a hit / turn — SR 4

| Physical | Mental | Social | Speed: 5 |
|---|---|---|---|
| Brawn 2,5 | Genius 2,2 | Appeal 2,0 | Saves 4, ACC |
| Dexterity 2,3 | Savvy 1,0 | Empathy 2,1 | AP: 0 |

**Singe** *(Fire P) Atk;* Major, ↓X: Roll vs Phy. on a foe in X+1 RIs. 1 of the dmg is ongoing, save ends.

**Demon Surge** *(Fire T3) Movement, Atk;* Full: Shift 2. Roll vs Phy. on each foe adj. to you after the shift.

**Molten Magma** *(Fire T2)* Spend 4X Fire or Earth Edge or spend X Fire or Earth Crits: Impaired targets are slowed X and have ongoing dmg X, save ends (+1 difficulty).

**Fire ACC** *(↑3 Torch, lava, bonfire, ongoing fire dmg on a foe, ↑1 Warm air, smoldering coals, candle, or lantern);* Athletics BB, Craft BB, Customs AA, Durability AA, Intimidate AA, Lore AA, Nature AA, Nimble BC, Precision BB, Shrewd AA, Stealth AC, Trickery AB, (Appeal AA, Savvy A); Heat Vision; Languages: Elemental

**Gear:** Essence (Fire 2), Agile (Nimble 1), Coal Toes (Stealth 1), 10gp

### Iron Forgeling — Elite: Grade 4

***Medium Elemental Beast (Fire Elemental)*** — ***XPV: 40***

Composure Pool: 20 – Defender: taunt 1 foe / turn — SR 4

| Physical | Mental | Social | Speed: 6 |
|---|---|---|---|
| Brawn 4,5 | Genius 4,5 | Appeal 1,0 | Saves 6, BBCC |
| Dexterity 3,5 | Savvy 2,0 | Empathy 3,1 | AP: 1+1 |

**Catapult Slab** *(Earth P) Crushing, Atk;* Major, ↓X dice: Roll vs Phy. on foes in a Chain X+1. Impaired foes are pushed or pulled X+1.

**Fireblast** *(Fire P) Atk;* Major, ↓X: Roll vs Phy. on foes in an Area X+1 XE: Foes that end their turn in the area take X damage.

**Ironbarbs** *(Earth T3) Atk;* Free, ↓3 dice: Roll vs Phy. on foes in Melee 1. This attack deals half dmg and Edge.

**Crack the Earth** *(Earth T5) Acid, Fire, Poison, or Wind, Atk;* Major x2, ↓X dice: Roll vs Phy. on a Line 2X+3 on targets adj. to stone. Impaired foes are immobilized.

**Tunneling** *(Earth T6) Movement, Atk;* Full x2, Lock ↓2X UYNTE, You are standing on earth or stone: Teleport up to X+6 to a square contiguous to earth or stone where you started. Roll vs Phy. with ↑X+2 on each foe in Melee. Impaired foes are pushed Edge squares.

**Molten Magma** *(Fire T2)* Spend 4X Fire or Earth Edge or spend X Fire or Earth Crits: Impaired targets are slowed X and have ongoing dmg X, save ends (+1 difficulty).

**Whirling Stones** *(Earth T4) Stance;* Maneuver, Lock ↓2X: You and allies in Melee X gain Soak 2. Physical attacks you make gain X Edge.

**Earth BBCC** *(↑4 Standing in a cave, underground., ↑2 Standing on sand, stone or earth.),* **Fire BBCC** *(↑4 Torch, lava, bonfire, ongoing fire dmg on a foe, ↑2 Warm air, smoldering coals, candle, or lantern);* Athletics AABB, Craft ABCC, Customs AAA, Durability AAAA, Intimidate AABB, Lore AAAA, Nature AAAA, Nimble AAA, Precision ABB, Shrewd AAA, Stealth BCC, Trickery AAB, (Appeal A, Savvy AA); Heat Vision; Languages: Elemental

**Gear:** Elemental Essence (Earth 2), Coal Toes (Stealth 2), Elemental Essence (Fire 2), Sledge (Craft 2), Flames (Intimidate 2), 60gp

### Molten Forgeling — Boss: Grade 6

***Medium Elemental Beast (Fire Elemental)*** — ***XPV: 60***

Composure Pool: 30 – Defender: taunt 1 foe / turn — SR 4

| Physical | Mental | Social | Speed: 6 |
|---|---|---|---|
| Brawn 5,7 | Genius 4,5 | Appeal 3,0 | Saves 8, ABCCC |
| Dexterity 3,5 | Savvy 3,0 | Empathy 3,1 | AP: 2+1 |

**Catapult Slab** *(Earth P) Crushing, Atk;* Major, ↓X dice: Roll vs Phy. on foes in a Chain X+1. Impaired foes are pushed or pulled X+1.

**Fireblast** *(Fire P) Atk;* Major, ↓X: Roll vs Phy. on foes in an Area X+1 XE: Foes that end their turn in the area take X damage.

**Molten Magma** *(Fire T2)* Spend 4X Fire or Earth Edge or spend X Fire or Earth Crits: Impaired targets are slowed X and have ongoing dmg X, save ends (+1 difficulty).

**Ironbarbs** *(Earth T3) Atk;* Free, ↓3 dice: Roll vs Phy. on foes in Melee 1. This attack deals half dmg and Edge.

**Whirling Stones** *(Earth T4) Stance;* Maneuver, Lock ↓2X: You and allies in Melee X gain Soak 2. Physical attacks you make gain X Edge.

**Shift Stone** *(Earth T5) Atk;* Full, ↓X+Y dice: Roll vs (X+Y, Y), a target area Y+1 in X+1 RIs. Success moves earth and stone in that area a number of squares equal to Edge. Use the same result vs Phy. on foes in the area. Creatures on the stone move with it.

**Tunneling** *(Earth T6) Movement, Atk;* Full x2, Lock ↓2X UYNTE, You are standing on earth or stone: Teleport up to X+6 to a square contiguous to earth or stone where you started. Roll vs Phy. with ↑X+2 on each foe in Melee. Impaired foes are pushed Edge squares.

**Tear the Earth** *(Earth T7) Atk;* Full x2, ↓X dice: Roll vs Phy. on a Line 2X+6. Impaired foes fall 2X squares into the crevice and are knocked prone and immobilized, save ends and escapes (+2 diff). Each subsequent turn, Roll the same vs Phy. on foes still immobilized. When no living creatures are in it, the crevice closes.

**Earth ABCCC** *(↑4 Standing in a cave, underground., ↑2 Standing on sand, stone or earth.),* **Fire ABCCC** *(↑4 Torch, lava, bonfire, ongoing fire dmg on a foe, ↑2 Warm air, smoldering coals, candle, or lantern);* Athletics AAABB, Craft ACCC, Customs AAA, Durability AAAAA, Intimidate AAACC, Lore AAAA, Nature AAAA, Nimble AAA, Precision ABB, Shrewd AAA, Stealth BCC, Trickery AAB, (Appeal, Savvy AAA); Heat Vision; Languages: Elemental

**Gear:** Elemental Essence (Earth 3), Elemental Essence (Fire 3), Coal Toes (Stealth 2), Sledge (Craft 2), Flames (Intimidate 2), 288gp

### Spark Forgeling — Fodder: Grade 0

***Small Elemental Beast (Fire Elemental)*** — ***XPV: 5***

Composure Pool: 0 – Striker: +1 damage on a hit / turn — SR 4

| Physical | Mental | Social | Speed: 5 |
|---|---|---|---|
| Brawn 1,1 | Genius 1,1 | Appeal 1,0 | Saves 4, ABC |
| Dexterity 1,2 | Savvy 1,0 | Empathy 1,1 | AP: 0 |

**Singe** *(Fire P) Atk;* Major, ↓X: Roll vs Phy. on a foe in X+1 RIs. 1 of the dmg is ongoing, save ends.

**Infernal Gash** *(Fire T1)* Free, You hit the foe with Fire last turn: ↑2.

**Fire ABC** *(↑2 Torch, lava, bonfire, ongoing fire dmg on a foe, ↑1 Warm air, smoldering coals, candle, or lantern);* Athletics AB, Craft AB, Customs AA, Durability A, Intimidate A, Lore A, Nature A, Nimble AA, Precision BB, Shrewd AA, Stealth AC, Trickery AB, (Appeal, Savvy A); Heat Vision; Languages: Elemental

**Gear:** Elemental Essence (Fire 1), Coal Toes (Stealth 1), 2gp

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## Frost Elemental

The frost wyrm is a cold calculating predator found in massive ice caves. As it ages, it becomes larger, and better at using its cold abilities to control foes.

**Sleetslither Adolescent** — **Basic: Grade 2**
***Medium Elemental Reptile (Wyrm)*** — ***XPV: 20***

Composure Pool: 6 – Striker: +1 damage on a hit / turn — SR 4

| Physical | Mental | Social | Speed: 6 to 9 |
|---|---|---|---|
| Brawn 2,0 | Genius 2,0 | Appeal 1,0 | Saves 5, BCC |
| Dexterity 3,4 | Savvy 3,5 | Empathy 2,0 | AP: 1 |

**Ice Shard** *(Water P) Cold, Piercing, Atk;* Major: Roll vs Phy. on foe in 1 RI. XE: Impaired foes are slowed X+1.

**Winter Chill** *(Air P) Cold, Primal;* Major, ↓X: Roll vs Phy. on a foe in an Area X+1. Impaired foes are slowed X, save ends.

**Sleet Blast** *(Air T2) Modifier, Water;* Full: Make a Cold, Water, or Wind Major Atk with ↑2. Impaired foes are knocked prone.

**Ice Slick** *(Water T3)* Spend 2X Cold or Water Edge: Impaired foes are slid X squares or pushed or pulled 3X squares.

**Arctic Fog** *(Air T1)* Stance, Primal; Full, Move 1, Lock ↓3X: You and allies in Melee 3 gain Soak X+1.

**Water BCC** *(↑3 Glacier, Lake, River, Ocean, precipitation, ↑1 Some humidity, anywhere the air isn't too dry)*, **Air BCC** *(↑3 Outdoors with a clear sky, ↑1 Outdoors on a foggy or muggy day or Indoors);* Nimble AAA, Perception AAB, Precision ABC, Stealth BBC, Tactics AAB, Vigilance ABB, (Appeal A, Brawn, Empathy, Genius AA); Darkvision; Languages: Elemental

**Gear:** Elemental Essence (Water 2), Soft Shoes (Stealth 1), Elemental Essence (Air 2), Guide Book (Precision 1), 25gp

One Adolescent can defend its nest with an Arctic Fog at 2 (or 3 in better element) and still have a chance to hit with AAB (or AAAB).

**Sleetslither Elder** — **Boss: Grade 6**
***Huge Elemental Reptile (Wyrm); 3×3 sq.*** — ***XPV: 60***

Composure Pool: 18 – Controller: ↓1 one foe / turn — SR 4

| Physical | Mental | Social | Speed: 8 |
|---|---|---|---|
| Brawn 3,0 | Genius 3,0 | Appeal 3,0 | Saves 9, ABCCC |
| Dexterity 4,4 | Savvy 5,7 | Empathy 3,0 | AP: 2+1 |

**Winter Chill** *(Air P) Cold, Primal;* Major, ↓X: Roll vs Phy. on a foe in an Area X+1. Impaired foes are slowed X, save ends.

**Ice Shard** *(Water P) Cold, Piercing, Atk;* Major: Roll vs Phy. on foe in 1 RI. XE: Impaired foes are slowed X+1.

**Winter's Rime** *(Air T1)* Free, You hit with a Cold talent: Gain Soak 2 for one turn.

**Ice Slick** *(Water T3)* Spend 2X Cold or Water Edge: Impaired foes are slid X squares or pushed or pulled 3X squares.

**Soothing Renewal** *(Water T6)* Maneuver, Spend 5X Water Edge or X Water Crits: You and each ally within 1 RI are healed X composure.

**Freeze Solid** *(Frostfire T7)* Spend 6+X Phy. E or 3 Crits +X E: Impaired targets are staggered, immobilized, frozen solid, cannot be teleported, and gain Soak 3, save ends (+X difficulty).

**Ice Shield** *(Water T4)* Quick, Lock ↓X and you are slowed X until your next turn ends: Gain X Cold E and Soak X on an attack that hit you.

**Brief Respite** *(Water T5) Healing;* Free: You are healed 1 composure. Heal 1 composure on your next turn.

**Air ABCCC** *(↑4 Outdoors with a clear sky, ↑2 Outdoors on a foggy or muggy day or Indoors),* **Water ABCCC** *(↑4 Glacier, Lake, River, Ocean, precipitation, ↑2 Some humidity, anywhere the air isn't too dry);* Nimble AACC, Perception AABCC, Precision AABB, Stealth AABB, Tactics AAAAB, Vigilance AACCC, (Appeal, Brawn, Empathy, Genius AAA); Darkvision; Languages: Elemental

**Gear:** Chilling Voice (Air 3), Essence (Water 3), Alertness (Vigilance 3), Keen Eyes (Perception 2), Slick Scales (Nimble 2), 288gp

**Sleetslither** — **Elite: Grade 4**
***Large Elemental Reptile (Wyrm); 2×2 sq.*** — ***XPV: 40***

Composure Pool: 12 – Controller: ↓1 one foe / turn — SR 4

| Physical | Mental | Social | Speed: 7 |
|---|---|---|---|
| Brawn 3,0 | Genius 3,0 | Appeal 2,0 | Saves 7, BBCC |
| Dexterity 4,6 | Savvy 4,5 | Empathy 1,0 | AP: 1+1 |

**Winter Chill** *(Air P) Cold, Primal;* Major, ↓X: Roll vs Phy. on a foe in an Area X+1. Impaired foes are slowed X, save ends.

**Ice Shard** *(Water P) Cold, Piercing, Atk;* Major: Roll vs Phy. on foe in 1 RI. XE: Impaired foes are slowed X+1.

**Ice Slick** *(Water T3)* Spend 2X Cold or Water Edge: Impaired foes are slid X squares or pushed or pulled 3X squares.

**Soothing Renewal** *(Water T6)* Maneuver, Spend 5X Water Edge or X Water Crits: You and each ally within 1 RI are healed X composure.

**Freeze Solid** *(Frostfire T7)* Spend 6+X Phy. E or 3 Crits +X E: Impaired targets are staggered, immobilized, frozen solid, cannot be teleported, and gain Soak 3, save ends (+X difficulty).

**Ice Shield** *(Water T4)* Quick, Lock ↓X and you are slowed X until your next turn ends: Gain X Cold E and Soak X on an attack that hit you.

**Brief Respite** *(Water T5) Healing;* Free: You are healed 1 composure. Heal 1 composure on your next turn.

**Air BBCC** *(↑4 Outdoors with a clear sky, ↑2 Outdoors on a foggy or muggy day or Indoors),* **Water BBCC** *(↑4 Glacier, Lake, River, Ocean, precipitation, ↑2 Some humidity, anywhere the air isn't too dry);* Nimble AABC, Perception AABB, Precision AABB, Stealth ABCC, Tactics AAAB, Vigilance ABCC, (Appeal AA, Brawn, Genius AAA, Empathy A); Darkvision; Languages: Elemental

**Gear:** Chilling Breath (Air 2), Slick Scales (Nimble 2), Soft Pads (Stealth 2), Essence (Water 2), Alertness (Vigilance 2), 60gp

## Stone Elemental

Stone elementals are living beings of granite and soil, stone and earth. When sleeping, they appear to be a part of the terrain. Once awakened, none would mistake them for just a part of the scenery.

**Boulder** — **Elite: Grade 4**
***Large Elemental Humanoid (Earth Elemental); 2×2 sq.*** — ***XPV: 40***

Composure Pool: 12 – Controller: ↓1 one foe / turn — SR 4

| Physical | Mental | Social | Speed: 6 |
|---|---|---|---|
| Brawn 4,6 | Genius 2,0 | Appeal 2,0 | Saves BBCC |
| Dexterity 2,0 | Savvy 4,5 | Empathy 4,6 | AP: 1+1 |

**Stone Throw** *(Earth P) Crushing, Piercing, or Slicing, Atk;* Major, ↓X dice: Roll vs Phy. on a Line X+1 in X+1 RIs.

**Ironbarbs** *(Earth T3) Atk;* Free, ↓3 dice: Roll vs Phy. on foes in Melee 1. This attack deals half dmg and Edge.

**Imprison** *(Earth T1) Atk;* Full, ↓X dice: Roll vs Phy. on an Area X+1. The area is rough terrain X for X turns.

**Crack the Earth** *(Earth T5) Acid, Fire, Poison, or Wind, Atk;* Major x2, ↓X dice: Roll vs Phy. on a Line 2X+3 on targets adj. to stone. Impaired foes are immobilized.

**Topple** *(Earth T1) Modifier;* ↓2 Earth dice: Impaired opponents are knocked prone and dazed, save ends.

**Whirling Stones** *(Earth T4) Stance;* Maneuver, Lock ↓2X: You and allies in Melee X gain Soak 2. Physical attacks you make gain X Edge.

**Earth BBCC** *(↑3 Standing in a cave, underground., ↑1 Standing on sand, stone or earth.);* Athletics BBCC, Customs BBCC, Durability ABCC, Intimidate AAAA, Perception AAA, Shrewd AAAA, Tactics AAA, Trickery AAAA, Vigilance ABCC, (Appeal, Dexterity, Genius AA); -1 Base Speed, **Soak 2;** Languages: Elemental

**Gear:** Mineral Carapace (Athletics 2, Durability 2), Patience of Stone (Vigilance 2), Time (Customs 2), Essence (Earth 2), 60gp

**Crag** — **Champion: Grade 7**
***Vast Elemental Humanoid (Earth Elemental); 16×16 sq. XPV: 80***

Composure Pool: 21 – Leader: ↑1 (ea adj or 1 ally) / turn — SR 4

| Physical | Mental | Social | Speed: 10 |
|---|---|---|---|
| Brawn 5,8 | Genius 3,0 | Appeal 3,0 | Saves BBCCC |
| Dexterity 3,0 | Savvy 5,7 | Empathy 5,8 | AP: 2+1 |

**Catapult Slab** *(Earth P) Crushing, Atk;* Major, ↓X dice: Roll vs Phy. on foes in a Chain X+1. Impaired foes are pushed or pulled X+1.

**Imprison** *(Earth T1) Atk;* Full, ↓X dice: Roll vs Phy. on an Area X+1. The area is rough terrain X for X turns.

**Tear the Earth** *(Earth T7) Atk;* Full x2, ↓X dice: Roll vs Phy. on a Line 2X+6. Impaired foes fall 2X squares into the crevice and are knocked prone and immobilized, save ends and escapes (+2 diff). Each subsequent turn, Roll the same vs Phy. on foes still immobilized. When no living creatures are in it, the crevice closes.

**Topple** *(Earth T1)* Modifier; ↓2 Earth dice: Impaired opponents are knocked prone and dazed, save ends.

**Rootbind** *(Earth T4)* Spend 5 Earth Edge: Impaired opponents are weakened and immobilized, save ends.

**Shift Stone** *(Earth T5) Atk;* Full, ↓X+Y dice: Roll vs (X+Y, Y), a target area Y+1 in X+1 RIs. Success moves earth and stone in that area a number of squares equal to Edge. Use the same result vs Phy. on foes in the area. Creatures on the stone move with it.

**Stoneblades** *(Earth T6) Stance, Piercing;* Quick, A foe would hit you, Lock 2X+2 Earth: Earth attacks target an Area X+2. Gain Soak 1+X.

**Earth BBCCC** *(↑5 Standing in a cave, underground., ↑2 Standing on sand, stone or earth.);* Athletics BBCCC, Customs BBCCC, Durability BBCCC, Intimidate AAAAA, Perception AAAA, Shrewd AAAAA, Tactics AAAA, Trickery AAAAA, Vigilance ABCCC, (Appeal, Dexterity, Genius AAA); -1 Base Speed, **Soak 2;** Languages: Elemental

**Gear:** Mineral Carapace (Athletics 3, Durability 3), Patience of Hills (Vigilance 3), Time (Customs 3), Essence (Earth 3), 400gp

## Storm Elemental

Beings of cloud and lightning, storm elementals are living incarnations of inclement weather.

**Sparkcloud** — **Minion: Grade 1**
***Large Elemental Humanoid (Air Elemental); 2×2 sq. XPV: 10***

Composure Pool: 5 – Defender: taunt 1 foe / turn — SR 4

| Physical | Mental | Social | Speed: 7, Fly 6 |
|---|---|---|---|
| Brawn 2,4 | Genius 2,0 | Appeal 2,0 | Saves 4, BBC |
| Dexterity 2,3 | Savvy 2,2 | Empathy 2,0 | AP: 0 |

**Lightning Arc** *(Air P) Lightning, Primal;* Major, ↓X: Roll vs Phy. on a foe in X+1 RIs with Puncture X.
Spend 2X Crits: X impaired foes are staggered for one turn.

**Whirlwind** *(Air T1) Modifier;* Spend XE: Impaired foes are slid X.

**Air ACC** *(↑3 Outdoors with a clear sky, ↑1 Outdoors on a foggy or muggy day or Indoors);* Athletics AA, Durability AA, Intimidate BB, Nimble AA, Perception A, Precision AB, Stealth ABC, Tactics A, Vigilance AAC, (Appeal, Empathy, Genius AA); Fast 1, Wings 3; Fly; Languages: Elemental

**Gear:** Cloud Wisps (Air 2), Alert (Vigilance 1), Wind (Stealth 1), 10gp

**Storm Colossus** — **Elite: Grade 4**
***Gigantic Elemental Humanoid (Air); 6×6 sq. XPV: 40***

Composure Pool: 12 – Controller: ↓1 one foe / turn — SR 4

| Physical | Mental | Social | Speed: Fly 9, Hover 7 |
|---|---|---|---|
| Brawn 4,0 | Genius 3,5 | Appeal 3,0 | Saves 6, BBCC |
| Dexterity 1,1 | Savvy 4,6 | Empathy 2,0 | AP: 1+1 |

**Air Blast** *(Air P) Primal, Wind;* Major, ↓X: Roll vs Phy. on a foe in an Area X+1. Push impaired foes X.

**Sleet Blast** *(Air T2) Modifier, Water;* Full: Make a Cold, Water, or Wind Major Atk with ↑2. Impaired foes are knocked prone.

**Lightning Cascade** *(Air T3) Lightning, Atk;* Major, ↓X dice: Roll vs Phy. at a target in 3X squares. You may use that roll result vs up to two more foes within 3X squares of it, minus 2 success. You may keep splitting and subtracting if remaining successes still hit, but cannot target the same foe more than once.

**Eye of the Storm** *(Air T3) Stance;* Maneuver, Lock ↓X:
Free: Roll vs Phy. against each foe in Melee X. Success deals no damage. Success pushes or pulls impaired foes.

**Air BBCC** *(↑3 Outdoors with a clear sky, ↑1 Outdoors on a foggy or muggy day or Indoors);* Nimble AA, Perception ABCC, Precision AB, Stealth AA, Tactics AAAA, Vigilance AABB, (Empathy A, Genius ACC, Appeal, Brawn AAA); Fast 1, Wings 3; Fly, Hover; Languages: Elemental

**Gear:** Cloud Wisps (Air 2), Clear Air (Perception 2), Good View (Nature 2), Wind Fingers (Craft 2), Keen Memory (Lore 2), 60gp

**Thunderhead** — **Boss: Grade 6**
***Colossal Elemental Humanoid (Air); 10×10 sq. XPV: 60***

Composure Pool: 18 – Leader: ↑1 (ea adj or 1 ally) / turn — SR 4

| Physical | Mental | Social | Speed: Hover 8, Fly 10 |
|---|---|---|---|
| Brawn 5,7 | Genius 3,0 | Appeal 3,0 | Saves 8, ABCCC |
| Dexterity 3,5 | Savvy 4,7 | Empathy 3,0 | AP: 2+1 |

**Lightning Arc** *(Air P) Lightning, Primal;* Major, ↓X: Roll vs Phy. on a foe in X+1 RIs with Puncture X.
Spend 2X Crits: X impaired foes are staggered for one turn.

**Charged Bolt** *(Air T2) Lightning, Atk;* Full, ↑2, +1 RIs; *Lightning Arc.*

**Arc Bolt** *(Air T3) Modifier;* ↓X dice: Your roll covers a Chain 3X+1.

**Thundercrack** *(Air T3) Modifier;* Free: Spend X Lightning Crits: Deal X Sonic dmg to up to X hit foes.

**Wind Sphere** *(Air T4) Stance;* Maneuver, Lock ↓3X: You have Soak X. X cannot be more than your Air ranks (4).

**Air ABCCC** *(↑4 Outdoors with a clear sky, ↑2 Outdoors on a foggy or muggy day or Indoors);* Athletics AAAAA, Durability AAAAA, Intimidate ABCCC, Nimble AA, Perception BCCC, Precision AB, Stealth BCC, Tactics AAAA, Vigilance BBCC, (Appeal AAA, Empathy AAA, Genius AAA); Fast 1, Wings 3; Languages: Elemental

**Gear:** Cloud Wisps (Air 3), Clear Air (Perception 3), Darkened Skies (Intimidate 3), Alert (Vigilance 2), Wind Whispers (Stealth 2), 288gp

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## Elysian

Elysians are beings native to the Elysian realms destroyed long ago. Most revere Alune, Solara, or both.

### Erelim

Erelim are angelic humanoids with a pair of feathery wings.

**Alune's Arbiter** — **Lieutenant: Grade 5**
***Medium Magical Humanoid (Elysian)*** — ***XPV: 50***

Composure Pool: 25 – Defender: taunt 1 foe / turn — SR 4

| Physical | Mental | Social | Speed: 5, Glide: 5 |
|---|---|---|---|
| Brawn 4,0 | Genius 2,0 | Appeal 4,5 | Saves BCCC |
| Dexterity 2,0 | Savvy 4,5 | Empathy 4,6 | AP: 0 |

**Radiant Strike** (Spirit P) *Radiant, Vitality, Healing, Atk;* Major: Roll vs Phy. on a foe in Melee. Heal an ally adj. to you or the foe 2 on hit.

**Villain's Ruin** *(Spirit T3) Modifier;* Full: Make a Radiant Strike with ↑4. Heal 3 on a hit instead of 2.

**Endless Summons** *(Spirit T3) Quell;* XE: Impaired foes are pulled X, save ends (+2 difficulty).

**Call Down the Wrath** *(Spirit T3)* Spend 1 Radiant or Vocal Edge: Wounded foes that are hit are knocked prone.

**Spiritual Aura** *(Spirit T5) Stance;* Maneuver x2: At the end of each of your turns, you and each adj. ally heal 3 composure.

**Spirit ACCC** *(Max Favor: ↑6, Max Retribution: 3C);* Charm ABCC, Leadership ACC, Shrewd BBCC, Tactics ABCC, (Brawn, Customs, Trickery AAAA, Perception, Vigilance AAA, Dexterity, Entertain, Genius AA); Wings 3, Glide, Invulnerable Radiant; Languages: Common, Angelic

**Gear:** Faith in Alune (Tactics 2, Charm 3, Leadership 2), Fury against Norokk (Shrewd 2), Lunar Blade (Spirit 3)

### Gibborim

The Gibborim are winged lions with humanoid faces.

**Gibborim Messenger** — **Basic: Grade 2**
***Medium Magical Beast (Elysian)*** — ***XPV: 20***

Composure Pool: 10 – Defender: taunt 1 foe / turn — SR 4

| Physical | Mental | Social | Speed: 6, Fly: 5 |
|---|---|---|---|
| Brawn 2,0 | Genius 2,1 | Appeal 2,0 | Saves BCC |
| Dexterity 3,3 | Savvy 1,1 | Empathy 3,4 | AP: 0 |

**Force Burst** *(Evocation P) Force, Crushing or Slicing, Atk;* Major, ↓X dice: Roll vs Phy. on an Area X+2.

**Wild Rain** *(Evocation T4) Chaos, Modifier;* Maneuver, Roll a 6-sided die as X: Your roll targets an Area X and has ↑(6-X).

**Delayed Casting** *(Evocation T3) Stance;* Maneuver: 2 orbs appear in your hand. You may spend orbs on any Evocation roll. If you do, gain ↑X where X is the orbs spent. If you have 0 left, end this stance.
Free, You have fewer orbs than Evocation ranks (3): Add 2 orbs.

**Evocation BCC** *(Max Favor: ↑6, Max Retribution: 3C);* Craft AB, Customs ACC, Shrewd ABC, Stealth ABC, Trickery AAB, (Savvy A, Appeal, Brawn, Lore, Nature, Nimble, Precision AA); Infravision, Natural Weapon (Claw), Wings 2; Fly; Languages: Common, Angelic

**Gear:** Paw Pads (Stealth 1), Diverse Background (Customs 2), Experience (Shrewd 1), Divine Will (Evocation 2)

### Ishim

Ishim are musical humanoid beings of radiant snow.

**Ishim Artisan** — **Minion: Grade 1**
***Small Magical Humanoid (Elysian)*** — ***XPV: 10***

Composure Pool: 3 – Controller: ↓1 one foe / turn — SR 4

| Physical | Mental | Social | Speed: 5 |
|---|---|---|---|
| Brawn 1,0 | Genius 3,2 | Appeal 2,0 | Saves BBC |
| Dexterity 2,1 | Savvy 2,0 | Empathy 2,0 | AP: 0 |

**Winter Chill** *(Air P) Cold, Primal;* Major, ↓X: Roll vs Phy. on a foe in an Area X+1. Impaired foes are slowed X, save ends.

**Blazing Strike** *(Fire P) Atk;* Major, Weapon, ↓2X dice: Shift X+1 squares. Roll vs Phy. on a foe in Melee.

**Infernal Gash** *(Fire T1)* Free, You hit the foe with Fire last turn: ↑2.

**Whirlwind** *(Air T1) Modifier;* Spend XE: Impaired foes are slid X.

**Air ACC & Fire ACC** *(Stunt Bonus: +AAA);* Craft ABB, Precision AB, (Brawn A, Appeal, Empathy, Lore, Nature, Nimble, Savvy, Stealth AA); Invulnerable Cold, Resist Fire 1; Languages: Common, Angelic

**Gear:** Style Mantis (2pts) **Technique 2H +1 Edge** (Air 2), Style Bear (2pts) **Technique 2H Damage +1 Slow 1** (Fire 2)

### Ophanim

Ophanim are the knowledge keepers. They are a wheel or orb of whirling blazing eyes. Ophanim never sleep and cannot blink.

**Ophanim Sage** — **Elite: Grade 4**
***Large Magical Oculoid (Elysian); 2×2 sq.*** — ***XPV: 40***

Composure Pool: 20 – Defender: taunt 1 foe / turn — SR 4

| Physical | Mental | Social | Speed: 8 |
|---|---|---|---|
| Brawn 2,0 | Genius 4,6 | Appeal 2,0 | Saves BBCC |
| Dexterity 4,0 | Savvy 4,5 | Empathy 2,0 | AP: 0 |

**Blazing Strike** *(Fire P) Atk;* Major, Weapon, ↓2X dice: Shift X+1 squares. Roll vs Phy. on a foe in Melee.

**Demon Surge** *(Fire T3) Movement, Atk;* Full: Shift 2. Roll vs Phy. on each foe adj. to you after the shift.

**Furnace Blast** *(Fire T4)* Maneuver, You hit a target with Fire: Roll vs Phy. in an Area 3 adj. to the target. Deal half dmg on a hit.

**Thermal Flow** *(Fire T4) Modifier;* ↓X: This roll affects an Area X+1.

**Conflagration** *(Fire T5)* Perk: Hit foes suffer ongoing dmg X, where X is the number of Fire Crits you rolled.

**Blazing Wings** *(Fire T6) Movement, Stance;* Full x2: Whenever you shift, you may instead make a flying shift. Enemies that end their turn adj. to you take 4 fire dmg.
Free: Shift 1 square.

**Fire BBCC** *(Max Favor: ↑8, Max Retribution: 4C);* Craft AABB, Lore BBCC, Nature AABC, Perception ABCC, Tactics AAA, Vigilance ABCC, (Appeal, Brawn, Empathy AA, Dexterity AAAA); Languages: Angelic

**Gear:** Many Sights (Lore 2, Nature 2), Many Eyes (Perception 2, Vigilance 2), Divine Will (Fire 2)

## Seraphim

Seraphim are the Elysian leaders. Their natural form is an orb of whirling wings, but can take form of a six-winged Erelim at will.

**Seraphim Glory** — **Boss: Grade 6**
***Large Magical Crinoid (Elysian); 2×2 sq.*** — ***XPV: 60***

Composure Pool: 30 – Defender: taunt 1 foe / turn — SR 4

| Physical | Mental | Social | Speed: 7, Glide: 11, |
|---|---|---|---|
| Brawn 4,4 | Genius 4,6 | Appeal 5,6 | Fly: 8, Hover: 5 |
| Dexterity 2,0 | Savvy 3,0 | Empathy 3,0 | Saves ABCCC, AP: 0 |

**Rebuke** *(Spirit P) Quip, Chastisement;* Major, Vocal, ↓X dice: Roll vs Soc. on a foe in X+1 RIs. Impaired foes are weakened for one turn.

**Hardened Light** *(Spirit T4) Maneuver x2 OR Major x2:* Gain Soak 4 and ↑2 Spirit. +↑1 and UYNTE if Maneuver. Stance if Major.

**Wrath of Glory** *(Spirit T5) Modifier, Radiant;* ↓2X+4 Spirit dice: Your roll targets foes in Melee X+1. Impaired foes are knocked prone.

**Martyr's Sacrifice** (Spirit T6) Perk: While you are physically wounded, your Chastisement rolls gain ↑2.

**Spirit ABCCC** *(Max Favor: ↑8, Max Retribution: 4C);* Charm AACCC, Craft AAAA, Entertain ABBBB, Leadership AABCC, Lore ABCC, Nature BBCC, (Dexterity AA, Empathy, Savvy AAA, Brawn AAAA); Wings 3, Glide, Fly, Hover; Languages: Angelic

**Gear:** Solara's Teachings (Lore 2, Nature 2), Alune's Admonishments (Charm 3, Leadership 3), Divine Will (Spirit 3)

Entertainer

# Fae

In some cultures, Fae are revered as spirits of nature. In others, Fae are known as obnoxious spirits of trickery and guile. Many kinds of Fae take the form of intelligent animals such as bears, wolves, and so forth. Use stats for those animals listed elsewhere for those.

Fae are divided into two groups. The seelie are Fae who are generally beneficial to the Common Accord, though they have never joined the Common Accord themselves. The unseelie are cruel creatures who find amusement in harming others. Both can be pranksters, but pranks of the unseelie tend to be deadly.

## Brownie

Brownies are very small Humanoids that resemble Humans, though they always have some animal feature such as a mouse tail or fuzzy paws in place of hands.

**Brownie Healer** — **Basic: Grade 2**
***Minuscule Supernatural Humanoid Fae; ¼ x ¼ sq.*** — ***XPV: 20***

Composure Pool: 6 – Leader: ↑1 (ea adj or 1 ally) / turn — SR 5

| Physical | Mental | Social | Speed: 4 |
|---|---|---|---|
| Brawn 2,0 | Genius 3,5 | Appeal 2,0 | Saves 5, BCC |
| Dexterity 3,3 | Savvy 3,3 | Empathy 2,2 | AP: 1 |

**Chilling Blast** *(Water P) Cold, Crushing, or Slicing, Atk;* Major, ↓X dice: Roll vs Phy. on an adj. Line 2X+2.

**Ice Slick** *(Water T3)* Spend 2X Cold or Water Edge: Hit foes are slid X squares or pushed or pulled 3X squares.

**Ice Shield** *(Water T4)* Quick, Lock ↓X and you are slowed X until your next turn ends: Gain X Cold E and Soak X on an attack that hit you.

**Soothing Renewal** *(Water T5)* Maneuver, Spend 3X Water Edge or X Water Crits: You and each ally within 1 RI are healed X wounds.

**Water BCC** *(↑3 Glacier, Lake, River, Ocean, precipitation, ↑1 Some humidity, anywhere the air isn't too dry)*; Craft ABB, Customs AA, Lore AAB, Nature AAA, Nimble AAA, Perception ABC, Precision ABB, Shrewd BB, Stealth ABC, Tactics A, Trickery AA, Vigilance A, (Appeal, Brawn AA); Infravison, Claw Weapon, Fast 1; Languages: Common

**Gear:** Elemental Essence (Water 2), Cat Eyes (Perception 2), Cat Paws (Stealth 1), Fae History (Lore 1), 25gp

They often live in the walls or attics of Human houses, helping when they are not seen in exchange for small offerings left by the Humans. In the wilderness, they form tribes and hunter-gatherer societies.

Brownies often wear scraps of cloth or skins of small animals that they have made into crude clothing.

## Pixie

Pixies resemble slender miniature long-eared Celethi with shimmering gossamer wings, though the more noble kind tend to have a larger form they spend most of their time in. Pixies can be of the seelie or unseelie variety. Pixies are usually what is meant by the term "fairy".

They are extremely creative and mischievous creatures. They live in deep forests near streams, lakes, and ponds and befriend the creatures that live there.

Pixies wear whimsical clothing with stripes, ribbons, lace, and spots.

*In a shower of sparkling light, you become a Celethi. Sort of.*

**Elfin Form (Pixie. Tier 1)** – *Stance, Transformation;* Maneuver: You polymorph into a Medium-sized version of yourself. Your clothing and items resize with you as long as they remain with you. Your wings remain, but are downgraded by 1 trait rank.

**Pixie Fencer** — **Basic: Grade 2**
***Puny Magical Humanoid (Fae); ¼ x ¼ sq.*** — ***XPV: 20***

Composure Pool: 6 – Striker: +1 damage on a hit / turn — SR 4

| Physical | Mental | Social | Speed: 4, Hover: 2, |
|---|---|---|---|
| Brawn 2,2 | Genius 2,0 | Appeal 2,1 | Glide: 4 |
| Dexterity 4,5 | Savvy 3,4 | Empathy 2,1 | Saves BCC, AP: 0 |

**Blade Dance** *(Swift P) Atk;* Major, Blade Weapon: Move 1. Roll vs Phy. on a foe in Melee. If you hit, you may shift 1.

**Pointed Greeting** *(Swift T2)* Perk: If you move more than 1 square in an action, ↑2 Weapon dice this turn.

**Swift BCC** *(Max Favor: ↑6, Max Retribution: 3C);* Entertain AB, Intimidate AC, Stealth ABCC, Trickery AB, Vigilance BBC, (Nimble, Perception, Precision AAA, Charm, Customs, Genius, Leadership, Shrewd, Tactics AA, Athletics, Durability A); Fast 1, Wings 3, Glide, Hover; Languages: Common

**Gear:** Pixie Blade (Swift 2, Intimidate 1), Wings (Stealth 2), Handy Bag (Vigilance 1)

## Sprite

Sprites are wee folk, smaller than pixies, resembling tiny goblins with insect wings. They are sometimes mistaken for large insects.

Sprites are usually aligned to a specific element and the more powerful ones are usually wreathed in that element.

**Water Sprite** — **Basic: Grade 2**
***Minuscule Magical Humanoid (Fae); ¼ x ¼ sq.*** — ***XPV: 20***

Composure Pool: 6 – Striker: +1 damage on a hit / turn — SR 4

| Physical | Mental | Social | Speed: 4, |
|---|---|---|---|
| Brawn 3,5 | Genius 3,3 | Appeal 2,0 | Hover: 2, Glide: 4 |
| Dexterity 2,0 | Savvy 3,2 | Empathy 2,0 | Saves BCC, AP: 0 |

**Torrent** *(Water P) Crushing, or Slicing, Atk;* Major, ↓X dice: Move 1. Roll vs Phy. on foes in an Area X+1.

**Waterlance** *(Water T2) Modifier;* ↓X dice: This roll gains X RIs.

**Water BCC** *(Max Favor: ↑6, Max Retribution: 3C);* Athletics BCC, Craft A, Lore A, Nature ABC, Perception ABB, Vigilance ABB, (Durability, Intimidate, Tactics AAA, Appeal, Dexterity, Empathy AA); Resist Water 2, Wings 3; Glide, Hover; Languages: Common

**Gear:** Essence (Water 2), Bug Wings (Intimidate 1, Stealth 2, Vigilance 1)

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## Gargoyle

Gargoyles swoop down from the spires of cathedrals, ruins, or cliffsides to attack. They will stay 2 squares out of reach, then Lunge in and Retrench for the next round.

| **Gargoyle** | | | **Basic: Grade 2** |
|---|---|---|---|
| ***Small Elemental Humanoid (Gargoyle)*** | | | ***XPV: 20*** |
| Composure Pool: 10 – Defender: taunt 1 foe / turn | | | SR 4 |
| Physical | Mental | Social | Speed: 4, Fly: 4 |
| Brawn 3,1 | Genius 2,0 | Appeal 2,0 | Saves BCC |
| Dexterity 2,1 | Savvy 3,4 | Empathy 1,2 | AP: 0 |

**Lunge** *(Vanguard P) Atk;* Major, Move 1: Roll vs Phy. on foe in Melee 2.

**Retrench** *(Vanguard T2) Movement;* Major: ↑X UYNTE. Shift 2 to an unthreatened square. Use a Basic Maneuver as a free action.

**Toppling Strike** *(Vanguard T1)* Spend 4 Edge: Hit targets are knocked prone and pushed 2 squares.

**Vanguard ACC** Athletics AAB, Nimble AB, Perception ACC, Shrewd C, Tactics AAB, Vigilance ABC, (Durability, Intimidate AAA, Appeal, Genius, Precision, Stealth AA, Customs, Trickery A); Infravision, Wings 2, Fly; Languages: Elemental

**Gear:** Greatstaff (2pts) **2H Light Staff Vanguard ↑2** (Vanguard 2), Gargoyle's Perch (Perception 2, Vigilance 1, Shrewd 1), 10gp

## Ghost

Ghosts are incorporeal and soulless spirits of creatures that have died, but for some reason have not left this world.

### Haunt

Haunts are ghosts that feed upon negative emotions (often from the event that killed them). Haunts care only for pain and suffering.

| **Haunt** | | | **Elite: Grade 4** |
|---|---|---|---|
| ***Medium Undead Ethereal (Mindless Undead)*** | | | ***XPV: 40*** |
| Composure Pool: 20 – Defender: taunt 1 foe / turn | | | SR 4 |
| Physical | Mental | Social | Speed: 6 |
| Defenses 1,0 | Genius 4,0 | Defenses 1,0 | Saves BBCC |
| DR Infinite | Savvy 4,2 | DR Infinite | AP: 0 |

**Riddling Wail** *(Mind P) Sage, Vocal;* Major, ↓2X dice: Roll vs Men. against a single target in X+1 RIs or against all foes in Melee X.

**Maze of the Mind** *(Mind T5)* Major x2: Roll vs Men. on foe in Melee or 1 RI. Dam. is ongoing. Impaired targets are staggered, save ends.

**Meander** *(Mind T1)* Spend X E: Slide hit foes X.

**Bewilder** *(Mind T2)* Spend 6X E: Impaired targets use a basic Major action of your choosing. You choose the action's targets.

**Comfort** *(Mind T3)* Maneuver: Heal you or an adj. ally 4 composure.

**Haunting Throng** *(Mind T4) Stance;* Major: Whenever a creature ends its turn next to you, you may deal 4 damage to it.

**Mind BBCC** *(Blood / turn: 4);* Lore AABC, (Craft, Nature AAAA, Appeal, Dexterity AAA, Empathy AA, Brawn A, Savvy BBCC); Non-Corporeal & Soulless (vulnerable Radiant); Languages: Common

**Gear:** Ghostly Wail (Mind 2), Ghostly Memories (Lore 2, Tactics 2), Restless (Perception 2, Vigilance 2), 25gp

Haunts use their incorporeal nature to terrify foes, destroying their sanity feed upon more negative emotion. One way to deal with a haunt is to convince it can move on to whatever afterlife awaits it.

### Poltergeist

A poltergeist is a terrifying spirit that is nearly impossible to defeat physically or socially. It splits itself up with Mirror Image, attacking from range, using Captivate to assault foes with little chance of repercussions. It uses False Matter to trap a foe in a small space and inflict mental attacks to tear down that foe's psyche. It uses Edge from Captivate first to inflict downgrades, then on Persistent Visions, and then for Soak from its defender talents. Remember to use Crits to make effects even harder to save against with Persistent Visions.

| **Poltergeist** | | | **Lieutenant: Grade 5** |
|---|---|---|---|
| ***Medium Undead Ethereal (Ghost)*** | | | ***XPV: 50*** |
| Composure Pool: 25 – Defender: taunt 1 foe / turn | | | SR 4 |
| Physical | Mental | Social | Speed: 6 |
| Defenses 1,0 | Genius 4,0 | Defenses 1,0 | Saves BCCC |
| DR Infinite | Savvy 4,6 | DR Infinite | AP: 0 |

**Captivate** *(Mind P) Phantasm, Fae;* Major: Roll vs Mental on a foe in 1 range increment. Impaired foes are pushed or pulled 1. Spend 2X+2 Edge: ↓X+1 to impaired foes, save ends (+X difficulty).

**Force Burst** *(Evocation P) Force, Crushing or Slicing, Atk;* Major, ↓X dice: Roll vs Phy. on an Area X+2.

**False Matter** *(Evocation T1) Force;* Major, Sustain Lock ↓X: Roll vs X+2. Success means you create X+ranks translucent blocks of solid force, filling a Chain of sq. in 2 RIs. They can be rough terrain up to X+ranks. Failure means you take that much dmg. Max X of 3.

**Daydream** *(Mind T5)* Spend 4 Illusion or Phantasm Edge: Impaired foes are staggered, save ends.

**Persistent Visions** *(Mind T6)* Spend X Mind Crits: One of your ongoing effects on an opponent gains +X to its save DT.

**Mirror Image** *(Mind T7) Stance;* Major, Lock ↓2X: You split into X+2 copies. You divide your actions as you wish among the copies. Each copy must stay within X+1 RIs of the others or be destroyed. You lose all Soak. Each copy has X composure until destroyed. If more than one would be destroyed at once, you choose which is first. When one copy is remaining, that copy is you and the stance ends.

**Opportunistic Phantasms** *(Mind T4)* Perk: ↑X with Phantasm attacks targeting foes with ongoing effects, where X is the number of effects they are suffering from. X cannot be more than 4.

**Mind BCCC, Evocation BCCC** *(Blood / turn: 4);* Customs AA, Perception BBCC, Shrewd AA, Tactics ABCC, Trickery AB, Vigilance BBCC, (Appeal, Brawn, Dexterity AAA, Genius AAAA); Mindless & Non-Corporeal (vulnerable Radiant); Languages: Common

**Gear:** Ghostly Wail (Evocation 3, Mind 3), Grisly Past (Tactics 2), Restless (Perception 2, Vigilance 2), 80gp

## Ghoul

Ghouls are horrible creatures that must feed on living flesh to survive. They look like emaciated dead bodies, mouths agape and shambling in a terrifying semblance of life. They roam in packs hunting live creatures. Ghouls do not heal wounds naturally, but must use their Rend Flesh power to heal themselves when wounded.

| **Fleshling** | | | **Minion: Grade 1** |
|---|---|---|---|
| ***Medium Undead Humanoid (Ghoul)*** | | | ***XPV: 10*** |
| Composure Pool: 3 – Controller: ↓1 one foe / turn | | | SR 4 |
| Physical | Mental | Social | Speed: 6 |
| Brawn 2,3 | Genius 2,1 | Defenses 1,0 | Saves BBC |
| Dexterity 2,3 | Savvy 2,2 | DR Infinite | AP: 0 |

**Decay** *(Death P) Necrotic, Atk;* Major, Take X Phy. wounds. If X = 0, ↑2, else ↑4: Roll vs Phy. on a foe in Melee. +2X dmg on hit. Max of 1.

**Rend Flesh** *(Death T3) Healing;* Major, You were adj. to the foe your prev. turn, the foe is staggered, immobilized, defeated, or dead: Roll vs Phy. ½ dmg is wounds, you heal wounds equal to the remainder.

**Dark Bindings** *(Death T1)* X Death Edge: Impaired foes are slowed X, save ends. If X is 3 or more, they are immobilized, save ends.

**Death CC** *(Blood / turn: 2);* Athletics BC, Lore AB, Nature AB, Nimble BB, Perception BB, Stealth BC, (Craft, Durability, Intimidate, Precision, Tactics, Vigilance, Appeal AA, Empathy A); Fast 1, Natural Weapon (Claw), Soulless (vulnerable Radiant); Languages: Common

**Gear:** Stench (Death 2), Bloody Sinew (Athletics 1, Stealth 1), 6gp

A Fleshling will spend Blood to get some Decay A dice, getting Edge for Dark Bindings. Rend Flesh to regain the health used for Blood.

| **Flesh Fiend** | | | **Basic: Grade 2** |
|---|---|---|---|
| ***Huge Undead Humanoid (Ghoul); 3×3 sq.*** | | | ***XPV: 20*** |
| Composure Pool: 6 – Controller: ↓1 one foe / turn | | | SR 4 |
| Physical | Mental | Social | Speed: 8 |
| Brawn 2,0 | Genius 2,0 | Defenses 1,0 | Saves BCC |
| Dexterity 3,5 | Savvy 3,3 | DR Infinite | AP: 0 |

**Parasite Strike** *(Death P) Necrotic, Atk;* Major: Roll vs Phy. on a foe in Melee. On Success, heal composure equal to wounds you dealt.

**Rend Flesh** *(Death T3) Healing;* Major, You were adj. to the foe your prev. turn, the foe is staggered, immobilized, defeated, or dead: Roll vs Phy. ½ dmg is wounds, you heal wounds equal to the remainder.

**Dark Bindings** *(Death T1)* X Death Edge: Impaired foes are slowed X, save ends. If X is 3 or more, they are immobilized, save ends.

**Tainted Blood** *(Death T5) Stance, Poison;* Maneuver: *Atk;* Quick, You take phy. wounds: Roll vs Phy. on an adj. foe.

**Death BCC** *(Blood / turn: 3);* Nimble BBC, Perception ABC, Precision AAA, Stealth BCC, Tactics A, Vigilance AB, (Appeal, Brawn, Empathy, Genius AA); Fast 1, Natural Weapon (Claw), Soulless (vulnerable Radiant); Languages: Common

**Gear:** Stench (Death 2), Bloody Sinew (Nimble 1, Stealth 1), Hunter's Instinct (Perception 2), 10gp

Flesh Fiends are particularly good at stalking prey. Once they are prepared to feast, they begin their Tainted Blood stance and strike. The Flesh Fiend can use composure to spend blood and Parasite Strike to heal it back with any spare Edge they don't use for Dark Bindings. Once a foe is immobile, they strike with Rend Flesh.

| **Render Brute** | | | **Hero: Grade 3** |
|---|---|---|---|
| ***Huge Undead Beast (Ghoul); 3×3 sq.*** | | | ***XPV: 30*** |
| Composure Pool: 15 – Defender: taunt 1 foe / turn | | | SR 5 |
| Physical | Mental | Social | Speed: 8 |
| Brawn 4,5 | Genius 1,0 | Defenses 1,0 | Saves ABCC |
| Dexterity 4,4 | Savvy 2,0 | DR Infinite | AP: 0 |

**Sweep** *(Unarmed P) Crushing, Atk;* Major: Roll vs Phy. on a foe in Melee. X+1E: Impaired foes are slid X and knocked prone.

**Rend Flesh** *(Death T3) Healing;* Major, You were adj. to the foe your prev. turn, the foe is staggered, immobilized, defeated, or dead: Roll vs Phy. ½ dmg is wounds, you heal wounds equal to the remainder.

**Flying Crane Step** *(Unarmed T3)* Crushing, Atk, Flying; Full, ↓2X dice: Shift up to X squares. Roll vs Phy. against targets in Melee X. Impaired foes are also knocked prone. Failure knocks you prone.

**Whirling Throw** *(Unarmed T4)* 6+XE: One hit target is pushed X squares and knocked prone. Roll vs Phy. against all creatures adj. to you and the square the target travels through. Success deals half dmg and Impaired foes are knocked prone.

**Monkey Grip** *(Unarmed T5) Atk, Stance, Grapple;* Full: Roll vs Phy. on an adj. foe. Success deals dmg, you start this stance. The foe is dazed, immobilized, and takes ongoing dmg 1, save ends.
Perk: If you move while grappling a foe your size or smaller, they move with you.

**Unarmed ABCC** *(Blood / turn: 3);* Athletics ABCC, Durability ABCC, Intimidate ABBC, Nimble ABBC, Precision AAAA, Stealth AAAB, (Appeal, Empathy, Savvy AA, Genius A); Fast 1, Natural Weapon (Claw), Soulless (vulnerable Radiant); Languages: Common

**Gear:** Horrid Twisted Muscle (Athletics 2, Durability 2, Intimidate 1, Nimble 1, Unarmed 2), 20gp

Renders are massive creatures that were taken by a Necrenant and twisted into ghouls. Sometimes they are multiple creatures stitched together into one.

The Render hurtles into the fray with Flying Crane Step, tossing aside foes with Whirling Throw so it can grapple the foe with Monkey Grip to immobilize them and Rend Flesh.

## Necrenants

Necrenants are gaunt humanoid creatures that use death magic to create ghouls. When it moves into an area, the Necrenant stays hidden, sending out ghouls to do the dirty work of rounding up more bodies to turn into more ghouls. Its lair is usually a horrid place of death and decay.

| **Necrenant** | | | **Basic: Grade 2** |
|---|---|---|---|
| ***Medium Undead Humanoid (Willed Undead)*** | | | ***XPV: 20*** |
| Composure Pool: 6 – Leader: ↑1 (ea adj or 1 ally) / turn | | | SR 4 |
| Physical | Mental | Social | Speed: 7 |
| Brawn 1,0 | Genius 2,0 | Appeal 2,0 | Saves BCC |
| Dexterity 3,5 | Savvy 2,0 | Empathy 3,4 | AP: 0 |

**Death Throes** *(Death P) Undead, Melee, Attack;* Major, ↓X: Roll vs Phy. on a foe adj. to you, a dead body, or undead within 2X+1 RIs.

**Dread** *(Death T3) Modifier;* ↓2X: This roll covers a Melee X area.

**Mind Fog** *(Death T4)* 3E: Impaired foes dazed, weakened, save ends.

**Shambling Dead** *(Death T4) Stance, Undead;* Major, Lock ↓X: X target dead bodies in X RIs count as you for targeting with Death talents and count as Undead with 1 health.
Spend X move: An undead ally or undead you control moves X.

**Death BCC** *(Blood / turn: 3);* Nimble ABC, Shrewd BBB, Stealth BCC, Trickery BBC, (Customs, Precision AAA, Appeal, Genius, Savvy AA, Brawn A); Infravision; Languages: Common

**Gear:** Callous Disdain for Life (Trickery 1, Death 2), Stretched Sallow Skin (Nimble 1, Stealth 2), 10gp

The Necrenant uses Death Throes to increase its reach, using Shambling Dead to even move non-undead dead. Dread brings spirits and bone from the ground, and Mind Fog keeps foes from being able to resist its assault.

| **Necrenant, Greater** | | | **Boss: Grade 6** |
|---|---|---|---|
| ***Medium Undead Humanoid (Willed Undead)*** | | | ***XPV: 60*** |
| Composure Pool: 18 – Leader: ↑1 (ea adj or 1 ally) / turn | | | SR 4 |
| Physical | Mental | Social | Speed: 7 |
| Brawn 3,0 | Genius 3,0 | Appeal 3,0 | Saves ABCCC |
| Dexterity 5,6 | Savvy 3,0 | Empathy 4,6 | AP: 0 |

**Death Throes** *(Death P) Undead, Melee, Attack;* Major, ↓X: Roll vs Phy. on a foe adj. to you, a dead body, or undead within 2X+1 RIs.

**Infestation** *(Death T7)* ↓2X dice: This roll affects all foes adj. to dead, physically defeated, or undead creatures in X RIs.

**Dark Bindings** *(Death T1)* X Death Edge: Impaired foes are slowed X, save ends. If X is 3 or more, they are immobilized, save ends.

**Mind Fog** *(Death T4)* 3E: Impaired foes dazed, weakened, save ends.

**Malaise** *(Death T5)* 2E: Hit foes grant Leverage in Melee 1.

**Soul Snap** *(Death T6)* 12E: Impaired foes are immobilized, staggered, and weakened, save ends.

**Stolen Strength** *(Death T7) Stance;* Maneuver, ↓3X dice, Choose an ally in X RIs: The ally gains Soak X. Whenever the ally takes dmg, you heal the amount prevented by the Soak. If the ally gets out of range, end this stance.

**Death ABCCC, Mind ABCCC** *(Blood / turn: 4);* Customs AAAA, Nimble AAABB, Precision AAAAA, Shrewd BBCC, Stealth ABBCC, Trickery BBCC, (Appeal, Brawn, Genius, Savvy AAA); Infravision; Languages: Common

**Gear:** Callous Disdain for Life (Death 3, Mind 3, Trickery 2), Piercing Gaze (Shrewd 2), Stretched Sallow Skin (Stealth 2), 120gp

The Greater Necrenant is one who has amassed power through the creation of their ghouls. Often it has a Render Brute to use as a source for Stolen Strength.

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## Giant

Giants are really big Humanoids. For the most part, they look like very large Humans except for their knobby joints and faces. Their size gives them the advantage in most combats.

Giant society is usually civilized much in the same way as the Common Accord, but they are not part of it and do not get along well with the Common Accord. Giants generally regard the smaller species as inferior and do not often even trade with them, since smaller species have a hard time managing to work in the scale that the giants require. Giants consume massive amounts of food and other resources.

### Frost Giant

Frost giants live in high icy crags and lands of eternal ice. They are extremely warm-blooded, so prefer the comfort of cold climes.

### Mountain Giant

Mountain Giants tend to live in mountains and other rough terrain where their massive size is an asset to them.

**Giant Lackey** — **Elite: Grade 4**
***Huge Natural Humanoid (Giant); 3×3 sq.*** — ***XPV: 40***

| Composure Pool: 20 – Defender: taunt 1 foe / turn | | | SR 4 |
|---|---|---|---|
| Physical | Mental | Social | Speed: 8 |
| Brawn 4,6 | Genius 3,4 | Appeal 2,1 | Saves 6, BBCC |
| Dexterity 3,0 | Savvy 4,5 | Empathy 3,0 | AP: 1+1 |

**Stalwart Smash** *(Stalwart P) Atk;* Major, Heavy Weapon: Roll vs Phy. on a foe in Melee. +1 dmg on hit.

**Fling** *(Stalwart T4) Atk;* Maneuver: Roll vs Phy. on a foe in Melee. Success pushes instead of dealing dmg.

**Hurl** *(Stalwart T1) Modifier;* ↓X dice: You can throw a blunt object or weapon up to X RIs for this attack.

**Charge Attack** *(Stalwart T3) Modifier;* ↓2X Weapon dice: Move 2X before the attack. +X to dmg if you moved

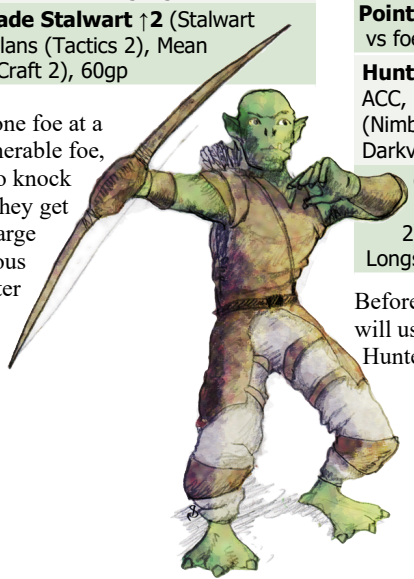
**Furious Arc** *(Stalwart T3) Modifier;* ↓1 Stalwart or Two-handed dice: The attack targets an Area 2 or Line 3.

**Clear The Field** *(Stalwart T2)* Spend 3 Heavy Weapon or Two-Handed Edge. Impaired foes are knocked prone.

**Stalwart BBCC** *(Stunt Bon.: +AAAA);* Athletics AAAA, Charm A, Craft ACC, Durability ABCC, Entertain A, Intimidate ABCC, Leadership AB, Lore AA, Nature AA, Perception AAAA, Tactics ABCC, Vigilance AAAA, (Dexterity, Empathy AAA); Mighty 1, **Soak 1;** Languages: Giant

**Gear:** Claymore (2pt) **2H Heavy Blade Stalwart ↑2** (Stalwart 2), Thick Skin (Durability 2), Good Plans (Tactics 2), Mean Mien (Intimidate 2), Whittlin Knife (Craft 2), 60gp

The Giant Lackey likes to focus on one foe at a time. They will Charge Attack a vulnerable foe, then use Fling with Clear the Field to knock other foes away, and Furious Arc if they get surrounded. They use Fling with Charge Attack to get foes into disadvantageous positions. They like to Taunt foes after Flinging them.



**Giant Warrior** — **Boss: Grade 6**
**Huge Natural Humanoid (Giant); 3×3 sq.** — **XPV: 60**

| Composure Pool: 30 – Defender: taunt 1 foe / turn | | | SR 4 |
|---|---|---|---|
| Physical | Mental | Social | Speed: 8 |
| Brawn 5,7 | Genius 3,5 | Appeal 3,2 | Saves 8, ABCCC |
| Dexterity 3,0 | Savvy 4,6 | Empathy 3,0 | AP: 2+1 |

**Stalwart Smash** *(Stalwart P) Atk;* Major, Heavy Weapon: Roll vs Phy. on a foe in Melee. +1 dmg on hit.

**Fling** *(Stalwart T4) Atk;* Maneuver: Roll vs Phy. on a foe in Melee. Success pushes instead of dealing dmg.

**Hurl** *(Stalwart T1) Modifier;* ↓X dice: You can throw a blunt object or weapon up to X RIs for this attack.

**Charge Attack** *(Stalwart T3) Modifier;* ↓2X Weapon dice: Move 2X before the attack. +X to dmg if you moved

**Furious Arc** *(Stalwart T3) Modifier;* ↓1 Stalwart or Two-handed dice: The attack targets an Area 2 or Line 3.

**Clear The Field** *(Stalwart T2)* Spend 3 Heavy Weapon or Two-Handed Edge. Impaired foes are knocked prone.

**Skullcrack** *(Stalwart T4)* Success, Spend 6 Edge or 2 Heavy Weapon Crits: Targets are staggered, save ends.

**Stalwart ABCCC** *(Stunt Bonus: +AAAA);* Athletics AAAAA, Craft BCC, Durability AABCC, Intimidate ABCCC, Leadership ABB, Tactics BBCC, (Perception, Vigilance AAAA, Charm, Entertain, Dexterity, Empathy AAA, Lore, Nature AA); **Mighty 1, Soak 1;** Languages: Giant

**Gear:** Giantkin Claymore (3pt) **2H Heavy Blade Stalwart ↑2 +1E** (Stalwart 3), Mean Mien (Intimidate 3), Thick Skin (Durability 2), Good Plans (Tactics 2), Whittlin' Knife (Craft 2), 143gp

## Goblin

Goblins are wily creatures that live in massive colonies in caves or crude forts. Goblins are small or medium-sized. They have greenish mottled skin, pointed ears and large claws on their hands and feet. Most of the goblin language is gruff and grumbling. However, there is a word that is used in many contexts and meanings that sounds precisely like "Clarence" in a refined Aulvyyn accent.

**Goblin Archer** — **Basic: Grade 2**
***Small Natural Humanoid (Goblin)*** — ***XPV: 20***

| Composure Pool: 6 – Striker: +1 damage on a hit / turn | | | SR 4 |
|---|---|---|---|
| Physical | Mental | Social | Speed: 6 |
| Brawn 2,0 | Genius 3,4 | Appeal 1,0 | Saves 5, BCC |
| Dexterity 3,5 | Savvy 3,3 | Empathy 2,3 | AP: 1 |

**Hunter Strike** *(Hunter P) Atk;* Major, Choose one:
Ranged Weapon, ↓X dice: Roll vs Phy. on a foe in X+1 RIs. Move 1.
Melee Weapon: Shift 1. Roll vs Phy. on a foe in Melee.

**Take Aim** *(Hunter T4) Stance;* Full, Choose 1 foe: ↑7 Ranged on foe.

**Pin Down** *(Hunter T4)* Spend X Edge and X Crits: X targets struck are immobilized, save ends (+X difficulty, max 3).

**Point Blank Form** *(Hunter T3) Stance, Agile;* Maneuver: ↑1 Ranged vs foes in 1 RI. If you hit a foe, choose: ↑1 for 1 turn or Move 1.

**Hunter BCC** *(Stunt Bonus: +AAA);* Customs BC, Lore AB, Nature ACC, Perception ABC, Precision AAB, Stealth AAB, Trickery AB, (Nimble, Tactics, Vigilance AAA, Appeal A, Craft, Brawn, Shrewd AA); Darkvision; Languages: Goblin

**Gear:** Long Bow (3pt) 2H Heavy Bow Ranged w/ ammo Reload as a Free **+2 damage** (Hunter 2), Collection of Herbs (Nature 2), Well Traveled (Customs 1), Keen Eye (Perception 1), Longsword (2pt) 1H Heavy Blade ↑1 Hunter, 9gp

Before combat, the Archer will Take Aim, but if the foe closes they will use Point Blank Form and keep within 1 RI to pelt its foes with Hunter Shots or Hunter Strikes.

## Goblin Fodder — Fodder: Grade 0

***Small Natural Humanoid (Goblin)*** — ***XPV: 5***

Composure Pool: 0 – Striker: +1 damage on a hit / turn — SR 4

| Physical | Mental | Social | Speed: 6 |
|---|---|---|---|
| Brawn 1,0 | Genius 1,1 | Appeal 1,0 | Saves 4, ABC |
| Dexterity 1,2 | Savvy 1,2 | Empathy 1,1 | AP: 0 |

**Swift Slash** *(Swift P) Slicing or Piercing, Atk;* Major, Weapon: Move 1. Roll vs Phy. in an adj. line 2.

**Pointed Greeting** *(Swift T2)* Perk: If you move more than 1 square in an action, ↑2 Weapon dice this turn.

**Swift ABC** Lore B, Nature B, Perception BB, Precision AB, Stealth BC, Trickery AB, (Customs, Nimble, Shrewd, Tactics, Vigilance AA, Appeal, Brawn, Craft A); Darkvision; Languages: Goblin

**Gear:** Shortsword (2pt) 1H Heavy Blade ↑**1 Swift** (Swift 1), Soft Shoes (Stealth 1), Keen Eye (Perception ), 2gp

Goblin Fodder rush at foes so they can use Pointed Greeting.

## Goblin Hunter — Minion: Grade 1

***Small Natural Humanoid (Goblin)*** — ***XPV: 10***

Composure Pool: 3 – Striker: +1 damage on a hit / turn — SR 4

| Physical | Mental | Social | Speed: 6 |
|---|---|---|---|
| Brawn 2,0 | Genius 1,1 | Appeal 2,0 | Saves 4, BBC |
| Dexterity 2,4 | Savvy 2,2 | Empathy 2,1 | AP: 0 |

**Swift Slash** *(Swift P) Slicing or Piercing, Atk;* Major, Weapon: Move 1. Roll vs Phy. in an adj. line 2.

**Pointed Greeting** *(Swift T2)* Perk: If you move more than 1 square in an action, ↑2 Weapon dice this turn.

**Crippling Strike** *(Swift T3)* Spend X Weapon Crits, Choose X of the following effects: Impaired foes are dazed. Impaired foes are immobilized. Impaired foes are weakened. Save ends (+1 difficulty).

**Swift ACC** Craft A, Customs AA, Lore B, Nature B, Nimble BC, Perception BB, Precision AB, Shrewd AA, Stealth BC, Tactics AA, Trickery AB, Vigilance AA, (Appeal, Brawn AA); Darkvision; Languages: Goblin

**Gear:** Curved Blade (2pt) 1H Light Blade ↑**1 Swift** (Swift 2), Light Clothes (Nimble 1), Soft Shoes (Stealth 1), 10gp

The Goblin Hunter uses the Fodder's tactics but adds Crippling Strike to its Edge options.

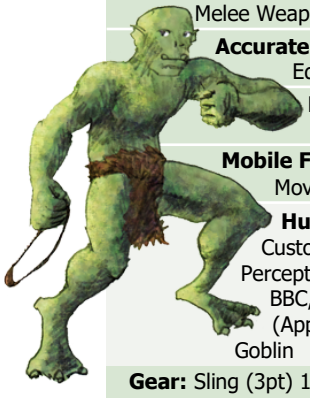
## Goblin Scrapper — Basic: Grade 2

***Small Natural Humanoid (Goblin)*** — ***XPV: 20***

Composure Pool: 6 – Controller: ↓1 one foe / turn — SR 4

| Physical | Mental | Social | Speed: 6 |
|---|---|---|---|
| Brawn 2,0 | Genius 2,1 | Appeal 1,0 | Saves 6, BCC |
| Dexterity 3,5 | Savvy 3,3 | Empathy 2,1 | AP: 1 |

**Hunter Strike** *(Hunter P) Atk;* Major, Choose one:
Ranged Weapon, ↓X dice: Roll vs Phy. on a foe in X+1 RIs. Move 1.
Melee Weapon: Shift 1. Roll vs Phy. on a foe in Melee.



**Accurate Strike** *(Hunter T2) Modifier;* ↑3: Damage and Edge from this attack is halved.

**Revealing Strike** *(Hunter T3) Modifier;* ↓X: Hit targets have a -X defense penalty, save ends.

**Mobile Form** *(Hunter T4) Stance, Agile;* Maneuver: Movement; You hit a foe with a Weapon: Shift 1.

**Hunter BCC** *(Stunt Bonus: +AAA);* Craft AA, Customs AA, Lore AB, Nature AB, Nimble AAA, Perception ABC, Precision BCC, Shrewd AA, Stealth BBC, Tactics AAA, Trickery AB, Vigilance AAA, (Appeal A, Brawn AA); Darkvision; Languages: Goblin

**Gear:** Sling (3pt) 1H Light Sling Reload Free Preloaded **+1 damage** (Hunter 2), Gloves (Precision 2), Shoes (Stealth 1), Keen (Perception 1), Dagger (3pt) 1H Light Blade **Piercing 3**, 25gp

The Scrapper is talented with ranged and melee combat, using a sling from a distance and dagger up close. Accurate Strike can help a Revealing Strike hit to reduce enemy defenses.

## Goblin Trueblade Assassin — Elite: Grade 4

***Small Natural Humanoid (Goblin)*** — ***XPV: 40***

Composure Pool: 12 – Striker: +1 damage on a hit / turn — SR 4

| Physical | Mental | Social | Speed: 6 |
|---|---|---|---|
| Brawn 3,0 | Genius 1,1 | Appeal 4,0 | Saves 6, BBCC |
| Dexterity 4,6 | Savvy 3,2 | Empathy 2,4 | AP: 1+1 |

**Duelist Strike** *(Swift P) Atk;* Major, ↓2X dice: Shift X+1 squares. Roll vs Phy. on a foe in Melee.

**Vital Strike** *(Swift T3) Atk;* Full, ↑5 Swift dice: Roll vs Phy. on a foe in Melee. Shift 1 before or after the attack.

**Pointed Greeting** *(Swift T2)* Perk: If you move more than 1 square in an action, ↑2 Weapon dice this turn.

**Crippling Strike** *(Swift T3)* Spend X Weapon Crits, Choose X of the following effects: Impaired foes are dazed. Impaired foes are immobilized. Impaired foes are weakened. Save ends (+1 difficulty).

**First Strike** *(Swift T4)* Perk: At the start of an encounter, you have Leverage on any foes that have not yet acted in that encounter.

**Slash Opener** *(Swift T5) Stance, Agile;* Maneuver: Whenever you attack a foe you hit with Swift the previous round or action, ↑3.

**Swift BBCC** *(Stunt Bonus: +AAA);* Lore B, Nature B, Perception ABB, Trickery CC, (Appeal AAAA, Brawn, Tactics, Vigilance AAA, Customs, Shrewd AA, Craft A, Dexterity ABCC); Darkvision; Languages: Goblin

**Gear:** Long Bow (3pt) 2H Heavy Bow Ranged w/ ammo Reload as a Free **+2 damage** (Swift 2), Light Clothes (Nimble 2), Gloves (Precision 2), Soft Shoes (Stealth 2), Quick Wit (Trickery 2), Dagger (3pt) 1H Light Blade **Piercing 3**, 60gp

The Trueblade Assassin is truly a terrifying foe. Its incredible stealth skill makes it sometimes impossible to spot. It prefers to strike from range and stealth with its bow until a foe gets within 1 RI, at which point it switches to blade so it can strike with Pointed Greeting.

# Griffin

Griffins are hybrid creatures with the heads of eagles, the bodies of lions and wings of eagles. They are fierce predators, though generally avoid rural settlements as the griffins are not fond of the Common Accord. Griffins are highly intelligent beings and a very proud species.

## Griffin Warmage — Basic: Grade 2

***Large Magical Beast (Griffin); 2×2 sq.*** — ***XPV: 20***

Composure Pool: 6 – Controller: ↓1 one foe / turn — SR 4

| Physical | Mental | Social | Speed: 7, |
|---|---|---|---|
| Brawn 2,0 | Genius 3,4 | Appeal 2,0 | Glide: 9, Fly: 7 |
| Dexterity 3,0 | Savvy 3,3 | Empathy 2,0 | Saves 4, BBC, AP: 0 |

**Energy Bolt** *(Evocation P) Cold, Fire, or Lightning, Atk;* Major, ↓X dice: Roll vs Phy. on a foe in X+2 RIs.

**Claw Slash** *(Trait: Claw P) Slashing, Atk;* Major: Roll vs Phy. on a foe in melee. Spend X Claw Crits: Hit foes have X ongoing dmg.

**Evocation BCC** *(Max Favor: ↑6, Max Retribution: 3C);* Craft BB, Lore ACC, Nature AB, Tactics ABC, Vigilance AC, (Dexterity AAA, Appeal, Brawn, Perception, Empathy AA); Natural Weapon (Claw), Scent, Wings 2, Glide, Fly; Languages: Cat

**Gear:** Clan teachings (Lore 2, Tactics 1, Vigilance 1, Evocation 2)

Griffin Warmages attack from range while flying, making them difficult to engage. They are also particularly fast fliers, so hard to keep up with even if you can fly.

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## Human

Humans are resourceful and clever. All Humans have an extra action point, even fodder and minions. Be sure to use it.

### Dark Priest — Elite: Grade 4

***Medium Natural Humanoid Human*** — ***XPV: 40***

Composure Pool: 12 – Controller: ↓1 one foe / turn — SR 5

| Physical | Mental | Social | Speed: 6 Ground |
|---|---|---|---|
| Brawn 4,0 | Genius 2,1 | Appeal 4,6 | Saves 7, BBCC |
| Dexterity 3,4 | Savvy 3,0 | Empathy 3,3 | AP: 2+1 |

**Decay** *(Death P) Necrotic, Atk;* Major, Take X Phy. wounds. If X = 0, ↑2, else ↑4: Roll vs Phy. on a foe in Melee. +2X dmg on hit. Max of 3.

**Parasite Strike** *(Death P) Necrotic, Atk;* Major: Roll vs Phy. on a foe in Melee. On Success, heal composure equal to wounds you dealt.

**Shadow Teleport** *(Death T4)* Maneuver: Teleport 2 to a square adj. to a foe you hit with a Death attack your previous action.

**Mind Fog** *(Death T4)* Spend 3 Death Edge: Impaired targets are dazed and weakened, save ends.

**Billowing Shroud** *(Death T1) Stance;* Free, Lock ↓X+1: You and allies within Melee X have Soak 1.

**Stirring Dead** *(Death T3)* Perk: ↑1 on up to 3 targets adj. to undead or dead bodies within 3 size categories of you.

**Death BBCC** *(Max Favor: ↑8, Max Retribution: 4C);* Charm AAAA, Craft AA, Customs ABC, Entertain AAAA, Leadership ABCC, Lore AB, Nature AA, Nimble AAA, Precision AAA, Shrewd A, Stealth ACC, Trickery BC, (Brawn AAAA, Savvy AAA); Languages: Common

**Gear:** Sacred Amulet (Death 2), Neat Uniform (Leadership 2), Travel Book (Customs 2), Soft Shoes (Stealth 2), Bag of Tricks (Trickery 2)

### Guard, Captain — Elite: Grade 4

***Medium Natural Humanoid Human*** — ***XPV: 40***

Composure Pool: 12 – Leader: ↑1 (ea adj or 1 ally) / turn — SR 5

| Physical **1 Soak**** | Mental | Social | Speed: 6 Ground |
|---|---|---|---|
| Brawn 4,6 | Genius 3,0 | Appeal 3,3 | Saves 6, BBCC |
| Dexterity 2,0 | Savvy 3,4 | Empathy 4,5 | AP: 2+1 |

**Shield Strike** *(Vanguard P) Atk;* Major, Weapon: An ally adj. to you gains +1(+2*) to def. for one turn. Roll vs Phy. on a foe in Melee.

**Toppling Strike** *(Vanguard T1)* Spend 4 Edge: Hit targets are knocked prone and pushed 4 squares.

**Outflank** *(Vanguard T1)* Free, an adj. foe was slid, pushed or pulled: Shift 1 square.

**Storm of Strikes** *(Vanguard T5) Atk;* Full, Weapon, ↓2X Vanguard dice: Roll vs Phy. on a foe in Melee, making X+4 attacks. ½ dmg and 0 Edge each hit. If 3 or more hit, the target is staggered, save ends.

**Synchronized Assault** *(Vanguard T4)* Full, Spend 1 Action Point: Choose one or two allies your grade or lower in 3 RIs. They may each make an immediate Major action. If you choose one, they also make a Maneuver.

***Shielding Presence** *(Vanguard T3) Stance, Stable;* Maneuver, Allies adj. to you gain +1 to defenses. Your defense buff with Shield Strike increases to 2.

**Vanguard BBCC** *(Stunt Bonus: +AAAA);* Charm A, Customs AACC, Entertain A, Leadership ABC, Perception AA, Shrewd ABCC, Tactics ACC, Trickery AAAA, Vigilance BB, (Brawn AAAA, Dexterity AA, Genius AAA); Normal vision, Prepared; Languages: Common

****Gear:** Fancy Broadsword (2pt) 2H Heavy Blade **1 Soak +1E** (Vanguard 2), Moodstone (Shrewd 2), Neat Uniform (Leadership 2), The Art of War (Tactics 2), Travel Book (Customs 2), 60gp

### Guard, Crossbow — Minion: Grade 1

***Medium Natural Humanoid Human*** — ***XPV: 10***

Composure Pool: 3 – Striker: +1 damage on a hit / turn — SR 5

| Physical | Mental | Social | Speed: 6 Ground |
|---|---|---|---|
| Brawn 2,0 | Genius 1,0 | Appeal 2,1 | Saves 4, ACC |
| Dexterity 2,4 | Savvy 2,3 | Empathy 2,3 | AP: 1 |

**Hunter Strike** *(Hunter P) Atk;* Major, Choose one:
Ranged Weapon, ↓X dice: Roll vs Phy. on a foe in X+1 RIs. Move 1.
Melee Weapon: Shift 1. Roll vs Phy. on a foe in Melee.

**Rapid Shot** *(Hunter T2)* Modifier; ↓2X dice: The attack targets X+1 foes within range.

**Long Range Form** *(Hunter T3) Stance, Stable;* Maneuver: ↑2 vs foes at 2+ RIs. You are slowed 2. Hit foes have -1 defenses, save ends.

**Hunter ACC** Charm AA, Customs BC, Entertain AA, Leadership AB, Perception AC, Shrewd AA, Tactics BB, Trickery AA, Vigilance BB, (Brawn, Dexterity AA, Genius A); Normal vision, Prepared; Languages: Common

**Gear:** Heavy Crossbow (2pt) 2H Heavy Crossbow Ranged w/ ammo **Reload Maneuver +1 Damage Puncture 3** (Hunter 2), Keen Eye (Perception 1), Guide Book (Customs 1), Dagger (1pt) 1H Light Blade **+1 Edge** (Hunter 1), 8gp

The archer uses Long Range Form from at least 6 squares away if possible. If in Melee, they will use Hunter Strike with their dagger and shift away, using Hunter Shot as while moving back to safety.

### Guard, Longbow — Basic: Grade 2

***Medium Natural Humanoid Human*** — ***XPV: 20***

Composure Pool: 6 – Striker: +1 damage on a hit / turn — SR 5

| Physical | Mental | Social | Speed: 6 Ground |
|---|---|---|---|
| Brawn 2,0 | Genius 2,0 | Appeal 1,0 | Saves 5, BCC |
| Dexterity 3,5 | Savvy 2,0 | Empathy 3,3 | AP: 2 |

**Hunter Strike** *(Hunter P) Atk;* Major, Choose one:
Ranged Weapon, ↓X dice: Roll vs Phy. on a foe in X+1 RIs. Move 1.
Melee Weapon: Shift 1. Roll vs Phy. on a foe in Melee.

**Pin Down** (Hunter T4) Spend X Edge and X Crits: X targets struck are immobilized, save ends (+X difficulty, max 3).

**Point Blank Form** *(Hunter T3) Stance, Agile;* Maneuver: ↑1 Ranged vs foes in 1 RI. If you hit a foe, choose: ↑1 for 1 turn or Move 1.

**Shoot Down** *(Hunter T4)* Modifier; ↓1+X dice: Hit foes by this attack who moved away from you since last turn take 1+X dmg, save ends. Spend a Crit from this attack: Hit foes are knocked prone.

**Hunter BCC** *(Stunt Bonus: +AAA);* Customs ABC, Nimble AAB, Precision ACC, Shrewd AAA, Stealth ABC, Trickery ABB, (Appeal A, Brawn, Genius, Savvy AA); Normal vision, Languages: Common

**Gear:** Longbow (2pt) 2H Heavy Bow Ranged **Reload Free +3E** (Hunter 2), Gloves (Precision 2), Shoes (Stealth 1), Guide Book (Customs 1), Longsword (2pt) 1H Light Blade ↑**1 Hunter**, 9gp

## Guard, Swordfighter — Basic: Grade 2

***Medium Natural Humanoid Human*** — ***XPV: 20***

Composure Pool: 10 – Defender: taunt 1 foe / turn — SR 5

| Physical | Mental | Social | Speed: 6 Ground |
|---|---|---|---|
| Brawn 3,5 | Genius 1,0 | Appeal 2,3 | Saves 5, BCC |
| Dexterity 2,0 | Savvy 3,3 | Empathy 3,5 | AP: 2 |

**Stalwart Surge** *(Stalwart P) Atk;* Major, Heavy Weapon: Move 2, Roll vs Phy. on a foe in Melee.

**Clear The Field** *(Stalwart T2)* Spend 3 Heavy Weapon or 2H Edge. Hit targets are knocked prone.

**Curb Foe** *(Stalwart T2)* Spend 3 Phy. Edge. Slide foes struck up to 2 squares to a square adj. to you.

**Fury** *(Stalwart T1) Stance, Agile;* Maneuver: Enemies within Melee X have a -1 penalty to defenses. X is your ranks in Stalwart.

**Stalwart BCC** *(Max Favor: ↑6, Max Retribution: 3C);* Charm AA, Customs BCC, Entertain AA, Leadership BC, Perception AA, Shrewd AAA, Tactics ABC, Trickery AAA, Vigilance BB, (Brawn AAA, Dexterity AA, Genius A); Normal vision, Prepared; Languages: Common

**Gear:** Broadsword (0pt) 1H Heavy Blade (Stalwart 2), Travel Book (Customs 2), Guidebook (Tactics 1), Uniform (Leadership 1), 25gp

## Guard, Sword and Board — Basic: Grade 2

***Medium Natural Humanoid Human*** — ***XPV: 20***

Composure Pool: 10 – Defender: taunt 1 foe / turn — SR 5

| Physical | Mental | Social | Speed: 5 |
|---|---|---|---|
| Brawn 3,5 | Genius 2,0 | Appeal 1,0 | Saves 5, BCC |
| Dexterity 2,0 | Savvy 3,5 | Empathy 2,0 | AP: 2 |

**Inspiring Strike** *(Vanguard P) Atk;* Major, Weapon, ↓X dice: Roll vs Phy. on a foe in Melee. Allies get ↑X+2 on hit foes for one turn.

**Storm of Strikes** *(Vanguard T5) Atk;* Full, Weapon, ↓2X Vanguard dice: Roll vs Phy. on a foe in Melee, making X+4 attacks. ½ dmg and 0 Edge each hit. If 3 or more hit, the target is staggered, save ends.

**Ranger's Focus** *(Vanguard T4) Atk;* Free, Weapon or Shield: Vanguard Ranks (3) vs Phy. on foes in an adj. Area 2 *(Do not roll).*

**Command Form** *(Vanguard T3) Stance, Stable;* Maneuver: *Movement;* Free, You hit an adj. foe: an ally adj. to you or that foe may shift one square.

**Vanguard BCC** *(Stunt Bonus: +AAA);* Athletics ABC, Durability AAA, Intimidate AAA, Perception ABC, Tactics AAB, Vigilance BCC, (Appeal A, Dexterity, Empathy, Genius AA); Normal vision, Languages: Common

**Gear:** Longsword (2pt) 1H Heavy Blade **+2E** (Vanguard 2), Shield (2pt) 1H Heavy Shield ↑**1 Vanguard** (Vanguard 2), Bag (Vigilance 2), Keen Eye (Perception 1), Support Belt (Athletics 1), 9gp

The Sword and Board Guard can spend an Action Point after a maneuver to use Storm of Strikes, gaining their Stunt Bonus to each attack. If they don't need to move into position, they can instead use an action point for Heroic Effort and get three upgrades with the attack as well. As they are Human, they can do this twice.

## Ruffian — Basic: Grade 2

***Medium Natural Humanoid Human*** — ***XPV: 20***

Composure Pool: 6 – Striker: +1 damage on a hit / turn — SR 5

| Physical | Mental | Social | Speed: 6 |
|---|---|---|---|
| Brawn 2,2 | Genius 2,0 | Appeal 2,0 | Saves 5, BCC |
| Dexterity 3,5 | Savvy 3,5 | Empathy 1,0 | AP: 2 |

**Hunter Strike** *(Hunter P) Atk;* Major, Choose one:
Ranged Weapon, ↓X dice: Roll vs Phy. on a foe in X+1 RIs. Move 1.
Melee Weapon: Shift 1. Roll vs Phy. on a foe in Melee.

**Bully** *(Intimidate T1) Fear, Quip;* Major, Vocal, ↓2X dice: Roll vs Men. on a foe in X RIs. Success: the target tries to comply, save ends.

**Hunter's Fang** *(Hunter T1)* Spend 3 Weapon Edge: Hit foes have ongoing dmg 1, save ends.

**Point Blank Form** *(Hunter T3) Stance, Agile;* Maneuver: ↑1 Ranged vs foes in 1 RI. If you hit a foe, choose: ↑1 for 1 turn or Move 1.

**Hunter BCC** *(Stunt Bonus: +AAA);* Athletics AA, Durability AA, Intimidate BB, Nimble AAA, Perception ABC, Precision AAA, Stealth BBC, Tactics AAA, Vigilance BCC, (Appeal, Genius AA, Empathy A); Normal vision, Prepared; Languages: Common

**Gear:** Dagger (2pt) **1H Light Blade Piercing 2** (Hunter 2), Long Bow (2pt) **2H Heavy Bow Ranged w/ ammo Reload as a Free +1 damage Puncture 1** (Hunter 2), Handy Bag (Vigilance 2), Soft Shoes (Stealth 1), Monocle (Perception 1), 9gp

## Ruffian Leader — Elite: Grade 4

***Medium Natural Humanoid Human*** — ***XPV: 40***

Composure Pool: 20 – Defender: taunt 1 foe / turn — SR 5

| Physical | Mental | Social | Speed: 6 |
|---|---|---|---|
| Brawn 3,4 | Genius 4,6 | Appeal 3,0 | Saves 6, BBCC |
| Dexterity 4,5 | Savvy 3,5 | Empathy 1,0 | AP: 2+1 |

**Air Blast** *(Air P) Primal, Wind;* Major, ↓X: Roll vs Phy. on a foe in an Area X+1. Push impaired foes X.

**Lightning Arc** *(Air P) Lightning, Primal;* Major, ↓X: Roll vs Phy. on a foe in X+1 RIs with Puncture X.
Spend 2X Crits: X impaired foes are staggered for one turn.

**Fling** *(Stalwart T4) Atk;* Maneuver: Roll vs Phy. on a foe in Melee. Success pushes instead of dealing dmg.

**Air's Reach** *(Air T5) Modifier;* Free: Your next ranged attack gains X additional squares of range. X is your ranks in Air.

**Aerial Jaunt** *(Air T3) Movement;* Maneuver, Lock ↓2X UYNTE: Make a flying shift of up to 4.

**Zephyr Flight** *(Air T5) Movement;* Maneuver, Lock ↓2X+1 until your next turn ends: make a flying move of 6+3X or a flying shift of X+1.

**Air BBCC** *(↑3 Outdoors with a clear sky, ↑1 Outdoors on a foggy or muggy day or Indoors);* Athletics BB, Durability AA, Intimidate ACC, Nimble AAAA, Perception BCC, Precision AAAA, Stealth ABCC, Tactics AAA, Vigilance BBC, (Appeal AAA, Empathy A, Genius AAAA); Normal vision, Prepared; Languages: Common

**Gear:** Airstaff (Air 2), Keen Aim (Perception 2), Handy Bag (Vigilance 2), Impressive Hair (Intimidate 2), Soft Shoes (Stealth 2), 60gp

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## Infernal

Infernus is home to the cruel god Norokk's home and it was once home to many creatures. Once Norokk defeated the other gods of Vaknarr, his servants were left unchecked. Demons, devils, succubi, were imps are created from other life by Norokk's Cleansing Flame.

The Infernals now push at the limits of their realm, seeking more life to take to Vaknaar and purify with Norokk's Cleansing Flame.

### Demon

Demons are the brutes in infernal society. They are merciless tormentors, preferring to inflict pain rather than kill when possible.

**Fireflail Demon** — **Elite: Grade 4**
*Large Magical Humanoid (Infernal); 2×2 sq.* — *XPV: 40*

Composure Pool: 12 – Controller: ↓1 one foe / turn — SR 4

| Physical | Mental | Social | Speed: 7, Fly 6 |
|---|---|---|---|
| Brawn 4,6 | Genius 2,1 | Appeal 3,0 | Saves 7, BBCC |
| Dexterity 3,0 | Savvy 4,6 | Empathy 1,1 | AP: 1+1 |

**Blazing Strike** *(Fire P) Atk;* Major, Weapon, ↓2X dice: Shift X+1 squares. Roll vs Phy. on a foe in Melee.

**Stalwart Surge** *(Stalwart P) Atk;* Major, Heavy Weapon: Move 2, Roll vs Phy. on a foe in Melee.

**Whirling Slash** *(Stalwart T3) Modifier;* ↓1 Weapon dice. Your roll targets all foes in Melee.

**Demon Surge** *(Fire T3) Movement, Atk;* Full: Shift 2. Roll vs Phy. on each foe adj. to you after the shift.

**Furnace Blast** *(Fire T4)* Maneuver, You hit a target with Fire: Roll vs Phy. in an Area 3 adj. to the target. Deal half dmg on a hit.

**Conflagration** *(Fire T5)* Perk: Hit foes suffer ongoing dmg X, where X is the number of Fire Crits you rolled.

**Fire BBCC, Stalwart BBCC** *(Stunt Bonus: +AAA);* Athletics AABB, Craft AA, Customs A, Durability AABB, Intimidate AAAB, Lore AB, Nature AA, Perception BBCC, Shrewd A, Tactics AAAA, Trickery B, Vigilance ABCC, (Appeal, Dexterity AAA); Darkvision, Resist Fire 1, Wings 1; Fly; Languages: Demonic

**Gear:** Fire Chain (2pt) 1H Heavy Hammer **Reach 2 Slow 1** (Fire 2), Blade Shield (2pt) 1H Heavy Blade ↑**1 Stalwart**, (Stalwart 2), Alert (Vigilance 2), Muscle (Athletics 2), Keen (Perception 2), 60gp

With a flaming chain in one hand, and a blade shield in the other, the Fireflail Demon can attack at either Melee 1 or 2. Make sure to use Blazing Strike with Whirling Slash where possible. The shift from Blazing Strike makes it easy to get into position to hit multiple foes.

**Scourge Demon** — **Basic: Grade 2**
*Large Magical Humanoid (Infernal); 2×2 sq.* — *XPV: 20*

Composure Pool: 10 – Defender: taunt 1 foe / turn — SR 4

| Physical | Mental | Social | Speed: 7, Fly 6 |
|---|---|---|---|
| Brawn 3,5 | Genius 2,1 | Appeal 2,0 | Saves 5, BCC |
| Dexterity 2,0 | Savvy 3,5 | Empathy 1,1 | AP: 1 |

**Stalwart Smash** *(Stalwart P) Atk;* Major, Heavy Weapon: Roll vs Phy. on a foe in Melee. +1 dmg on hit.

**Clear The Field** *(Stalwart T2)* Spend 3 Heavy Weapon or Two-Handed Edge. Impaired foes are knocked prone.

**Strong Style** *(Stalwart T1) Stance, Stable;* Free x2, ↓your Phy. defenses by 2: ↑4 to Melee Weapon dice.

**Stalwart BCC** *(Blood / turn: 3);* Athletics ABC, Craft AA, Customs A, Durability ABC, Intimidate AAB, Lore AB, Nature AA, Perception AAB, Shrewd A, Tactics AAA, Trickery B, Vigilance BCC, (Appeal, Dexterity AA); Darkvision, Resist Fire 1, Wings 1; Fly; Languages: Demonic

**Gear:** Mighty Flail (0pt) 2H Heavy Flail **Puncture 1** (Stalwart 2), Bag (Vigilance 2), Muscle (Athletics 1), Scales (Durability 1), 25gp

The Scourge Demon flanks foes, and once they have Leverage, starts Strong Style with an X of 2, supercharging their Stalwart Smash.

### Devil

Devils are twisted horned creatures covered in serrated scales. They use entropic magic to disable and drain energy from their foes.

**Soulgorge Devil** — **Basic: Grade 2**
*Small Magical Humanoid (Infernal)* — *XPV: 20*

Composure Pool: 6 – Striker: +1 damage on a hit / turn — SR 4

| Physical | Mental | Social | Speed: 5 to 6 |
|---|---|---|---|
| Brawn 2,0 | Genius 2,0 | Appeal 3,1 | Saves 5, BCC |
| Dexterity 3,5 | Savvy 2,0 | Empathy 3,2 | AP: 1 |

**Parasite Strike** *(Death P) Necrotic, Atk;* Major: Roll vs Phy. on a foe in Melee. On Success, heal composure equal to wounds you dealt.

**Sequester in Shadow** *(Death T2)* Spend 5 Death or Shadow Edge: Impaired foes are immobilized and weakened, save ends.

**Shadow Teleport** *(Death T4)* Maneuver: Teleport 2 to a square adj. to a foe you hit with a Death attack your previous action.

**Necromancer's Incursion** *(Death T3) Necrotic, Stance, Undead;* Maneuver, Lock ↓2X:
Free, You moved adj. to a foe you weren't adj. to this turn: Roll vs Phy., dealing a maximum of X dmg and X Edge.

**Death BCC** *(Experiment Total: 3E, Max Component: ↑3);* Charm AAB, Customs AB, Entertain AAA, Leadership AAA, Nimble AAB, Precision BCC, Shrewd A, Stealth ABC, Trickery AAC, (Brawn, Genius, Savvy AA); Natural Weapon (Claw), Resist Fire 1; Languages: Demonic

**Gear:** Chilling Voice (Death 2), Deft Fingers (Precision 2), Quick Wit (Trickery 1), Foot pads (Stealth 1), Experiment **+2E to Sequester in Shadow,** Withered Hand ↑**2 Necrotic,** Skull ↑**2 Death**, 7gp

The Soulgorge Sequesters foes to neutralize them. They then Shadow Teleport around their victim, using Incursion on encroaching foes.

### Imp

Imps are the grunt workers of Infernal society. Imps are Tiny and take up ¼ a square. Four can fit in one square easily.

**Chilblain Imp** — **Fodder: Grade 0**
*Tiny Magical Humanoid (Infernal); ½ x ½ sq.* — *XPV: 5*

Composure Pool: 0 – Striker: +1 damage on a hit / turn — SR 4

| Physical | Mental | Social | Speed: 5 |
|---|---|---|---|
| Brawn 1,0 | Genius 1,0 | Appeal 1,0 | Saves 4, ABC |
| Dexterity 2,0 | Savvy 3,4 | Empathy 2,2 | AP: 0 |

**Ice** *(Water P) Cold, Atk;* Major, ↓2X+1: Move 1. Roll vs Phy. in Melee X+1.

**Frostfeet** *(Water T1) Stance;* Free: Whenever you deal Cold or Water dmg to a foe, you may slide the target 1 square.

**Water ABC** *(Max Component: ↑3);* Customs AA, Perception ABC, Shrewd AB, Tactics AA, Trickery AB, Vigilance BB, (Appeal, Brawn, Genius A, Dexterity AA); Darkvision; Languages: Demonic

**Gear:** Icicle (Water 1), Wit (Perception 1), Ice Shards ↑**1 Cold**, 1gp

This Imp Snowbursts at 0 X to slide foes into danger with Frostfeet.

**Electric Imp** — **Fodder: Grade 0**
*Tiny Magical Humanoid (Infernal); ½ x ½ sq.* — *XPV: 5*

Composure Pool: 0 – Leader: ↑1 (ea adj or 1 ally) / turn — SR 4

| Physical | Mental | Social | Speed: 5 |
|---|---|---|---|
| Brawn 2,0 | Genius 1,0 | Appeal 1,0 | Saves 4, ABC |
| Dexterity 1,0 | Savvy 3,4 | Empathy 2,1 | AP: 0 |

**Lightning Arc** *(Air P) Lightning, Primal;* Major, ↓X: Roll vs Phy. on a foe in X+1 RIs with Puncture X.
Spend 2X Crits: X impaired foes are staggered for one turn.

**Charged Bolt** *(Air T2) Atk;* Full, ↑2; Use Lightning Arc with +1 RIs.

**Air ABC** *(Max Component: ↑2);* Customs AA, Perception ABC, Shrewd AB, Tactics AA, Trickery AB, Vigilance BB, (Appeal, Dexterity, Genius A, Brawn AA); Darkvision; Languages: Demonic

**Gear:** Rod (Air 1), Wit (Perception 1), Spark Box ↑**1 Lightning**, 1gp

This Imp stays at distance, staggering foes with Charged Bolts.

| **Flame Imp** | | | **Minion: Grade 1** |
|---|---|---|---|
| ***Tiny Magical Humanoid (Infernal); ½ x ½ sq.*** | | | ***XPV: 10*** |
| Composure Pool: 3 – Controller: ↓1 one foe / turn | | | SR 4 |
| Physical | Mental | Social | Speed: 5 |
| Brawn 2,0 | Genius 2,0 | Appeal 2,0 | Saves 5, BBC |
| Dexterity 2,4 | Savvy 2,3 | Empathy 2,2 | AP: 0 |

**Singe** *(Fire P) Atk;* Major, ↓X: Roll vs Phy. on a foe in X+1 RIs. 1 of the dmg is ongoing, save ends.

**Char** *(Fire T3)* Spend X Fire Edge. Hit foes downgrade their physical defenses by X, save ends.

**Torrent of Torment** *(Fire T3)* Full, ↑2, ↓X dice: Roll vs Phy. on a Line X+2. Half of the dmg dealt is instead ongoing dmg, save ends.

**Fire ACC** *(Experiment Total: 3E, Max Component: ↑3);* Customs A, Nimble BB, Perception BC, Precision AA, Shrewd AC, Stealth AB, Tactics AA, Trickery B, Vigilance BB, (Appeal, Brawn, Genius AA); Darkvision; Languages: Demonic

**Gear:** Crooked Wand (Fire 2), Moodstone (Shrewd 1), Keen Eye (Perception 1), Experiment **+2E to Char**, Fire Bomb ↑**1 Fire**, 1gp

The Flame Imp uses Torrent of Torment a 0 X as much as possible and Char and Controller debuffs to make it easier to use Torrent. Note that Char has a +2E experiment, reducing the cost greatly.

| **Ice Imp** | | | **Minion: Grade 1** |
|---|---|---|---|
| ***Tiny Magical Humanoid (Infernal); ½ x ½ sq.*** | | | ***XPV: 10*** |
| Composure Pool: 3 – Striker: +1 damage on a hit / turn | | | SR 4 |
| Physical | Mental | Social | Speed: 5 |
| Brawn 2,0 | Genius 2,0 | Appeal 2,0 | Saves 4, BBC |
| Dexterity 2,4 | Savvy 2,3 | Empathy 1,1 | AP: 0 |

**Ice** *(Water P) Cold, Atk;* Major, ↓2X+1: Move 1. Roll vs Phy. in Melee X+1.

**Frostedge** *(Water T1) Cold;* Free, When you deal Water dmg: Deal 1 damage to hit targets adj. to allies.

**Frostfeet** *(Water T1) Stance;* Free: Whenever you deal Cold or Water dmg to a foe, you may slide the target 1 square.

**Water ACC** *(Max Comp.: ↑3);* Customs A, Nimble BB, Perception AB, Precision AA, Shrewd A, Stealth BC, Tactics AC, Trickery B, Vigilance BB, (Appeal, Brawn, Genius AA); Darkvision; Languages: Demonic

**Gear:** Thin Icicle (Water 2), Cool Wit (Tactics 1), Keen Eye (Stealth 1), Ice Blade ↑**2 Cold**, 2gp

The Blizzard Imp gets up next to multiple foes, uses Snowburst, then uses Frostfeet to move them near tougher allies so they can use Frostedge on them for more damage and Frostfeet slides.

| **Nettle Imp** | | | **Minion: Grade 1** |
|---|---|---|---|
| ***Tiny Magical Humanoid (Infernal); ½ x ½ sq.*** | | | ***XPV: 10*** |
| Composure Pool: 3 – Striker: +1 damage on a hit / turn | | | SR 4 |
| Physical | Mental | Social | Speed: 5 |
| Brawn 2,4 | Genius 2,1 | Appeal 2,0 | Saves 4, BBC |
| Dexterity 2,0 | Savvy 2,3 | Empathy 2,2 | AP: 0 |

**Razorvine** *(Earth P) Plant, Slashing, Atk;* Major, ↓2X dice: Roll vs Phy. on foes in an Area X+1. Foes that end their next turn in the area take X+1 dmg.

**Earthen Grip** *(Earth T2)* Spend 2X+3 Earth Edge: Impaired foes are immobilized and suffer X ongoing dmg, save ends. Max X is 2.

**Undergrowth** *(Earth T3) Primal;* Full, Sustain Free, Lock ↓3X: An area 9 is rough terrain X+3. Foes ending their turn in it take X dmg.

**Earth ACC** *(Exper. Total: 3E, Max Component: ↑3);* Athletics AB, Craft A, Customs AA, Durability AA, Intimidate AA, Lore A, Nature AB, Perception ABC, Shrewd AC, Tactics AA, Trickery BB, Vigilance AA, (Appeal AA, Dexterity AA); Darkvision; Languages: Demonic

**Gear:** Thorned Wand (Earth 2), Wit (Perception 1), Moodstone (Shrewd 1), Experiment **+2E to Earthen Grasp**, 2gp

The Nettle Imps get right up near enemies in order to make use of Undergrowth. Once in melee range, they attack with Razorvines to try and use Earthen Grasp. They only need 2 to spend, as their Experiment gives them the other 2 every turn.

## Succubus

Succubi are the leaders of Infernal society. They use mental assault in order to convince victims to undergo the Cleansing Flame Spell and become infernals themselves. Succubi are more interested in controlling creatures than killing them.

| **Succubus, Greater** | | | **Elite: Grade 4** |
|---|---|---|---|
| ***Medium Magical Humanoid (Infernal)*** | | | ***XPV: 40*** |
| Composure Pool: 12 – Controller: ↓1 one foe / turn | | | SR 4 |
| Physical | Mental | Social | Speed: 6 |
| Brawn 3,0 | Genius 2,0 | Appeal 4,6 | Saves 7, BBCC |
| Dexterity 4,4 | Savvy 3,4 | Empathy 2,3 | AP: 1+1 |

**Captivate** *(Mind P) Phantasm, Fae;* Major: Roll vs Mental on a foe in 1 range increment. Impaired foes are pushed or pulled 1. Spend 2X+2 Edge: ↓X+1 to impaired foes, save ends (+X difficulty).

**Maze of the Mind** *(Mind T4)* Full x2: Roll vs Men. on a foe in Melee or 1 RI. Dmg. is ongoing. An Impaired foe is staggered, save ends.

**Phantasmal Terror** *(Mind T3)* Spend 6 Edge or 3 Crits: Impaired foes are staggered, save ends.

**Deceive** *(Mind T3)* Spend 2X+10 Men. Edge: Impaired foes confuse friends for foes and vice versa, save ends, (+X difficulty).

**Comfort** *(Mind T3)* Maneuver: Heal you or an adj. ally 3 composure.

**Scapegoat** *(Mind T5) Stance;* Maneuver, Choose one enemy: Whenever a you or an adj. ally takes dmg, the target foe also takes half that dmg as necrotic dmg. Roll. If the target is further than Success squares away, end this stance.

**Mind BBCC** *(Blood / turn: 4);* Charm ABCC, Customs A, Entertain AAAA, Leadership AAAA, Nimble AACC, Perception AAA, Precision AAAB, Shrewd A, Stealth AAAA, Tactics AAA, Trickery BC, Vigilance ACC, (Brawn AAA, Genius AA); Natural Weapon (Claw), Resist Fire 1; Languages: Demonic

**Gear:** Serpent Familiar (Mind 2), Light Clothes (Nimble 2), Charming Demeanor (Charm 2), Bag of Tricks (Trickery 2, Vigilance 2), 60gp

The Greater Succubus attempts to Captivate their foes with phantasms of their greatest desires, fooling them into being useful tools, rather than simply killing opponents. Use an AP to Maze of the Mind on a particularly difficult foe if they have significant upgrades. They will use 3 blood a turn for 1 upgrade or spend 8 composure and 4 blood to get 4 upgrades, especially useful for Maze of the Mind.

| **Succubus, Lesser** | | | **Basic: Grade 2** |
|---|---|---|---|
| ***Medium Magical Humanoid (Infernal)*** | | | ***XPV: 20*** |
| Composure Pool: 6 – Controller: ↓1 one foe / turn | | | SR 4 |
| Physical | Mental | Social | Speed: 5 |
| Brawn 2,0 | Genius 2,0 | Appeal 3,5 | Saves 6, BCC |
| Dexterity 3,3 | Savvy 2,0 | Empathy 1,1 | AP: 1 |

**Captivate** *(Mind P) Phantasm, Fae;* Major: Roll vs Mental on a foe in 1 range increment. Impaired foes are pushed or pulled 1. Spend 2X+2 Edge: ↓X+1 to impaired foes, save ends (+X difficulty).

**Bewilder** *(Mind T2)* Spend 6X E: Impaired targets use a basic Major action of your choosing. You choose the action's targets.

**Maze of the Mind** *(Mind T4)* Full x2: Roll vs Men. on a foe in Melee or 1 RI. Dmg. is ongoing. An Impaired foe is staggered, save ends.

**Comfort** *(Mind T3)* Maneuver: Heal you or an adj. ally 3 composure.

**Mind BCC** *(Blood / turn: 3);* Charm BCC, Customs A, Entertain AAA, Leadership AAA, Nimble ABC, Precision AAC, Shrewd A, Stealth AAA, Trickery B, (Brawn, Genius AA, Savvy AA); Natural Weapon (Claw), Resist Fire 1; Languages: Demonic

**Gear:** Serpent Familiar (Mind 2), Charming Demeanor (Charm 2), Light Clothes (Nimble 1), Gloves (Precision 1), 25gp

The Lesser Succubus uses no attacks, but tries to Captivate foes. Use their AP to Maze of the Mind on a particularly difficult foe if they have significant upgrades. They will use 3 blood a turn for 1 upgrade or spend 6 composure and 3 blood to get 3 upgrades, especially useful for Maze of the Mind.

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## Insect

Insects are not a big threat except in large groups or gigantic sizes.

### Giant Fire Beetle — Elite: Grade 4

***Medium Natural Arthropod (Insectoid)*** — ***XPV: 40***

Composure Pool: 12 – Controller: ↓1 one foe / turn — SR 4

| Physical | Mental | Social | Speed: 4, Fly 4, Glide 6 |
|---|---|---|---|
| Brawn 3,4 | Genius 1,0 | Appeal 3,0 | Saves 7, BBCC |
| Dexterity 4,6 | Savvy 4,5 | Empathy 2,0 | AP: 1+1 |

**Singe** *(Fire P) Atk;* Major, ↓X: Roll vs Phy. on a foe in X+1 RIs. 1 of the dmg is ongoing, save ends.

**Torrent of Torment** *(Fire T3)* Full, ↑2, ↓X dice: Roll vs Phy. on a Line X+2. Half of the dmg dealt is instead ongoing dmg, save ends.

**Char** *(Fire T3)* Spend X Fire Edge. Hit foes downgrade their physical defenses by X, save ends.

**Ablaze** *(Fire T3) Stance;* Maneuver, Lock ↓3X: At the end of each of your turns, enemies adj. to you take X fire dmg. +X dmg on hit. X cannot be more than your Fire ranks.

**Fire BBCC** *(Stunt Bon.: +AAAA);* Athletics AAA, Customs AA, Durability AAB, Intimidate ABC, Nimble AABB, Perception ABCC, Precision AAAA, Shrewd AA, Stealth ABCC, Tactics AAAA, Trickery AA, Vigilance ABCC, (Appeal AAA, Genius A); Natural Weapon (Bite), Normal Vision, **Soak 1,** Vibrosense, Wings 2; Glide, Fly; Languages: -none-

**Gear:** Sharp Mandibles (Fire 2), Antennae (Vigilance 2, Perception 2), Chitinous Claws (Stealth 2), Shiny Carapace (Intimidate 2), 60gp

### Fire Beetle — Minion: Grade 1

***Tiny Natural Arthropod (Insectoid); ½ x ½ sq.*** — ***XPV: 10***

Composure Pool: 3 – Striker: +1 damage on a hit / turn — SR 4

| Physical | Mental | Social | Speed: 5, Fly 4 |
|---|---|---|---|
| Brawn 2,4 | Genius 2,0 | Appeal 2,0 | Saves 4, BBC |
| Dexterity 2,0 | Savvy 2,0 | Empathy 3,1 | AP: 0 |

**Demonflame** *(Fire P) Atk;* Major, ↓X dice: Roll vs Phy. on an adj. Line X+3. X of the damage is ongoing, save ends.

**Ablaze** *(Fire T3) Stance;* Maneuver, Lock ↓3X: At the end of each of your turns, enemies adj. to you take X fire dmg. +X dmg on hit. X cannot be more than your Fire ranks.

**Fire ACC**, Athletics AB, Customs AB, Durability ABC, Intimidate AA, Shrewd AAB, Trickery A, (Appeal, Dexterity, Genius, Savvy AA); Natural Weapon (Bite), Normal Vision, **Soak 1,** Vibrosense, Wings 2; Fly; Languages: -none-

**Gear:** Jaws (Fire 2), Antennae (Shrewd 1), Burly (Durability 1), 10gp

### Giant Beetle — Basic: Grade 2

***Small Natural Arthropod (Insectoid)*** — ***XPV: 20***

Composure Pool: 6 – Striker: +1 damage on a hit / turn — SR 4

| Physical | Mental | Social | Speed: 5, Fly 4 |
|---|---|---|---|
| Brawn 3,5 | Genius 1,0 | Appeal 2,0 | Saves 5, BCC |
| Dexterity 2,0 | Savvy 2,0 | Empathy 3,3 | AP: 1 |

**Bite** *(Unarmed P) Crushing, Atk;* Major, ↑2: Roll vs Phy. on a foe in Melee.

**Three-Prong Strike** *(Unarmed T3) Atk;* Full, Weapon: Roll vs Phy. on a foe in Melee, 3 times. Each attack deals half dmg. On a hit, slide the foe 1 and shift into the vacated square.

**Cramping Strike** *(Unarmed T2)* Spend 4 Melee Edge: Impaired foes are immobilized, save ends.

**Unarmed BCC** (Stunt Bonus: +AAA); Athletics BBC, Customs ABB, Durability BCC, Intimidate AAA, Shrewd ABC, Trickery AAA, (Genius A, Appeal, Dexterity, Savvy AA); Natural Weapon (Bite), Normal Vision, **Soak 1,** Vibrosense, Wings 2; Fly; Languages: -none-

**Gear:** Sharp Mandibles (Unarmed 2), Shiny Carapace (Durability 2), Chitinous Claws (Athletics 1), Antennae (Shrewd 1), 25gp

### Giant Beetle, Lesser — Fodder: Grade 0

***Tiny Natural Arthropod (Insectoid); ½ x ½ sq.*** — ***XPV: 5***

Composure Pool: 0 – Controller: ↓1 one foe / turn — SR 4

| Physical | Mental | Social | Speed: 5, Fly 4 |
|---|---|---|---|
| Brawn 1,2 | Genius 1,0 | Appeal 1,0 | Saves 5, ABC |
| Dexterity 1,0 | Savvy 1,0 | Empathy 1,1 | AP: 0 |

**Bite** *(Unarmed P) Crushing, Atk;* Major, ↑2: Roll vs Phy. on a foe in Melee.

**Unarmed ABC** Athletics AB, Customs BB, Durability ABC, Intimidate AA, Shrewd AA, Trickery AA, (Appeal, Dexterity, Genius A, Savvy AA); Natural Weapon (Bite), Normal Vision, **Soak 1,** Vibrosense, Wings 2; Languages: -none-

**Gear:** Sharp Mandibles (Unarmed 1), Antennae (Durability 1), 2gp

### Copperpede — Fodder: Grade 0

***Tiny Magical Arthropod (Pede); ½ x ½ sq.*** — ***XPV: 5***

Composure Pool: 0 – Leader: ↑1 (ea adj or 1 ally) / turn — SR 4

| Physical | Mental | Social | Speed: 4 |
|---|---|---|---|
| Brawn 1,0 | Genius 1,0 | Appeal 1,0 | Saves 4, ABC |
| Dexterity 1,2 | Savvy 1,0 | Empathy 1,0 | AP: 0 |

**Bite** *(Unarmed P) Crushing, Atk;* Major, ↑2: Roll vs Phy. on a foe in Melee.

**Tumble** *(Unarmed T1)* 2E: Foes are pushed [Dmg] or knocked prone.

**Unarmed ABC**, Nimble BB, Precision BB, Stealth ABC, (Appeal, Brawn, Genius A, Empathy, Savvy AA); Darkvision, Climber 1, Natural Weapon (Bite), Skinny 1; Languages: -none-

**Gear:** Jaws (Unarmed 1), Antennae (Stealth 1), 2gp

### Ironpede — Minion: Grade 1

***Tiny Magical Arthropod (Pede); ½ x ½ sq.*** — ***XPV: 10***

Composure Pool: 3 – Leader: ↑1 (ea adj or 1 ally) / turn — SR 4

| Physical | Mental | Social | Speed: 4 |
|---|---|---|---|
| Brawn 2,0 | Genius 2,0 | Appeal 2,0 | Saves 4, BBC |
| Dexterity 2,4 | Savvy 2,3 | Empathy 2,1 | AP: 0 |

**Bite** *(Unarmed P) Crushing, Atk;* Major, ↑2: Roll vs Phy. on a foe in Melee.

**Metal Bite** *(Martial T2) Atk;* Full, ↑5: Roll vs Phy. on a foe in Melee.

**Tumble** *(Unarmed T1)* 2E: Foes are pushed [Dmg] or knocked prone.

**Unarmed ACC**, Customs A, Nimble BB, Perception AA, Precision AA, Shrewd A, Stealth ABC, Tactics AA, Trickery AB, Vigilance BC, (Appeal, Brawn, Genius AA); Darkvision, Climber 1, Natural Weapon (Bite), Skinny 1; Languages: -none-

**Gear:** Jaws (Unarmed 2), Feet (Stealth 1), Antennae (Vigilance 1), 10gp

### Steelpede — Basic: Grade 2

**Small Tiny Magical Arthropod (Pede)** — **XPV: 20**

Composure Pool: 6 – Leader: ↑1 (ea adj or 1 ally) / turn — SR 4

| Physical | Mental | Social | Speed: 4 |
|---|---|---|---|
| Brawn 2,0 | Genius 2,0 | Appeal 2,0 | Saves 5, BCC |
| Dexterity 3,5 | Savvy 3,5 | Empathy 2,1 | AP: 1 |

**Bite** *(Unarmed P) Crushing, Atk;* Major, ↑2: Roll vs Phy. on a foe in Melee.

**Metal Bite** *(Martial T2) Atk;* Full, ↑5: Roll vs Phy. on a foe in Melee.

**Tumble** *(Unarmed T1)* 2E: Foes are pushed [Dmg] or knocked prone.

**Brutal Bite** (Natural Weapon Bite T1) Perk: Your bite is Puncture 1 and gains +1 dmg on hit.

**Unarmed BCC** *(Stunt Bonus: +AAA);* Customs A, Nimble BBC, Perception AAA, Precision AAA, Shrewd A, Stealth BBC, Tactics AAA, Trickery AB, Vigilance BCC, (Appeal, Brawn, Genius AA); Darkvision, Climber 1, Natural Weapon (Bite), Skinny 1; Languages: -none-

**Gear:** Jaws (Unarmed 2), Antennae (Vigilance 2), Flexible Carapace (Nimble 1), Many Feet (Stealth 1), 25gp

## Karablan

Karablan are Humanoids with dragon heritage.

**Karablan Flamewarden** — **Basic: Grade 2**
*Large Draconic Humanoid (Humanoid); 2×2 sq.* — *XPV: 20*

Composure Pool: 6 – Controller: ↓1 one foe / turn — SR 5

| Physical | Mental | Social | Speed: 6, Fly 5 |
|---|---|---|---|
| Brawn 3,5 | Genius 3,3 | Appeal 2,0 | Saves 6, BCC |
| Dexterity 2,0 | Savvy 2,0 | Empathy 3,3 | AP: 1 |

**Energy Bolt** *(Evocation P) Cold, Fire, or Lightning, Atk;* Major, ↓X dice: Roll vs Phy. on a foe in X+2 RIs.

**Flame Breath** *(Dragon T1) Fire, Atk;* Full, ↓2X dice: Roll vs Phy. on foes in an Area X+4. 2X of the dmg is ongoing, save ends.

**Bernard's Black Beam** *(Evocation T1) Modifier;* ↓X+2 dice: Your roll targets a Line 2X. Impaired foes are weakened, save ends.

**Evocation BCC** *(Experiment Total: 3E, Max Component: ↑3);* (Craft, Intimidate AAA, Appeal, Dexterity, Savvy AA, Customs, Trickery A, Athletics, Nature, Shrewd ABC, Durability, Lore AAB); Infravision, Wings 2, Weapon (Tail and Claws); Fly; Languages: Common, Dragon

**Gear:** Crooked Wand (Evocation 2), Moodstone (Shrewd 2), Support Belt (Athletics 1), Collection of Herbs (Nature 1), Experiment **+2E to Bernard's Black Beam**, Brimstone ↑**2 Fire**, 9gp

**Karablan Warcaster** — **Basic: Grade 2**
*Large Draconic Humanoid (Humanoid); 2×2 sq.* — *XPV: 20*

Composure Pool: 6 – Striker: +1 damage on a hit / turn — SR 5

| Physical | Mental | Social | Speed: 6, Fly 5 |
|---|---|---|---|
| Brawn 3,4 | Genius 3,5 | Appeal 2,0 | Saves 5, BCC |
| Dexterity 2,0 | Savvy 2,0 | Empathy 1,0 | AP: 1 |

**Accelerate Entropy** *(Innovator P) Temporal, Atk;* Major, ↑1: Roll vs Phy. on a foe in Melee this or the last two turns.

**Lightning Breath** *(Dragon T1) Lightning, Atk;* Full, ↓X dice: Roll vs Phy. on foes in an adj. Line X+3. Impaired foes are dazed one turn.

***Warp Step** *(Innovator T2) Teleport;* Maneuver, 3XE or X Crits: Teleport X+1 squares.

**Innovator BCC** *(Experiment Total: 3E, Max Component: ↑3);* Athletics ABC, Craft AAA, Durability ABC, Intimidate ACC, Lore AAB, Nature ABB, (Appeal, Dexterity, Savvy AA, Empathy A); Infravision, Wings 2, Weapon (Tail and Horns); Fly; Languages: Common, Dragon

**Gear:** Blade Drone (Innovator 2), Rude Hair (Intimidate 2), Support Belt (Athletics 1), Hard Scales (Durability 1), Experiment ***+3E to Warp Step**, Sledge ↑**1 Crushing**

## Mummy

Mummies are undead with great magical powers. Often they serve as guardians of their own tombs, cursed to guard forever.

**Mummy Blight** — **Fodder: Grade 0**
*Large Undead Humanoid (Willed Undead); 2×2 sq.* — *XPV: 5*

Composure Pool: 0 – Controller: ↓1 one foe / turn — SR 4

| Physical **Soak 2** | Mental | Social | Speed: 7 |
|---|---|---|---|
| Brawn 2,0 | Genius 3,2 | Appeal 1,0 | Saves ABC |
| Dexterity 2,0 | Savvy 2,0 | Empathy 2,0 | AP: 0 |

**Parasite Strike** *(Death P) Necrotic, Atk;* Major: Roll vs Phy. on a foe in Melee. On Success, heal composure equal to wounds you dealt.

**Death Scarabs** *(Death T3)* XE: X of this attack's dmg is instead ongoing, save ends. Impaired targets are Slowed X, save ends.

**Death ACC** *(Max Favor: ↑6, Max Retribution: 3C);* Craft BB, Lore ABB, Nature AB, (Brawn, Dexterity, Empathy, Savvy AA, Appeal A); **Soak 2;** Languages: -none

**Gear:** Funerary Wraps (Death 2)

The blight is a vicious melee combatant that brings a payload of death scarabs concealed in it's wraps. The blight does well when focusing on a single foe, covering it with beetles until nothing is left but shards of bone.

**Mummy Host** — **Minion: Grade 1**
*Medium Undead Humanoid (Willed Undead)* — *XPV: 10*

Composure Pool: 3 – Striker: +1 damage on a hit / turn — SR 4

| Physical | Mental | Social | Speed: 6 |
|---|---|---|---|
| Brawn 3,3 | Genius 2,0 | Appeal 1,0 | Saves BBC |
| Dexterity 2,0 | Savvy 2,0 | Empathy 2,0 | AP: 0 |

**Bitter Poison** *(Death P) Poison, Atk;* Major, Move 1: Roll vs Phy. on a foe in Melee. Damage is ongoing, save ends.

**Death Throes** *(Death P) Undead, Melee, Atk;* Major, ↓X: Roll vs Phy. on a foe adj. to you or a dead body or undead within 2X+2 RIs.

**Enervate** *(Death T2)* Spend 3X Death or Poison Edge: Impaired foes have ↓2X, save ends (+2 difficulty).

**Death ACC** *(Max Favor: ↑6, Max Retribution: 3C);* Athletics BB, Durability ABC, Intimidate ABB, (Appeal A, Dexterity, Empathy, Genius, Savvy AA); **Soak 2;** Languages: -none-

**Gear:** Funerary Wraps (Durability 1, Death 2)

The host is a shambling pile of bones, usually a servant who was mummified to protect a powerful mummy master. The host weakens foes and coordinates attacks on a single target with Death Throes.

**Mummy Plaguebearer** — **Basic: Grade 2**
*Medium Undead Humanoid (Willed Undead)* — *XPV: 20*

Composure Pool: 6 – Controller: ↓1 one foe / turn — SR 4

| Physical | Mental | Social | Speed: 6 |
|---|---|---|---|
| Brawn 3,5 | Genius 2,0 | Appeal 1,0 | Saves BCC |
| Dexterity 3,0 | Savvy 2,0 | Empathy 2,0 | AP: 0 |

**Death Throes** *(Death P) Undead, Melee, Atk;* Major, ↓X: Roll vs Phy. on a foe adj. to you or a dead body or undead within 2X+2 RIs.

**Death Touch** *(Water P) Cold, Death, Atk;* Major, ↓X dice: Roll vs Phy. on a foe in Melee 1. Spend X+1 Edge: Impaired foes are immobilized, save ends (+X difficulty).

**Toxic Cloud** *(Death T4) Poison, Atk;* Full, ↓X, Move X: Roll vs Phy. on foes in an Area X+5, doing ½ dmg. If foes end their next turn in the area, the take the other½ as ongoing dmg, save ends (+2 diff).

***Death Scarabs** *(Death T3)* Spend X Death or Undead Edge: X of this attack's dmg is instead ongoing, save ends. Impaired targets are slowed X, save ends.

***Soul Snap** *(Death T5)* Spend 12 Shadow or Undead Edge: Impaired foes are immobilized, staggered, and weakened, save ends (+2 diff).

**Death BCC** *(Experiment Total: 3E, Max Component: ↑3),*
**Water BCC** *(Experiment Total: 3E, Max Component: ↑3);* Intimidate BCC, (Athletics ABB, Durability ABB, Dexterity AAA, Empathy, Genius, Savvy AA, Appeal A); **Soak 2;** Languages: -none-

**Gear:** Chilling Voice (Intimidate 2, Death 2, Water 2), Experiment ***+2E to Death Scarabs,** Experiment ***+2E to Soul Snap**, 9gp

The plaguebearer is a vicious melee combatant that brings a payload of death scarabs concealed in it's wraps. It can easily overwhelm a single foe with hordes of beetles using death scarabs, or whittle down groups of foes with the toxic cloud.

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## Ogre

Ogres are hulking brutish Humanoids that prefer to eat only other predators. Humans are particularly preferred. As few species can threaten them, their culture has become cruel and selfish. Ogres are hybrids of a troll and a giant.

**Ogre Brute** — **Elite: Grade 4**
***Huge Hybrid Humanoid (Giant); 3×3 sq.*** — ***XPV: 40***

| Composure Pool: 12 – Leader: ↑1 (ea adj or 1 ally) / turn | | | SR 4 |
|---|---|---|---|
| Physical | Mental | Social | Speed: 8 |
| Brawn 4,5 | Genius 4,6 | Appeal 2,0 | Saves 6, BBCC |
| Dexterity 3,2 | Savvy 2,3 | Empathy 3,0 | AP: 1+1 |

**Stalwart Smash** *(Stalwart P) Atk;* Major, Heavy Weapon: Roll vs Phy. on a foe in Melee. +1 dmg on hit.

**Stalwart Swipe** *(Stalwart T3) Atk;* Maneuver: Roll vs Phy. on a foe in Melee. Deal half dmg.

**Hurl** *(Stalwart T1) Modifier;* ↓X dice: You can throw a blunt object or weapon up to X RIs for this attack.

**Preparatory Strike** *(Stalwart T1) Modifier;* ↓X Weapon dice: If the attack hits, upgrade your next attack roll by 2X dice.

**Misleading Swing** *(Stalwart T4) Modifier;* Free: ↑3 to next Stalwart or Heavy Weapon roll this turn. It deals no dmg.

**Crushing Blow** *(Stalwart T4)* Spend X+5 Phy. Edge: Impaired foes are slowed X+1 and staggered, save ends.

**Stalwart BBCC** *(Blood / turn: 4);* Craft AAAA, Lore AAAB, Nature AAAA, Nimble AAA, Perception AC, Precision AAA, Stealth ABB, Tactics A, Vigilance B, (Appeal AA, Brawn ABCC, Empathy AAA); Mighty 1, **Soak 1;** Languages: Giant

**Gear:** Spiked Club (Stalwart 2), Support Belt (Athletics 2), Rude Hair (Intimidate 2), Burly (Durability 2), Sharp Eye (Perception 2), 60gp

The Ogre Brute will Hurl rocks until getting close, then uses Stalwart Swipe with Misleading Swing and Preparatory Strike to set up for a huge Smash attack follow-up.

## Skeleton

Skeletons are bones of the dead, animated by supernatural magic. Most have no mind of their own, but follow their masters will.

**Skeletal Giant** — **Lieutenant: Grade 5**
***Huge Undead Humanoid (Skeleton); 3×3 sq.*** — ***XPV: 50***

| Composure Pool: 17 – Striker: +1 damage on a hit / turn | | | SR 4 |
|---|---|---|---|
| Physical | Mental | Social | Speed: 8 |
| Brawn 4,0 | Genius 2,0 | Appeal 3,0 | Saves BCCC |
| Dexterity 3,5 | Savvy 4,6 | Empathy 3,0 | AP: 0 |

**Stalwart Surge** (Stalwart P) Atk; Major, Heavy Weapon: Move 3 or Shift 1. Roll vs Phy. on a foe in Melee.

**Fling** (Stalwart T4) Atk; Maneuver, ↑1: Roll vs Phy. on a foe in Melee. Success pushes instead of dealing dmg.

**Crushing Blow** (Stalwart T5) Spend X + 4 Crushing Edge: Impaired foes are slowed X and staggered, save ends.

**Unstoppable** (Stalwart T7) Maneuver x2: Use a Maneuver movement action. You and adj. allies gain Soak Stalwart ranks UYNTE.

**Blind Rage** (Stalwart T3) Stance, Agile; Maneuver, You may only use Stalwart and Basic talents while in this stance: Your melee attacks target all creatures in range (including allies).

**Stalwart BCCC** *(Stunt Bonus: +AAAA);* Perception AACC, Precision BBB, Tactics AABB, Vigilance ACCC, (Nimble, Stealth BCC, Brawn AAAA, Appeal, Empathy AAA, Genius AA); Fast 2, Resist Piercing 1, Resist Poison 2, Vulnerable Blunt 1, Vulnerable Radiant 1, Battle-Hardened (Stalwart T6); Languages: Common

**Gear:** Eyeless Sight (Perception 2 , Vigilance 3), Giantkin Claymore (3pt) 2H Heavy Blade **Stalwart ↑2 +1 Edge** (Stalwart 3), Polished Bone (Nimble 2, Stealth 2)

**Skeleton Archer** — **Fodder: Grade 0**
***Medium Undead Humanoid (Skeleton)*** — ***XPV: 5***

| Composure Pool: 0 – Striker: +1 damage on a hit / turn | | | SR 4 |
|---|---|---|---|
| Physical | Mental | Social | Speed: 6 |
| Brawn 1,0 | Genius 1,0 | Appeal 2,0 | Saves ABC |
| Dexterity 3,3 | Savvy 3,2 | Empathy 1,0 | AP: 0 |

**Hunter Strike** *(Hunter P) Atk;* Major, Choose one:
Ranged Weapon, ↓X dice: Roll vs Phy. on a foe in X+1 RIs. Move 1.
Melee Weapon: Shift 1. Roll vs Phy. on a foe in Melee.

**Rain of Pain** *(Hunter T1) Atk;* Full, Weapon: Move 1 square. Roll vs Phy. against an Area 3 in 1 RI.

**Hunter ACC** *(Stunt Bonus: +AAA);* Nimble ABB, Stealth AC, Vigilance ABB, (Appeal, Perception, Precision, Tactics AA, Brawn, Empathy, Genius A); Fast 2, Resist Piercing 1, Resist Poison 2, Vulnerable Blunt 1, Vulnerable Radiant 1; Languages: Common

**Gear:** Long Bow (2pt) 2H Heavy Bow Ranged w/ ammo Reload as a Free **+1 damage Puncture 1** (Hunter 2), Polished Bone (Stealth 1)

**Skeleton Scrapper** — **Minion: Grade 1**
***Medium Undead Humanoid (Skeleton)*** — ***XPV: 10***

| Composure Pool: 3 – Striker: +1 damage on a hit / turn | | | SR 4 |
|---|---|---|---|
| Physical | Mental | Social | Speed: 6 |
| Brawn 2,0 | Genius 1,0 | Appeal 2,0 | Saves BBC |
| Dexterity 3,3 | Savvy 3,3 | Empathy 2,0 | AP: 0 |

**Topple** (Vanguard P) Atk; Major: Roll vs Phy. on foes in Melee Line 2. Spend 1 Edge: Impaired foes are knocked prone.

**Crushing Distraction** (Vanguard T1) Success, Spend 2X Edge: X allies adj. to the target may shift X.

**Returning Strike** (Vanguard T2) Atk; Maneuver: Roll vs Phy. on a foe in Melee you hit with your previous action.

**Vanguard ACC** *(Stunt Bonus: +AAA);* Nimble ABB, (Stealth, Vigilance ABC, Appeal, Brawn, Empathy, Perception, Precision, Tactics AA, Genius A); Fast 2, Resist Piercing 1, Resist Poison 2, Vulnerable Blunt 1, Vulnerable Radiant 1; Languages: Common

**Gear:** Glaive (2pts) 2H Heavy Blade Staff Axe **Reach +1** (Vanguard 2), Polished Bone (Stealth 1), Eyeless Sight (Vigilance 1),

**Bone Dragon Marauder** — **Elite: Grade 4**
***Huge Undead Reptile (Dragon); 3×3 sq.*** — ***XPV: 40***

| Composure Pool: 20 – Defender: taunt 1 foe / turn | | | SR 4 |
|---|---|---|---|
| Physical | Mental | Social | Speed: 8, Fly 7 |
| Brawn 4,0 | Genius 3,5 | Appeal 1,0 | Saves 6, BBCC |
| Dexterity 2,0 | Savvy 4,6 | Empathy 3,5 | AP: 1+1 |

**Parasite Strike** *(Death P) Necrotic, Atk;* Major: Roll vs Phy. on a foe in Melee. On Success, heal composure equal to wounds you dealt.

**Death Scarabs** *(Death T3)* Modifier; ↓2X: X of the dmg is ongoing, save ends.

**Mind Fog** *(Death T4)* 3E: Impaired foes are dazed and weakened, save ends.

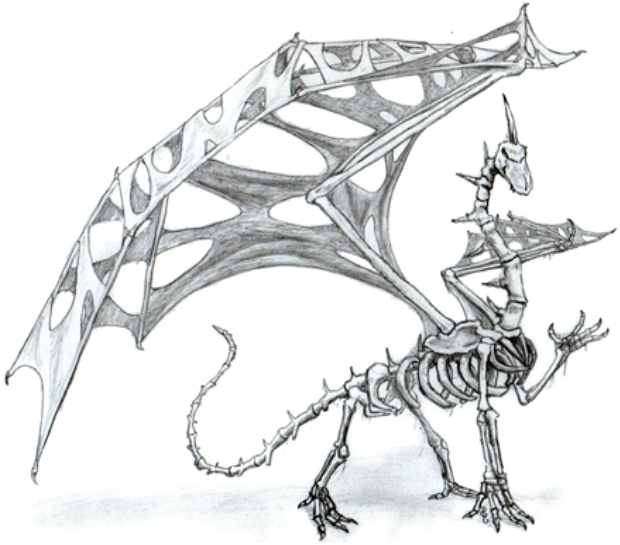
**Tainted Blood** *(Death T5) Stance, Poison;* Maneuver:
Atk; Quick, You take phy. wounds: Roll vs Phy. on a foe in Melee 1.

**Death's Embrace** *(Death T6)* Perk: When you are wounded, ↑X where X is how many wounds you have. Max of 3.

**Death BBCC** *(Blood / turn: 3);* Craft ABB, Customs BCC, Lore BCC, Nature AAB, Perception ABCC, Shrewd AAA, Tactics AAAA, Trickery AAA, Vigilance ABCC, (Appeal A, Brawn AAAA, Dexterity AA); Natural Weapon (Bite), Wings 1; Fly; Languages: Dragon

**Gear:** Dark Will (Death 2), Sharp (Perception 2), Diverse (Customs 2), Preparation (Vigilance 2), Research (Lore 2), 60gp

Unlike a normal undead skeleton, bone dragons are often animated by the surviving will of the dragon itself. Their spirits cling to their corporeal form, animating bones in an attempt at immortality.



**Bone Dragon Scourge** — **Boss: Grade 6**
***Huge Undead Reptile (Dragon); 3×3 sq.*** — ***XPV: 60***

Composure Pool: 30 – Defender: taunt 1 foe / turn — SR 4

| Physical | Mental | Social | Speed: 9, Fly 8 |
|---|---|---|---|
| Brawn 4,0 | Genius 3,5 | Appeal 3,0 | Saves 8, ABCCC |
| Dexterity 5,7 | Savvy 3,6 | Empathy 3,5 | AP: 2+1 |

**Acid Breath** *(Dragon T1) Acid, Atk;* Major, ↓2X dice: Roll vs Phy. on foes in Melee X.

**Decay** *(Death P) Necrotic, Atk;* Major, Take X Phy. wounds. If X = 0, ↑2, else ↑4: Roll vs Phy. on a foe in Melee. +2X dmg on hit. Max of 3.

**Death's Reach** *(Death T1) Modifier;* Maneuver: +1 RI & +2 puncture on rolls this turn.

***Festering** *(Death T1)* Spend 3X Death Edge: Hit foes have ongoing dmg X, save ends (+2 Diff).

**Grave Shift** *(Death T6) Stance, Undead;* Full, Lock ↓1: You become invisible and shift 4 squares. If you use an attack or move more than 2 in a turn, you become visible for one turn.

**Death's Embrace** *(Death T6)* Perk: When wounded, upgrade your dice by X where X is how many wounds you have. Max of 4.

**Death ABCCC** *(Experiment Total: 4E, Max Component: ↑4),* **Dragon ABCCC** *(Stunt Bonus: +AAAA);* Craft ABB, Customs BCC, Lore BCC, Nature AAB, Perception CCC, Shrewd AAA, Tactics AAA, Trickery AAA, Vigilance AAB, (Appeal AAA, Brawn AAAA, Dexterity AAAAA); Natural Bite, Wings 1; Fly; Languages: Dragon

**Gear:** Dark Will (Death 3), Keen Eye (Perception 3), Acid Fount (3pt): Technique 2H **Edge +2 (Dragon 3)**, Well-Read (Customs 2), Researcher (Lore 2), Experiment **+4E to Festering**, Celethi Mage's Skull ↑**3 Death**, 144gp

3 Dragon 4

## Spider

In the depths of the darkest caves, in the deepest jungles and ancient ruins one might find these monstrosities. Spiders build webs to trap unwary victims, using their innate web keyword (see Web, page 110). Spiders can easily climb webs using their climb speed as well.

**Spiderling** — **Fodder: Grade 0**
***Small Natural Arthropod (Spider)*** — ***XPV: 5***

Composure Pool: 0 – Leader: ↑1 (ea adj or 1 ally) / turn — SR 4

| Physical | Mental | Social | Speed: 5, Climb: 4 |
|---|---|---|---|
| Brawn 1,0 | Genius 1,0 | Appeal 2,0 | Saves ABC |
| Dexterity 3,2 | Savvy 2,0 | Empathy 1,0 | AP: 0 |

**Webbing** *(Web P) Atk;* Major, ↓X: Roll vs Phy. on a foe in Melee 1. X+1E: Impaired foes are immobilized, save ends (+X difficulty).

**Web ACC** *(↑4 Target is prone, ↑2 Target is slowed)*; Precision BB, (Nimble, Stealth ABB, Appeal, Savvy AA, Brawn, Empathy, Genius A); Climbing Claws, Natural Weapon (Bite); Strong Grip; Languages: Spider

**Gear:** Spinneret (Web 2), 2gp

**Giant Trap Door Spider** — **Elite: Grade 4**
***Large Natural Arthropod (Spider); 2×2 sq.*** — ***XPV: 40***

Composure Pool: 12 – Striker: +1 damage on a hit / turn — SR 4

| Physical | Mental | Social | Speed: 7, Climb: 6 |
|---|---|---|---|
| Brawn 3,0 | Genius 3,0 | Appeal 2,0 | Saves BBCC |
| Dexterity 4,6 | Savvy 4,6 | Empathy 3,0 | AP: 0 |

**Sweep** *(Unarmed P) Crushing, Atk;* Major: Roll vs Phy. on a foe in Melee. X+1E: Impaired foes are slid X and knocked prone.

**Webbing** *(Web P) Atk;* Major, ↓X: Roll vs Phy. on a foe in Melee 1. X+1E: Impaired foes are immobilized, save ends (+X difficulty).

**Rolling Stand** *(Unarmed T4) Movement;* Maneuver, You are prone: Shift 1 square, then stand from prone.

**Ground Stomp** *(Unarmed T2) Modifier;* ↓2X+2 dice: Roll vs Phy. on foes in Melee X+1. Impaired targets are pulled X.

**Monkey Grip** *(Unarmed T5) Atk, Stance, Grapple, Agile;* Full: Roll vs Phy. on an adj. foe. Success deals dmg & starts this stance. They are dazed, immobilized, & takes ongoing dmg 1, save ends. Perk: If you move while grappling a foe your size or smaller, they move with you.

**Iron Grip** *(Unarmed T4)* Perk: You have Leverage against targets you are grappled with when you are in a Grapple stance.

**Unarmed BBCC** *(↑4 All its limbs are free, ↑2 Two+ limbs are free),* **Web BBCC** *(↑4 Target is prone, ↑2 Target is slowed)*; Nimble ABCC, (Stealth, Vigilance BBCC, Perception, Precision, Tactics AAAA, Appeal AA, Brawn, Empathy, Genius AAA); Climbing Claws, Natural Weapon (Bite), Strong Grip; Languages: Spider

**Gear:** Nimble Legs (Nimble 2, Stealth 2, Unarmed 2), Eight Eyes (Vigilance 2), Spider Silk (Web 2)

**Giant Widow** — **Lieutenant: Grade 5**
***Huge Natural Arthropod (Spider); 3×3 sq.*** — ***XPV: 50***

Composure Pool: 15 – Controller: ↓1 one foe / turn — SR 4

| Physical | Mental | Social | Speed: 8, Climb: 7 |
|---|---|---|---|
| Brawn 3,0 | Genius 3,0 | Appeal 2,0 | Saves BCCC |
| Dexterity 4,6 | Savvy 4,6 | Empathy 3,0 | AP: 0 |

**Sweep** *(Unarmed P) Crushing, Atk;* Major: Roll vs Phy. on a foe in Melee. X+1E: Impaired foes are slid X and knocked prone.

**Webbing** *(Web P) Atk;* Major, ↓X: Roll vs Phy. on a foe in Melee 1. X+1E: Impaired foes are immobilized, save ends (+X difficulty).

**Three-Step Disrupt** *(Unarmed T3)* 2E: If the foes are staggered, they are also immobilized, save ends. If dazed, they are staggered instead, save ends. Otherwise if impaired, they are dazed, save ends.

**Rolling Stand** *(Unarmed T4) Movement;* Maneuver, You are prone: Shift 1 square, then stand from prone.

**Ground Stomp** *(Unarmed T2) Modifier;* ↓2X+2 dice: Roll vs Phy. on foes in Melee X+1. Impaired targets are pulled X.

**Swaying Reed** *(Unarmed T3) Stance, Agile;* Maneuver: +1 dmg. Free, You are missed by a melee attack: Roll vs Phy. on that foe. Success swaps places with them instead of dmg.

**Unarmed BCCC** *(↑4 All its limbs are free, ↑2 Two+ limbs are free),* **Web BCCC** *(↑4 Target is prone, ↑2 Target is slowed)*; Nimble ABCC, Perception AABB, (Precision, Tactics AAAA, Stealth, Vigilance BBCC, Appeal AA, Brawn, Empathy, Genius AAA); Climbing Claws, Natural Weapon (Bite), Strong Grip; Languages: Spider

**Gear:** Nimble Legs (Nimble 2, Stealth 2, Unarmed 3), Eight Eyes (Vigilance 2), Spider Silk (Web 3)

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## Troll

Trolls are brutish creatures with amazing powers of regeneration. Most are dark hairy creatures covered in horns and huge warts that rend foes with their claws or crude weapons. They are not particularly intelligent or civilized.

**Troll Grunt** — **Minion: Grade 1**
***Medium Unnatural Humanoid (Troll)*** — ***XPV: 10***

Composure Pool: 3 – Leader: ↑1 (ea adj or 1 ally) / turn — SR 4

| Physical | Mental | Social | |
|---|---|---|---|
| | | | Speed: 7 |
| Brawn 2,0 | Genius 2,1 | Appeal 1,0 | Saves BBC |
| Dexterity 2,0 | Savvy 3,3 | Empathy 2,0 | AP: 0 |

**Parasite Strike** *(Death P) Necrotic, Atk;* Major: Roll vs Phy. on a foe in Melee. Success: heal X composure where X is wounds you dealt.

**Enervate** *(Death T2)* 3XE: Impaired foes ↓2X, save ends (+2 diff).

**Death ACC** (Stunt Bonus: +AAA); Craft AB, Perception BC, (Tactics, Vigilance ABC, Brawn, Dexterity, Empathy, Lore, Nature AA, Appeal A); Darkvision, Fast 1, Nat. Weap. (Claw); Longstrider; Lang: Giant

**Gear:** Rank Breath (Death 2), Talisman (Perception 1, Tactics 1, Vigilance 1), 6gp

While their opponents still have composure, the Grunts will Enervate their foes so they cannot fight back. Once they are causing wounds, the Troll Grunts whip each other up into a fervor with their combat role buffs so that they can drain enemy health with the wounds they deal.

**Troll Shaman** — **Elite: Grade 4**
***Large Unnatural Humanoid (Troll); 2×2 sq.*** — ***XPV: 40***

Composure Pool: 20 – Defender: taunt 1 foe / turn — SR 4

| Physical | Mental | Social | |
|---|---|---|---|
| | | | Speed: 6 |
| Brawn 4,0 | Genius 4,5 | Appeal 1,0 | Saves BBCC |
| Dexterity 2,0 | Savvy 4,6 | Empathy 3,0 | AP: 0 |

**Shadow's Grasp** *(Death P) Fear, Shadow, Atk;* Major, ↓X dice: Roll vs Phy. on a foe in Melee 2X+2. Impaired targets are pulled X+1.

**Cloud of Flies** *(Death T1)* Modifier; ↓X+1 Supernatural dice: This roll affects a Line X+2. Creatures that end a turn in the area before your next turn take X dmg.

**Lifedrain** *(Death T2)* Spend 2X Phy. Edge: You heal X composure on yourself or an ally within 1 RI. X cannot be more than the dmg you dealt to a single target this turn.

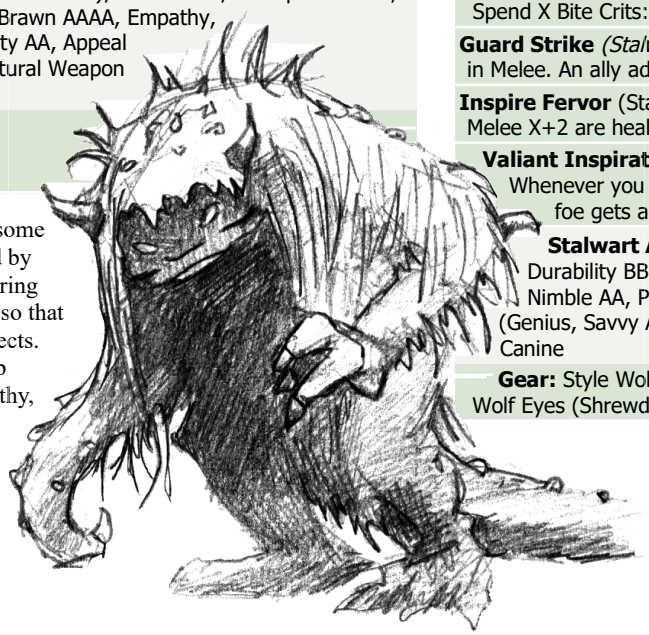
**Shadow Teleport** *(Death T4)* Maneuver: Teleport 2 squares, adj. to a foe you hit with a Death attack your previous action.

**Wavering Cloak** *(Death T5) Stance;* Major: Whenever you hit a foe with a Necrotic, Shadow, or Undead attack, choose one: gain Soak 2 for one turn or shift 2.

**Fearsome Visage** *(Death T3)* Perk: Whenever you pull a foe that is adj. to you, you may instead daze them, save ends.

**Death BBCC** (Stunt Bonus: +AAAA); Craft ABCC, Perception AACC, (Tactics, Vigilance BBCC, Brawn AAAA, Empathy, Lore, Nature AAA, Dexterity AA, Appeal A); Darkvision, Fast 1, Natural Weapon (Claw); Languages: Giant

**Gear:** Tokens (Craft 2, Perception 2, Tactics 2, Vigilance 2, Death 2),



The troll shaman is a fearsome foe, especially surrounded by allies. She starts the Wavering Cloak as soon as possible so that they can start using its effects. Lifedrain is how they keep themselves and allies healthy, pulling foes off of allies with their taunt and shadow's grasp.

## Snow Troll

The snow troll has bright white fur, preferring to live in snowy terrain where it can easily ambush foes it encounters.

**Snow Troll Slasher** — **Basic: Grade 2**
***Medium Unnatural Humanoid (Troll)*** — ***XPV: 20***

Composure Pool: 6 – Controller: ↓1 one foe / turn — SR 4

| Physical | Mental | Social | |
|---|---|---|---|
| | | | Speed: 6 |
| Brawn 3,0 | Genius 2,4 | Appeal 1,0 | Saves BCC |
| Dexterity 2,0 | Savvy 3,4 | Empathy 2,0 | AP: 0 |

**Freezing Touch** *(Water P) Cold, Atk;* Major, ↓X dice: Roll vs Phy. on a foe in Melee 1. Spend X+1 Edge: Impaired foes are immobilized, save ends (+X difficulty).

**Ice Storm** *(Water T2) Modifier;* ↓X Cold dice. Your roll covers an Area X and gains 2 squares of range.

**Moment of Peace** *(Water T3) Healing;* Maneuver: Heal you or an adj. ally X composure, where X is your ranks in Water.

**Icy Carapace** *(Water T3) Stance;* Free x2, Lock ↓X: Foes that end their turn adj. to you take Water ranks Cold dmg. You gain Soak X+1. X cannot be more than your Water ranks.

**Water BCC** *(↑4 Glacier, Lake, River, Ocean, precipitation, ↑2 Some humidity, anywhere the air isn't too dry);* Craft CC, Perception BBB, (Tactics, Vigilance BBC, Brawn AAA, Appeal A, Dexterity, Empathy, Lore, Nature AA); Darkvision, Fast 1, Natural Weapon (Claw); Languages: Giant

**Gear:** Talisman (Craft 2, Tactics 1, Vigilance 1), Frosty Fur (Water 2)

## Wolf

Wolves are social animals, they hunt in packs and use their numbers and tactics to overcome prey larger than them. Their packs usually consists of a mated pair who leads the pack, and their offspring. Sometimes they will adopt additional wolves to the pack, but the mated pair is always in command.

**Wolf Protector** — **Minion: Grade 1**
***Small Natural Beast (Wolf)*** — ***XPV: 10***

Composure Pool: 5 – Defender: taunt 1 foe / turn — SR 4

| Physical | Mental | Social | |
|---|---|---|---|
| | | | Speed: 5 |
| Brawn 2,2 | Genius 2,0 | Appeal 2,1 | Saves 4, BBC |
| Dexterity 2,3 | Savvy 2,0 | Empathy 1,2 | AP: 0 |

**Chomp** (Bite P) Piercing, Atk; Major: Roll vs Phy. on a foe in melee. Spend X Bite Crits: X impaired foes are dazed, save ends.

**Guard Strike** *(Stalwart P) Atk;* Major, Weapon: Roll vs Phy. on a foe in Melee. An ally adj. to you gains Soak 1 for one turn.

**Inspire Fervor** (Stalwart T3) Spend 5X+3 Radiant Edge: Allies in Melee X+2 are healed X+1 composure.

**Valiant Inspiration** (Stalwart T2) Stance, Stable; Maneuver: Whenever you dmg a foe in Melee 1, the next ally to attack that foe gets a ↑X on the roll. X is your ranks in Stalwart.

**Stalwart ACC** Athletics ABB, Charm AA, Customs B, Durability BB, Entertain AA, Intimidate AB, Leadership AB, Nimble AA, Precision AA, Shrewd B, Stealth AC, Trickery A, (Genius, Savvy AA); Darkvision, Weapon Bite, Scent; Languages: Canine

**Gear:** Style Wolf (2pt): **Technique 2H +1 Edge** (Stalwart 2), Wolf Eyes (Shrewd 1), Foot pads (Stealth 1), 10gp

| **Wolf Leader** | | | **Basic: Grade 2** |
|---|---|---|---|
| ***Small Natural Beast (Wolf)*** | | | ***XPV: 20*** |
| Composure Pool: 6 – Leader: ↑1 (ea adj or 1 ally) / turn | | | SR 4 |
| Physical | Mental | Social | Speed: 5 |
| Brawn 3,3 | Genius 2,0 | Appeal 3,5 | Saves 5, BCC |
| Dexterity 2,0 | Savvy 2,0 | Empathy 2,1 | AP: 1 |

**Chomp** *(Bite P) Piercing, Atk;* Major: Roll vs Phy. on a foe in melee. Spend X Bite Crits: X impaired foes are dazed, save ends.

**Inspiring Strike** *(Vanguard P) Atk;* Major, Weapon, ↓X dice: Roll vs Phy. on a foe in Melee. Allies get X+2 upgrades against hit foes for one turn.

**Double Strike** *(Vanguard T2) Atk;* Full, Weapon: Roll vs Phy. on a foe in Melee. Roll vs Phy. on a foe in Melee a second time.

**Paralyze** *(Vanguard T3)* 7E: Impaired foes are staggered and immobilized, save ends.

**Command Form** *(Vanguard T3) Stance, Stable;* Maneuver: Movement; Free, You hit an adj. foe: an ally adj. to you or that foe may shift one square.

**Vanguard BCC** (Stunt Bonus: +AAA); Athletics ABC, Charm ABC, Customs B, Durability AAA, Entertain AAA, Intimidate AAB, Leadership BCC, Shrewd AB, Trickery A, (Dexterity, Genius, Savvy AA); Darkvision, Weapon Bite, Scent; Languages: Canine

**Gear:** Style Wolf (2pt): **Technique 2H +1 Edge** (Vanguard 2), Neat Fur (Leadership 2), Perked Ears(Vigilance 1), Powerful Muscle (Athletics 1), 25gp

## Wraith

The wraith is an undead obsessed with the manner in which it died.

| **Pyre Wraith** | | | **Basic: Grade 2** |
|---|---|---|---|
| ***Medium Undead Humanoid (Wraith)*** | | | ***XPV: 20*** |
| Composure Pool: 10 – Defender: taunt 1 foe / turn | | | SR 4 |
| Physical | Mental | Social | Speed: 6 |
| Brawn 3,0 | Genius 3,0 | Appeal 1,0 | Saves BCC |
| Dexterity 2,0 | Savvy 4,4 | Empathy 3,0 | AP: 0 |

**Fireblast** *(Fire P) Atk;* Major, ↓X: Roll vs Phy. on foes in an Area X+1 XE: Foes that end their turn in the area take X damage.

**Death Throes** *(Death P) Undead, Melee, Atk;* Major, ↓X: Roll vs Phy. on a foe adj. to you or a dead body or undead within 2X+2 RIs.

**Conflagration** *(Fire T5)* Perk: Hit foes suffer ongoing dmg X, where X is the number of Earth or Fire Crits you rolled.

**Blazing Ember** *(Fire T4) Stance, Summon;* Maneuver: You summon an infernal being. It has no health or defenses, but threatens foes. If it is more than Fire ranks squares away, end this stance.
*Fire, Atk;* Free, Spend 2 Fire Edge, You and the Ember are flanking a foe that you hit: The foe takes Fire ranks ongoing dmg from the Ember, save ends (+1 difficulty).

**Ablaze** *(Fire T3) Stance;* Major, Lock ↓2X: The end of each of your turns, adj. foes take X+2 ongoing fire dmg, save ends (+1 diff).

**Death ABCC**, **Fire ABCC** *(Blood / turn: 3);* Perception AABB, Tactics AABC, Vigilance ABBC, (Brawn, Empathy, Genius AAA, Dexterity AA, Appeal A); Darkvision, Natural Weapon (Claw); Languages: Common

**Gear:** Grisly Past (Death 2, Fire 2, Tactics 1, Vigilance 1), 10gp

The pyre wraith is a blazing body of withered muscle and bones permanently alight via supernatural power. The pyre wraith always has Blazing Aura running and rushes into melee with its enemies.

## Zombie

Zombies are reanimated corpses created by supernatural pacts with dark forces. In Annor, most zombies are animated by the fell will of Tarlekk, god of the dead.

A zombie is generally mindless and soulless, having no will or mind of its own. Zombies are often minions of necromancers, although it is said that some zombies are supposed to have been spontaneously created on battlefields by the fear generated by the mortally wounded and the stench of death.

Note that because zombies are both mindless and soulless, they do not roll for initiative. All mental and social checks are static values.

| **Zombie Brawler** | | | **Minion: Grade 1** |
|---|---|---|---|
| ***Medium Undead Humanoid (Zombie)*** | | | ***XPV: 10*** |
| Composure Pool: 5 – Defender: taunt 1 foe / turn | | | SR 4 |
| Physical | Mindless | Soulless | Speed: 5 |
| Brawn 2,4 | Genius 1,0 | Appeal 2,0 | Saves 4, BBC |
| Dexterity 2,2 | Savvy 2,3 | Empathy 2,0 | AP: 0 |

**Decay** *(Death P) Necrotic, Atk;* Major, Take X Phy. wounds. If X = 0, ↑2, else ↑4: Roll vs Phy. on a foe in Melee. +2X dmg on hit. Max of 2.

**Wither** *(Death T1)* Spend 3 Edge: Impaired foes are dazed or weakened (choose 1), save ends.

**Stirring Dead** *(Death T3)* Perk: ↑1 against up to 2 foes adj. to undead or dead bodies within 2 size categories of you.

**Death ACC** *(Max Favor: ↑6, Max Retribution: 3C);* Athletics AA, Durability AA, Intimidate ABB, Nimble AA, Perception 0, Precision AA, Stealth ABC, Tactics 0, Vigilance 1, (Appeal, Empathy, Genius 0); **Mindless/Soulless** (vuln. Radiant), **Soak 1;** Languages: -none-

**Gear:** Rot (Death 2), Death (Stealth 1), Fearless (Vigilance 1), 10gp

| **Zombie Scrapper** | | | **Minion: Grade 1** |
|---|---|---|---|
| ***Medium Undead Humanoid (Zombie)*** | | | ***XPV: 10*** |
| Composure Pool: 3 – Striker: +1 damage on a hit / turn | | | SR 4 |
| Physical | Mindless | Soulless | Speed: 5 |
| Brawn 2,4 | Genius 2,0 | Appeal 2,0 | Saves 4, BBC |
| Dexterity 2,0 | Savvy 2,4 | Empathy 2,0 | AP: 0 |

**Decay** *(Death P) Necrotic, Atk;* Major, Take X Phy. wounds. If X = 0, ↑2, else ↑4: Roll vs Phy. on a foe in Melee. +2X dmg on hit. Max of 2.

**Festering** *(Death T1)* Spend 3X Death Edge: Hit foes have ongoing dmg X, save ends (+2 Diff).

**Stirring Dead** *(Death T3)* Perk: ↑1 against up to 2 foes adj. to undead or dead bodies within 2 size categories of you.

**Death ACC** *(Max Favor: ↑6, Max Retribution: 3C);* Athletics AA, Durability AA, Intimidate ABB, Nimble AAA, Perception 0, Precision AAA, Stealth AAB, Tactics 0, Vigilance 2, (Appeal, Empathy, Genius 0); **Mindless/Soulless** (vuln. Radiant), **Soak 1;** Languages: -none-

**Gear:** Rot (Death 2), Fearless (Vigilance 2)

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# Appendix

Making Foes in Aspect Prime is as easy as making player characters. The only difference is the pool of points to work with.

## Making Custom Foes

Sometimes you might want to make a new monster or creature for the characters to face. Making monsters is nearly identical to making a player character, except you have a few more options. Monster numbers on this chart are based on 1st level creatures with a social rank of 4.

### Grades

When you make a monster, you can use different grades from a fodder (enemies that tend to die in one hit) to epic (foes that can take on several characters by themselves). The grade of the monster determines how many points that monster gets for starting stats and how many character points you may spend on the monster for additional skills, feats, and powers.

The monster grade also determines the monster's base action points, base health, saving throw bonus, minimum and maximum Ability Scores, and the monster's experience point value.

Level 1 Player characters count as the Hero grade. The following table lists the values for each of the main grades.

### Using the Grades Chart

Making creatures with the chart is like building a player character. The Standard Arrays for Ability Scores, Bonus Skill Ranks (not including background and species Skill Ranks), and Gear are listed here, as well as the number of Talents, Action Points, etc.

#### *Action Points*

All bosses start with two action points, and gain another action point the first time during a fight that they get wounded.

Elites start with one action point and also gain an action point when they are first wounded. (this is what the 1+1 and 2+1 means)

Remember that Humans always get an extra action point, even grades that don't normally have action points.

#### *Equivalent Level*

This is a relative value of the creature compared to a Hero character. For instance, an Elite is equivalent to a level 3 Hero character.

### Fodder

Fodder have three 1s. They cannot have more than one 1 per Aspect. This means each Aspect is a 1 and a 2. Fodder Success Targets are capped at 1 and Edge Targets are capped at 2. This means the best defense a Fodder can have is a 1,2.

### Minions

Minion Success Targets are capped at 2 and Edge Targets are capped at 4. This means the best defense a Minion can have is a 2,4.

### Uber Foes

For higher level adventures, you will need tougher foes. The easy way is to simply take existing foes and make them Uber. Uber foes gain an extra die of the highest value for each roll (for example, a die pool of ABCCC gets another C, AAAB gets another B, AAA gets another A), increase the grade by three (and add nine extra composure, or fifteen for defenders), an extra action point, and each defense is upgraded by 1, 2. In the chart, you can see that their XP Values are double that of their weaker versions, reflecting the fact that their difficulty is significantly increased. You can add up to 2 additional talents if you like.

Update their gold on hand and hoard with the difference between their current grade's coin and the coin listed below for that grade. Note that some characters may have spent gold on things, so don't just replace their current gold quantities.

### Ultra Foes

For even higher levels, you need even tougher foes. Take a (non-Uber) foe and make it Ultra by adding TWO highest value dice to each roll, increase the grade by six (and add 18 or 30 more composure), two action points, and upgrade each defense by 2, 4. Quadruple the XP value of the foe. You may add up to 4 additional talents to the creature.

Update gold as above.

Alternately, you can just take an Uber foe and Uber it a second time, it is the same effect.

| Grade | Ability Scores | Bon. Skill Ranks (Cap) | Gear | Talents | AP | Equiv Lv | Saves | GP / Hoard | XPV |
|---|---|---|---|---|---|---|---|---|---|
| 0: Fodder | 2, 2, 2, 1, 1, 1 | 3; (3) | 1, 1 | 1 | 0 | -5 | 4, ABC | 2gp / 0gp | 5 |
| 1: Minion | 2, 2, 2, 2, 2, 1 | 3, 2; (3) | 2, 1, 1 | 2 | 0 | -3 | 4, BBC | 6gp / 4gp | 10 |
| 2: Basic | 3, 3, 2, 2, 2, 1 | 3, 2, 2; (3) | 2, 2, 1, 1 | 3 | 1 | -1 | 5, BCC | 10gp / 15gp | 20 |
| 3: Hero | 4, 3, 3, 2, 2, 1 | 3, 3, 2, 1; (3) | 2, 2, 2, 1, 1 | 4 | 1 | 1 | 6, ABCC | 20gp / 28gp | 30 |
| 4: Elite | 4, 4, 3, 3, 2, 1 | 4, 3, 2, 2; (4) | 2, 2, 2, 2, 2 | 5 | 1+1 | 3 | 6, BBCC | 25gp / 35gp | 40 |
| 5: Lieutenant | 4, 4, 3, 3, 3, 2 | 4, 3, 2, 2, 2; (4) | 3, 3, 2, 2, 2 | 5 | 2+1 | 5 | 7, BCCC | 80gp / 102gp | 50 |
| 6: Boss | 5, 4, 4, 3, 3, 2 | 4, 4, 3, 2, 2; (4) | 3, 3, 3, 2, 2 | 6 | 2+1 | 7 | 8, ABCCC | 120gp / 168gp | 60 |
| 7: Champion | 5, 5, 4, 4, 3, 2 | 5, 4, 3, 3, 2; (5) | 3, 3, 3, 3, 3 | 6 | 2+1 | 9 | 8, BBCCC | 160gp / 240gp | 80 |
| 8: Epic | 5, 5, 4, 4, 4, 3 | 5, 4, 3, 3, 3; (5) | 4, 4, 3, 3, 3 | 7 | 2+2 | 11 | 9, BCCCC | 900gp / 1.3kgp | 100 |
| 9: UberBoss | 6, 5, 5, 4, 4, 3 | 5, 5, 4, 3, 3; (5) | 4, 4, 4, 3, 3 | 8 | 3+1 | 13 | 10, ABCCCC | 1200gp / 2kgp | 120 |
| 10: UberChampion | 6, 6, 5, 5, 4, 3 | 6, 5, 4, 4, 3; (6) | 4, 4, 4, 4, 4 | 8 | 3+1 | 15 | 10, BBCCCC | 2000gp / 3kgp | 160 |
| 11: UberEpic | 6, 6, 5, 5, 5, 4 | 6, 5, 4, 4, 4; (6) | 5, 5, 4, 4, 4 | 9 | 3+2 | 17 | 11, BCCCCC | 13kgp / 17kgp | 200 |
| 12: UltraBoss | 7, 6, 6, 5, 5, 4 | 6, 6, 5, 4, 4; (6) | 5, 5, 5, 4, 4 | 10 | 4+1 | 19 | 12, ABCCCCC | 18kgp / 25kgp | 240 |
| 13: UltraChampion | 7, 7, 6, 6, 5, 4 | 7, 6, 5, 5, 4; (7) | 5, 5, 5, 5, 5 | 10 | 4+1 | 21 | 12, BBCCCCC | 25kgp / 40kgp | 320 |
| 14: UltraEpic | 7, 7, 6, 6, 6, 5 | 7, 6, 5, 5, 5; (7) | 6, 6, 5, 5, 5 | 11 | 4+2 | 23 | 13, BCCCCCC | 180kgp / 260kgp | 400 |

## Making Custom Species

The following chart is the basis upon which the Common Accord were balanced. Use a total of 8 species points for each species. For example, most of the Common Accord consist of 5 points for the 3 skills in different ability scores, 2 points for a special Vision Sense or speed bonus, and then 1 point for an additional language.

Common Accord get the Common language for free (it is the language of the Common Accord). Other species have to pay 1 point for languages other than their base language.

As a Guide, you may allow players to make a Common Accord species if you like, but that species should have a prominent role in the world and not have direct antagonism against any of the other Common Accord species.

Common Accord species have a starting social rank and wealth rank of 5, while other species have a social and wealth rank of 4. This reflects the social and material advantages and privileges of being in the Common Accord.

You may use this chart to modify a character's base species. For example, a blind character would have 4 additional points because blind has a -4 adjustment. These could be spent to purchase other perks or could just be converted into ability points to be spent on ability scores or additional species options.

Generally species are likely to have a single language, though that language can be Common. Species can even have no language at all, saving a species point.

Additional species points beyond 8 CAN be used, but at the expense of background points. See Making Custom Backgrounds, below.

As with any custom content, use of this chart and resulting species should be subject to Guide approval.

### Common and Uncommon Keywords

When using Resist, Vulnerable, or Invulnerable, you need to specify what keyword is used. Each keyword cost is added separately. The following are the various keywords and their rarity.

**Common Keywords**: cold, crushing, fire, holy, lightning, piercing, radiant, slashing.

**Uncommon Keywords**: acid, chaos, earth, illusion, phantasm, poison, shadow, sonic, temporal, water.

## Making Custom Backgrounds

Backgrounds usually are just bonus starting skill ranks in three skills, two at +2, one at +1. You may trade away ranks in exchange for social ranks, wealth ranks, or species features, to be bought the same way species features are.

You may only have +2 ranks in basic skills. Trained skills can never gain more than 1 rank from a Background.

You can trade a skill point for one social rank and wealth rank, or two social ranks. See Changing Social & Wealth Ranks, page 129.

Each point of skill bonus from background you trade away gets you a point to spend on the species feature table.

| Custom Species Options | |
|---|---|
| +6 | 1 skill at +2, 1 at +1 |
| +5 | 3 skills at +1 |
| +4 | Constrained skill at +1 plus 1 specified at +1 (ex: Athletics plus any other one non-social skill) |
| +3 | 2 skills at +1 |
| +2 | 1 skill at +1 |
| +3 | One free skill at +1 |
| **Primary Sense (Choose One)** | |
| +0 | Normal vision |
| +2 | Infravision, darkvision, heat vision or other fine vision |
| +0 | Echolocation, vibrosense, scentsense or other rough vision instead of normal vision |
| -2 | Dimvision with no other Vision Sense |
| -4 | Blind with no other Vision Sense |
| +1 | Potential for additional rough vision with talent |
| +2 | Per additional sense (plus the cost of that vision) |
| **Base Speed (Choose One)** | |
| +0 | Normal (+0 to base speed for size) |
| -2 | -1 base speed (may only be taken once) |
| +2 | +1 base speed (may only be taken once) |
| **Additional Options (Unlimited)** | |
| +1 | Per additional starting language (Common Accord get Common for free) |
| +1 ea | Fast 1, wings 1, Climber 1, Digger 1, scent, skinny 1, or swimmer |
| +2 ea | Mighty 1, fast 2, skinny 2, wings 2 |
| +3 ea | Fast 3, skinny 3, wings 3 |
| +1 ea | Natural weapon (bite, claw, horn, tail) |
| +1 | Innate keyword |
| +5 | Human extra action point |
| +1 | Voracious |
| +X*3 | Soak X |
| +2 | Mindless, non-corporeal, or soulless (+2 each, max of 2) |
| -2 ea | Weak 1 |
| +X | Resist X to something common |
| +X | Resist 2X to something uncommon |
| -X | Vulnerable X to something common |
| -X | Vulnerable 2X to something uncommon |
| +3 | Invulnerable to something common |
| +2 | Invulnerable to something uncommon |

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## Species Outside the Accord

Following is a chart of several species that generally are not considered part of the Common Accord, and thus many of them are frequently at odds with heroes.

Guides are of course free to allow these as player characters. However, if the species does not have Common as a language, the character will have to learn it using Customs.

*Sorry about all these critters' heights and weights being in Imperial Units. I'll fix this eventually. The important bit is really their size, which is under the Creature Type column.*

| Species | Average Height | Average Weight | Creature Type | Favored Ability | Skill Bonuses | Movement Forms | Sense & Traits | Languages |
|---|---|---|---|---|---|---|---|---|
| Air Elemental | 1'3" to 18'8" | 0 to 650lbs | Tiny to Huge Elemental Humanoid (Air Elemental) | Dexterity | +1 Air, Precision | Speed 5 to Speed 8 | Fast 1, Wings 3 | Elemental |
| Bear | 7'6" to 8'7" | 380 to 569lbs | Medium to Large Natural Beast (Bear) | Brawn | +1 Athletics, Vigilance | Speed 6 to Speed 7 | Climber 1, Fast 1, Natural Weapon (Claw), Scent | Bear |
| Beetle | 1" to 2" | 0lbs | Minuscule Natural Arthropod (Insectoid) | Dexterity | +1 Durability | Speed 4 | Natural Weapon (Bite), Normal Vision, Soak 1, Vibrosense, Wings 2 | -none- |
| Bone Dragon | 2'6" to 40'0" | 9 to 38400lbs | Small to Gigantic Undead Reptile (Dragon) | Savvy | +1 Customs, Death, Vigilance | Speed 5 to Speed 9 | Natural Weapon (Bite), Wings 1 | Dragon |
| Brass Worker | 5'1" to 6'0" | 263 to 432lbs | Medium Mechanical Humanoid (Automaton) | Brawn | +1 Durability, Craft, Perception | Speed 6 | Darkvision | Common |
| Brownie | 3" to 6" | 0lbs | Minuscule to Puny Magical Humanoid (Fae) | Savvy | +1 by animal type | Speed 4 | By animal type | Common |
| Clay Golem | 5'5" to 6'4" | 143 to 229lbs | Medium Magical Humanoid (Construct) | Empathy | N/A | Speed 6 | Fast 1, Soak 2 | Common |
| Coal Walker | 1'3" to 18'8" | 0 to 650lbs | Tiny to Huge Elemental Humanoid (Fire Elemental) | Dexterity | +1 Fire, Trickery | Speed 5 to Speed 8 | Heat Vision, Resist Fire 2 | -none- |
| Crystal Golem | 5'5" to 6'4" | 143 to 229lbs | Medium Magical Humanoid (Construct) | Dexterity | +1 Stealth, Trickery | Speed 7 | Invulnerable Acid and Cold, Resist Fire 1, Vulnerable Crushing and Sonic 2 | -none- |
| Cyclops | 9'5" to 11'4" | 752 to 1310lbs | Large Hybrid Humanoid (Giant) | Brawn | +1 Intimidate | Speed 7 | Mighty 1, Soak 1 | Giant |
| Demon | 6'2" to 12'5" | 211 to 1723lbs | Medium to Large Magical Humanoid (Infernal) | Savvy | +1 Perception, Trickery | Speed 6 to Speed 7 | Darkvision, Resist Fire 1, Wings 1 | Demonic |
| Demoni | 5'5" to 6'4" | 143 to 229lbs | Medium Magical Humanoid (Infernal) | Savvy | +1 Durability, Intimidate, Tactics | Speed 6 | Resist Fire 1, Natural Weapon (Horns) | Demonic |
| Devil | 3'5" to 6'1" | 36 to 203lbs | Small to Medium Magical Humanoid (Infernal) | Appeal | +1 Charm, Precision, Trickery | Speed 5 to Speed 6 | Natural Weapon (Claw), Resist Fire 1 | Demonic |
| Dibukmu | 3'2" to 5'9" | 29 to 171lbs | Small to Medium Hybrid Humanoid (Dibukmu) | Dexterity | +1 Death, Stealth, Trickery | Speed 5 to Speed 6 | Darkvision | Gnomish |
| Earth Elemental | 1'3" to 18'8" | 4 to 13009lbs | Tiny to Huge Elemental Humanoid (Earth Elemental) | Empathy | +1 Durability, Earth | Speed 4 to Speed 7 | -1 Base Speed, Soak 2 | Elemental |
| Earthmaw | 10'0" to 20'5" | 900 to 7659lbs | Large to Huge Elemental Arthropod (Insectoid) | Brawn | +1 Durability, Shrewd | Speed 7 to Speed 8 | Digger 1, Natural Weapon (Bite), Soak 1, Vibrosense | -none- |
| Erelim | 3'4" to 7'4" | 33 to 325lbs | Medium Magical Humanoid (Elysian) | Appeal | +1 Charm, +1 Social Rank | Speed 5 | -1 Base Speed, Wings 3, Invulnerable Radiant | Angelic |
| Fire Elemental | 1'3" to 18'8" | 0 to 650lbs | Tiny to Huge Elemental Humanoid (Fire Elemental) | Empathy | +1 Fire, Trickery | Speed 5 to Speed 8 | Heat Vision, Resist Fire 1, Wings 1 | Elemental |
| Fire Sprite | 3" to 4" | 0lbs | Minuscule Magical Humanoid (Fae) | Empathy | +1 Fire, Precision, Shrewd | Speed 4 | Wings 2 | Common |
| Flame Dragon | 3'1" to 43'0" | 26 to 71556lbs | Small to Gigantic Magical Reptile (Dragon) | Genius | +1 Fire, Perception | Speed 5 to Speed 9 | Darkvision, Wings 2 | Dragon |
| Flesh Golem | 5'5" to 6'4" | 143 to 229lbs | Medium Magical Humanoid (Construct) | Genius | +1 Athletics, Durability | Speed 5 | -1 Base Speed, Soak 2 | Common |
| Forgeling | 1'0" to 3'2" | 1 to 29lbs | Tiny to Small Elemental Beast (Fire Elemental) | Dexterity | +1 Fire, Precision, Trickery | Speed 5 | Heat Vision | Elemental |
| Frost Wyrm | 7'0" to 45'0" | 172 to 45563lbs | Medium to Gigantic Elemental Reptile (Wyrm) | Savvy | +1 Air, Perception, Water | Speed 6 to Speed 9 | Darkvision | Elemental |
| Gargoyle | 3'4" to 7'4" | 33 to 355lbs | Small to Medium Elemental Humanoid (Gargoyle) | Brawn | +1 Athletics, Nimble, Tactics | Speed 4 to Speed 5 | -1 Base Speed, Infravision, Wings 2 | Elemental |
| Ghast | 5'5" to 6'4" | 143 to 229lbs | Medium Undead Humanoid (Ghoul) | Dexterity | +1 Death, Stealth | Speed 7 | +1 Base Speed, Darkvision | Common |
| Ghost | 5'5" to 6'4" | 143 to 229lbs | Medium Undead Ethereal (Ghost) | Brawn | +1 Death, Intimidate, Stealth | Speed 6 | Non-Corporeal | Common |
| Ghoul | 5'5" to 6'4" | 143 to 229lbs | Medium Undead Humanoid (Ghoul) | Dexterity | +1 Nimble, Stealth | Speed 6 | Fast 1, Natural Weapon (Claw), Soulless (vulnerable Radiant) | Common |
| Gibborim | 4'9" to 7'0" | 75 to 345lbs | Medium Magical Beast (Elysian) | Empathy | +1 Social Rank | Speed 6 | Infravision, Natural Weapon (Claw), Wings 2 | Angelic |
| Gnoll | 3'0" to 3'9" | 24 to 47lbs | Small Natural Humanoid (Gnoll) | Genius | +1 Athletics, Nature, Nimble | Speed 5 | Infravision | Goblin |
| Goblin | 3'1" to 4'4" | 26 to 73lbs | Small to Medium Natural Humanoid (Goblin) | Savvy | +1 Precision, Trickery | Speed 6 to Speed 7 | +1 Base Speed, Darkvision | Goblin |
| Griffin | 7'1" to 9'2" | 447 to 693lbs | Medium to Large Magical Beast (Griffin) | Genius | +1 Air, Tactics | Speed 6 to Speed 7 | Natural Weapon (Claw), Scent, Wings 2 | Cat |
| Hag | 6'6" to 7'4" | 247 to 355lbs | Medium Undead Humanoid (Willed Undead) | Empathy | +1 Trickery, Death | Speed 7 | +1 Base Speed, Infravision | Common |
| Haunt | 5'5" to 6'4" | 0lbs | Medium Undead Ethereal (Mindless Undead) | Savvy | +1 Evocation, Mind | Speed 6 | Non-Corporeal, Soulless (vulnerable Radiant) | Common |
| Hobgoblin | 5'8" to 6'7" | 164 to 257lbs | Medium Natural Humanoid (Fae) | Genius | +1 Craft, Intimidate, Tactics | Speed 6 | Infravision | Goblin |
| Hydra | 12'6" to 88'0" | 1758 to 613325lbs | Large to Colossal Magical Reptile (Hydra) | Dexterity | +1 Fire | Speed 6 to Speed 9 | -1 Base Speed, Infravision, Soak 2 | Dragon |
| Iceflame Spitter | 2'6" to 40'0" | 14 to 57600lbs | Small to Gigantic Magical Reptile (Dragon) | Savvy | +1 Water, Fire, Lore | Speed 4 to Speed 8 | -1 Base Speed, Darkvision, Wings 2 | Dragon |

| Species | Average Height | Average Weight | Creature Type | Favored Ability | Skill Bonuses | Movement Forms | Sense & Traits | Languages |
|---|---|---|---|---|---|---|---|---|
| Ifrit | 1'1" to 3'4" | 0lbs | Medium Magical Ethereal (Infernal) | Genius | +1 Trickery, Evocation, Stealth | Speed 5 | Non-Corporeal (vulnerable Radiant) | Demonic |
| Imp | 1'1" to 3'4" | 1 to 33lbs | Tiny to Small Magical Humanoid (Infernal) | Empathy | +1 Evocation, Perception, Trickery | Speed 5 | Darkvision | Demonic |
| Ishim | 3'1" to 4'4" | 26 to 73lbs | Small Magical Humanoid (Elysian) | Savvy | +1 Air, Fire | Speed 6 | Invulnerable Cold, Resist Fire 1 | Angelic |
| Kobold | 2'4" to 3'2" | 11 to 29lbs | Small Natural Humanoid (Karablan) | Savvy | +1 Perception, Stealth, Trickery | Speed 5 | Infravision | Dragon |
| Lava Drake | 10'3" to 24'0" | 1258 to 8325lbs | Large to Huge Magical Reptile (Drake) | Dexterity | +1 Fire, Stealth | Speed 7 to Speed 8 | Darkvision, Resist Fire 2 | Dragon |
| Leonen | 6'4" to 7'5" | 229 to 367lbs | Medium Magical Tauroid (Leonen) | Genius | +1 Lore, Nature | Speed 6 | Fast 1, Infravision, Natural Weapon (Claw) | Cat |
| Lich | 5'5" to 6'4" | 143 to 229lbs | Medium Undead Humanoid (Willed Undead) | Genius | +1 Lore, Death, Mind | Speed 6 | Soulless (vulnerable Radiant) | Common |
| Lion | 6'11" to 8'2" | 298 to 490lbs | Medium to Large Natural Beast (Cat) | Brawn | +1 Intimidate, Lore | Speed 6 to Speed 7 | Fast 1, Infravision, Natural Weapon (Claw) | Cat |
| Metalpede | 1'1" to 2'2" | 11 to 33lbs | Long Tiny Magical Arthropod (Pede) | Savvy | +1 Stealth, Unarmed | Speed 4 | Darkvision, Climber 1, Natural Weapon (Bite), Skinny 1 | -none- |
| Minotaur | 9'5" to 11'4" | 752 to 1310lbs | Large Hybrid Humanoid (Minotaur) | Brawn | +1 Athletics, Lore | Speed 7 | Darkvision, Fast 1, Natural Weapon (Horn) | Giant |
| Mountain Giant | 11'5" to 22'4" | 6588 to 10025lbs | Large to Huge Natural Humanoid (Giant) | Appeal | +1 Craft | Speed 7 to Speed 8 | Mighty 1, Soak 1 | Giant |
| Mountain Troll | 8'5" to 10'4" | 537 to 993lbs | Large Natural Humanoid (Troll) | Brawn | +1 Athletics, Durability, Tactics | Speed 7 | Darkvision | Giant |
| Mouse | 3" to 6" | 0lbs | Minuscule to Puny Natural Beast (Rodent) | Appeal | +1 Perception, Shrewd | Speed 4 | Fast 2, Natural Weapon (Bite), Scent | Rodent |
| Mummy | 5'5" to 6'4" | 79 to 127lbs | Medium Undead Humanoid (Willed Undead) | Genius | +1 Death | Speed 6 | Soak 2 | -none- |
| Ogre | 8'5" to 10'4" | 537 to 993lbs | Large Hybrid Humanoid (Giant) | Brawn | +1 Athletics, Craft, Durability | Speed 6 | -1 Base Speed, Mighty 2 | Giant |
| Ophanim | 7'7" to 11'2" | 90 to 210lbs | Large Magical Oculoid (Elysian) | Genius | +1 Fire, Lore, Perception | Speed 8 | +1 Base Speed | Angelic |
| Pixie | 9" to 11" | 0 to 1lbs | Puny Magical Humanoid (Fae) | Dexterity | +1 Entertain, Trickery | Speed 4 | Fast 1, Wings 3 | Common |
| Poltergeist | 5'5" to 6'4" | 0lbs | Medium Undead Ethereal (Ghost) | Empathy | +1 Evocation, Trickery | Speed 6 | Mindless (vulnerable Radiant), Non-Corporeal (vulnerable Radiant) | Common |
| Razorfin | 1'1" to 14'2" | 1523 to 2559lbs | Tiny to Large Natural Fish (Fish) | Dexterity | +1 Stealth, Tactics | Speed 5 to Speed 7 | Fast 1, Infravision, Swimmer, Gills (no lungs) | Fish |
| Revenant | 5'5" to 6'4" | 79 to 127lbs | Medium Undead Humanoid (Ghost) | Savvy | +1 Death | Speed 6 | Darkvision, Fast 2, Natural Weapon (Claw) | Common |
| Seraphim | 8'5" to 10'4" | 537 to 993lbs | Large Magical Crinoid (Elysian) | Appeal | +3 Social Rank | Speed 7 | Wings 3 | Angelic |
| Shadowleech | 2'6" to 40'0" | 14 to 57600lbs | Small to Gigantic Magical Reptile (Dragon) | Genius | +1 Death, Tactics | Speed 5 to Speed 9 | Darkvision, Wings 2 | Dragon |
| Skeleton | 5'5" to 6'4" | 79 to 127lbs | Medium Undead Humanoid (Skeleton) | Dexterity | +1 Death, Nimble, Vigilance | Speed 6 | Fast 2, Resist Piercing 1, Resist Poison 2, Vulnerable Crushing 1, Vulnerable Radiant 1 | Common |
| Snow Troll | 5'8" to 6'7" | 164 to 257lbs | Medium Natural Humanoid (Troll) | Dexterity | +1 Craft, Tactics | Speed 6 | Darkvision, Fast 1, Natural Weapon (Claw) | Giant |
| Spider | 5'6" to 10'4" | 150 to 993lbs | Medium to Large Natural Arthropod (Spider) | Dexterity | +1 Nimble, Stealth, Web | Speed 6 to Speed 7 | Climber 1, Natural Weapon (Bite) | Spider |
| Steel Scorpion | 8'2" to 9'2" | 1089 to 1541lbs | Large Mechanical Arthropod (Automaton) | Appeal | +1 Swift, Customs, Death | Speed 7 | Darkvision | Common |
| Temporal Aberration | 3'9" to 5'3" | 47 to 130lbs | Small to Medium Magical Beast (Construct) | Genius | +1 Leadership, Tactics, Innovator | Speed 5 to Speed 6 | Resist Poison 2, Scent | Canine |
| Tiger | 7'7" to 11'2" | 392 to 1253lbs | Large Natural Beast (Cat) | Brawn | +1 Athletics, Nimble | Speed 7 | Fast 1, Infravision, Natural Weapon (Claw) | Cat |
| Vampire | 5'5" to 6'4" | 143 to 229lbs | Medium Undead Humanoid (Vampire) | Appeal | +1 Charm, Customs, Vampire | Speed 6 | Fast 1, Heat Vision, Natural Weapon (Bite), Voracious, Bloodtaste (↑2 to blood-related checks), Vulnerable Wood & Silver 4 | Common |
| Water Elemental | 1'3" to 18'8" | 2 to 6504lbs | Tiny to Huge Water Elem Humanoid (Water Elemental) | Savvy | +1 Perception, Water | Speed 6 to Speed 9 | +1 Base Speed, Invulnerable Water, Resist Acid 2, Vulnerable Cold 1 | Elemental |
| Water Sprite | 3" to 4" | 0lbs | Minuscule Magical Humanoid (Fae) | Genius | +1 Nature, Water | Speed 4 | Resist Water 2, Wings 3 | Common |
| Wind Amphithere | 3'1" to 22'9" | 22 to 747lbs | Small Long to Huge Long Magical Reptile (Amphithere) | Dexterity | +1 Air, Lore | Speed 5 to Speed 8 | Resist Lightning 1, Skinny 1, Wings 1 | Dragon |
| Wind Sprite | 3" to 4" | 0lbs | Minuscule Magical Humanoid (Fae) | Savvy | +1 Air, Perception | Speed 4 | Resist Lightning 1, Wings 3 | Common |
| Wolf | 3'9" to 5'3" | 47 to 130lbs | Small to Medium Natural Beast (Wolf) | Brawn | +1 Customs, Leadership | Speed 5 to Speed 6 | Darkvision, Natural Weapon (Bite), Scent | Canine |
| Wood Sprite | 3" to 4" | 0lbs | Minuscule Magical Humanoid (Fae) | Genius | +1 Craft, Nature, Earth | Speed 4 | Wings 2 | Common |
| Wraith | 5'5" to 6'4" | 79 to 127lbs | Medium Undead Humanoid (Wraith) | Savvy | +1 Death | Speed 6 | Darkvision, Natural Weapon (Claw), Non-Corporeal (vulnerable Radiant) | Common |
| Wyvern | 2'5" to 20'2" | 29 to 943lbs | Small to Huge Magical Reptile (Wyvern) | Genius | +1 Fire, Lore | Speed 5 to Speed 8 | Resist Fire 1, Wings 3 | Dragon |
| Zombie | 5'5" to 6'4" | 143 to 229lbs | Medium Undead Humanoid (Zombie) | Brawn | +1 Death, Stealth | Speed 5 | -1 Base Speed, Mindless (vulnerable Radiant), Soulless (vulnerable Radiant), Soak 1 | -none- |

**This is a base size for the species, meaning from tip of the head to the end of the tail. Standing height is not a useful measurement, as it varies based on posture.*

Character Name | Background | Role | Species | Languages

Player | Base Size | Movement | Senses & Traits

Grade / Save & Dice | Favorite Words | Social Rank | Social Sphere Info | Wealth Rank | Money

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| ASPECTS | Ability Score | Defenses | Wounds | Species Ranks | BackGr Ranks | Ranks Bought | Total Ranks | Gear | Gear Value | Basic Skills | Roll |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Activities *Things you enjoy doing* / Points | | | Damage | + | + | = | | | | Athletics | |
| | | Defense | | + | + | = | | | | Durability | |
| | Brawn | Physical Power | Defeat: Neutralized | + | + | = | | | | Intimidate | |
| | | | Damage | + | + | = | | | | Nimble | |
| | | Defense | | + | + | = | | | | Precision | |
| PHYSICAL | Dexterity | Physical Agility | Defeat: Hobbled | + | + | = | | | | Stealth | |

| Topics *Things you love to learn* / Points | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | Damage | + | + | = | | | | Craft | |
| | | Defense | | + | + | = | | | | Lore | |
| | Genius | Mental Power | Defeat: Stumped | + | + | = | | | | Nature | |
| | | | Damage | + | + | = | | | | Perception | |
| | | Defense | | + | + | = | | | | Tactics | |
| MENTAL | Savvy | Mental Agility | Defeat: Baffled | + | + | = | | | | Vigilance | Initiative Option |

| Devotions *Things you won't give up* / Points | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | Damage | + | + | = | | | | Charm | |
| | | Defense | | + | + | = | | | | Entertain | |
| | Appeal | Social Power | Defeat: Cowed | + | + | = | | | | Leadership | |
| | | | Damage | + | + | = | | | | Customs | |
| | | Defense | | + | + | = | | | | Trickery | |
| SOCIAL | Empathy | Social Agility | Defeat: Ashamed | + | + | = | | | | Shrewd | Initiative Option |

| Action Points | |
|---|---|
| Base | |
| Current | |

| Composure | |
|---|---|
| Pool | |
| Damage | |

| ADVANCEMENT | | | |
|---|---|---|---|
| Next | | Level | |
| XP | | | |

| Boosts | Power Source | Species Ranks | BackGr Ranks | Ranks Bought | Total Ranks | Gear | Gear Value | Trained Skills | Roll |
|---|---|---|---|---|---|---|---|---|---|
| | | + | + | = | | | | | |
| | | + | + | = | | | | | |
| | | + | + | = | | | | | |
| | | + | + | = | | | | | |
| | | + | + | = | | | | | |
| | | + | + | = | | | | | |

Description / Portrait

| Other Items | |
|---|---|
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| TALENTS | | | |
|---|---|---|---|
| Role Talent | Skill | Level 7 Tier Talent | Skill |
| Prime Talent | Skill | Level 9 Tier Talent | Skill |
| Level 1 Tier Talent | Skill | Level 11 Tier Talent | Skill |
| Level 1 Tier Talent | Skill | Level 13 Tier Talent | Skill |
| Level 1 Tier Talent | Skill | Level 15 Tier Talent | Skill |
| Level 1 Tier Talent | Skill | Level 17 Tier Talent | Skill |
| Level 3 Tier Talent | Skill | Level 19 Tier Talent | Skill |
| Level 5 Tier Talent | Skill | Other | Skill |
| Other | Skill | Other | Skill |

| Character Name | Background | Role | Species | Languages |
|---|---|---|---|---|
| Gills, Frostmage | Fisher | Leader | Half-Blood Karai | Common, Dragon |

| Player | Base Size | Movement | Senses & Traits |
|---|---|---|---|
| | Small | Ground 4, Fly 4 | Infravision, Wings 2, and 2 of the following: Weapon (Tail, Horns, or Claws) |

| Grade / Save & Dice | Favorite Words | Social Rank | Social Sphere Info | Wealth Rank | Money |
|---|---|---|---|---|---|
| 3: Hero / 6 ABCC | | 5 | | | 48GP |

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| ASPECTS | | Ability Score | Defenses | Wounds | Species Ranks | BackGr Ranks | Ranks Bought | Total Ranks | Gear | Gear Value | Basic Skills | Roll |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Activities *Things you enjoy doing* | Points | 4 | 4,1 Defense | Damage | + | + | | = | | | Athletics | AAAA |
| Flying | 2 | | | | 1 + | + | | = 1 | | | Durability | AAAB |
| Swimming | 1 | Brawn | Physical Power | Defeat: Neutralized | + | + | | = | | | Intimidate | AAAA |
| Reading | 1 | 2 | 2,1 Defense | Damage | + | + | | = | | | Nimble | AA |
| | | | | | + | + | | = | | | Precision | AA |
| PHYSICAL | | Dexterity | Physical Agility | Defeat: Hobbled | + | 1 + | | = 1 | | | Stealth | AB |
| Topics *Things you love to learn* | Points | 2 | 3,4 Defense | Damage | + | + | 3 | = 3 | Multitool | 2 | Craft | ACC |
| Fishing | 1 | | | | 1 + | + | 2 | = 3 | Book of Lore | 2 | Lore | ACC |
| Prax History | 1 | Genius | Mental Power | Defeat: Stumped | + | 2 + | 1 | = 3 | Collection of Herbs | 1 | Nature | ABC |
| Herbology | 1 | 3 | 3,3 Defense | Damage | + | + | | = | | | Perception | AAA |
| | | | | | + | + | | = | | | Tactics | AAA |
| MENTAL | | Savvy | Mental Agility | Defeat: Baffled | + | 2 + | | = 2 | Handy Bag | 1 | Vigilance | ABC |
| | | | | | | | | | | | Initiative Option | |
| Devotions *Things you won't give up* | Points | 3 | 3,0 Defense | Damage | + | + | | = | | | Charm | AAA |
| Finding Mom | 2 | | | | + | + | | = | | | Entertain | AAA |
| Not Forgetting | 1 | Appeal | Social Power | Defeat: Cowed | + | + | | = | | | Leadership | AAA |
| | | 1 | 1,0 Defense | Damage | + | + | | = | | | Customs | A |
| | | | | | + | + | | = | | | Trickery | A |
| SOCIAL | | Empathy | Social Agility | Defeat: Ashamed | + | + | | = | | | Shrewd | A |
| | | | | | | | | | | | Initiative Option | |

| Action Points | | Composure | |
|---|---|---|---|
| Base | 1 | Pool | 9 |
| Current | | Damage | |

| ADVANCEMENT | | | |
|---|---|---|---|
| Next | 200 | Level | 1 |
| XP | | | |

| Boosts | Power Source | Species Ranks | BackGr Ranks | Ranks Bought | Total Ranks | Gear | Gear Value | Trained Skills | Roll |
|---|---|---|---|---|---|---|---|---|---|
| | Elemental | + | + | 3 | = 3 | Elemental Essence | 2 | Water | ABCC |
| | | + | + | | = | | | | |
| | | + | + | | = | | | | |
| | | + | + | | = | | | | |
| | | + | + | | = | | | | |
| | | + | + | | = | | | | |

Description / Portrait

| Other Items | |
|---|---|
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## TALENTS

**Inspire** — Leader

Buff; Spend 3 Edge: ↑2 to the very next roll either you or an ally make.

Galvanize – Buff; Spend 1 crit: Choose yourself or an ally that can see you. ↑1 until the end of combat.

Hone – Buff; Once per turn: Choose one ally you can see, or yourself and adj. allies. ↑1 for one turn.

**Chilling Blast**

Cold, Crushing, or Slicing, Atk; Major, ↓X dice: Roll vs Phy. on an adj. line 2x+2.

**Fog Shroud**

Spend 3X Water Edge: You, adj. allies, and allies in the target area gain Soak X until your next turn.

**Frostfeet**

Stance; Maneuver: Whenever you deal Cold dmg to a foe, you may slide the target 1 square.

**Fly**

Perk: You have learned how to use your wings to fly. You gain a fly speed of 1 less than your species' base speed.

**Novice Ritual Castin**

Perk, Choose a Ritual Skill: Learn 2 rituals from the chosen skill. You may take this talent more than once. Each

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# Instant Foes

| | | |
|---|---|---|
| Fodder (Super Easy) | XP 5 | Save: 4, ABC |
| 1, 2 Defense Target (1, 1 Secondary, 1, 0 Tertiary) | Gear Quality 1 | |
| 0 + 3 health | Gear Quality 1 | 2gp in loot on hand |
| Attack: CC (0 to 1 talents) | | |
| Stuff I'm Good At: AB, Stuff I'm Not: A | | (4 for one hero) |
| Minion (Easy) | XP 10 | Save: 4, ACC |
| 2, 4 Defense Target (2, 2 Secondary, 1, 1 Tertiary) | Gear Quality 2 | |
| 3 + 4 health (+2/+0 more if defender) | Gear Quality 1 | 5gp in loot on hand |
| Attack: ACC (1 to 2 talents) | Gear Quality 1 | 5gp in loot elsewhere |
| Stuff I'm Good At: BB, Stuff I'm Not: AA | | (2 for one hero) |
| Basic (Medium) 1 Action Point | XP 20 | Save: 5, BCC |
| 3, 5 Defense Target (2, 2 Secondary, 2, 1 Tertiary) | Gear Quality 2 | |
| 6 + 5 health (+4/+0 more if defender) | Gear Quality 2 | 10gp in loot on hand |
| Attack: BCC (2 to 3 talents) | Gear Quality 1 | 15gp in loot elsewhere |
| Stuff I'm Good At: ABB, Stuff I'm Not: AA | Gear Quality 1 | (1 for one hero) |
| Elite (Hard) 1+1 Action Points | XP 40 | Save: 6, BBCC |
| 4, 6 Defense Target (3, 2 Secondary, 2, 1 Tertiary) | Gear Quality 2 | |
| 12 + 7 health (+8/+0 more if defender) | Gear Quality 2 | 20gp in loot on hand |
| Attack: BBCC (3 to 5 talents) | Gear Quality 2 | 40gp in loot elsewhere |
| Stuff I'm Good At: AABB | Gear Quality 2 | |
| Stuff I'm Not: AAA | Gear Quality 2 | (1 for two heroes) |
| Boss 2+1 Action Points | XP 60 | Save: 8, ABCCC |
| 5, 7 Defense Target (4, 3 Secondary, 3, 1 Tertiary) | Gear Quality 3 | |
| 18 + 8 health (+12/+0 more if defender) | Gear Quality 3 | 120gp in loot on hand |
| Attack: ABCCC (3 to 6 talents) | Gear Quality 3 | 170gp in loot elsewhere |
| Stuff I'm Good At: AAABC | Gear Quality 2 | |
| Stuff I'm Not: AAB | Gear Quality 2 | (1 for three heroes) |
| Epic 2+2 Action Points | XP 100 | Save: 9, BCCCC |
| 5, 9 Defense Target (4, 4 Secondary, 3, 2 Tertiary) | Gear Quality 4 | |
| 24 + 9 health (+16/+0 more if defender) | Gear Quality 4 | 900gp in loot on hand |
| Attack: BCCCC (4 to 7 talents) | Gear Quality 3 | 1320gp in loot elsewhere |
| Stuff I'm Good At: AABCC | Gear Quality 3 | |
| Stuff I'm Not: ABB | Gear Quality 3 | (Level 11 equivalent) |
| UberChampion 3+1 Action Points | XP 160 | Save: 10, BBCCCC |
| 6, 10 Defense Target (5, 5 Secondary, 4, 3 Tertiary) | Gear Quality 4 | |
| 30 + 11 health (+20/+0 more if defender) | Gear Quality 4 | 2100gp in loot on hand |
| Attack: BBCCCC (5 to 8 talents) | Gear Quality 4 | 2900gp in loot elsewhere |
| Stuff I'm Good At: AACCC | Gear Quality 4 | |
| Stuff I'm Not: AABB | Gear Quality 4 | (Level 15 equivalent) |
| UltraBoss 4+1 Action Points | XP 240 | Save: 12, ABCCCCC |
| 7, 11 Defense Target (5, 5 Secondary, 4, 3 Tertiary) | Gear Quality 5 | |
| 36 + 12 health (+24/+0 more if defender) | Gear Quality 5 | 18kgp in loot on hand |
| Attack: ABCCCCC (7 to 10 talents) | Gear Quality 5 | 25kgp in loot elsewhere |
| Stuff I'm Good At: ABCCC | Gear Quality 4 | |
| Stuff I'm Not: ABBB | Gear Quality 4 | (Level 19 equivalent) |
| UltraEpic 4+2 Action Points | XP 400 | Save: 13, BCCCCCC |
| 7, 13 Defense Target (5, 6 Secondary, 4, 4 Tertiary) | Gear Quality 6 | |
| 42 + 13 health (+28/+0 more if defender) | Gear Quality 6 | 180kgp in loot on hand |
| Attack: BCCCCCC (9 to 11 talents) | Gear Quality 5 | 260kgp in loot elsewhere |
| Stuff I'm Good At: AABCCCC | Gear Quality 5 | |
| Stuff I'm Not: AABBB | Gear Quality 5 | (Level 23 equivalent) |

Add up the BEV for each character to see how much total XP they can handle for a normal encounter difficulty.

For really difficult fights, you can use the Hard value listed below per character instead.

For incredibly hard pivotal battles where there is a 50% chance the entire party will be defeated, use the Pivotal value listed. BE CAREFUL with this, these are battles where characters COULD easily die.

| Level | BEV | Hard | Pivotal |
|---|---|---|---|
| 1 | 20 | 25 | 30 |
| 2 | 23 | 29 | 35 |
| 3 | 27 | 34 | 40 |
| 4 | 30 | 38 | 45 |
| 5 | 33 | 42 | 50 |
| 6 | 37 | 46 | 55 |
| 7 | 40 | 50 | 60 |
| 8 | 47 | 59 | 70 |
| 9 | 53 | 67 | 80 |
| 10 | 60 | 75 | 90 |
| 11 | 67 | 84 | 100 |
| 12 | 73 | 92 | 110 |
| 13 | 80 | 100 | 120 |
| 14 | 93 | 117 | 140 |
| 15 | 107 | 134 | 160 |
| 16 | 120 | 150 | 180 |
| 17 | 133 | 167 | 200 |
| 18 | 147 | 184 | 220 |
| 19 | 160 | 200 | 240 |
| 20 | 187 | 234 | 280 |

See Adjusting Difficulty, page 133, for more details.

Need some fast foes? Use this page to fill in the blanks. When making an Instant critter, pick a Primary aspect and a Weak aspect. Then choose either Power or Agility to be stronger. Don't forget to add 1 to the **Save** target for Controllers.

For **Health**, the first value is Composure, the second is wounds in each aspect. Halfway through wounds in an aspect is enough to disable either Agility or Power for that aspect.

To pick **Talents**, you can always just grab them from the example characters from the Trained Skill you are using. Pick them in Tier order from there. Grab as many as you need for that foe.

Two skills can be at **Attack** dice pool level. Usually one is a trained skill, and the other a basic skill in the Primary aspect. Most of the rest should have the "**Stuff I'm Good At**" value. Skills from the character's Weak aspect should be the "**Stuff I'm Not**" value.

**Loot on hand** is likely to be partially in coin, and partially in (resale value of) items such as consumables that COULD be used during combat (healing and defense potions!). Note that the values listed here are for Social Rank 4. For each rank below, halve it.

**Loot elsewhere** is hidden, probably in their home or bank account. For each Social Rank above 4, add this value again. Note that higher social ranks means more characters might be looking for avenge their death. Remember that these funds CAN and SHOULD be used against the players leading up to this encounter (or after by their allies/heirs!). Remember, you should be using this loot for purchasing things like experiments and other things that won't have value for the players.

Always use resale value ($^1/_5$ of cost) to purchase items for Loot on hand and Loot elsewhere.

# Basic Talents Quick Reference

Basic talents are talents that all characters can use. We list all of them here for your reference and convenience.

**Initiative (Shrewd or Vigilance. Basic)** – *Check;* An encounter begins or you join one: Vigilance Edge must be spent immediately, Shrewd Edge is added to your next roll.

**Alert Stance (Any. Basic)** – *Stance;* Maneuver: You make non-combat checks passively at (B + C dice, A + C dice).

**Basic Melee (Physical. Basic)** – *Attack;* Major, Weapon: Roll vs Physical on a foe in Melee.

**Basic Ranged (Physical. Basic)** – *Attack;* Major, Ranged Weapon, ↓1 die per range increment: Roll vs Physical on a foe in range.

**Mental Assault (Mental. Basic)** – *Quip;* Major, Vocal, ↓1 die per range increment: Roll vs Mental on a foe in range. (Mental damage.)

**Social Pressure (Social. Basic)** – *Quip;* Major, Vocal, ↓1 die per range increment: Roll vs Social on a foe in range. (Social damage.)

**Enhance (None. Basic)** – *Buff;* Active, Spend 2 Edge: ↑1 the next very roll made by you or an ally.

**Rush (None. Basic)** – *Bonus;* Active, Quick, Spend 3 Edge: Take an immediate extra maneuver action.

**Lucky Break (None. Basic)** – *Bonus;* Quick, Spend 6 Edge: Take an immediate extra major action.

**React (None. Basic)** – Free: Do one or more of the following things: Drop any number of items in hand, say 2 words, make a gesture, drop to prone position, change your facial expression.

***(Stabilize)* (Shrewd / Nature / Customs. Basic)** – *Healing;* Major, A target is unstable (going mad / dying / losing will to live). Roll vs target's (aspect) excess wounds. Success stabilizes that aspect.

## Basic Movement Talents

**Move (None. Basic)** – *Movement;* Maneuver: Move your full speed.

**Shift (None. Basic)** – *Movement;* Maneuver: Shift one square. *(shifting does not provoke reaction attacks)*

**Sub-Move Actions (None. Basic)** – You can divide a movement action into multiple parts by subtracting some movement from it:

1 Move: Get out or put away a piece of equipment.

2 Move: Open a door, pick up something, or use simple equipment (drink something, put on a glove, flip a lever, etc.)

**Focus (None. Basic)** – *Movement;* Maneuver: ↑1 to your next die roll or defense *(no matter what it is)*. You may move one square.

**Stand (None. Basic)** – *Movement;* Maneuver: Stand from prone.

**Scoot (None. Basic)** – *Movement;* Quick, Spend 2 Edge: Move 1.

**Sprint (Nimble. Basic)** – *Movement;* Major: Move your full speed, and then move an additional number of squares equal to a Nimble roll if your previous action was not a movement action.

**Run (Athletics. Basic)** – *Movement, Stance;* Major: Move your full speed, and then move an additional number of squares equal to an Athletics roll if your previous action was a movement action.

## Basic Skill Talents

**Overcome (Athletics. Basic)** – Maneuver: Roll vs DT against any rough terrain, rough current, wind, etc. Success means you move at 2 plus excess successes to a maximum of your normal speed.

**Persuasion (Charm. Basic)** – *Quip;* Major, Vocal: Roll a Social Pressure with Charm on a target. Impaired targets are convinced of something you believe to be true.

**Handy (Craft. Basic)** – Variable action based on value, Spend material: Roll vs target Gear Quality to create an improvised item with success durability. It is obviously slapdash.

**Linguistics (Customs. Basic)** – *Quip, Guide Roll;* Maneuver: Use this to communicate with creatures that do not share a language with you. If the target is trying to understand, add their roll to yours.

**Fortitude (Durability. Basic)** – Quick: Fortitude is used to overcome harsh environmental conditions, poisons, or diseases; perform long term strenuous activity, or hold your concentration.

**Distract (Entertain. Basic)** – Major, ↓3 dice per range increment: Roll vs Social on targets in range that can see you. Success reduces all defenses.

**Scare Off (Intimidate. Basic)** – *Fear;* Major, ↓3 dice per range increment: Roll vs Social on a foe in range. If you succeed, the target must either flee or cower, save ends.

**Lead by Example (Leadership. Basic)** – *Quip;* Free or Quick: Roll vs the DT of an action you just succeeded at. Upgrade the next roll an ally makes on the same action by your success.

**Knowledge Check (Lore. Basic)** – *Guide Roll, Knowledge;* Variable, Upgrade based on skill ranks, talents, interests, available materials, and time modifier: Roll vs DT. Success reveals relevant information. Crits can be spent to answer additional questions.

**Survival (Nature. Basic)** – Variable: Roll to shelter, forage, or track.

**Adroit Movement (Nimble. Basic)** – *Movement;* Maneuver: Roll vs DT when you need to balance or squeeze through narrow spaces.

**Sense (Perception. Basic)** – *Guide Roll;* Free: Roll vs Stealth. See Stealth for more details.

**Catch / Throw (Precision. Basic)** – Maneuver; This cooperative check is your Roll and the thrower's Roll vs the Range Increment. Both checks must succeed.

**Blend In (Shrewd. Basic)** – *Guide Roll;* Major: Roll vs Vigilance. Success means you escape notice in a busy area.

**Hide (Stealth. Basic)** – *Stance, Guide Roll;* Free or Quick: Roll vs Perception on an unaware target. On success, they don't notice you.

**I Have A Plan (Tactics. Basic)** – *Planning;* Spend X minutes outlining a plan to any number of characters: Gain X contingency rolls at DT of X,0. See Tactics for more details.

**Bluff (Trickery. Basic)** – *Quip;* Major, Vocal: Roll a Social Pressure with Trickery on a target. Impaired targets are convinced of something you believe to be false.

**Preparedness (Vigilance. Basic)** – *Check;* Quick: Roll vs DT to determine if your character remembered to do something important earlier (such as Did I Bring The Thing?, see page 93).

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