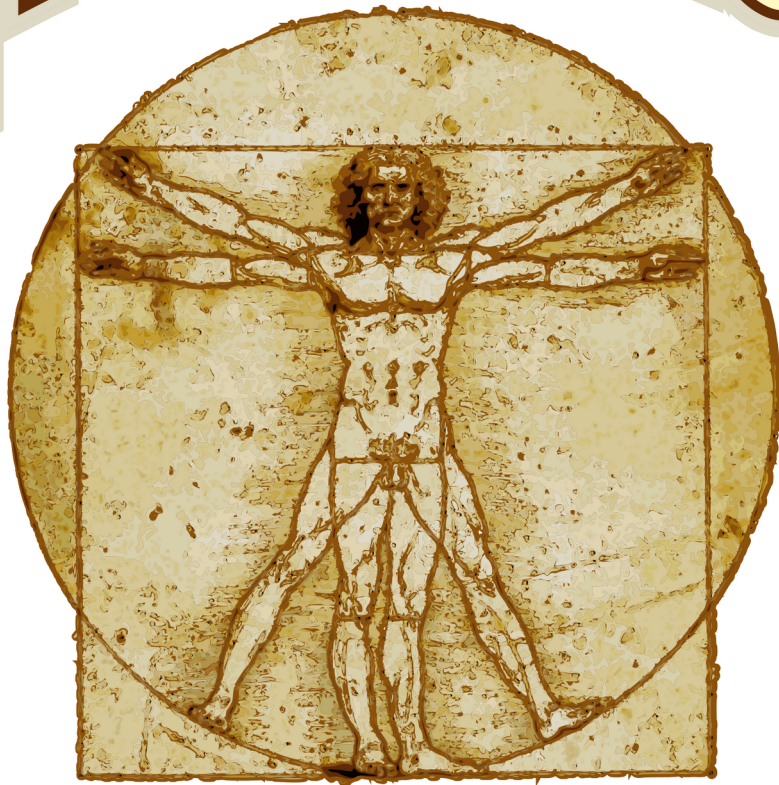


MYTHMAGICA™



The Character Compendium

by Whitson John Kirk III

**Character Creation Guide
of the Mythmagica RPG**



Mythmagica

The Character Compendium

Beta 11b

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Table of Contents

Introduction.....	1
Creating an Avatar.....	3
The Priority Grid.....	5
Choose a Race and Lineage.....	11
Race and Lineage Descriptions.....	11
Racial & Lineage Characteristics.....	22
Natural Weapons for Races.....	31
Set Character Traits.....	32
Set Character Attributes.....	32
Set Basic Attribute Values.....	32
Racial Baseline Attributes Table.....	33
Set Derived Attribute Values.....	34
Choose a Class.....	36
Finish Your Character.....	38
Start Playing!.....	39
Classes.....	40
Class List.....	40
Initiate Classes.....	45
Veteran Classes.....	58
Flavors & Flaws.....	85
Gifts.....	89
Skill Domains.....	115
Skill Rolls.....	115
Scoped Skills.....	116
Skill List.....	118
Academic Domain.....	121
Academic Skills.....	121
Eldritch Domain.....	134
Eldritch Skills.....	134
Fantasia Domain.....	158
How Fantasia Magic Works.....	158
Fantasia Skills.....	160
Musical Scores.....	167
Martial Domain.....	187
Martial Skills.....	187
Martial Proficiencies.....	193
Trade Domain.....	200
Trade Skills.....	200
Equipment.....	222
Miscellaneous Gear.....	222
Weaponry.....	224
Body Armor.....	224
Melee Weapons.....	232
Entrapment Weapons.....	237
Range Weapons.....	240

The Character Compendium

Introduction

Mythmagica is a tabletop role-playing game about heroism and valor and risk and sacrifice. In it, you assume the role of a character, an alter-ego, if you will, in a world of myth and legend. Although there are many different characters in the world you will be exploring, the character of a player is special. It is known as an Avatar, which is traditionally a word meaning the embodiment of a deity on Earth. In this game, though, an Avatar is a player's alter-ego in a fictional world based on the ancient folklore and mythology of the European and Mediterranean theaters.

This book provides you with the basic building blocks to create your Avatar. It starts out by providing a framework in which to block out a background for a character that would feel at home in an ancient myth. Perhaps you'd like them to be a demi-goddess, the daughter of Zeus and one of his many worldly concubines, who occasionally feels the wrath of Zeus's jealous wife Hera. Or, maybe you think a Prince Charming or Merlin type character would be fun to explore. You could even play a tiny gossamer winged fairy sprite, if that sounds interesting. To promote a sense of heroic wonder matching those in fairy tales and legend, the system is quite flexible in what it allows you to play.

Mythology and Folklore

Mythmagica is strongly based on authentic European and Mediterranean mythology. This was done primarily because the game author is a fan of ancient legend and figured there were probably some other gamers out there that would appreciate a myth-based game. Further, Mythmagica goes beyond being a stale academic account of folklore, and elevates it to an experience. It allows players to get a sense of what it is like to live in a world where superstition is reality. After all, the fables incorporated in this game were *actually believed* by societies of old. This was their world.

Mythmagica is limited to European and Mediterranean folklore because expanding the scope to anything broader would have been far too much work to develop with any depth. The real world is simply too big.

One thing the creators never intended with the game's mythological focus was to limit you, the players, in what ideas and concepts you want to explore in play. Just because the game has its roots in folklore and mythology is no reason for you to restrict yourselves. You shouldn't feel that you are playing the game wrong by introducing something into the fantasy that you made up on the spur of the moment. The game's author does that all the time, in fact. Even the game you hold in your hands, while based on historical fable, includes a good deal of interpretation. It must. After all, myths don't come ready made with character stats and detailed game rules. Even if they did, mythology is riddled with contradictions. So, no matter how meticulous a writer

tried to remain true to their source material, some personal interpretation must seep into it.

Recognizing this, even if you are a history buff and create a historical game, you are encouraged to purposely alter key historical events to explore how those changes might have altered the legends and mythologies based on them. This will force you to put aside any mythological hubris, eliminates what could otherwise become a creative straight-jacket, and keeps the game fresh. So, use the materials as presented to give you a leg up on creating a vivid world and improvise the rest. After all, the myths themselves are make-believe, so have fun with it. If you end up accidentally contradicting some factoid from mythology, seize the opportunity, explore the alternatives, and push it for all it's worth. In short, history is no excuse to avoid exploring something new.

Decide on a Theme

Before you start creating Avatars, discuss the upcoming campaign with your friends and come up with a theme. This will be the reason the characters initially know one another and will be the "glue" that binds them together over time.

Perhaps you are a gang of thieves trying to scrape out a dishonest living. Or, maybe you are a group of young mages wanting to establish the community's first University of Magic. Perhaps you are a band of Sherwood Outlaws intent on stealing from the rich and giving to the poor. Or, chivalry and dragon slaying might be more to your liking. If so, you may want to form a party consisting of a squire on a quest for knighthood and their entourage.

Fundamentally, it doesn't matter what specific theme you choose, as long as it inspires everyone and gives the characters a reason to gel into a cohesive group. Make sure your Overlord is included in the discussions to ensure the theme fits in their campaign world.

Since your characters share a common theme, you may assume that they start out knowing one another. After all, they didn't just fall out of the sky. Assuming they didn't grow up in some deep dark hole¹, they all know *someone*. Those someones might as well include each other. Considerable enjoyment can arise during play as you fill out your Avatars' back stories and discover how they knew one another in the first place.

¹ Come to think of it, choosing a theme where everyone grew up in a deep dark hole could be cool as well. In that case, the group could be made up of members of a subterranean races, such as dark dwarfs, elves, goblins, and such. Of course, the characters could still know each other, having grown up in the *same* deep dark hole.

Push the Theme

Once the group decides on a theme, the Overlord should find some way to promote it by creatively using the rules.

For example, suppose the group decides on a pirate theme where the characters are planning to capture a ship, plunder the seas, and search for buried treasure. In that case, one very good option would be for the Overlord to require every player to select at least one sailing profession as one of their beginning Initiate classes. To get the ball rolling quickly, they may also have the Avatars all start out as crew-mates on the same merchant vessel.

Suppose the group decides on a Roman gladiator theme. In that case, the Overlord could similarly require each Avatar to have a gladiatorial-style class and insist that everyone start out as slaves owned by the same lanistae (gladiator trainer).

If the group decides on a theme based on One Thousand and One Arabian Nights, the Overlord could decide to have everyone select races and classes from those that are common in an Arabian setting. Further, to add more spice, they may decide that every Avatar in the group share a common supernatural nemesis. The Overlord could, for example, provide a nemesis that just so happens to be a powerful Royal Djinn bent on making all of the Avatars' lives miserable. In that case, the group should decide what it was that they did to tick off their adversary.

These initial choices will have a big and highly positive impact on play, so don't be tempted to just skip over them. Be creative and have fun with it!

CREATING AN AVATAR

Creating an Avatar

After your group has chosen a theme, and your Overlord has told you how they want to promote that theme, it is time for everyone to design their Avatars. Feel free to browse through the character generation rules and discuss your options before you start. Once you come up with a character concept, you will follow these steps to flesh out your Avatar. If, at any time during character creation, you wish you had made a different choice in a previous step, feel free to change your mind. The point here is for you to design a character that you will enjoy playing, not that you follow these steps in any particular order:

- 1) You need to create a character concept. To do that, look at [The Priority Grid](#) section and select your priorities for Ancestry, Race & Lineage, Social Status, Relationships, and Magical Aptitude. Note these on your character sheet along with any extras that come along with it (use pencil in case you change your mind as you go).
- 2) Based on the priority you set on Race and Lineage in step 1, choose your character's Race and Lineage. (These are listed in the Race and Lineage section hereafter.) Your Overlord may set some constraints on your choices based on the campaign setting. Write your choices down on your character sheet.
- 3) Record on your character sheet all of the Racial Skills, Gifts, Flaws and Traits possessed by the Race and Lineage you chose in step 3, if any. All of these items are listed on the [Race and Lineage Characteristics Table](#) hereafter.
- 4) Determine your character's Basic Attributes, determined by the Race you chose in step 3. Write these values down on your character sheet. The process for setting basic attributes is described in the [Setting Basic Attribute Values](#) section.
- 5) Calculate your character's Derived Attributes based on how you chose your basic attributes in step 4 and write them down on your character sheet. The process for setting derived attributes is described in the [Derived Attribute Values](#) section.
- 6) Record on your character sheet that your character has a Level of 0 and that their Total and Unspent XP are 0.
- 7) Select your character's Initiate class(es), skills, and/or gifts based on the priority you chose for training in step 1. The available Initiate classes are listed in the [Initiate Classes](#) section. There are a lot of classes to choose from. If you are new to the game, you should probably read through the [Choose a Class](#) section, which will help guide you to a class that matches your character concept. Further, the skills are listed in the [Skill Domains](#) section, and gifts are listed in the [Gifts](#) section. Your Overlord may set some constraints on these based on the culture in which your characters find themselves at the beginning of the campaign.

Creating an Avatar

Also, they may provide additional options to promote the group's primary theme.

- 8) Write down any Gifts, Skills, Flaws, Academic Lores, Occult Lores, Mystical Disciplines, Pagan Disciplines and Traits your character possesses in the appropriate sections of your character sheet. Note that these may have been granted you by your Race, Lineage, or Class(es), or may have been selected independently based on your Priority Grid choices.
- 9) If your character is a Pagan, choose what pantheon, or faction, of gods they worship and record this on your character sheet. (Information about the gods and their pantheons can be found in [The Codex of Cultures](#).)
- 10) If your character is a spell-caster (Pagan priest, Occultist, or Mystic), select the spells your character knows and write them down. (Mystic and Pagan spells are found in [The Codex of Cultures](#). Occult spells are listed in [The Oculus of Occultism](#).)
- 11) Select the weapons your character favors and enter them on the character sheet. The weapons are found in the [Equipment](#) section of this book.
- 12) Look up the important statistics for your character's Skills, Spells, and Weapons and write them on your character sheet.
- 13) Set your raw ranks in all your various abilities to zero, write down any rank adjustments you have in your Skills based on your Classes, Race, and Lineage, and calculate your overall skill ranks based on this information.
- 14) Choose what armor your character wears and what kind of shield they hold, if any. The quality of their equipment should take the character's Ancestry into account. Note your selections.
- 15) Determine your remaining combat characteristics based on your character's attributes and armament.
- 16) If, after designing your character, you have a feel for their persona, feel free to add a Trait or two to help bring it to life in play. (After you start to play the character, opportunities will arise to add or change your Traits. So, your character's Traits are not set in stone. But, this is your last opportunity to add Traits without story-based reasons.)
- 17) Give your character a name.

The Priority Grid

Your first task in creating a character is to come up with a character concept, along with some kind of background to get a feel for who your character really is. This section will get you a long way down that path.

The table at the bottom of this page provides a grid of background options for your character. These include their Race, Lineage, Social Status, and other important facets. You need to prioritize these to determine what is important to their makeup and what is not. Look over the various options in the table and accompanying descriptions so that you understand your choices. By prioritizing these options, you will begin to determine how your character fits into the world in which they live.

If you look at the table, you will notice that the left-hand column denotes priorities A, B, C, D, and E. So, the items in the “A” row are all potential A priority choices. Those in the “B” row are all potential “B” priority choices, etc. In determining your selections, you may select any of the following choice combinations:

A, A, C, E, E	A, C, C, D, D
A, A, D, D, E	B, B, B, D, E
A, B, B, E, E	B, B, C, C, E
A, B, C, D, E	B, B, C, D, D
A, B, D, D, D	B, C, C, C, D
A, C, C, C, E	C, C, C, C, C

With any of these combinations, you must select one choice from each column in the Priority Grid.

Ancestry

A character's ancestry refers to their pedigree, although it has less to do with DNA and more to do with whether their parents were famous, divine, monstrous, loved, or despised. In short, part of how a character fits into a world is influenced by how their parents fit into it.

Further, a character's ancestry determines the quality of their starting equipment. This is where you get the armor, weapons, and other various doodads that your character will use on their initial adventure. Don't forget to write it all down on your equipment sheet. When you determine what you get in terms in weaponry, put them under the Weapons section of your character sheet. Similarly, when you figure out whether you have armor and shield, write those down in the Shield & Armor blank.

A) Semi-Divine: One of the character's parents is a deity, either minor or major. Being the offspring of a god or goddess, the character automatically gains high favor with their divine parent and the enmity of that parent's enemies. Selecting this option does not mean that their divine parent or their parent's enemies spend much effort in monitoring the character's activities. So, they cannot reliably be called upon in times of great need. The player must choose which deity sired (or bore) their character (although this may be delayed until after play starts) and whether the character is aware of their ancestry. Due to their deific parentage, the character gains the Gifts of Semi-Divine Mending, Semi-Divine Regeneration, and Semi-Divine Bloodline (see the Gifts section for details).

Extra: The character is fully equipped with appropriate gear of superb quality (Overlord's discretion). For example, a fighter may have the following: fine clothes, plate armor or equivalent, a large tent, a well trained heavy war mount, traveling gear, a wineskin, an assortment of well crafted weapons, a potion or two

The Priority Grid

Priority	Ancestry	Beckoning	Race & Lineage	Relationships	Social Status
A	Semi-Divine	Compelling	Pure-Race/Pure-Lineage	Supernatural Benefactor	Royalty
B	Heroic	Great	Pure-Race/Mixed-Lineage	Mortal Benefactor	Nobility
C	Nondescript	Moderate	Mixed Race or Human	No Benefactor, Dependent or Nemesis	Free
D	Infamous	Low	Adolescent, Banished, or Elderly Human	Dependent or Mortal Nemesis	Serf
E	Tainted	None	Handicapped or Preadolescent Human	Supernatural Nemesis	Slave or Wanted Outlaw

of the player's choice, and a magical family heirloom, all of 4th Quality Level.

In addition, all characters selecting this choice will start with a leather backpack containing the following: two weeks of dried rations, spices, 50 feet of strong silk rope with attached grapnel hook, magical light source (such as a Carbuncle Stone or an Ever-Burning Lamp), a tinderbox, a small hatchet, a blanket, a mirror, a quill, ink, parchment, silver eating utensils, a steel knife, and an assortment of fine copper cooking gear.

B) Heroic: One of the character's parents or grandparents is a renowned hero. They have slight favor with some deity, who grants them the Gifts of Heroic Bloodline and Regeneration (see the Gifts section for details). The player must describe the hero in their ancestry (although this may be delayed until after play starts) and whether the character starts out aware of their heroic ancestry.

Extra: The character is well equipped with appropriate gear of decent quality (Overlord's discretion). For example, a fighter may have the following: clothes, chain armor or equivalent, small tent, a medium war mount, traveling gear, a wineskin, a few decent weapons, and a magical healing potion. In addition, all characters selecting this choice will start with a canvas backpack containing the following: two weeks of dried rations, 50 feet of rope with attached grapnel hook, a hooded lantern, 2 pints of oil, a tinderbox, a small hatchet, a blanket, a mirror, a quill, ink, parchment, pewter eating utensils, a steel knife, and a tin cooking pot.

C) Nondescript: The character has no blood of any note in their ancestry. They are neither blessed nor cursed. At least, not yet.

Extra: The character is equipped with basic gear, which is of average quality (Overlord's discretion). For example, a fighter may have the following: clothes, riding horse, traveling gear, a wineskin, leather armor, and a decent weapon or two. In addition, all characters selecting this choice will start with a canvas backpack containing the following: two weeks of dried rations, 50 feet of rope, two torches, 2 pints of oil, a tinderbox, a blanket, a wooden spoon, a knife, and a tin cooking pot.

D) Infamous: One of the character's parents or grandparents is an infamous traitor or apostate. The community their ancestor betrayed distrusts him. The player must decide on the identity of their betrayer ancestor (although this may be delayed until after play starts) and whether the character is aware of the precise nature of their infamous ancestry. The character has some telltale physical characteristic that makes them recognizable. For example, their family's enemies may have branded their neck or forearm with a symbol representing "traitor".

Extra: The character is barely equipped with gear of poor quality (Overlord's discretion). For example, a fighter may have no more than tattered clothes and a single weapon having a value of no more than 64 s.oz.

E) Tainted: The character is the offspring of a normal humanoid and either a demon ² or someone who was horribly twisted into a monster by the gods as punishment for some wicked deed. Their monstrous parentage does not alter the Race and Lineage characteristics of their normal parent. But, the character inherited some of the monstrous parent's characteristics, albeit to a far lesser degree, and so is deformed themselves. As such, they gain the Slightly Deformed flaw. In addition, the character is Highly Sensitive to some common effect. They have a Drawback in Conflict Rolls associated with the sensitivity. Further, on any failed Conflict Rolls, the Margin is added to the effect (Damage, Setback, etc.). For example, the character may be harmed by Metaphysical Damage as if they were demonic or may sustain double Internal Damage from iron weapons. You should discuss with your Overlord what kind of susceptibility afflicts your character. In addition, you must both agree on the nature of their monstrous ancestor (although this may be delayed until after play starts) and whether the character is aware of their ancestry.

Extra: The character has equipment equivalent to that of the "Infamous" category. However, they are also cursed in some way. Either they possess some cursed item that they cannot rid themselves of easily, or they have a magical curse that lingers until they perform some act, accomplishes some goal, or meets some condition. (The curse is by no means a permanent fixture of the character. Nor is it intended to be crippling. Rather, it should be a nuisance that acts as a motivating factor.) For example, they may possess an antique necklace that is actually an imp (minor demon) in disguise. If the character tries to remove the necklace, tells others of their predicament, or fails to do as the imp directs, then the necklace will choke them to unconsciousness. Since imps can only be harmed by magical means, the necklace may quickly become a problem. Discuss the item and the nature of the curse with your Overlord.

2 Characters with part demonic parentage are known as Cambions, and would often have remarkably potent magical abilities. Merlin, the great Wizard of Arthurian Legend, is probably the most famous example of one.

Beckoning

A character's beckoning determines the limits to how far training and diligence can take them in the magical professions. It also determines how many classes they start with. Magical classes are restricted to characters having a specific Beckoning gift. For example, the class of Wizard is limited to characters with the gift of Occult Beckoning. As such, it is considered to be a magical class.

A) Compelling: You may choose any two Beckoning Gifts (e.g. Fantasia Beckoning, Occult Beckoning, Pagan Beckoning, and Mystical Beckoning). Further, the character has no limit to the number of magical Classes they may gain in their career (although their total number of classes is still limited by their Level). The magical Classes may be in any combination, provided the character satisfies all their Prerequisites.

Extra: The character may start with up to three Classes for which they meet the prerequisites. However, they still cannot exceed their normal class maximum after 3rd Level, so this option does not ultimately increase the number of classes they may gain in the long-term.

B) Great: You may select any single Beckoning Gift. Further, the character is unlimited in their career in the number of magical classes they may gain, although their total number of classes is still limited by their Level. Of course, the character must still meet all of the prerequisites of the classes you select.

Extra: The character starts with training in up to two Classes for which they meet the Prerequisites. However, if they gain more than one class initially, they must forego gaining a class at 1st Level, so this does not ultimately increase the number of classes they may gain in the long-term.

C) Moderate: The character has decent magical aptitude. They gain any single Beckoning Gift. Further, the character may never gain more than three magical Classes in their career. Of course, the character must meet all of the Prerequisites for any class they obtain.

Extra: The character starts with training in a single Class.

D) Low: The character has some magical aptitude, and is granted a single Beckoning Gift of your choice. However, the character is limited to at most one magical Class. The character must still meet all of the prerequisites of any Class you select.

Extra: The character starts with training in a single Class.

E) None: The character has no magical aptitude beyond that provided by their Race and Lineage, if any.

Extra: The character starts with training in a single Class.

Race & Lineage

A character's race and lineage category determines what options you have when selecting their Race.

When selecting a character's Race & Lineage, you may optionally apply the flavors of Adolescent, Banished, Elderly, Handicapped, or Preadolescent. The flavors of Adolescent, Banished, and Elderly drop a given Priority Grid choice by one grade. The Handicapped, and Preadolescent flavors drops it by 2. So, an Adolescent Pure-Race/Pure-Lineage elf, such a Daoine Sidhe, counts as a B pick rather than an A pick. These options are reflected in the Priority Grid for Humans, but are omitted for other races to keep the grid itself from becoming too cluttered.

Further, the Race & Lineage pick determines how many languages the character starts with. The Overlord may customize what languages are available, based on their game world. Otherwise, the common languages³ are: Aramaic, Brittonic, Coptic⁴, Gaelic, Gaulish, Germanic, Greek, Old English, Persian, Romance⁵, and Slavic; the archaic languages are: Arabic, Arcanum⁶, Ancient Egyptian, Hebrew, and Latin⁷. The section on races and lineages detail which of these are commonly spoken by the various races.

For those playing in a world based on historical Earth, which languages are common and which ones are archaic is obviously going to change over the course of millennia.

A) Pure-Race, Pure-Lineage: The character is a pure-blood member of some humanoid lineage other than human. If you take this option, you may select any one of the standard pure-blood lineages listed on the Race and Lineage Characteristics Table. The character gains all abilities and limitations inherent to the chosen lineage.

Extra: The character is highly educated linguistically. The character knows four common languages, including their native tongue, and one archaic language. In addition, they gain the gift of Reading and Writing a Common Script.

B) Pure-Race, Mixed-Lineage: Both of the character's parents are of the same standard humanoid race. However, they were from different lineages within that race. (Only races having a "Mixed Lineage" description on the Race and Lineage Characteristics

³ The languages are categorized in this way to support Zyx, the author's game world. Zyx is based on the premise that the Avatars live in a pagan golden-age, where all of the pagan civilizations of ancient Earth are at their peaks all at once (Babylon, Egypt, Greece, etc.). Further, the age of the three great religions (Christianity, Islam, and Judaism) preceded the pagan golden-age and fell into ruin due to their incessant holy wars. As mentioned in the text, if this structure is unappealing to the Overlord, they may change it to suit their game world's needs.

⁴ A modern variant of Egyptian.

⁵ More formally known as Vulgar Latin within the game. Romance encompasses Italian, French, Spanish, and other languages sharing a similar grammar and vocabulary. The game assumes anyone speaking Romance can effectively communicate with anyone else speaking Romance.

⁶ Also known as Proto, Arcanum is the universal language spoken by early man before splitting into myriad dialects. The few bits of the language that survive are utilized by Occultists in spell-casting.

⁷ More formally known as High Latin.

Table are available to players selecting this option.)
The character gains all abilities and limitations specified for Mixed Lineages on the table.

Extra: The character knows how to speak two common languages, one of which is their native tongue. In addition, the character gains the gift of Reading and Writing a Common Script.

C) Mixed Race or Human: The character is either pure human, or the offspring of two common humanoid races. For example, the character may be an Elf/Human hybrid or a Pan/Goblin mix. The most common Mixed Races are listed on the Racial Baseline Attributes Table, which are all half-human, but you needn't be restricted to those. For those mixed-races not listed, the character's racial baselines are the average of those of their two parents (manually tweaked if necessary so that they all add up to zero).

Extra: In addition to their native tongue, the character knows how to speak in one modern common language. This option does not bestow the ability to read and write.

D) Adolescent or Elderly Human: The character has either the Adolescent or Elderly flavor (see Flavors & Flaws for details). The character may actually be either a Human or have a Mixed Race.

Extra: The character gains a single language, that of their homeland. This option does not bestow the ability to read and write. However, more starting languages and the ability to read and write may potentially be gained through classes.

D) Banished Human: Both of the character's parents are human. If you select this choice, the only race option available to you is "Human". Further, the character gains the Banished flavor.

Extra: The character knows the language of their homeland, and possibly others granted by their classes. Sadly, the character currently finds themselves in an unfamiliar foreign land whose native tongue is unknown (so the current land's tongue cannot be chosen as a known language, even if one of their beginning classes grants additional languages). This option does not bestow the ability to read and write.

E) Handicapped Human: The only race option available to characters taking this option is "Human". Further, the character gains the Handicapped flavor.

Extra: The character knows only a single language: that of the local area. This option does not bestow the ability to read and write.

E) Preadolescent Human: The character has the Preadolescent flavor (see Flavors & Flaws for details). The character may actually be either a Human or have a Mixed Race.

Extra: The character knows the language of the local area. This option does not bestow the ability to read and write. However, other languages and the ability to read and write may be gained through classes.

Relationships

This category brings to light some of the important relationships the character has to other characters in the game world. Their relationships also determine the character's starting cash, or how much ready currency a character possesses. Although we list the values in silver ounces⁸ (s.oz.), the actual coinage may vary. It is likely that characters will have a mixture of gold ounces (g.oz.), electrum ounces (e.oz.), silver ounces (s.oz.), and copper ounces (c.oz.) whose total value equals that of the specified sum. (Note that 1 g.oz. = 64s.oz., 1 s.oz. = 8 s.oz., and 1 s.oz. = 8 c.oz.) Large monetary sums may be made up in part with gemstones, at the player's discretion.

A) Supernatural Benefactor: A supernatural benefactor is some divine or supernatural being that has great affection for the character and actively looks out for their well-being. Your character may or may not know the reasons for the benefactor's affection, but it is reasonable to discuss their motives with your Overlord (it is not required to do so before play begins). The benefactor can be one of the following general types. In all cases, you and your Overlord should discuss the benefactor's makeup:

Deific Benefactor: A deific benefactor is a deity, demon prince, arch-devil, elemental prince, royal djinn, arch-angel, or some other uber-potent entity. It may or may not be an actual deity, but its power and influence may seemingly rival that of a god. Unfortunately, such beings are the focus of much supernatural activity, and so are in a constant state of distraction. As such, it is sometimes difficult to obtain their attention. (It is up to the Overlord's discretion as to how often this may be accomplished.) Further, deific beings almost never enter the mortal realm directly. Whether this is because there is some force preventing this or there is merely a pact between gods is unknown. But, if a deific benefactor's aid is sought, they will magically transport the petitioner to their divine presence rather than the reverse. The aid that will be given in these circumstances depends on the benefactor's nature. But, often the help will come in the form of advice, medical attention, and magical protection that takes as little of the entity's time as possible. The benefactor's goal is to see that the character develops into a strong, confident personality. So, they will help the character only up to a point. They will not fight the character's battles for them.

Guardian: A guardian is a daemon, imp, guardian angel, ghost, elemental, or other spirit that continually follows the character and helps out in times of dire need. However, it will step in *only* when it feels its ward's life is truly threatened. It cannot be called upon for advice or training. The guardian's potency is supernaturally tied to that of the character. In effect, its Levels loosely tracks those of its charge, although they

8 Mythmagica uses silver ounces as its standard monetary unit.

are not constrained to *exactly* match. The spirit's physical manifestation may be destroyed, but death in the mortal realm merely means the guardian has been dispelled back to its own plane of origin. Its supernatural nature prevents it from being permanently killed. However, if dispatched from the mortal realm, the guardian will be unable to re-manifest for a month of game time.

Mentor: A mentor is a demon, angel, ghost, or spirit that acts as a counselor. The mentor may be called upon frequently, but its primary goal is to ensure that the character grows to their full potential. As such, the mentor will provide advice and training to the best of its ability. Its abilities uncannily match the character's needs, though. So, the astral mentor is able to provide training in any class or skill the character seeks while their spirit wanders the astral plane during sleep. And, since time works differently in the astral plane, a new class can be gained with a single night's sleep. However, the spirit either cannot or will not intervene directly in the character's affairs.

Extra: The character has access to 100,000 silver ounces worth of cash. The wealth may take the form of gold, silver, and gems however the player chooses.

B) Mortal Benefactor: A mortal benefactor is some mortal of power or means that has great affection for the character. The nature of the relationship between the character and their benefactor may be just about anything. They may be an aunt, uncle, godfather, old family friend, or whatever the player desires. The benefactor will have some sphere of influence important to the character. For example, they may be a well-to-do aunt or uncle who is willing to help out financially on reasonable requests as the need arises. Alternately, they may be a high-ranking member in a city's thieving guild, a general commanding some nearby army, or a rich noble with considerable influence in the campaign setting who is able to pull some considerable strings when the character gets into bad scrapes. The player pretty much makes these decisions, but is not obligated to provide more than a name and a one or two word description of the nature of the relationship to start. It is hoped that the persona of the benefactor will develop through play.

Extra: The character has access to 10,000 silver ounces worth of ready cash. The wealth may take the form of gold, silver, and gems in whatever distribution the player chooses.

C) No Benefactor, Dependent, or Nemesis: The character has no relationships that benefit or burden them to any great extent.

Extra: The character has access to 1,000 silver ounces worth of ready cash. The wealth may take the form of gold and silver in whatever distribution the player chooses.

D) Dependent: A dependent is some person to whom the character has a great emotional attachment who

depends on the character for food, shelter, and protection. It may be a son or daughter, a cousin, or just an elderly lady that lives down the street to which the character has formed great attachment. In essence, a dependent is a liability. If they are killed, the character permanently gains an obsessive Trait (Overlord's choice) which cannot be healed by any means. The Overlord is expected to threaten dependents in some way from time to time, requiring the character to take action or suffer the consequences. The player pretty much makes the decisions as to the nature of the relationship as well as the dependent's race and background, but is not obligated to provide more than a name and a one or two word description of the nature of the relationship to start. It is hoped that the persona of the dependent will develop through play.

Extra: The character has 100 silver ounces in currency on their person. They have also recently acquired a debt of 1,000 silver ounces. Their creditors expect payment within a reasonable time-frame, but the character is currently in good standing.

D) Mortal Nemesis: A mortal nemesis is some mortal that knows the character and is holding some grudge against him. In short, the nemesis wants the character humiliated, broken, and/or dead and has the wherewithal to occasionally find the character and cause difficulties for him. The reasons for this animosity are up to both the player and Overlord, but the nemesis cannot be easily dissuaded from their vengeance. Even if bargains are made to forestall the nemesis's wrath, they will eventually resume their plans. If the nemesis is killed, some other will take their place (perhaps a brother that will then want revenge for their deceased sibling's death). So, if this option is chosen, a mortal nemesis will always be a permanent fixture in the character's life.

Extra: The character has 100 silver ounces in currency on their person. They have also recently acquired a debt of 10,000 silver ounces. Their creditors expect payment within a reasonable time-frame, but the character is currently in good standing.

E) Supernatural Nemesis: A supernatural nemesis is some divine or supernatural being that despises the character for some reason. In short, the nemesis wants the character humiliated, broken, and/or dead and has the wherewithal to frequently find the character and cause no end of difficulties for him. The reasons for this animosity are up to you, but the nemesis cannot be dissuaded from their vengeance by any means. Being essentially immortal, a supernatural nemesis cannot be permanently killed.

Extra: The character has 100 silver ounces in currency on their person. They are also overdue on paying off a substantial debt of 100,000 silver ounces. Their creditors are actively seeking to collect their due from them, which at this point includes some aggressive explanations as to the painful consequences of ignoring

one's obligations. Failure to promptly pay will result in the debt quickly growing even further out of control and the consequences of additional late payments growing ever more dire.

Social Status

A) Royalty: The character is a high-ranking noble of a royal court, perhaps even in line for the throne (Overlord's discretion). Titles such as Duke, Duchess, and Sultan fall into this category. (The highest titles, such as Emperor, Pharaoh, King, Queen, or Caliph, can only be selected with the Overlord's approval.) You have the option of either having your character start out with the title already granted, or having them merely start in line to inherit it. If you decide to take the title already granted, then the character has the title, but no lands to go along with it (perhaps because the lands were overrun by an enemy and must be reclaimed). If you decide to merely be in line to inherit the title, then the title will grant you lands when (and if) your character ever inherits it.

Even without lands, though, royal status usually places a character above the law in their homeland, except where it directly conflicts with the interests of a higher ranking royal. This immunity extends to a lesser degree out of their homeland. Nobles usually treat foreign royals with the utmost courtesy, for fear of instigating an international incident.

There is an implied and universally understood expectation that wherever royalty travels within their homeland, lesser nobles are expected to afford them every hospitality. After all, if royalty is gracious enough to visit, the least that can be done is to provide them and their entourage the best accommodations and lavish banquets at no expense.

Finally, all royal characters are Immune to Entrancing Setback and are granted the Gifts of Divine Right, Noble Bearing, and Royal Bearing. (See the Gifts section for details.)

Extra: The character has inherited a well-tended but unremarkable keep sitting on a sizable tract of land (several square miles). The lands contain forests and farmland, supporting around 20 peasants who are either farming the land or performing other work. The keep pays for itself and provides a small, albeit unpredictable, income (Overlord's discretion). Unfortunately, the keep cannot be sold for some reason of the Overlord's choosing. For example, doing so may gravely insult some high-ranking noble whose ancestor originally granted possession to the character's ancestors.

B) Nobility: The character is either a fully recognized minor noble or is due to inherit a higher title, at the player's option. If the character has already been granted their title, they will probably be at the level of a Baron,

Viscount, or Sheik. If the character is merely expected to inherit a title, they will probably inherit the title of Count, Marquis, or Emir. Their title does not, in itself, bestow upon them any lands. But, it usually places them above the law in their homeland, except where it directly conflicts with the interests of a higher noble. This immunity extends to a lesser degree out of their homeland, as local nobles usually treat their noble guests with courtesy.

Further, all noble characters are granted the Gift of Noble Bearing.

Extra: The character owns a modest house. The player can decide whether the house is in-town or in the countryside. In-town houses will have small yards, if they have yards at all. Country estates will have lots of space (probably around 10 acres), but lack the protection and convenience of city living. The estate needs general maintenance, but otherwise costs them little. Unfortunately, the estate cannot be sold for some reason of the Overlord's choosing. For example, the character's ancestors are buried in a graveyard on the grounds and doing so would likely cause the ghosts of the character's ancestors to haunt them until they regain possession of the ancestral crypts.

C) Free: The character has no title, but neither do they have any binding allegiance to a noble. The character is free to travel as they will.

Extra: The character owns an apartment. It is small and modest, but its maintenance costs are negligible. It is large enough to comfortably house two people. The apartment may be sold, if desired, but is not likely to fetch more than about 750 silver ounces (s.oz.) after all fees and taxes are paid.

D) Serf: The character has sworn allegiance to a nobleman. One-third of the income earned by the serf is automatically owed to their liege. When they travel, they must have papers granting their Liege's permission. Any serf repeatedly failing to live up to their obligations will eventually become a wanted outlaw.

Extra: The character has a modest, reasonably maintained single room residence provided by their liege.

E) Slave: The character is the slave of some other person and has been branded as such in some conspicuous location. Everything possessed by the character is the property of their owner and all income earned by the character must be passed on to them. When the character travels, they must carry papers stating that their owner has given them permission to do so. Note that runaway slaves quickly become wanted outlaws.

Extra: The character has a run-down single room shanty or room provided by their owner.

E) Wanted Outlaw: The character is a fugitive of the law and is actively hunted.

Extra: The character has no permanent residence.

Choose a Race and Lineage

Your Avatar will not live in a world populated entirely by humans. Since Mythmagica is largely based on mythology and folklore, you can create Avatars who are members of fantastical or faery races.

Many of the races have a number of lineages, each of which represents a sub-population of that race with unique characteristics and cultural traditions. All of the races and lineages are described hereafter and are listed in the [Race and Lineage Characteristics Table](#). Which of these is available to your Avatar depends on the game world setting and the priority you assigned to the Race and Lineage Category when determining your character's background. The cultures in which a given race and lineage are available are listed on the table for each lineage. Talk with your Overlord (Game Master) about what cultures are available in their game setting.

If you placed race and lineage at the highest priority on the Priority Grid (e.g. Pure-Race, Pure-Lineage), you have the widest range when selecting your character's race and lineage. You may take any of the non-human, Pure Races available for the game world's culture. And, you may select any Pure Lineage option available for that race (this, obviously, excludes the Mixed Lineage options for any race). Those Races that don't list any Lineages (essentially having only a single Lineage) are also available to you. If you chose the Pure-Race, Mixed Lineage option, you may select any Race that has a Mixed-Lineage option, and you must select that option. If you chose to have a Mixed Race, none of the Pure Races are available to you. You must either choose one of the available Mixed Races (e.g. Elf/Human Hybrid, Goblin/Human Hybrid, Nymph/Human Hybrid, etc.), or come up with your own mix (see the Mixed Race option for details on how to do this). Otherwise, your character must be Human.

Unless otherwise stated, all Avatar races are Immune to Blighting, Metaphysical, and Sunshining Damage. Further, they are Immune to Captivating and Enervating Effects.

Race and Lineage Descriptions

Babi / Astennu

The Babi are a Middle-Eastern race having the bodies of ordinary men and the heads of baboons. The term "Babi" is actually a slang term used by outsiders when referring to this race. It is considered an insult, albeit one that polite society tolerates, because Babi is the name of a violent Egyptian baboon demon that eats the entrails of the damned. Being an intellectual race, they call themselves the Astennu, after a baboon deity who attends the Egyptian god Thoth. Nevertheless, Babi is the more commonly used term when referring to them.

Regardless of what they're called, they have long dog-like snouts and large vicious fangs. Their foreheads are low like many other primates, but their eyes show an intelligence and dignity far beyond that of normal baboons. Astennu hair is bushy and brown, often extending out the shoulders and acquiring a silver tint as an individual ages.

They dress themselves in a variety of human fashions, depending on the culture in which they find themselves. However, they are best known for the rags and strips of cloth that they wrap around their bodies when traveling in arid regions. This dress was acquired from the desert-dwelling sokar along with their tendency to travel at night to escape the sweltering heat. In this garb, the Astennu look like mummies shambling over the dunes with only moonlight to guide them.

Astennu thirst for knowledge and will go to great lengths to acquire it. They are not malicious, however, and most possess their own moral code that is always strictly followed. Their code provides no compunction against raiding the tombs of the dead or uncovering hidden vaults but draws the line at inflicting unnecessary pain or anguish on others. Of course, the term "unnecessary" is open to interpretation and there are a few Astennu that take a very liberal view of the word's meaning.

Members of this race are usually willing to barter and trade with other races, especially if they believe some hints to the whereabouts of undiscovered scrolls can be gleaned. Since the Astennu are not really craftsmen or farmers, often the only thing they possess with which they can bargain is the knowledge they have accumulated. Consequently, they are generally unwilling to part with their hard-earned wisdom without due compensation.

Most Astennu speak a variety of human languages, most commonly Egyptian, Mesopotamian, and Persian. They are extremely intelligent and are well able to follow any career or profession practiced by men. Mages are relatively common among the Astennu, especially illusionists and thaumaturgists. Priests usually worship Thoth, the Egyptian god of learning and knowledge.

Ba-Neb-Tettu

Also known less formally as Ba-Nebs, the Ba-Neb-Tettu are sturdy humanoids with the heads of rams and the bodies of ordinary men. Obviously, their heads are their most distinguishing characteristic. Their horns normally do not have the almost circular inward-sweeping curve of most domesticated rams. Instead, the horns of most Ba-Nebs corkscrew from the temples in an outward spiral. The horn types of virtually any sheep species are common enough in individual Ba-Neb-Tettu to go without mention, however. The coloration of their hair is similar to the ordinary bighorn. Many are pure white, but a significant number are black or are mottled with patches of brown.

Ba-Neb-Tettus are a remarkably humble and peaceful race possessing great creativity and strength of character. They are far more interested in the domestic trials of farming and in the earthy pastimes of pottery and sculpture than in the oftentimes self-centered motivations of man. Even so, they recognize that the roles they must play in the world's affairs must sometimes take them beyond the boundaries of their well-tended fields. Farming is their preferred lifestyle because they have a strong sense of duty to the earth, not because they are filled with the timidity of their woolly cousins tended by shepherds.

Ba-Neb-Tettu speak human languages fluently. The most common of these are the Middle-Eastern languages of Egyptian, Persian, and Mesopotamian. The male voice is deep and rumbling. That of the females is higher-pitched than the males' voice, but still lower in tenor than that of human females. They are quite articulate and are well suited to the priesthood and politics.

Ba-Nebes are capable of learning any human profession, although mages are rare while peasants and priests are quite common. Priests primarily worship the gods of Egypt that are at least occasionally depicted with ram-heads. These include Amun, or Ra, who is portrayed with a ram's head when venturing through the underworld and Ptah, the creator god.

Dwarf

Dwarfs are short, stout, bearded beings standing anywhere from 3 to 4 feet tall. They are a grim race with a serious countenance and disdain for waste and frivolity. They commonly inhabit underground catacombs where they have easy access to the gems and metals that they covet. Most of the finest miners and smithies come from the dwarfish race as dwarfs hold these professions in the highest regard.

Legends of dwarfs are common features in the myths of many lands, giving rise to many different dwarfish lineages in folklore. The dwarfs of Scandinavia and Germany are the best known in modern days. Even the ancient Egyptians had legends concerning these diminutive humans.

Duergar

Also known as the Nibelung, Duergar Dwarfs are short, stocky humanoids with pitch black hair. Their skin is also black, but it has a blotchy unhealthy looking pallor, which many people associate with death and decay. In fact, Duergars that wander on the surface are sometimes mistaken for wights or other undead forms. Most males grow long bushy beards, although certainly not all do so. Duergars commonly dress themselves in the worn leather smocks and dusty canvas clothes indicative of craftsmen. They live deep underground in cavernous cities carved directly from the earth's bedrock. Here these dark men perfect their dwarfish crafts of mining and forging metal for which they are renowned throughout the world.

Duergar Dwarfs have a great aversion to sunlight, as its touch causes them great pain as it slowly turns them into

stone. To protect against its effects, Duergar Dwarfs almost always remain deep underground. For those individuals that need to interact with men, or who are driven to adventure in the upper realms, the Duergars have a magical ability to become completely invisible to sunlight as described in the skill Tarnkappe. It is said that this ability was stolen from the Rugen Dwarfs.

The vast catacombs in which the Duergar Dwarfs dwell represent far more than a means of income to the grim race. Each great hallway, vaulted antechamber, and grand war room exhibits the life's work of a dwarfish master. The multitude of statues and reliefs portray the mightiest warriors and skilled craftsmen of the past. Taken collectively, the Duergar dungeons communicate millennia of anguish and toil suffered by worthy ancestors who demand respect. Duergar dwarfs do not take trespassers lightly.

After mining the depths of the earth's crust for centuries, these dwarfs are known to possess vast riches tucked away in various subterranean niches. The locations of these treasures are highly protected secrets. Not even the Duergars themselves know where all of their hoards are stashed, having forgotten about the existence of many of their treasure troves long ago.

Having triumphed over tremendous barriers to create their impressive long-lived civilization, many Duergars hold the surface dwelling races in contempt. Men are especially despised, because of their tendency to squander all resources, leaving nothing for posterity.

Duergar Dwarfs may profess any trade practiced by men. They particularly favor metal and stone working avocations and are well-known for their enchanters. Their most favored languages are Germanic, Gaulish, or Slavic.

Erduittle

Erduittle dwarfs have the same basic physical form as the other dwarfish lineages with the exception that they have large webbed feet, similar to those of ducks and geese. These duck feet embarrass Erduittle greatly. They do their best to hide them by wearing long cloaks. Unfortunately, their sensitive feet cannot abide any footwear which would do a far better job of concealment.

Their skin is very pale white. The hair of Erduittle children is a dark brown or black, but by the time these dwarfs reach adulthood, their hair turns to a light blond or pure white.

Unlike their cousins the Rugen and Duergar Dwarfs, the Erduittle Dwarfs have no aversion to sunlight. Indeed, they have a great love of bright daylight along with all of the summer flora that comes along with it. Even so, they make their abodes in caves and rocky niches which they transform through magic into brilliant summer-like wonderlands by calling light from from the crystals embedded in the cave walls.

Like other dwarfish races, Erduittle Dwarfs have a great love of gold and silver. However, they also have very charitable hearts and are often willing to help out deserving souls in need.

At great expense, the Erdlutils obtained the secret of the cloak of darkness, or *tarnkappe*, from the Rugen Dwarfs. It is believed that their main desire for this knowledge was as a superior means to hide their duck feet since Erdlutils have no particular need to shield themselves from the sun's rays.

Oddly enough, the warm-loving Erdlutils have an unusual symbiotic relationship with the frigid Barbegazi gnomes. During the summer months, the Barbegazis hide away in underground caves diligently forging quartz crystals into the stone walls while the Erdlutils luxuriate in the warm rays of the sun. During the winter months, the Barbegazis and Erdlutils change places. The Barbegazis romp and play in the snow while the Erdlutils return to their subterranean wonderlands. During the next summer, the fading twilight-like light from these wonderlands gives the Barbegazis the illumination they need to forge the next year's crop of crystals.

Erdlutils usually speak Germanic, Gaulish, or Slavic.

Rugen

Rugen Dwarfs have skin so pale that it seems to have a deathly pallor, with brown hair and eyes, although the shade may be anywhere from a light beige to almost black. Although Rugen Dwarfs are a subterranean race, they tend to live relatively close to the surface.

Taken as a whole, the race of Rugen Dwarfs has an unusually strong appetite for opulence and riches. They love gold, silver, and precious gems as do other dwarfs. But, they also have an unusually strong affinity for furs and crystal. In fact, Rugen Dwarfs have perfected the ability to forge glass into items having the strength and durability of steel. Such items are in high demand by those faery races that cannot abide the touch of iron. The best glass smiths demonstrate their skills by fashioning glass shoes, which they show off in elaborate tap-dances performed at their many festive balls. The dances produce a light and melodic tinging sound reminiscent of crystal goblets tapped together in toast.

Like Duerger Dwarfs, Rugen Dwarfs are terrified of sunlight as it turns them into stone. To help defend against its effects, Rugen Dwarfs developed the magical skills necessary to cause sunlight to pass harmlessly through their bodies. They perform this miraculous feat by imbuing their hooded cloaks, known as *Tarnkappes*, with a charm that renders them invisible to sunlight. This has the unfortunate side effect of rendering the wearer blind to sunlight when worn. So, a Dwarf so adorned traveling overland in the bright light of day must carry their own light source. As a *Tarnkappe's* magic has no effect on anything but sunlight, the traveler can thereby see the path in front of him. It also gives the Dwarf an ethereal appearance, which is oftentimes mistaken for that of a ghost.

Rugen dwarfs generally speak Germanic, Gaulish, or Slavic.

Elf

Elfs are thin and lithe faeries standing anywhere between 4 and 6 feet tall. They have fair complexions and large almond shaped eyes that sparkle with mirth. Most elfish lineages have pointed ears. Their archery skills are renowned and some of history's most clever wizards and witches were elfs. The history of the long-lived elfs offers much lore, artwork, and poetry to those deft enough to learn.

Daoine Sidhe

In Celtic lands, the stories of the elfs developed from legends of the Tuatha de Danann, a race of Celtic gods. These magical people were said to be able to transform into animals, control the weather, and ride cloud ships. The populace essentially revered these people as gods. Even they could not stop the rising tide of humanity, though, and were forced to flee. Some ventured underground to establish new elfin kingdoms. These elfs became the *Daoine Sidhe* (pronounced *deenee-shee*).

Many *Daoine Sidhe* worship the Celtic goddess Danu (*Dôn*), after which their race is named. Supposedly, Danu transformed her loyal followers into elfs after they were overwhelmed by humanity to lengthen their lives. This, in turn, prolonged her power. The *Daoine Sidhe* look for signals from Danu in the movements of the stars. Many races unfamiliar with this custom mistake this solemn trance-like stargazing for an unusual form of sleep.

In order to maintain their close connection to the stars, the *Daoine Sidhe* live just beneath the surface in round hilltops, known as *Sidhe* (pronounced *Shee*). The tops of these hills silently rise on columns at night, giving their occupants access to the heavens and surrounding lands. There have been many reports over the years describing the dark of night suddenly interrupted by brilliant spectacles of these events. Some report somber processions accompanied by sweet music, while others tell of faery balls and raucous revelry.

The *Daoine Sidhe* developed their skills of Astromancy, Hydromancy, White Magic, and Wizardry to art forms. These spell casters concentrate their powers on cultivating woodland nature and crafting unusual gifts for their deity. They believe that pleasing Danu in these ways alters unfavorable fates into desirable outcomes.

A king and his council of scholarly knights govern their civilization. The world's nations recognize this governing body, known as the *Seelie Court*, as a powerful bastion of justice and peace. This court convenes to judge the rightness of events of the surrounding world and decides on appropriate actions when necessary. A league of White Knights serves the council. Every knight rides a Fairy Horse accompanied by a few trained greyhounds.

Many of these elfs are masters of the game of chess and will quickly agree to contests where the winner names their price after the game is complete. The only restriction placed on the prize is that the loser has the actual ability to pay. Thus,

the winner cannot demand the loser to grant them knighthood when the loser does not have the authority to do so.

Daoine Sidhe generally speak Brittonic, Gaelic, Gaulish, Germanic, or Old English.⁹

Fay

A fay (plural fey) is a lithe, thin humanoid with long golden hair and fair skin. Also known as the fatui or folletto, these elves clothe themselves in lightweight articles colored in the shades and hues found deep in forests. Their cheerful attire simply reflects their friendly nature and seems to enhance the glow given their faces by frequent laughter. Their bright eyes and mirthful nature earns these elves many friends and few enemies.

A fay's greatest concern is tending their forest gardens and caring for the woodland creatures found in their area. As such, they have only a loose governmental system where those with the greatest woodcraft abilities are highly revered. These elves have taken the arts of witchcraft and wood lore to heights never before achieved.

The fey equip themselves with items made entirely from wood, fur, woven grasses, and other materials taken from their home environments. Consequently, few of these wood elves delve into the skills of hand-to-hand combat. They prefer using the arts of archery and witchcraft although the more athletically inclined become woodsmen, scouts, and rangers.

The Fay usually speak Gaulish, Latin, or Greek.

Gwraedd Annwn

In Celtic myth, legends of elves evolved from those of the Tuatha de Danann, a race of Celtic gods. These potent deities had magical abilities enabling them to transform into animals, control the weather, and craft powerful magic items. Even they could not hold back the onslaught of humanity, though. To save themselves, some fled underwater and created permanent kingdoms there. These became the aquatic elves known as the Gwraedd Annwn (pronounced goorageth anoon¹⁰).

The Gwraedd Annwn are among the tallest of all the elfin races. They are commonly as tall as normal humans and, in fact, sometimes exceed men in height. Unlike the other elfin races, the Gwraedd Annwn have rounded ears. In fact, their physical features make it difficult to distinguish them from mortal men, although their beauty and lithe forms provide sufficient cues to those highly familiar with the race.

For unknown reasons, the children of this race are overwhelmingly female. Some estimates put the ratio as low as 1 male out of every 100 children born. Needless to say, this puts tremendous pressure on young Gwraedd Annwn maidens on finding suitable mates. Consequently, most Elf / Human Hybrids are the offspring of a Gwraedd Annwn mother and a human father. It is completely unheard of for a

male Gwraedd Annwn to court a human female in this fashion, though. Any male so doing would forever after be treated as a social outcast, although their female counterpart would receive no such stigma.

These water-dwelling faeries hold the occult arts of hydromancy, those dealing with the element of Water, in the highest regard. After all, without powerful and potent practitioners of this art, their highly defensible underwater dwellings would not exist.

Oddly enough, members of this wise and intelligent race are all afflicted with a powerful mental block that makes them incapable of counting past 5.

The Gwraedd Annwn are ruled by King Gwyn ap Nudd. They usually speak Brittonic, Gaelic, Gaulish, Germanic, or Old English.

Ljósálfar

The Ljósálfar are a fair complexioned, blond haired race of elves whose sheer grace and beauty often stuns those who first encounter them. They dwell in a garden-like forest region known as Alfheim (Elf Home). They are renowned for their reclusive nature. There is more rumor than actual fact concerning the race, a circumstance that pleases the Ljósálfar quite well. Some stories even describe them as ethereal beings made of pure air and sunlight. This is, of course, nonsense. The Ljósálfar are pure flesh and blood like the other faery races, although their mastery over white Witchcraft and Aeromancy may explain this belief. In any case, these light elves are viewed as unapproachable and arrogant, although generally benevolent by most races that go about their lives in the light of day. They have developed great animosity toward the races that shun daylight, however, especially the Svartálfar.

Ljósálfar commonly worship Frey, the Nordic god of the Sun. They generally speak Gaulish, Germanic, or Slavic.

Sluagh Sidhe

Long ago a race of Celtic deities, known as the Tuatha De Danann ruled over Celtic lands. With the rise of humans, though, the Tuatha were forced to flee. Some ran across the seas, others moved under the surface of lakes, and others fled underground. Those who were once gods gave rise to the Celtic elves. Of those that took up subterranean homes, a few ventured so far underground that they never returned to the surface. Over time, these elves, the Sluagh Sidhe (pronounced slooa shee), developed alliances with the subterranean races, and enmity with many of the surface dwelling races, especially the Daoine Sidhe.

Those elves that lived exclusively underground hid from the other races for centuries. The skin of these elves grew darker until it assumed a hue of pitch black. At the same time, their vision adapted perfectly to their dark abode. In fact, generations of living underground caused the eyesight of these elves to drastically change to that of Dark Vision. Because of this sensitivity, though, the Sluagh Sidhe have an aversion to bright lights.

⁹ In low-fantasy settings, Oberon and Titania would be fine choices for king and queen of the Daoine Sidh.

¹⁰ Gaelic spelling is truly incomprehensible.

After the population of the Sluagh Sidhe took on sizable proportions, a bloody underground revolution set them up as rulers of the Celtic underworld. They formed a council that calls itself the Unseelie Court in mockery of the Daoine Sidhe's Seelie Court. As the Seelie Court promotes the vigorous growth that occurs in the Spring and Summer seasons, the Unseelie Court puts its emphasis on the Autumn and Winter seasons.

The Sluagh Sidhe structure their societies in a roughly feudal hierarchy (with kings, queens, dukes, knights, etc.) ruled by a council of high nobility. This council consists of a king and several high-ranking Black Knights.

The Occult arts of Geomancy, Hydromancy, Sorcery, and Wizardry are highly respected by these elves. Practitioners of these arts are often employed as advisors to the royal court and their nobles.

During times of war, large groups of Sluagh Sidhe will swarm the surface to kill or capture enemies. To the terrified surface dwellers, these raiding parties are referred to simply as The Host and are often mistaken for ghosts of the damned or fallen angels. These onslaughts have built up the reputations of the Sluagh Sidhe in the eyes of the surface races as merciless killers. Even so, the Sluagh Sidhe maintain the nobility of their original elfin nature, and treat those they encounter with the same courtesy and respect they are shown, or lack thereof.

The Sluagh Sidhe usually speak Brittonic, Gaelic, or Gaulish, Germanic, or Old English.

Svartálfar

Also known as the Dokkálfar and Myrkálfar, Svartálfar are the Scandinavian dark elves who live in Svartálfheim. They have the lithe countenance of all elf-kind, but have pitch black skin and a serious cold expression. Their hair, also darkest black, has a healthy bluish sheen that glistens in the moonlight. Overall, their graceful demeanor, comely form, and harsh air gives them a presence that is both striking and frightening.

The Svartálfar race is said to be descended from maggots that fed on the flesh of Ymir, the Jotun giant from whose corpse the world was formed.

The Svartálfar are close allies with the Scandinavian Duergar dwarfs. Some people even say that the Svartálfar are descended from the Duergar, although this is far from certain. Any Svartálfar questioned on the matter would say that, if there is any relationship, then it is undoubtedly the dwarfs that are descended from the elves, as no true elf would ever claim to have dwarfish blood flowing through their veins. In any case, the two lineages unquestionably have many characteristics in common. Among the most notable of these are their renowned skill at forging metal, their supernatural ability to trick an enemy's senses with illusions, their talents of invisibility, and their aversion to sunlight. Together, these two races keep the underground realm of Scandinavia in an iron grip of absolute dictatorial control. Svartálfar usually speak Gaulish, Germanic, or Slavic.

Gnome

Gnomes are short faeries with gnarled limbs, scraggly beards, and bulbous noses. Few gnomes ever grow to be more than 2 to 3 feet tall, which suits them just fine since it allows them to squeeze through narrow niches which bar the larger dwarfs. Their diminutive size, therefore, often provides them with first pick of the colorful gemstones they prize. Although gnomes are excellent miners, many have no qualms about pilfering their coveted baubles when the occasion arises. Gnomes rarely enter into battle willingly, as they make poor fighters who are incapable of using large weapons of any type. However, few races rival gnomes in the arena of thieving.

Barbegazi

Barbegazi are gnomes that live on the tops of snow-capped mountains. After a long summer's hibernation, they emerge upon first snowfall wearing white fur suits. Their unusually large feet act as snowshoes, which help them to run across fresh snow and ski down mountain slopes. Their hair and beards are pure white, and when out in the winter frost quickly become encrusted with thick icicle growths.

Barbegazi live in catacombs of tunnels and natural caverns close to the peaks of mountains. The entrances to these passages are concealed behind curtains of icicles in winter and are entirely closed off in summer.

Barbegazi often speak Gaulish, Germanic, or Slavic.

Blue Cap

Blue caps are tiny pudgy gnomes with large rounded noses, wrinkled skins, and well-tended beards. They usually dress themselves in rugged mining outfits and are never without their mining caps. In fact, it is the ever-present flame burning in the cap's lantern that gives these gnomes their name.

The reputation of blue caps as miners is exceptional. They are industrious workers and can be trusted to earn their wage. Rare is the blue cap caught pilfering. Their good behavior, however, lasts only as long as they are themselves treated fairly. If they are paid even a copper less than is their due, blue caps are likely to behave frightfully, causing an endless number of mishaps to their co-workers until their wages are paid in full.

Blue Caps usually speak Brittonic, Gaelic, Gaulish, Germanic, or Old English.

Coblynau

Also known as knockers, the Coblynau (pronounced KOB-luh-nye) are small even for gnomes, averaging about 18 inches in height. They are grotesque little faeries possessing clever fingers and bodies that are stunted and deformed. When fully washed, Coblynau skin looks like copper metal. But, they are often coated from head to foot with black dust and grime from work which masks their metallic sheen. Despite the unwashed mugs, their sparkling eyes and

frequent smiles gleam like beacons through their dirty facades. Their witty humor quickly attracts many friends among their fellow miners.

Even those few souls who find the mirthful gnomes annoying admire the Coblynau's highly industrious nature. They obviously have a zeal for digging, swinging their picks at two or three times the rates of those around them. Even after the workday is over, Coblynau remain dressed in the leather aprons and heavy clothing worn on the job.

Oddly enough, the Coblynau are among the least productive of workers. Despite all of their vigorous efforts, and the fact that they unearth copious quantities of small gemstones, they rarely dig up the prized jewels found by their co-workers. Even so, their employers' disfavor rarely robs these gnomes of their smiles. In fact, the grins only seem to widen on particularly unproductive days.

Coblynau usually speak Brittonic, Gaelic, Gaulish, Germanic, or Old English.

Goblin

Goblins are lithe, ugly humanoids with malicious grins and cackling laughs. Many have long, crooked noses and warty complexions, and their postures are often bent forward from their long treks through cramped tunnels. When standing upright, goblins range from 2½ to 3 feet tall.

As a general rule, goblins are loathe to place themselves personally in harm's way and tend to avoid hand-to-hand combat when possible. However, they delight in the chaos created by warring factions and will not hesitate to add to the mayhem from a relatively safe distance. Thus, goblins train heavily in archery and other skills that deal death from afar. They are also among the first to swoop down on a battlefield after the killing is finished to ghoulishly pilfer whatever booty they can find from the bodies of those fallen on both sides. To most goblins, killing and stealing are two sides of a very golden coin.

Bogle

Bogles have gangly limbs and scrawny, bent frames. Their complexions are dark, ranging anywhere from ashen grey to black. Bogles are distantly related to both hobs and boggarts and are known to travel with bugbears or bogies.

Like all goblins, Bogles are ugly. Much of their argument with aesthetics derives from the unusually large bulbous nose planted firmly in the central portion of the bogle face. This schnauz may be less than pleasing to behold, but it is imminently practical since it provides the Bogle with an unusually powerful sense of smell. In fact, much of a Bogle's Perception can be attributed to their miraculous nostrils.

Boggles usually speak Gaulish, Germanic, or Slavic.

Kobold

Kobolds are red bearded goblins with wildly unkempt hair and a complexion of dark green or grey. Their skins are quite wrinkled (which makes them look positively ancient) and their faces have a "pushed-in" appearance like that of bulldogs. To add the final touch to their shabby persona, Kobolds commonly dress themselves in green tattered rags. They are probably a distant relative of hobs although most Kobolds do not have the brownie's pleasing personality.

The more hob-like Kobolds willingly help out peasants and craftsmen while expecting little in return. These prankster faeries possess polished housekeeping skills and have a great knack for spicing foods. Any restaurant with a Kobold overseeing the kitchen counts itself lucky. Of course, the hellion's mischievous nature often drives the faery to raucously bang pots together and gleefully smash dishes. While such "civilized" Kobolds are far from uncommon, they are generally solitary and so do not make up the bulk of this faery race.

Most Kobolds gather underground in abandoned mines where they form tight clans bent on malicious acts. Such clans love to pick on weaker creatures and always attempt to outnumber their foes to ensure their best chances of victory in battle. If the goblin population outgrows its current housing facilities, the overflow will happily infest any nearby productive mines. The tireless and cruel antics of the new squatters will quickly drive out the mine's current occupants and prepare the way for new Kobold condominiums.

Kobolds are ruled by King Goldemar. They often speak Gaulish, Germanic, or Slavic.

Redcap

Redcaps are unusually ugly goblins having long pointed teeth and long fingernails that give their hands a frightening semblance. Unlike other goblins, redcaps are rather stocky and could be said to have a dwarfish appearance if it were not for their long stringy hair and otherwise horrific looks. They are also capable of magically transforming their hands and long fingernails into razor-sharp eagle talons that deliver vicious wounds.

Redcaps have earned their colorful name from their habit of soaking their felt caps in the blood of their freshly killed victims. This lust for blood, combined with their innate magical abilities, makes redcaps highly suited to Sorcery.

Redcaps usually speak Brittonic, Gaelic, Germanic, or Old English.

Tylwyth Teg

The Tylwyth Teg (the Fair Family) are a race of stunted and deformed goblins. Of all the goblin lineages, the Tylwyth Teg are perhaps the most attractive, although none can be called beautiful. They have long flowing golden hair and fair skin. They establish their hideouts in caves with underwater entrances where they often entertain other faery visitors, especially Changelings and Ellyllon, with whom they have a special bond.

The Tylwyth Teg believe their race will decline if they don't re-energize it regularly with human stock. To obtain this "fresh blood", their faery women marry fair skinned, blond men. The women are devoted wives until such time as they bear children. At this point, the female returns to her faery home along with her newborn child, never to be seen again by her deserted husband.

The Tylwyth Teg are one of the few races that do not shun their crossbreed offspring. Unfortunately, Tylwyth Teg mixed-race offspring are always male. These children, in turn, are incapable of producing daughters themselves. As a result, there is almost always a shortage of females within Tylwyth Teg society, especially with many of those remaining venturing out to marry human men.

To rectify this problem, these goblins sneak into human villages to steal blond babies and young children (usually girls) to propagate and energize their race. They often leave behind their old decrepit kindred, disguised with glamour, in place of the child. Known as changelings or crimbles, these infirm fairies demand the attention normally afforded infants, punishing inattentive parents with endless cries and wailing.

After successfully kidnapping a child, the Tylwyth Teg will perform nightly parades and celebrations for a week or more. The triumphant thieves and their faery friends will dance in great circles, leaving rings of toadstools as lasting evidence of their festivities. All stolen children are trained in the myriad arts of thieving, and treated with great reverence.

The Tylwyth Teg usually speak Brittonic, Gaelic, Germanic, or Old English, and are ruled by Gwen ap Nud.

Hermanubis

Hermanubi are men with the heads of canines. Most hermanubi live in Egypt, where their canine features resemble those of jackals. However, hermanubi of other lands more closely resemble the local canine species, such as wolves, hyenas, or mastiffs. The color of the cranial fur usually varies from golden brown to black, although pure white and mixed colorations are known as well. Their bodies are entirely human.

As a race, hermanubi are obsessively jealous of their culture, believing themselves to have attained the apex of civilization. As a rule, they are arrogant and quite vain concerning their appearance. Consequently, they keep themselves impeccably well groomed and commonly wear simple golden jewelry to show their individual wealth.

Hermanubi males have deep gravelly canine voices that are prone to low growls when angered. The female voice is much higher pitched and melodious. In fact, Hermanubi enjoy singing and are well respected for their ability to harmonize. They are capable of speaking any human tongue, but most commonly speak Egyptian, Latin, or Mesopotamian.

Hermanubi can learn any human profession, although mages are rare while archers and swordsmen are quite common. Pagans commonly worship either Anubis or Set, whose temples continually dick and plot against one another. In various cultures, a hermanubis may be called by the name duamutef, marmaritus, caniculus, or cynocephalus.

Despite the obvious similarities, hermanubi should not be confused with were-wolves. The hated were-wolves are merely humans cursed with the horrible disease of lycanthropy. Comparing a hermanubis with a plague-ridden were-creature is seen as a grave insult to members of this race.

Hob

A hob, hobman, or halfling, is a small, stout individual with a pleasant, friendly disposition. The hob race is one of the smaller faery races, whose members reach heights of only 2 to 3 ½ feet. Hobs love good tobacco, rich foods, and a quiet peaceful life. Once a hob's plump belly has been satisfied with honey cakes and ale, a pleasant smile is always forthcoming as they contentedly puff on their pipe. Hobs hate adventures although occasionally one relents to undertake an important quest. They stubbornly resist change, especially if it means giving up in-between meal snacks. Due to their small size, hobs cannot wield large weapons of any type. Their quick reflexes more than make up for their small size, however.

Bannik

A Bannik is a smallish hob resembling a wizened old man with a disproportionately large head from which drapes their long scraggly beard and hair. Banniks are exceptionally thin, having loose wrinkled skin hanging from their bones. In fact, they often appear as if they are on the verge of starvation. This fact will often be exploited by the faery to gain the sympathy of whatever peasants they happen to be currently extorting for their room and board. A Bannik may even resort to skulking about completely naked so their proprietor cannot help but notice their dire condition.

Of course, few Banniks ever really starve since they are such marvelously pitiful looking creatures to begin with. Few peasants will turn down such obviously needy people.

Although Banniks usually obtain their fare under less-than-honest conditions, they do earn their way after being accepted. They are without a doubt the most fastidiously clean of all the hob lineages. They are not happy without a cleaning bucket or washcloth in their hands and will scrub and polish from sunrise until sunset. They will cease in their efforts only when the grounds are up to their exacting

standards. In fact, a Bannik is likely to become quite testy if its scrubbing brush is locked away out of reach. Needless to say, the Bannik's compulsive cleaning is quite a blessing to its hosts. They just have to accept the fact that a Bannik will immediately run to the washbasin after having shaken their hands. No offense intended.

Banniks usually speak Gaulish, Germanic, or Slavic.

Brownie

The brownie is a small faery whose most distinguishing physical characteristic is its total lack of a nose. The brownie adorns itself with a tattered brown wool cloak and hood and has brown hair and old wrinkled brown skin.

The generally shabby appearance of brownies is the result of their ingrained philosophy that money can bring nothing but misfortune and misery to their kind. Any brownie found accumulating even a meager purse is seen as a traitor to all hob-kind, seeking self-glory at the cost of bringing doom on their friends and family. Even hobs of other sub-races will shun such money-grubbers. Consequently, a brownie will often seek out companions or farms to serve in exchange for room and board.

Showing itself to human eyes only when necessary, the shy brownie performs most of its chores under the cover of night after its landlords have gone to bed. The brownie will never perform any task which it is explicitly commanded to perform, but will generally work hard at those tasks that it deems are needed. In emergencies, the brownie will come to its landlord's aid if called but will still resist performing explicit commands.

The brownie's lucky landlord must always show appreciation for the hob's aid but they must never directly pay for it. A brownie only demands that the best food available be left out before the proprietors retire for the evening. The meal usually consists of a cake smeared with honey and a saucer filled with cream, but the faery will gladly settle for brown bread and beer if its masters cannot afford better fare. It is important that the evening's morsel is not given to the brownie directly, as this could be construed as payment, but that it is only left in a place where the faery may chance upon it by accident.

If the brownie's master ever pays for the faery's services or leaves out less than the best available cake, the brownie is obligated by their odd morals to either turn into a mischievous enemy or abandon their home for other environs.

Brownies usually speak Brittonic, Gaelic, Gaulish, or Old English.

Domovoi

The domovoi is a small humanoid faery with long hair covering its entire body. This fur covers its arms and legs and even extends to the palms of its hands (it is merely a wives tale that the domovoi is also blind). The coats of most domovoi are quite dark, ranging from brown to black, but a few have white hair. This unusual coat provides the domovoi with an amazing tolerance for heat. In fact, the males have a

fondness for dozing underneath kitchen stoves, contentedly basking in the radiated warmth.

Like all hobs, these faeries are quite domesticated and are always willing to lend a helping hand with the kitchen chores. (Editor's note: Where can I get one of these?) Of all hob races, the domovoi are the most devoted to their benefactors. In fact, domovoi have been known to faithfully remain at their posts long after the proprietors have moved elsewhere.

Domovoi usually speak Gaulish, Germanic, or Slavic.

Hobthrust

Also known as Hobithursts, Hobthrusts are chubby, short humanoids with hairy feet and pleasant faces. Despite their plump figures, they are quite agile and possess dexterous fingers. Hobthrusts never wear shoes or boots because the tough, leathery soles of their feet provide sufficient protection from the roughest terrain. Besides, their hobholes are invariably carpeted with plush rugs that give satisfying in-between-the-toes massages to the hobs as they walk throughout their halls.

Hobthrusts love a simple life of leisurely smoking tobacco, munching cakes, drinking ale, and gossiping. They look down on any fellow with the audacity to take off on anything as uncouth as an adventure. Consequently, few hobthrusts are seen outside of their native shires.

Hobthrusts usually speak Brittonic, Gaelic, Germanic, or Old English.

Killmoulis

Killmoulis are extremely shy faeries closely related to brownies. While the brownie lacks a nose, however, the killmoulis' face consists of little else. In fact, the killmoulis is devoid of mouth and chin entirely. Its two dark jellybean eyes sit atop a huge nose with wide flaring nostrils. Enhancing the effect further, the killmoulis' pointed ears extend slightly above its low forehead and its neck is no wider than a broomstick. Its arms and legs are similarly thin. Needless to say, the killmoulis is less than attractive. Even so, millers and peasants form strong attachments to these loyal faery companions.

Since the faery is absent a mouth, it is obviously incapable of speech and, regardless of how it chooses to pursue its career, can never cast any spells requiring verbal components. However, the killmoulis can produce a disturbing honking noise when danger threatens. Some say the sound is reminiscent of the banshee's wail. In some respects this is true, since the shy creature is loathe to make noise of any kind and will do so only if death is imminent.

Despite the fact that the killmoulis cannot consume food orally, it has a healthy appetite. Its favorite foods are those commonly found in mills: flour, corn, wheat, cornmeal, etc. All are quickly stuffed up the faery's ample nostrils and "swallowed." A contented look and a pleasant nap usually follow any hearty meal.

As mentioned before, Killmoulis don't speak, but they are able to communicate through sign-language.

Moss Folk

Moss Folk all have chalky gray skins with deep exaggerated wrinkles that would give them the appearance of walking ancient corpses if it were not for their sparkling eyes and ready smiles. They clothe themselves in textiles made from various forms of moss, ranging in color from light brown to a deep green. Often, these garments cover their bodies to such a degree that nothing but moss is visible to onlookers. Because of this, moss folk are frequently called "moss men", although the females are more often dubbed "moss maidens". Many rumors have sprung up asserting that these simple faery folk have ridiculously ugly forms covered with matted hair or spotted festering boils. The moss folk take any such accusations with little more than a slight giggle and a shake of the head.

Unfortunately, moss folk are allergic to all forms of wool, cotton, and leather. As such, they are forced to weave their clothing entirely from fibrous moss. It is this affliction that gives these hobbish folk their mossy name.

Moss folk often speak Gaulish, Germanic, Old English, or Slavic.

Human

Humans, humans, humans. What can be said about humans? Perhaps the greatest characteristic of humanity is its supreme adequacy. Humans are neither as beautiful as nymphs, nor as oddly formed as pans. Their poetry does not rise to the elfish level, but easily outshines any goblin bard's creation. Trolls laugh at their frailty while gnomes admire their fortitude. No human could match a giant's brawn, but most could wrestle any hob with ease. Humans have no compelling specialty, and yet humanity fears neither arctic tundra nor blazing desert. Whatever challenge presents itself to this eternally second-rate race, its abilities always prove 'adequate' to the task. In short, humans are the standard against which all other races are measured.

Mixed Race

Any race described as a Mixed Race refers to a cross between two races, generally a human and another race. Mixed Races gain none of the special abilities or limitations inherent to the races of either parent.

The size of a Mixed Race character is the average of the two parents. So, a Sprite/Human mix would be Small. If the average falls between two size categories, you can choose the Size Category of the mix. (Either they are on the large end of the smaller Size Category, or the small end of the larger one.)

The character's vision type depends on its parentage. You can choose the same vision type as either parent, if desired. Otherwise, if at least one of the parents has Day Vision, the character has Day Vision. If neither has Day Vision, and at

least one of the parents has Night Vision, the character has Night Vision. Otherwise, the character has Dark Vision.

The mortality of Mixed Races depends on that of their parents. Again, you can choose the mortality of either parent, if desired. Otherwise, if either parent is Mortal, then their offspring are also Mortal. Otherwise, they are Ageless.

In any case, mixed races are shunned by most societies since they are viewed as weird and different by everyone. As such, most mixed race individuals have Traits such as "Shunned by Society", or "I am an Outcast". Consequently, most mixed-race characters are found either living in seclusion, or dwell in small villages where everyone in the community will get to know them personally and, mostly, come to accept them over time as "that nice eccentric chap living on the edge of town".

Pan

Pans are humanoids having the upper torsos of men and the lower torsos and legs of goats. Although there are several varieties of pan, which are collectively named after the Greek deity Pan, the behavior and habitat of any one group can vary dramatically from the others.

Leshy

A Leshy (plural Leshiye) is a plant creature closely resembling the classic Greek satyr, having goat legs and horns and a scraggly beard. A Leshy is easily distinguished from a satyr, however, because its hair and beard is made of green grass and its body is formed from brown twisted vines.

Leshiye are exceptionally antisocial creatures, but are not in the least bit shy or timid as are Urisks. Instead, they take an active hand in discouraging visitors to their little kingdoms. Any traveler caught trespassing in a leshy's territory will likely be lured from their path with whatever means the leshy can devise and will be lead astray until the poor soul is hopelessly lost deep in a swamp or marsh.

Leshiye make exceptional occultists tending to focus on the areas of creationism (shape-shifting), glamour (illusions), and aeromancy (air magic).

Finally, Leshiye are incorrigible gamblers, taking any opportunity to make a bet. Being highly rustic faeries whose skills revolve around their natural surroundings, their favored wager is that of an animal or two. It is not unheard of for an entire forest's worth of squirrels to migrate wholesale from one wood to another. In such cases, knowledgeable locals know that the otherwise mysterious occurrence can be attributed to one leshy's string of bad luck.

Leshiye usually speak Gaulish, Germanic or Slavic.

Satyr

Also known as Fauns, Satyrs¹¹ have both man-like and goat-like features. Their goatish features include their legs, cloven hooves, stubby tails, long ears, and whiskers. Their heads,

¹¹ A female satyr is sometimes called a satyra.

arms, and torsos are decidedly human, albeit on the hairy side.

Satyrs are far from modest and most will happily romp about town without a stitch of clothing. Their incessant drinking fuels their raucous laughs and they never hesitate to give a passing girl a sly glance and a rude comment. This carefree attitude has earned satyrs a reputation as lustful, brutish, drunks. It does not take a social scientist to conclude that many satyrs are also thieves.

Despite all of their civil inadequacies, satyrs do tend to endear themselves to people. They have quick wits and an unassuming attitude that is hard to despise for long. They are always willing to play their pipes to enliven a crowd and are the center of attention on the dance floor. As such, they are among the first invited to attend social gatherings.

Unfortunately, their obvious predisposition toward nubile young women, bad manners, and continual overindulgence in wine often finds them to be among the first thrown out as well.

Satyrs usually speak Greek or Latin.

Urisk

Like their other gruff boorish cousins, Urisks are half-man and half-goat, although they do not possess the satyr's stubby horns. But, the Urisk's shy nature is a sharp contrast to that of the raucous satyr. It is an uncommonly outgoing Urisk that does not immediately plunge into a nearby stream when chanced upon by a stranger.

Oddly enough, the Urisk's loneliness occasionally drives them to acts that, for so timid a species, can only be described as audacious. It is not unheard of for a solitary traveler to catch a glimpse of an Urisk clandestinely following him. Experienced travelers recognize that the longing expression on the poor Urisk's face merely reflects its desire for a bit of friendly conversation. Unfortunately, most people wandering along lonely roads react to an Urisk's timid approach as the action of a monstrous bandit sneaking up in ambush. Consequently, Urisks are feared far more than is warranted.

Urisks often speak Brittonic, Gaelic, or Gaulish.

Sprite

Sprites are the smallest of the faery races, having heights ranging anywhere between 12 and 18 inches. What they lack in brawn, though, sprites make up for in lightning-fast reflexes. Due to their Tiny size, sprites cannot use any weapon having a size category greater than Small. That does not mean sprites are defenseless, however, as they are highly magical beings with unique abilities.

Despite the obvious physical handicaps their diminutive stature entails, having a sprite as a character is actually practical. If you play a sprite, you must always beware that your character cannot sustain much physical punishment. After all, sprites only have a handful of Hit Points. But, if you maintain sufficient discipline in the risks you take when spending Guts points, your character can survive through

anything. So, it will become an ongoing joke that your character was "splatted" yet again when some ogre gets lucky and hammers your character's tiny body against the nearby cave wall with their massive club.

Flibbertigibbet

Flibbertigibbets are tiny nymph-like winter fairies.

During the winter months, it is their responsibility to hang icicles and sprinkle the morning frost across the countryside.

Flibbertigibbets have gossamer wings and either dress themselves in revealing diaphanous silk made from spider's webs or wear nothing at all. They aren't the least bit self-conscious about their exposed bodies when dancing and frolicking, and will express puzzlement if queried about it. If befriended, a flibbertigibbet will chatter endlessly about any number of inane topics, flitting from one subject to the next in an almost random fashion that mimics their carefree dances. The vast majority of these fairies are female. Indeed, male flibbertigibbets are virtually unheard of.

Flibbertigibbets delight in seducing young men and playing them for fools. Their favorite tactic is to use their faery magic to generate a cold white halo around their bodies at night, giving them the appearance of an alluring Will-o'-Wisp. Using every ounce of feminine wile they can muster, a flibbertigibbet will flit about and strike any number of suggestive poses to gain any passing traveler's attention. Once accomplished, she will lure them through the dark woods at night, doing her best to keep their eyes on her and off their path. With a little luck, she will be able to draw them over a cliff edge or into quicksand. At this point, she will either careen away into the night laughing or negotiate with the hapless dupe for her aid. Any bargains will cost the person dearly, as flibbertigibbets are often described by their victims as cold-hearted succubi.

Flibbertigibbets often speak Brittonic, Gaelic, or Gaulish.¹²

Pillywigin

Pillywiggins are lithe little faeries with dainty limbs and gossamer wings like those of dragonflies. They dress themselves with flower petals and thistledown. Pillywiggins tend to populate enchanted forests and glades like mosquitoes populate swamps. Apparently, pillywiggins breed like lemmings.

One of the pillywigin's most important duties is to flit about in the hours before dawn and deposit dew drops on every grass blade, leaf, and spider web found in its domain. These are the pillywigin's busiest hours, because its job must be complete before the first rays of sunlight break night's dark hold. At this time, the tiny sprite must proceed with its next important chore of opening any nearby blossoms to welcome the new day.

Pillywiggins often speak Brittonic, Gaelic, Germanic, or Old English.¹³

12 In low-fantasy settings, Jack Frost would be a fine choice as king over the Flibbertigibbets.

13 In low-fantasy settings, Queen Fand or Queen Ariel would be fine choices as rulers over the Pillywiggins.

Pixie

Pixies are diminutive fairies who have tiny wings like those of dragonflies and wear tattered green clothes. A pixie's head supports tangled red hair, pointed ears, and an upturned nose. As pixies often squint, their already short faces appear squat. Although pixies are not malicious or spitefully cruel by nature, they revel in playing practical jokes on travelers. Often, their pranks cross the fine line from 'annoying' to 'down-right infuriating'.

Pixies often speak Brittonic, Gaelic, Germanic, or Old English.¹⁴

Spunkie

Spunkies are tiny humanoid winged faeries with radiant bodies that burn with an ethereal cold flame. This unusual appearance often has them mistaken for will-o-wisps or luminary ghosts. Due to these misplaced notions, the sight of a spunkie often produces a terrified reaction far in excess of what can be justified from its diminutive stature and benign nature.

Although a Spunkie's touch can produce real heat when needed, this sprite's main duty is to ignite the cold embers that give fireflies and their kin the ability to glow at night. Without Spunkies, summer nights would be considerably darker and far less interesting. Spunkies will work especially hard if a child is nearby with mayonnaise jar in hand.

Spunkies usually speak Brittonic, Gaelic, Germanic, or Old English.¹⁵

Troll

The term "troll" is one of those words in literature used liberally to group a variety of faery creatures. Usually, it is applied in an unfavorable fashion and intends to convey the ideas of mystery, magic, and danger. Over the ages, trolls gradually declined from a huge size down to a dwarfish size. Before their eventual adoption as villains in children's books, though, trolls had a rather lengthy existence as creatures having great strength and the same approximate size as humans. Some of the trollish faeries that fall into this general size category are presented here as troll lineages.

Huldra

Also known as thussers, the male huldras have long bent noses, warty complexions, and frizzy hair. They could easily be mistaken for burly goblins if not for their sharp claws and the fact that their skin is a pale blue. Most huldras are a bit more fashion conscious than gigantic trolls, having drab grey wardrobes consisting mainly of wide brimmed hats and ragged cloaks.

The beauty of the females provides a stark contrast to the male's grotesque visage. Like the males, the women have

light blue skin, but they are quite attractive. Rather than the gruff rumbling voice of the males, the female's voice has a tinkling quality reminiscent of delicate wind chimes.

All huldra have cow tails that they do their best to conceal from strangers. Until this happens, they can sometimes pass for other races, including humans. But, invariably, their cow tails free themselves, revealing the huldra to be members of troll-kind.

Huldra generally speak Gaulish, Germanic, or Slavic.

Skogsrå

Also known as huldras or hulders and commonly referred to as simply "wood trolls", Skogsrå have an affinity for forests and woodlands. Anyone seeing a mated pair of Skogsrå would hardly believe they came from the same species. The males have the stature and bulk of large men and have claws, hooked noses, warty complexions, and frizzy hair. They could easily be mistaken for extra-burly goblins if not for their sharp claws and the fact that their skin is a pale blue. In addition, they have long tufted tails similar in appearance to those of cattle.

The females, on the other hand, are exquisitely beautiful, far closer in appearance to tall half-elfin maidens than to more stereotypical trolls. Like the males, the women-folk have light blue skin, but their complexions are fair and quite attractive. Rather than the gruff rumbling voice of the males, the female's voice has a tinkling quality reminiscent of delicate wind chimes. A troll maid does share two characteristics with her mate, however. The first is her long claws, which are meticulously manicured and painted to appear like dainty fingernails. The second is her unsightly cow tail. Although all Skogsrå maidens do their best to tuck their 'deformities' out of sight, their tails will belligerently poke out from under their skirts at the most embarrassing moments.

Skogsrå usually speak Gaulish, Germanic, or Slavic.

Ubasti

Also known as apedemaks, Ubasti are graceful hunter-warriors with the heads of big cats and the bodies of men. The males tend to have the appearance of lions, although not all have large bushy manes. The females resemble panthers, cheetahs, or leopards.

Ubasti are fiercely aggressive creatures, having a cold harsh world-view that asserts that only the strongest should survive. Most Ubasti have a deep reverence for the law and follow a strict warrior code that forbids them from showing weakness.

Ubasti commonly speak Egyptian, Mesopotamian, or Persian. Ubasti possess the intelligence necessary to perform any tasks practiced by men, although their feline instincts make them uncommonly skilled hunter-gatherers. Ubasti pagans ordinarily worship Sekhmet or Bastet. Ubasti mages are unheard of. However, this has more to do with cultural stigmas and taboos than any innate limitation.

14 In low-fantasy settings, the mischievous faery Puck, (also known as Robin Goodfellow) would be an ideal ruler over the Pixies.

15 In a low-fantasy setting, the virtuous faery Gloriana would be an ideal queen for the Spunkies.

Racial & Lineage Characteristics

On the following pages is a table listing the various Gifts, Flaws, Skills, and Traits of a given race and lineage. These are automatically a part of any character's makeup that is a member of that particular Race and Lineage. The table also lists the cultures in which a given Race and Lineage would most commonly be found. If no Lineage is listed, assume that there is only a single Lineage for that Race. All members of a given race and lineage are automatically Reviewed in their racial Skills, which provides a +1 Rank Bonus in them. (See [Rank Bonuses](#) in the [Abilities](#) section of [The Rules Reference](#) for details.)

Mixed vs. Pure Lineages

Some of the races in the [Race and Lineage Characteristics Table](#) that have multiple Lineage options. These races also have a Mixed Lineage option. A Mixed Lineage indicates that the ancestry of a character contains multiple lineages, such that no single lineage dominates. However, it is possible that a character's ancestry contains two or more lineages and is still considered to have a Pure Lineage. To be considered a Pure Lineage from a game perspective, the character must merely exhibit natural abilities that are traditionally associated with a given lineage.

A few individuals in any society place heavy emphasis on the purity of their Lineage, and shun anyone intermixing them, which they consider to be a dilution, or even a pollution, of their culture. However, most people have no such compunctions. Indeed, most societies are predominately composed of people with mixed backgrounds.

Race and Lineage Characteristics Table

Race	Lineage	Cultures	Racial Gifts	Racial Skills	Racial Flaws	Racial Traits
Babi / Astennu (Baboon-Man)	Pure	Egyptian	<u>Desert Wisdom, Mortal, Night Vision, Chattering with Baboons, Holding Breath, Swimming, Wilderness Wisdom</u>	<u>Appraising, Shift to Baboon Form, History, Moon Glow, Navigating, Philosophy</u>		Angered by Incompetence, Desires Wisdom, Craves Knowledge, Favors Lotus Flowers, Respects Patience, Seeks Balance, Aspires for Justice
Ba-neb-tettu (Ram-Man)	Pure	Egyptian	<u>Charge, Day Vision, Mortal, Swimming</u>	<u>Beautifying Ceramics, Foraging, Harvesting, Shift to Medium Criosphinx Form, Pottery</u>		Desires Peace, Fears Betrayal, Fond of Ceramics, Hates Treachery, Loves Children, Pities the Weak, Reveres the Dead, Respects Fine Crafting
Dwarf	Mixed Lineage	Celtic, Nordic, Slavic	<u>Ageless, Night Vision, Immunity to Heat, Underworld Wisdom</u>	<u>Mining, Sculpting Stone</u>		Respects Fine Crafting
	Duergar	Celtic, Nordic, Slavic	<u>Ageless, Dark Vision, Immunity to Heat, Underworld Wisdom</u>	<u>Beautifying Metal, Forging Metal, Façade, Glamour, Guise, Mining, Sculpting Stone, Shift to Tiny Toad Form, Tarnkappe</u>	<u>Petrified by Sunlight</u>	Craves Fame, Fears Sunlight, Favors Iron and Steel, Delights in Malicious Tricks, Respects Fine Crafting
	Erduittle	Nordic, Slavic	<u>Ageless, Day Vision, Immunity to Heat, Chattering with Butterflies, Chattering with Doves, Underworld Wisdom</u>	<u>Calm Winds, Husbandry, Shift to Wee Butterfly Form, Shift to Ultratiny Dove Form, Tarnkappe, Waken Quartz</u>	<u>Cold Bane</u>	Ashamed of my Bird Feet, Honors Charity, Craves Gold, Adores Silver, Enjoys Sunlight, Respects Peasants, Shuns Footwear, Fond of Music
	Rugen	Nordic, Slavic	<u>Ageless, Night Vision, Immunity to Heat, Chattering with Owls, Underworld Wisdom</u>	<u>Beautifying Glass, Deflate Self, Forging Glass, Mining, Shift to Tiny Owl Form, Tarnkappe, Waken Carbuncle</u>	<u>Petrified by Sunlight, Toad Bane</u>	Adores Gems, Fond of Furs, Desires Servants, Craves Opulence, Fears Toads, Enjoys Dancing, Respects Fine Crafting, Loathes Spending Money, Favors Crystal, Steals Human Babies

Race and Lineage Characteristics Table (Continued)

Race	Lineage	Cultures	Racial Gifts	Racial Skills	Racial Flaws	Racial Traits
Elf	Mixed Lineage	Celtic, Nordic, Roman	<u>Ageless, Night Vision, Immune to Natural Weather</u>	<u>Gardening, Harvesting, Moon Glow, Riding Equines</u>		
	Daoine Sidhe	Celtic	<u>Ageless, Night Vision</u>	<u>Summoning Whistle, Deflate Self, Forging Metal, Gardening, Harvesting, Husbandry, Moon Glow, Faery Stroke, Guise, Riding Equines, Sculpting Stone</u>	<u>Cold Iron Bane</u>	Honors Chivalry, Desires Opulence, Fears Iron, Fond of Dancing, Enjoys Music, Favors Cream, Respects Fine Crafting, Easily Offended, Vain
	Fay	Roman	<u>Ageless, Night Vision, Immunity to Natural Weather</u>	<u>Deflate Self, Dream Speak, Foraging, Harvesting, Moon Glow, Herbal Remedy, Sculpting Wood, Shift to Forest Animal Form</u>	<u>Cold Iron Bane</u>	Delights in Pranks, Fears Iron, Hoards Wealth, Adores Flora, Fond of Farming, Favors the Color Blue, Easily Offended, Vain
	Gwragedd Annwn	Celtic	<u>Ageless, Marine Wisdom, Night Vision, Swimming, Water Breathing, Water Walking</u>	<u>Calm Winds, Embroidery, Gardening, Harvesting, Herbal Remedy, Husbandry, Moon Glow, Raise Mist, Sculpting Wood, Tailoring</u>	<u>Cannot Count Beyond Five, Cold Iron Bane</u>	Honors Chivalry, Fears Iron, Adores Flowers, Relishes Fresh Water Environs, Delights in Gardening, Enjoys Music, Fond of Cattle, Easily Offended
	Ljósálfar	Nordic	<u>Ageless, Night Vision, Chattering with Swans</u>	<u>Beautifying Glass, Embroidery, Forging Metal, Harvesting, Herbal Remedy, Moon Glow, Music, Shift to Swan Form, Tailoring, Vanish</u>		Enjoys Music, Relishes Sunlight, Favors Flora, Respects the Dead, Dreads Cultural Stagnation, Resists Change
	Sluagh Sidhe	Celtic	<u>Ageless, Dark Vision, Chattering with Bats, Underworld Wisdom</u>	<u>Summoning Whistle, Blighting Touch, Deflate Self, Enthrall Bats, Faery Stroke, Guise, Riding Bats, Riding Canines</u>	<u>Cold Iron Bane</u>	Delights in Hunting, Aversion to Bright Lights, Fears Iron, Favors Wolves and Bats
	Svartálfar	Nordic	<u>Ageless, Dark Vision, Underworld Wisdom</u>	<u>Beautifying Metal, Evoke Nightmare, Façade, Forging Metal, Glamour, Guise, Shift to Tiny Poisonous Snake Form, Tarnkappe</u>	<u>Petrified by Sunlight</u>	Fears Sunlight, Reviles Poor Crafts-manship, Craves Gold, Desires Silver, Likes Scaring Mortals

Race and Lineage Characteristics Table (Continued)

Race	Lineage	Cultures	Racial Gifts	Racial Skills	Racial Flaws	Racial Traits
Gnome	Mixed Lineage	Celtic, Nordic	<u>Ageless, Night Vision</u>	<u>Mining, Tinkering, Tommy-Knocking</u>		Delights in Pranks
	Barbegazi	Celtic	<u>Ageless, Arctic Wisdom, Immunity to Cold, Immunity to Ice and Snow, Night Vision</u>	<u>Frostbite, Frosty Touch, Icy Glaze, Mining, Tinkering</u>	<u>Heat Bane</u>	Delights in Pranks, Seeks Thrills, Enjoys Helping Those in Need, Fears Fire, Shuns Footwear, Favors White Fur
	Blue Cap	Celtic	<u>Ageless, Immunity to Heat, Night Vision, Underworld Wisdom</u>	<u>Cutting Gemstones, Guise of Fire, Faery Heft, Mining, Tinkering, Tommy-Knocking, Vanish</u>		Delights in Pranks, Enjoys Chores, Demands a Fair Wage, Craves Gems
	Coblynau	Celtic	<u>Ageless, Night Vision, Underworld Wisdom</u>	<u>Cutting Gemstones, Façade, Inflate Self, Mining, Rubbery Face, Startle, Tinkering, Tommy-Knocking, Vanish</u>		Delights in Pranks, Revels in Startling People, Enjoys Chores, Scorns Wages, Craves Gems, Favors Dancing

Race and Lineage Characteristics Table (Continued)

Race	Lineage	Cultures	Racial Gifts	Racial Skills	Race Flaws	Racial Traits
Goblin	Mixed	Celtic, Nordic	<u>Ageless, Night Vision</u>			Delights in Malicious Tricks
	Bogle	Celtic, Nordic	<u>Ageless, Day Vision</u>	<u>Blighting Touch, Guise of Fire, Guise of Barnyard Animal, Harvesting, Summoning Whistle</u>	<u>Cold Iron Bane, Feline Bane</u>	Delights in Malicious Tricks, Demonstrates Gullibility, Desires Vigilante Justice, Fears Cats, Fears Iron
	Kobold	Celtic, Nordic	<u>Ageless, Immunity to Poisons, Night Vision, Underworld Wisdom</u>	<u>Bumble, Guise, Opening Locks, Tommy-Knocking, Urban Stealth, Vanish</u>	<u>Cold Iron Bane</u>	Delights in Malicious Tricks, Revels in Smashing Dishes, Enjoys Chores, Adores Children, Likes Cooking, Fears Iron, Favors Singing, Fond of Smoking Tobacco, Fond of Biscuits and Milk, Demands Respect, Enjoys Stealing
	Redcap	Celtic	<u>Ageless, Faery Claw, Night Vision, Reduced Encumbrance in Iron and Steel Armor</u>	<u>Balderdash, Quartering, Spry Iron Boots, Vampiric Revival</u>		Delights in Malicious Tricks, Craves Blood, Favors Iron and Steel, Fears Religion, Fond of Bats, Fond of Spiders, Likes Ruins
	Tylwyth Teg	Celtic	<u>Ageless, Marine Wisdom, Night Vision, Swimming, Virtuoso with Harp, Water Breathing</u>	<u>Guise, Playing String Instruments, Vanish, Weaving</u>	<u>Cold Iron Bane</u>	Fears Iron, Favors Blonds, Enjoys Music, Revels in Dancing, Susceptible to Flattery, Fond of Lakes and Streams, Fond of White Linen

Race and Lineage Characteristics Table (Continued)

Race	Lineage	Cultures	Racial Gifts	Racial Skills	Racial Flaws	Racial Traits
Hob	Mixed Lineage	Celtic, Nordic, Slavic	<u>Ageless, Day Vision</u>	<u>Gardening, Harvesting, Tailoring, Urban Stealth</u>		Enjoys Chores, Delights in Pranks, Scorns Wages
	Bannik	Slavic	<u>Ageless, Day Vision, Immunity to Heat, Marine Wisdom, Swimming, Water Breathing</u>	<u>Beautifying Ceramics, Faery Heft, Nauseous Fumes, Pottery, Steam Bath, Urban Stealth, Vanish</u>		Delights in Malicious Tricks, Fond of Witches, Favors Sorcerers, Hates Profanity, Loathes Singing, Scorns Religion
	Brownie	Celtic	<u>Ageless, Day Vision</u>	<u>Embroidery, Gardening, Harvesting, Tailoring, Urban Stealth, Vanish, Weaving</u>		Enjoys Chores, Delights in Pranks, Desires Biscuits, Adores Honey, Scorns Wages, Reviles Lavishness
	Domovoi	Slavic	<u>Ageless, Day Vision, Immunity to Heat</u>	<u>Embossing Leather, Harvesting, Husbandry, Shift to Barnyard Animal Form, Tailoring, Urban Stealth</u>		Delights in Pranks, Enjoys Chores, Desires Milk, Likes Biscuits, Hates Profanity
	Hobthrust	Celtic	<u>Ageless, Day Vision</u>	<u>Bound, Embroidery, Faery Heft, Gardening, Harvesting, Herbal Remedy, Rural Stealth, Tailoring, Weaving</u>		Delights in Pranks, Enjoys Chores, Scorns Wages, Favors Farms, Fond of Holes and Crevices
	Killmoulis	Celtic	<u>Ageless, Day Vision, Echolocation, Sign Language</u>	<u>Curing, Embossing Leather, Foraging, Harvesting, Husbandry, Tailoring, Urban Stealth, Vanish</u>	<u>Mute</u>	Enjoys Chores, Delights in Pranks, Desires Flour, Fears Crowds, Fond of Pork, Aversion to Strangers, Craves Companionship
	Moss Folk	Nordic, Slavic	<u>Ageless, Night Vision, Motion Sensitivity, Moss Weaving</u>	<u>Embroidery, Gardening, Harvesting, Herbal Remedy, Herb Lore, Inflate Self, Rural Stealth, Tailoring, Vanish, Weaving</u>	<u>Cotton Allergy, Leather Allergy, and Wool Allergy</u>	Fond of Children, Desires Milk, Hates Cities, Adores the Forest, Shuns Civilization, Honors Generosity, Enjoys Gardening

Race and Lineage Characteristics Table (Continued)

Race	Lineage	Cultures	Racial Gifts	Racial Skills	Racial Flaws	Racial Traits
Hermanubis (Canine-Man)	Pure	Egyptian	<u>Astral Sense, Keen Hearing, Keen Smelling, Mortal, Night Vision, Chattering with Canines, Virtuoso with Voice</u>	<u>Beautifying Metal, Music, Pankration, Herbal Remedy, Singing, Rural Stealth, Tracking</u>		Loyal to the Strong, Enjoys Solving Mysteries, Respects the Dead, Fond of Jackals, Desires Gold Jewelry, Easily Offended, Practices Impeccable Grooming, Enjoys Singing
Human		All	<u>Day Vision, Mortal</u>			
Mixed Race		All	Variable mortality ♁, Variable vision ⚡			
Pan	Mixed Lineage	Celtic, Greek, Roman, Slavic	<u>Ageless, Day Vision</u>	<u>Rural Stealth</u>		Enjoys Dancing
	Leshy	Slavic	<u>Ageless, Breathless, Day Vision, Immunity to Internal Damage, Immunity to Poisons</u>	<u>Deflate Self, Guise, Harvesting, Magnify Self, Rural Stealth, Tickle, Whirlwind</u>	<u>Acid Bane, Blight Bane, Fire Bane</u>	Delights in Pranks, Enjoys Dancing, Fond of Bread, Enjoys Milk, Adores Mushrooms, Hates Thieves, Reveres the Forest and its Animals, Scorns Bad Manners, Compelled to Gamble, Favors Wolves, Likes Bears
	Satyr	Greek, Roman	<u>Ageless, Day Vision, Holding Liquor, Virtuoso with Panpipes, Woodland Wisdom</u>	<u>Forest Lore, Playing Woodwind Instruments, Rural Stealth</u>		Delights in Flirting, Revels in Laughter, Relishes Satire, Desires Romantic Trysts, Enjoys Drunken Orgies, Fond of Music, Adores Dancing, Loves Wine, Respects Hedonism, Shuns Clothes
	Urisk	Celtic	<u>Ageless, Day Vision, Marine Wisdom, Swimming</u>	<u>Gardening, Guise, Harvesting, Husbandry, Rural Stealth, Startle, Vanish</u>		Enjoys Doing Favors, Fears Strangers, Fond of Milk, Hates Crowds, Loves Lakes, Adores Waterfalls, Seeks Seclusion, Yearns for Companionship

♁ The mortality type depends on the parentage. See the Mixed Race description for details.

⚡ The vision type depends on the parentage. See the Mixed Race description for details.

Race and Lineage Characteristics Table (Continued)

Race	Lineage	Culture	Racial Gifts	Racial Skills	Race Flaw	Racial Traits
Sprite	Mixed Lineage	Celtic	<u>Ageless, Day Vision, Hovering, Immunity to Natural Weather</u>	<u>Impish Pinch</u>		Delights in Pranks
	Flibbertigibbet	Celtic	<u>Ageless, Arctic Wisdom, Hovering, Immunity to Cold, Day Vision, Immunity to Natural Weather</u>	<u>Facade, Frostbite, Frosty Touch, Icy Glaze, Impish Pinch, Lure Humanoids, Moon Glow, Vanish</u>		Adores Gossip, Delights in Malicious Pranks, Enjoys Seducing Mortals, Revels in Dancing, Favors Music, Fond of Spider Silk, Fond of Sylphs
	Pillywiggin	Celtic	<u>Ageless, Day Vision, Hovering, Swimming, Immunity to Natural Weather, Chattering with Bees, Butterflies, and Dragonflies, Virtuoso with Voice</u>	<u>Shift to Wee Bee Form, Shift to Wee Butterfly Form, Shift to Wee Dragonfly Form, Faery Dew, Impish Pinch, Singing, Unbind</u>		Delights in Pranks, Adores Flowers, Enjoys Singing, Favors Rain, Fond of Frogs
	Pixie	Celtic	<u>Ageless, Hovering, Night Vision, Immunity to Natural Weather, Chattering with Bugs</u>	<u>Deflate Bugs, Enthrall Bugs, Faery Stroke, Foxfire, Impish Pinch, Inflate Bugs, Sprinkle Pixie Dust, Shift to Wee Bug Form, Unbind</u>		Delights in Pranks, Adores Bugs, Desires Mushrooms, Favors Spriggans, Fond of Toads
	Spunkie	Celtic	<u>Ageless, Day Vision, Hovering, Immunity to Heat, Immunity to Natural Weather, Chattering with Moths</u>	<u>Shift to Wee Moth Form, Sprinkle Faery Dust, Impish Pinch, Fiery Touch, Guise of Fire, Foxfire, Lure Humanoids, Unbind</u>		Delights in Pranks, Desires Honey, Adores Sunlight

Race and Lineage Characteristics Table (Continued)

Race	Lineage	Cultures	Racial Gifts	Racial Skills	Racial Flaws	Racial Traits
Troll	Mixed Lineage	Celtic, Nordic	<u>Ageless, Night Vision</u>	<u>Rural Stealth</u>		Ashamed of My Cow Tail
	Huldra	Nordic	<u>Ageless, Dark Vision, Immune to Fire and Heat, Marine Wisdom, Underworld Wisdom</u>	<u>Beautifying Metal, Forging Metal, Guise, Rural Stealth</u>	<u>Earthbound by Direct Sunlight</u>	Annoyed by Subterranean Trespassers, Aversion to Sunlight, Embarrassed by my Cow Tail, Quick to Anger
	Skogsrå	Nordic	<u>Ageless, Chattering with Owls, Hollow from Behind, Invisible Net, Night Vision</u>	<u>Enthrall Owls, Guise, Rural Stealth, Shift to Owl Form, Vanish, Whirlwind</u>	<u>Cold Iron Bane, Garlic Allergy, Lightning Bane, Wolf Bane, Petrified by Direct Sunlight</u>	Ashamed of My Cow Tail, Fears Garlic, Fears Iron, Fears Lightning, Loathes Wolves, Fond of Cattle, Delights in Flirting, Desires Romantic Trysts, Fears Sunlight
Ubasti (Feline-Man)	Pure	Egyptian	<u>Blood-Thirst, Immunity to Heat, Mortal, Motion Sensitivity, Night Vision, Immunity to Poisons</u>	<u>Bound, Curing, Leather Working, Pankration, Quartering, Rural Stealth</u>	<u>Cold Bane</u>	Endures Pain Silently, Enjoys Red Wine, Favors Perfume, Fears Swimming, Fond of Serpents, Hates Lawbreakers, Respects Warriors, Scorns Cowardice

Natural Weapons for Races

The various character races have the natural attack modes listed on the [Racial Natural Attack Modes Table](#). Note that all of the listed attack modes should have the standard Strength damage adjustment added to their damage values.

Bites and Claws deliver Rending Damage. Punches, Kicks, and Head Butts deliver Blunt Damage. With mixed-mode style attacks, the overall Damage type is assumed to be that of the primary attack mode, which is the first one listed.

Racial Natural Attack Modes Table

Race	Size	Attack Mode	Damage Type	Basic Damage	Parry	Tempo
Babi / Astennu	Medium	Omnivorous Bite / Punch / Kick	Rending	5	4	+4
Ba-neb-tettu	Medium	Head Butt / Punch / Kick	Blunt	6	4	+4
Dwarf	Medium	Punch / Kick	Blunt	3	1	+4
Elf	Medium	Punch / Kick	Blunt	3	1	+4
Gnome	Small	Punch / Kick	Blunt	2	1	+4
Goblin	Small	Punch / Kick	Blunt	2	1	+4
Half-Elf	Medium	Punch / Kick	Blunt	3	1	+4
Half-Goblin	Medium	Punch / Kick	Blunt	3	1	+4
Half-Nymph	Medium	Punch / Kick	Blunt	3	1	+4
Half-Troll	Medium	Punch / Kick	Blunt	3	1	+4
Hermanubis	Medium	Carnivorous Bite / Punch / Kick	Rending	6	4	+4
Hob	Small	Punch / Kick	Blunt	2	1	+4
Human	Medium	Punch / Kick	Blunt	3	1	+4
Pan	Medium	Punch / Kick	Blunt	3	1	+4
Sprite	Tiny	Punch / Kick	Blunt	1	1	+4
Troll	Medium	Claw / Kick	Rending	5	4	+4
Ubasti	Medium	Carnivorous Bite / Claw / Kick	Rending	6	4	+4

Write down your Racial Gifts, Flaws, and Skills

If you haven't already recorded them on your character sheet, write your Avatar's Racial Gifts and Flaws in the Gifts, Flavors, & Flaws section on the Main Sheet of the Character Sheets.

Next, write down the names of your character's Racial Skills in the Skills section of the character sheet. In the blank under Rank Bonus next to each of the Racial Skills, put a +1.

(Characters are automatically Reviewed in all their Racial Skills, which corresponds to a +1 Rank Bonus.) Don't worry about filling out all the other little blanks next to the Racial Skills on the character sheet just yet. We'll get to those later.

If you want, you can also write down your Avatar's Natural Attack Modes in the Close Combat Weapons section of your character sheet. Most characters focus on using more effective crafted weapons, though, and never get around to using their Natural Weapons. So, this isn't strictly necessary.

Set Character Traits

Traits are brief phrases that describe aspects of a character's personality. They are what breathes life into a character that is otherwise composed of stale numbers and statistics. They exist primarily to guide you in how to portray your Avatar and to promote role-playing within the game. Further, they give you real, tactical reasons to do so when engaged in conflicts.

If you look on your character sheet, you will note that you have plenty of empty blanks in which to write your character traits. You are not required to come anywhere near filling in all the blanks.

The difference between a good trait and a bad one is essentially how often it can be brought to bear during game play. So, a "Loves Emily" trait is excellent if Emily is another Avatar or she is a character around which much of the plot revolves. In either case, the "Loves Emily" trait will apply frequently. Otherwise, the trait is just so much wasted space on your character sheet. On the other hand, if you find that you have a weak trait, you can always suggest a complication to the Overlord that will boost its value. For example: "Hey, how about having the vampire kidnap my Avatar's sister Emily as their next victim?"

Further, a character can more easily develop real depth of personality if some of their traits conflict with one another to some degree. Real people have internal conflicts. Your character can benefit from having some as well. For example, a character with the traits of "Reviles Cowards" and "Fears Spiders" will occasionally demonstrate contradictory emotions that are so common in people.

On the other hand, you probably don't want to select Traits that are completely incompatible. Traits such as "Loves children" and "Hates children" cannot easily co-exist in a single character. Any attempt to do so will result in apparently schizophrenic behaviors. On the other hand, if that is what you are aiming for, then perhaps such discordant Traits are what you need after all.

Changing Traits

You will have the opportunity to transform Traits during times of great stress. Such character defining moments can only occur while your Avatar is engaged in a conflict. To do so, you must show your Avatar in an emotion-charged state battling the Trait you wish to lose, and then demonstrating the Trait that replaces it in some story impacting way. Again, the interpretation as to what all that means is left up to you and your Overlord.

Set Character Attributes

All characters have Basic Attributes of Toughness (TN), Strength (ST), Agility (AG), Craftiness (CR), Perception (PC), Heart (HT), and Intelligence (IN). These attributes have numerical values, which can be either positive or negative. These values are strongly influenced by the character's Race, or species. So, before your character's Attribute values can be set, you need to choose their Race.

Different Races have different strengths and weaknesses, which are reflected in their Attributes. As such, each race is associated with a set of Racial Baseline Attributes that characterize it, which represents a sort of starting point for characters of the Race.

Of course, individual members of a race don't exactly match the racial values in all of their attributes. After all, some Humans are stronger than others, some are more perceptive, etc. The same goes for Dwarfs, Goblins, and all the other Races. So, while your character's Attributes are strongly influenced by your choice of Race, they are not completely determined by it, and improve as your character gains experience.

Set Basic Attribute Values

Once you choose your race, you may set your Basic Attributes using the following rules:

- 1) Fill in your character's Basic Attributes on the character sheet to their Racial Baseline Attribute values (in pencil).
- 2) All characters have a number of Attribute Bonuses equal to its Level. These are points that you can spend on raising your character's Basic Attributes. Whenever you do so, indicate that fact by filling in the Attribute Bonuses Used blank on your character sheet. If this value is less than your character's Level, you've got points to spend.
- 3) If you have Attribute Bonuses to spend, you may spend them at any point to increase Attribute values. Most of the time, it costs one Attribute Bonus to raise an Attribute by one point. However, raising an Attribute to a value of more than 3 above your character's Racial Baseline Attribute costs two Attribute Bonuses for every point. For example, suppose your character has a racial Attribute of 2 in Agility, but you want your character to have a 6 in that stat. The Agility values of 3, 4, and 5 will each cost you one Attribute Bonus apiece. However, the final value of 6 will cost an additional two Attribute Bonuses, since that is more than 3 above your character's Racial Baseline Attribute. If, later on in your character's career, you decide to raise Agility by yet another point, it will cost another two Attribute Bonuses.

If you are working up a character and have not already picked their Race and set their Attribute values, do so now.

Racial Baseline Attributes Table

Race	Cultures	Size	TN	ST	AG	CR	PC	HT	IN
Babi / Astennu	Egyptian	Medium	-1	-2	1	0	2	-2	2
Ba-neb-tettu	Egyptian	Medium	0	0	-1	-1	0	3	-1
Dwarf	Celtic, Nordic, Slavic	Medium	0	2	-2	0	0	-1	1
Elf	Celtic, Nordic, Roman	Medium	-3	-1	1	0	1	1	1
Gnome	Celtic, Nordic	Small	-3	-6	6	1	3	-3	2
Goblin	Celtic, Nordic, Slavic	Small	-2	-4	4	2	2	-1	-1
Hermanubis	Egyptian	Medium	1	2	-1	-2	2	-1	-1
Hob	Celtic, Nordic, Slavic	Small	-2	-6	6	2	0	0	0
Human	All	Medium	0	0	0	0	0	0	0
Mixed Race \times^{\wedge}									
Elf / Human Mix	Celtic, Nordic, Roman	Medium	-2	0	1	0	1	0	0
Goblin / Human Mix	Celtic, Nordic, Slavic	Medium	-1	-3	3	1	1	-1	0
Nymph / Human Mix	Celtic, Greek, Slavic	Medium	0	0	0	0	0	1	-1
Troll / Human Mix	Celtic, Nordic	Medium	1	1	0	-2	0	0	0
Pan	Celtic, Greek, Roman, Slavic	Medium	-2	-2	1	2	1	1	-1
Sprite	Celtic	Tiny	-4	-14	12	2	2	2	0
Troll	Celtic, Nordic	Medium	2	2	0	-4	0	0	0
Ubasti	Egyptian	Medium	0	0	3	-2	1	0	-2

\times^{\wedge} Only the mixed races commonly appearing in folklore and mythology are listed on the table. The Racial Baseline Attributes of any Mixed Race not shown on the table is the average of the two parent races. Adjust as necessary to ensure the overall sum of the Baseline Attributes equals 0.

Set Derived Attribute Values

Once you have set your character's Basic Attributes with the preceding rules, you will most likely have some that are positive and some that are negative. In game terms, these attribute values will usually be added directly to Conflict Rolls to take into account your character's strengths and weaknesses. For these situations, it makes sense that sometimes you will get a bonus (where your character is strong) and sometimes you will get a penalty (in areas your character is weak). In addition to the seven Attributes you generated, Mythmagica uses ten more Attributes that are derived from the main attributes. The Derived Attributes, along with the formulas to calculate them follow:

- Acumen: $AC = CR + PC$
- Brawn: $BR = TN + ST$
- Charisma: $CH = HT + IN$
- Grace: $GR = AG + CR$
- Vigor: $VG = ST + AG$
- Willpower: $WP = PC + HT$

Calculate all these derived Attributes and write them in the appropriate blanks on your character sheet.

The following Derived Attributes are determined by table lookup:

- Fate Points: **FP**
- Hit Points: **HP**
- Speed: **SP**

Detailed descriptions of all of these Attributes can be found in the Attributes section of [The Rules Reference](#). Further, the tables for the various Derived Attributes presented here for your convenience are abbreviated. Full versions of these tables can also be found in [The Rules Reference](#), if needed.

There are some additional derived attributes, of somewhat lesser importance, as well:

- Daily Healing Rate (DHR) = Hit Points / 7
- Magic Limit = WP+4
- Raw Defense = TN + AG + 10
- Raw Stability = TN + PC + 10

Determine all of the derived Attributes and write them in the appropriate blanks on your character sheet.

Hit Points (HP)

Hit Points refers to the maximum amount of physical abuse your character's body can take. Whenever a character is injured by a weapon or spell, they sustain Damage. This Damage is subtracted from the character's Hit Points.

Hit Points are based on Brawn. To determine how many Hit Points your character has, simply look up their Hit Points on the [Hit Points Table](#) below and put that value in the Hit Points blank on your character sheet.

Hit Points Table

Brawn	Hit Points	Brawn	Hit Points
-20	6	0	32
-19	6	1	35
-18	7	2	38
-17	7	3	42
-16	8	4	45
-15	9	5	49
-14	10	6	54
-13	10	7	59
-12	11	8	64
-11	12	9	70
-10	13	10	76
-9	15	11	83
-8	16	12	91
-7	17	13	99
-6	19	14	108
-5	21	15	117
-4	23	16	128
-3	25	17	140
-2	27	18	152
-1	29	19	166
0	32	20	181

Fate Points (FP)

Fate Points is a resource representing the ever-changing favor of the gods and fate. It is tapped by Pagan priests directly as a pool of spiritual energy when casting Pagan spells (See The Foundation of Magic, in The Rules Reference for more details). However, it is important for all characters, as it determines how resistant a character is to defeat through cunning and trickery. In this regard, it could accurately be described as a character's spiritual Hit Points.

Fate Points Table

Willpower	Fate Points	Willpower	Fate Points
-6	19	6	54
-5	21	7	59
-4	23	8	64
-3	25	9	70
-2	27	10	76
-1	29	11	83
0	32	12	91
1	35	13	99
2	38	14	108
3	42	15	117
4	45	16	128
5	49	17	140

Speed

Speed gauges how fast a character moves. It is calculated based on a combination of the character's natural abilities and is reduced based on how much their equipment encumbers them.

To start, you must determine your character's Raw Speed. To determine this, add your character's Vigor to their Perception and use this total to look up the Raw Speed on the Raw Speed Table. Write this value in the Raw Speed blank on your character sheet.

A character wearing armor or otherwise encumbered has their Speed reduced from their Raw Speed according to the Speed Penalty given by the armor type (see the Body Armor section for specific values) to arrive at an overall Speed value.

Raw Speed Table

VG+PC	Raw Speed	VG+PC	Raw Speed
-6	20	6	40
-5	20	7	45
-4	25	8	50
-3	25	9	50
-2	25	10	55
-1	30	11	55
0	30	12	60
1	30	13	65
2	35	14	65
3	35	15	70
4	40	16	75
5	40	17	80

Natural Ward (NW)

Natural Ward gauges how well a character resists the effects of physical damage by absorbing the blow. It is subtracted from any damage delivered to the character through a physical blow. If a character wears armor, the character's overall Ward rating is the sum of the Armor Ward and the character's Natural Ward. Regardless of how high the Ward value is, though, the damage of any blow can never be lowered below 1 point.

Natural Ward is based on a character's Toughness according to the Natural Ward Table. Look up this value, and put the result in the Natural Ward blank on your character sheet.

Natural Ward Table

Toughness	Natural Ward
0 and below	0
1-3	1
4-5	2
6-7	3
8	4
9	5
10	6
11	7
12	8

Choose a Class

There are so many classes in Mythmagica, that new players to the game often find it daunting to pick a beginning class for their characters. So, here we provide a series of questions to help guide you in selecting an Initiate (Beginning) Class to get you up and running as quickly as possible:

1. Magic pervades this game. It's even in the name. But, you can have a strong character without the ability to cast spells yourself. And, unless you chose to entirely exclude magic as a possibility by taking the E pick under Beckonings on the Priority Grid, you can always pick up some magical abilities later in your character's career. Do you want a character that starts out practicing magic, or would you prefer to focus your skills elsewhere? If you want to concentrate in non-magical skills, go to the question below labeled NON-MAGICAL. Otherwise go to the question labeled MAGICAL.
2. **NON-MAGICAL:** Do you see this character as primarily solving problems through physical aggression? If so, go to the question labeled FIGHTER. Do you envision them preferring stealth and subterfuge as the primary means to get what they want? If so, go to the question labeled ROGUE. Do you picture them as someone living in the wilderness? If so, go to the paragraph labeled OUTDOORSMAN. Otherwise, go to the paragraph labeled JOURNEYMAN.
3. **FIGHTER:** Do you picture your character as being an in-your-face kind of fighter, or would you prefer to attack from range? If you want an up-front fighter, go to the question labeled CLOSE-COMBAT FIGHTER. Otherwise, go to the question labeled RANGE FIGHTER.
4. **CLOSE-COMBAT FIGHTER:** Do you view your character as having been trained as part of a larger organization, or as more of a loner? If you see them as currently or formerly being part of an army, navy, or other large group, go to the question labeled TEAM FIGHTER. Otherwise, go to the question labeled LONE-WOLF FIGHTER.
5. **TEAM FIGHTER:** You would be well served reading the descriptions of these classes as potential options for your fighter character: Foot Soldier, Hoplite, Legionnaire, or Town Guard. Note that Hoplites fit best in Greek and Persian settings. Legionnaires are Roman.
6. **LONE-WOLF FIGHTER:** These classes work well for loner type fighters: Duelist, Enforcer, Gladiator, Knife Fighter, Mercenary, Squire, Swordsman's Apprentice, or Viking. Note that Gladiators fit best in Roman settings while Vikings are Nordic.
7. **RANGE FIGHTER:** These classes are potential range-weapon candidates for your character: Amazon, Bandit, Barbarian, Bowman, or Saracen Warrior. Note that all Amazons are female, and they fit best in Greek / Roman settings. Saracen Warriors fit best in desert settings.
8. **ROGUE:** If pressed into combat, do you picture your character more as willing to murder their foe, or as preferring to find some other non-lethal way to settle matters? If the former, go to the paragraph labeled DASTARD. If the latter, go to the paragraph labeled RASCAL.
9. **DASTARD:** These classes work well for hoodlums and cold-blooded style characters: Burglar, Cutthroat, Freebooter, Grave Robber, Hood, Scoundrel, or Thug. (The description for Hood is found in The Wicked Workshop.)
10. **RASCAL:** These classes are suited for lovable scallywag style characters: Bounty Hunter, Cutpurse, Second Story Man / Woman, Smuggler, Street Thief, or Swindler.
11. **OUTDOORSMAN:** These classes are ideal for characters that rough it in the wilderness: Desert Nomad, Mountaineer, Pearl Diver, Plains Nomad, Prospector, Scout, Trapper, Wilderness Guide, or Woodsman. (The descriptions for Pearl Diver, Trapper, and Woodsman are found in The Wicked Workshop.)
12. **JOURNEYMAN:** Characters seeking trade skills are best served by these classes: Busker, Sailor, or Scholar (whose descriptions are found in this book); or Apothecary, Artificer, Blacksmith's Apprentice, Merchant, or Peasant (whose descriptions are found in The Wicked Workshop).
13. **MAGICAL:** If you envision your magic wielding character as a religious leader following a multitude of gods, go to the paragraph labeled PAGAN. If you like the idea of a combatant with spiritual powers, go to the paragraph labeled MYSTIC. If magic wands, cryptic glyphs, and arcane knowledge is what you want, go to the paragraph labeled OCCULTIST. Otherwise go to the paragraph labeled FANTASTIC.
14. **FANTASTIC:** Perhaps the most subtle form of magic in Mythmagica is that of Fantasia. This branch of magic deals with the inherent power of artwork and music. It is not a field for the bloodthirsty. With the music of Fantasia, a performer can put the most savage beasts to sleep or awaken flowers to dance. The Busker, Pearl Diver, Minstrel, Sailor, Scholar, and Wab Priest classes provide access to various Fantasia-based skills. But, only characters with the Fantasia Beckoning Gift gain magical benefit from those skills (The description for Pearl Diver is found in

The Wicked Workshop. The description for Wab Priest is found in The Codex of Cultures.)

15. **MYSTIC:** Characters evoking powers of the soul are called Mystics, many of which follow monotheistic religions. The following classes grant mystical powers to characters possessing the Mystical Beckoning gift: Behdin Neophyte, Dervish Neophyte, Friar / Monk / Nun, Gallant, Kabbalist Initiate, Mujahid, or Psychic. Note that the Behdin Neophyte is Zoroastrian; the Dervish Neophyte and Mujahid are Muslim; The Friar / Monk / Nun and Gallant are Catholic; and the Kabbalist Initiate is Jewish. See The Codex of Cultures for information on these classes.
16. **OCCULTIST:** Characters seeking careers in the occult arts are best served by these magic-wielding classes: Magician's Apprentice, Sorcerer's Apprentice, Witch Neophyte, and Wizard's Apprentice. See The Oculus of Occultism for information on these classes.
17. **PAGAN:** These classes grant magical powers through the worship of myriad pagan gods: Acolyte, Animist, Demagogue, Druid, Oracle, Sectarian, Ulfhamr, and Wab Priest. Note that the Druid class is Celtic, Ulfhamr is Nordic, and the Wab Priest is Egyptian. See The Codex of Cultures for information on these classes.

Write down your choice of Class(es) in the Classes section of the Main Sheet.

Write down your Class Gifts

In the Gifts, Flavors, & Flaws section of your character's Main Sheet, write down all the Gifts that your chosen class bestows, if any.

Write down your Class Skills

Your character's chosen Class will grant them a number of Skills. Write them down in the appropriate sections of your Character Sheets. (Occult Lores go on the Occultist Sheet; Mystical Disciplines go on the Mysticism Sheet; etc.)

Now, for each of your character's Skills, look up the Skill Description in the Skill Domains section, and do the following:

1. Write down the skill's Base in the appropriate blank next to the Skill name.
2. Read through the Skill Description. Some Skills are used in Conflict Rolls, while others are not. If the skill has a Conflict Roll associated with it, jot down the Attribute associated with the Conflict Roll in the Notes blank next to the Skill name.

Choose a Weapon, or Two, or Three

Pick your character's weapons, taking into account the Class you chose. The various weapons tables are found in the Equipment section of this book. Keep in mind that you can only use weapons that are, at most, one Size Category bigger or smaller than your character. (The Racial Natural Attack Modes Table lists the Size Category for each Race.) So, a Medium-sized Human can use Small, Medium, and Large weapons.

Write down the names of your chosen weapons in the appropriate section of the Weapons Sheet. Note that shields are a cross between armor and weapons. So, if you want to use a shield, you should also write down whichever one you want on the Weapons Sheet as well.

Under the Rank Bonus column for each of your chosen weapons, write down the Rank Bonus corresponding to the character's Training Classification for each. The various Rank Bonuses are listed on the Rank Bonus Table.

Then, for all the Close Combat and Range Weapons you chose, fill out the Damage, Parry, Tempo, and Base blanks next to each weapon. For all the Entrapment Weapons you chose, if any, fill out the Damage/Setback, Parry, Tempo, and Base blanks for each. The values for all these are found on the weapons tables in the Martial Skills section of this book.

Don't worry about filling out all the other little blanks next to the weapons. That will come later.

From all the weapons you have chosen, pick one weapon that your character will be using most often. This will be their favored weapon. Once you've chosen, do the following:

1. Fill in the Weapon in Hand blank with the name of your character's favored weapon.
2. Fill in the Weapon Parry blank with the Parry of this weapon.

Finish Your Character

Determine the Ranks of your Skills and Weapons

For each of your character's Skills and Weapons, do the following:

1. Since your character is just starting out, they have no XP to spend. So, put a 0 in the XP Spent blank of each Skill and Weapon.
2. Since you've spent no XP on the Skill or weapon, your Raw Rank in each skill is 0. Put this value in the Raw Rank column.
3. Look at the Skill or weapon in the Class description of your Avatar's chosen Class. It will be preceded by one of the following: Reviewed in, Versed in, Specialized in, or Expert in. This determines the Training Classification that the Class gives your character in that ability. The Training Classification gives your character a Rank Bonus in that Skill according to the Rank Bonus Table (below). Look up the Rank Bonus for the Skill or weapon, and write it in the corresponding column.

Rank Bonus Table

Training Classification	Rank Bonus
Schooled	+0
Reviewed	+1
Versed	+2
Specialized	+3
Expert	+4

4. Add the Raw Rank (currently 0) to the Rank Bonus, and put the sum in the Rank column.

Determine the Conflict Roll Bonuses for your Skills and Weapons

Next, for each of your character's Skills and Weapons, do the following:

1. We need to fill out the Attribute Adjustment column for each Skill and weapon. In the Notes blank for Skills that have Conflict Rolls, you should have jotted down the Attribute that the Skill uses for that purpose. For each of these, write down your character's current Attribute value. So, if the Skill uses Agility (AG), put that value in the Attribute Adjustment column. For weapons, look up which Attribute Adjustment you should use on the Weapon Attribute Adj. Table (below) based on weapon's type, and write that Attribute's value in the Attribute Adjustment column.

Weapon Attribute Adj. Table

Weapon Type	Attribute Adj.
Melee Weapons	Vigor (VG)
Range Weapons	Acumen (AC)

2. For Skills that are associated with Conflict Rolls, and for all weapons, add the Rank column to the Attribute Adjustment column, and put the result in the Roll Bonus column (for Skills) or the Attack Bonus column (for weapons). (You might want to put an "X" in this column for Skills that don't have any Conflict Roll associated with them as a reminder.)

Choose Some Armor

If you want your character to use armor and/or a shield, look through the options and pick what you want. The various armor types are listed in the Martial Skills section of this book.

Some Classes provide benefits to using specific types of armor. So, be sure to take that into account if your Avatar's Class(es) does so. Note that Occultists cannot cast spells when encumbered with armor. Pagan Priests, Musicians, and Mystics have no such restriction.

Fill in your armor choice in the Shield and Armor blank of the Main Sheet with your choice of armament.

Fill in the Remaining Combat Characteristics

After you pick what armor you want, if any do all of the following:

1. Fill in the Armor Encumbrance blank according to the chosen Armor Type. If your character wears no armor, put a 0 in this blank.
2. Fill in the Shield Bonus blank according to the chosen Shield Type, if any. If your character uses no shield, put a 0 in this blank.
3. Fill in the Speed Penalty blank according to the chosen Armor Type. If you are wearing no armor, put a 0 in this blank.
4. Add the Speed Penalty from the character's Raw Speed and place the result in the Speed blank. (Speed Penalty is always negative, so it reduces the character's overall Speed.)
5. Fill in the Armor Ward blank with the Ward rating of the armor you are wearing (or 0 if no armor is worn).
6. Add the Armor Ward and Natural Ward blanks and put the sum in the Ward blank.
7. Add the Level, Raw Defense, Weapon Parry, Shield Bonus, and Armor Encumbrance and put the sum in the Defense blank.

8. Add the Level, Raw Stability, and Weapon Parry and put the sum in the Stability blank.

Congratulations! You're Done!

You have just finished working up your character. If you don't have anyone to explain the rules as you go along, you need to read *How Conflicts Work*.

Start Playing!

Once you've worked up your Avatar, they don't start out in town. There's no need to wander the city streets or visit a smoke-filled bar trying to figure out what to do for your first adventure.

After all, you should have already decided how exactly your Avatars know each other, what binds them together, and what equipment they have. So, get on with it. The Overlord should drop the characters smack-dab at the start of an adventure. Perhaps they are just entering a dank abandoned ruin, which they have heard houses the treasure of a dragon slain centuries ago. Or, perhaps they are on board a merchant ship which has just been attacked by pirates. Maybe they have just arrived at a mansion which one of the characters just inherited from a recently departed aunt, and which they will soon discover is haunted by the ghosts of their long dead relatives.

The Overlord should provide a brief background of where the characters are, why they are there, describe the first scene, and proceed directly to the fun!

CLASSES

Classes

This section provides descriptions of all of the professions, or classes, available in the game.

Class List

Below is a table to help you find your way around Mythmagica's class system. This table helps beginning players appreciate the flexibility of the rules and gives advanced players a quick overview of some of Mythmagica's options. The table shows a wide variety of possible career paths that your character may take when gaining different classes. While the table gives a view of some of the more popular career paths for characters, it is in no way complete.

In the leftmost column of the table are listed the Initiate classes Mythmagica provides. In the columns to the right are some of the various options a character has when choosing their next class. Thus, a class that is to the left of another class fulfills all of the skill-based prerequisites to attain the class. In some instances, advancing to a class may additionally require a specific Beckoning gift (e.g. Occult Beckoning, Pagan Beckoning, etc.).

Additional class lists associated with various settings appear in The Overlord's Omnibus under Legendary Settings. These lists detail subsets of the classes, stressing particular cultures. Some Overlords may want to restrict their players to the classes in one or more of these settings, which gives a world a more distinctive flavor.

Class List

Initiate Classes	Veteran Classes		
Amazon	Archer Hoplomachus Horseman Raider Spearman Stavesman	Master Archer Swordsman Master Horseman Marauder Master Spearman Master Stavesman	Master Swordsman Swordsman
Bandit	Army Officer Brigand Horseman Highway Robber Raider	Swordsman Explorer Master Horseman Fence Archer Marauder	Master Swordsman Courtier Master Archer
Barbarian	Berserker Horseman Huscarl Raider Warrior	Explorer Master Horseman Master Huscarl Archer Marauder Warlord	Master Archer

Class List (continued)

Initiate Classes	Veteran Classes		
<u>Bounty Hunter</u>	<u>Spy</u> <u>Tomb Robber</u> <u>Witch Hunter</u>	<u>Forger</u> <u>Fence</u> <u>Master Thief</u> <u>Fence</u>	<u>Artisan</u> <u>Courtier</u> <u>Master Thief</u>
<u>Bowman</u>	<u>Archer</u> <u>Sherwood Outlaw</u>	<u>Army Officer</u> <u>Master Archer</u> <u>Master Stavesman</u>	
<u>Burglar</u>	<u>Cat Burglar</u> <u>Escape Artist</u> <u>Picklock</u> <u>Spy</u>	<u>Acrobat</u> <u>Fence</u> <u>Master Thief</u> <u>Master Thief</u>	<u>Courtier</u>
<u>Busker</u>	<u>Acrobat</u> <u>Con Artist</u> <u>Escape Artist</u> <u>Knave</u> <u>Knife Thrower</u> <u>Pickpocket</u> <u>Raider</u>	<u>Cat Burglar</u> <u>Spy</u> <u>Cat Burglar</u> <u>Sharpie</u> <u>Sharpie</u> <u>Fence</u> <u>Courtier</u> <u>Ruffian</u> <u>Brigand</u> <u>Explorer</u> <u>Marauder</u> <u>Sherwood Outlaw</u>	<u>Master Thief</u> <u>Master Thief</u> <u>Picklock</u> <u>Fence</u> <u>Assassin</u> <u>Courtier</u> <u>Swordsman</u> <u>Pirate</u> <u>Archer</u> <u>Ranger</u>
<u>Cutpurse</u>	<u>Knave</u> <u>Picklock</u> <u>Pickpocket</u>	<u>Acrobat</u> <u>Fencer</u> <u>Spy</u> <u>Fence</u>	<u>Cat Burglar</u> <u>Courtier</u> <u>Master Thief</u> <u>Courtier</u>
<u>Cutthroat</u>	<u>Assassin</u> <u>Knave</u> <u>Pirate</u> <u>Spy</u>	<u>Master Assassin</u> <u>Barbary Corsair</u> <u>Master Thief</u>	
<u>Desert Nomad</u>	<u>Explorer</u> <u>Raider</u> <u>Persian Immortal</u> <u>Sheik</u>	<u>Archer</u> <u>Marauder</u> <u>Archer</u> <u>Swordsman</u> <u>Emir</u>	<u>Swordsman</u> <u>Master Archer</u> <u>Master Swordsman</u> <u>Warlord</u>
<u>Duelist</u>	<u>Courtier</u> <u>Fencer</u> <u>Swordsman</u>	<u>Artisan</u> <u>Horseman</u> <u>Maestro</u> <u>Master Swordsman</u>	<u>Master Artisan</u> <u>Master Horseman</u> <u>Bard</u>
<u>Enforcer</u>	<u>Huscarl</u> <u>Man-at-Arms</u> <u>Warrior</u> <u>Witch Hunter</u>	<u>Master Huscarl</u> <u>Knight</u> <u>Master-at-Arms</u> <u>Warlord</u> <u>Horseman</u> <u>Warlord</u> <u>Tomb Robber</u>	<u>Master Horseman</u>

Classes

Class List (continued)

Initiate Classes	Veteran Classes		
Foot Soldier	Army Officer	Horseman	Master Horseman
	Halberdier		
	Man-at-Arms	Knight	Champion
		Master-at-Arms	
	Slinger	Warlord	
	Spearman	Stavesman	Master Stavesman
		Horseman	Master Horseman
		Master Spearman	
	Warrior	Warlord	
Freebooter	Knave	Fencer	Courtier
		Spy	Forger
			Courtier
	Pirate	Barbary Corsair	
	Raider	Swashbuckler	Swordsman
		Marauder	
Gladiator	Hoplomachus	Army Officer	Horseman
		Champion	
	Mirmillo	Army Officer	
		Myrmidon	Argonaut
		Praetorian	
	Retiarius	Myrmidon	
Grave Robber	Marauder	Swordsman	Master Swordsman
	Raider	Archer	Master Archer
	Tomb Robber	Swordsman	Master Swordsman
		Fence	Courtier
			Master Thief
Hoplite	Hoplomachus	Army Officer	Horseman
		Champion	
	Mirmillo	Army Officer	
		Centurion	Argonaut
		Myrmidon	
		Praetorian	
	Spearman	Horseman	Master Horseman
		Master Spearman	
Knife Fighter	Knave	Spy	
	Knife Thrower		
	Marauder		
	Ruffian	Brawler	
		Pickpocket	Fence
	Swordsman	Master Swordsman	
Legionnaire	Army Officer	Archer	Master Archer
		Horseman	Explorer
	Centurion		
	Hoplomachus	Champion	
	Mirmillo	Myrmidon	
	Praetorian	Champion	
		Horseman	Master Horseman
	Spearman	Horseman	Master Horseman
	Master Spearman		
Mercenary	Archer	Army Officer	Horseman
	Man-at-Arms	Knight	Champion
		Master-at-Arms	
		Slinger	Stavesman
	Spearman	Horseman	Master Horseman
		Master Spearman	
	Swordsman	Master Swordsman	

Class List (continued)

Initiate Classes	Veteran Classes		
<u>Minstrel</u>	<u>Courtier</u> <u>Con Artist</u> <u>Pickpocket</u> <u>Maestro</u>	<u>Horseman</u> <u>Fence</u> <u>Bard</u>	<u>Explorer</u>
<u>Mountaineer</u>	<u>Alpine Explorer</u> <u>Army Officer</u>	<u>Ranger</u>	
<u>Plains Nomad</u>	<u>Horseman</u> <u>Raider</u> <u>Slinger</u> <u>Spearman</u>	<u>Master Horseman</u> <u>Archer</u> <u>Marauder</u> <u>Stavesman</u> <u>Master Spearman</u>	<u>Swordsman</u> <u>Master Stavesman</u>
<u>Sailor</u>	<u>Argonaut</u> <u>Naval Officer</u> <u>Swashbuckler</u>	<u>Explorer</u> <u>Myrmidon</u> <u>Barbary Corsair</u> <u>Swordsman</u>	 <u>Master Swordsman</u>
<u>Saracen Warrior</u>	<u>Archer</u> <u>Horseman</u> <u>Persian Immortal</u> <u>Raider</u> <u>Sheik</u> <u>Spearman</u>	<u>Master Archer</u> <u>Explorer</u> <u>Master Horseman</u> <u>Swordsman</u> <u>Marauder</u> <u>Emir</u> <u>Swordsman</u> <u>Master Spearman</u>	 <u>Master Swordsman</u> <u>Master Swordsman</u>
<u>Scholar</u>	<u>Artisan</u> <u>Docent</u> <u>Fence</u> <u>Fencer</u> <u>Maestro</u>	<u>Master Artisan</u> <u>Courtier</u> <u>Ruffian</u> <u>Pickpocket</u> <u>Swordsman</u> <u>Bard</u>	<u>Horseman</u> <u>Master Swordsman</u>
<u>Scoundrel</u>	<u>Fencer</u> <u>Knave</u> <u>Pickpocket</u> <u>Ruffian</u> <u>Swordsman</u>	<u>Courtier</u> <u>Acrobat</u> <u>Cat Burglar</u> <u>Fence</u> <u>Spy</u> <u>Master Swordsman</u>	<u>Horseman</u> <u>Master Thief</u> <u>Courtier</u> <u>Master Thief</u>
<u>Scout</u>	<u>Army Officer</u> <u>Hunter</u> <u>Spy</u>	<u>Ranger</u> <u>Maestro</u> <u>Courtier</u> <u>Master Thief</u>	<u>Archer</u> <u>Explorer</u> <u>Bard</u> <u>Horseman</u>
<u>Second Story Man</u>	<u>Cat Burglar</u> <u>Escape Artist</u> <u>Fence</u> <u>Knave</u> <u>Picklock</u>	<u>Acrobat</u> <u>Master Thief</u> <u>Courtier</u> <u>Acrobat</u> <u>Fencer</u> <u>Master Thief</u>	 <u>Horseman</u> <u>Courtier</u>
<u>Smuggler</u>	<u>Con Artist</u> <u>Pirate</u> <u>Ruffian</u> <u>Sharpie</u> <u>Swashbuckler</u>	<u>Barbary Corsair</u> <u>Pickpocket</u> <u>Assassin</u> <u>Swordsman</u>	 <u>Master Assassin</u> <u>Master Swordsman</u>
<u>Squire</u>	<u>Huscarl</u> <u>Knight-Errant</u> <u>Swordsman</u> <u>Warrior</u>	<u>Master Huscarl</u> <u>Knight</u> <u>Master Swordsman</u> <u>Horseman</u>	<u>Champion</u> <u>Master Horseman</u>

Class List (continued)

Initiate Classes	Veteran Classes		
<u>Street Thief</u>	<u>Escape Artist</u>	<u>Assassin</u>	<u>Master Assassin</u>
	<u>Fence</u>	<u>Courtier</u>	<u>Horseman</u>
	<u>Knave</u>	<u>Master Thief</u>	<u>Cat Burglar</u>
<u>Pickpocket</u>	<u>Pickpocket</u>	<u>Acrobat</u>	<u>Courtier</u>
	<u>Spy</u>	<u>Con Artist</u>	<u>Horseman</u>
		<u>Fencer</u>	
<u>Swindler</u>	<u>Con Artist</u>	<u>Fence</u>	<u>Courtier</u>
	<u>Knave</u>	<u>Acrobat</u>	<u>Cat Burglar</u>
	<u>Pickpocket</u>	<u>Fence</u>	
	<u>Sharpie</u>	<u>Assassin</u>	<u>Master Assassin</u>
<u>Swordsman's Apprentice</u>	<u>Fencer</u>	<u>Courtier</u>	<u>Horseman</u>
	<u>Swordsman</u>	<u>Champion</u>	<u>Warlord</u>
		<u>Master Swordsman</u>	<u>Horseman</u>
		<u>Warrior</u>	
<u>Thug</u>	<u>Knave</u>	<u>Acrobat</u>	<u>Master Thief</u>
		<u>Cat Burglar</u>	
		<u>Con Artist</u>	<u>Master Thief</u>
	<u>Picklock</u>	<u>Trap Specialist</u>	
	<u>Ruffian</u>	<u>Brawler</u>	
<u>Town Guard</u>	<u>Army Officer</u>	<u>Horseman</u>	<u>Master Horseman</u>
	<u>Assassin</u>	<u>Master Assassin</u>	
	<u>Man-at-Arms</u>	<u>Horseman</u>	<u>Master Horseman</u>
		<u>Knight</u>	
		<u>Master-at-Arms</u>	
	<u>Ruffian</u>	<u>Brawler</u>	
	<u>Spy</u>	<u>Courtier</u>	<u>Horseman</u>
	<u>Master Swordsman</u>		
<u>Viking</u>	<u>Explorer</u>	<u>Jomsviking</u>	
	<u>Hunter</u>	<u>Archer</u>	<u>Master Archer</u>
		<u>Horseman</u>	<u>Master Horseman</u>
		<u>Jomsviking</u>	
		<u>Maestro</u>	<u>Bard</u>
	<u>Raider</u>	<u>Marauder</u>	
	<u>Warrior</u>	<u>Horseman</u>	
	<u>Warlord</u>		
<u>Wilderness Guide</u>	<u>Archer</u>	<u>Master Archer</u>	
	<u>Ranger</u>		
	<u>Sherwood Outlaw</u>		
	<u>Stavesman</u>	<u>Master Stavesman</u>	

Initiate Classes

Initiate Classes~A

Amazon

The Amazons are a nation of women warriors described in ancient Greek lore. As a whole, amazon society shuns and despises men and will kill or enslave all males encountered. The only reason all males are not immediately slain on sight is that, whatever their attitude toward the opposite sex, men are necessary to produce new generations of fighters. Any male offspring are killed or abandoned. The amazon code is harsh, but forges soldiers of remarkable fortitude. In fact, most amazons sacrifice a breast to improve their accuracy with bows.

Prerequisites

Character must be female and a follower of a Greek or Roman female deity.

Traits

The character must accept the Trait “Distrusts Men”.

Gifts

Bullying, First Aid, Reduced Encumbrance in Classical Armor, Sniping with Bows, Swimming

Martial Proficiencies

Versed (+2) in: Shooting Bows

Reviewed (+1) in: Wielding Quarterstaves, Wielding Spears, Throwing Spears

Martial Skills

Versed (+2) in: Grappling, Strong-Arming

Reviewed (+1) in: Pankration

Trade Skills

Reviewed (+1) in: Covering Tracks, Riding Equines, Quartering, Rural Stealth

Initiate Classes~B

Bandit

Bandits often group together to form ambushes on caravans and wealthy nobility. They constantly try to invent new ways to trap and overcome opponents normally considered too powerful to defeat. Of course, they frequently set up their surprises in ravines and mountain passes, but imaginative ploys always inspire these thieves. They realize that only a limited number of ambushes are safe at a given spot before some *real* force shows up.

Gifts

Bullying, Scaling, Taunting

Martial Proficiencies

Versed (+2) in: Shooting Crossbows, Using Oversize

Entrapment Weapons, Wielding Proportional Close

Combat Blade Weapons, Wielding Proportional Close

Combat Blunt Weapons

Reviewed (+1) in: Maneuvering

Trade Skills

Versed (+2) in: Rural Stealth, Setting Rural Traps

Reviewed (+1) in: Riding Equines, Sneaking, Tracking

Barbarian

Barbarian tribes struggle against the forces of nature for their survival. They view this struggle as a just challenge that all strong men must meet. To meet their trials, they train exhaustively in the arts of hunting and all know the value of having a good steed. The harsh life a barbarian leads gives them a sharp edge in combat against those lacking their background.

Barbarians disdain civilization. They view its influence as an evil plague that devours their natural homeland without care. Since barbarians respect the gods, they welcome the company of clerics and priests who emphasize the value of nature. Barbarians loathe wizardry, sorcery, and other magics, which do not recognize the power of the gods they worship.

Traits

The character must accept the Trait “Disdains Civilization”.

Gifts

Bullying, Grassland Wisdom, Medieval-Style Fighting, Reconnoitering, Swimming, Wilderness Wisdom, Woodland Wisdom

Academic Skills

Versed (+2) in: Forest Lore, Plains Lore

Martial Skills

Reviewed (+1) in: Melee, Strong-Arming

Martial Proficiencies

Versed (+2) in: Wielding Close Combat Blade Weapons,
Wielding Blunt Weapons, Shooting Bows, Wielding Spears, Throwing Spears

Trade Skills

Specialized (+3) in: Concocting Herbal Balms
Versed (+2) in: Tracking, Riding Equines
Reviewed (+1) in: Bone Working, Rural Stealth, Quartering

Bounty Hunter

Bounty hunters make their living capturing outlaws or procuring rare antiques. Because they must usually bring prisoners back alive, bounty hunters use Entrapment Weapons that exhibit a lower fatality rate than the more conventional utensils. These individuals generally do not show great aversion to bending a few laws beyond their breaking points. But woe be unto they who break a contract made with a bounty hunter.

Gifts

Bullying, Defending with Undersize Shield, Reconnoitering

Academic Skills

Versed (+2) in: History
Reviewed (+1) in: Guild Lore

Martial Skills

Versed (+2) in: Grappling, Maneuvering
Reviewed (+1) in: Strong-Arming, Trickery

Martial Proficiencies

Specialized (+3) in: Using a single Entrapment Weapon of the character's choice.
Versed (+2) in: Using Entrapment Weapons
Reviewed (+1) in: Wielding Blunt Weapons, Wielding Close Combat Blade Weapons, Wielding Shields

Trade Skills

Specialized (+3) in: Setting Rural Traps
Versed (+2) in: Rural Stealth, Stunning, Tracking
Reviewed (+1) in: Searching, Sneaking

Bowman

Armies expend great amounts of time and effort in sustaining fully trained troops of bowmen. A good general realizes that neglecting these long-range attackers spells doom in any battle. Bowmen slavishly practice their skills in archery through drilling in speed of attack and accuracy of aim. Their training is harsh and the competition is fierce. Nevertheless, a bowman continually hones their skills to outshine those of their peers. Their hard work pays off when they are rewarded with the coveted title of Archer.

Gifts

Reconnoitering, Sniping with Bows and Crossbows,
Taunting

Martial Proficiencies

Versed (+2) in: Shooting Bows, Shooting Crossbows
Reviewed (+1) in: Wielding Proportional Short Swords

Martial Skills

Reviewed (+1) in: Ballistics

Trade Skills

Reviewed (+1) in: Rural Stealth, Wood Working

Burglar

Burglars are common house robbers. Their street training teaches them basic techniques of combat. Nevertheless, their skills concentrate mostly on procuring valuables while avoiding dangerous confrontations. When a burglar encounters a situation where they must fight to gain their booty, they will use any trick or ploy that gains themselves an advantage. They have no reservations about attacking guards from behind or poisoning guard dogs.

Gifts

Scaling

Academic Skills

Reviewed (+1) in: Guild Lore

Martial Proficiencies

Reviewed (+1) in: Wielding a single Undersize Close Combat Blade Weapon of the character's choice

Martial Skills

Reviewed (+1) in: Maneuvering, Trickery

Trade Skills

Specialized (+3) in: Disarming Traps, Opening Locks
Versed (+2) in: Finding Secret Stuff, Searching, Urban Stealth
Reviewed (+1) in: Sneaking

Busker

A busker is an itinerant entertainer who has, for whatever reason, chosen a life of wandering from town to town singing songs, juggling, acting, and otherwise making a living by drawing a crowd. Some buskers have a romantic notion that they are on an adventurous journey, ready to experience the world and take whatever life throws at them. Many, though, merely view themselves as temporarily being down on their luck and look forward to the day that they can find a way to settle down and live like normal folk, whom they view as blessed. Nevertheless, buskers make the most of their lives, and always lend out a helping hand to anyone they encounter that is down on their luck. Their hard lives put buskers through the School of Hard Knocks, which actually does bestow an impressive assortment of skills. To survive, buskers readily teach others of their ilk the survival lessons they have learned. Indeed, most of these performers are not loners. Rather, many travel from town to town in wagon caravans earning their keep by putting on shows to entertain the local townsfolk.

Prerequisites

Although it not a mandatory requirement, the character cannot take advantage of the magical aspects of their Fantasia skills without Fantasia Beckoning.

Gifts

Concealing Undersize Items, Contortionism, Dancing, Fast Talking, Juggling, Haggling, Palm Reading, Swimming

Academic Skills

Reviewed (+1) in: Acting, Guild Lore

Fantasia Skills

Reviewed (+1) in: Choice of one of the following: Singing, Playing Percussion Instruments, Playing Woodwind Instruments

Martial Proficiencies

Reviewed (+1) in: Throwing Undersize Daggers, Throwing Darts, Wielding Clubs

Martial Skills

Versed (+2) in: Trickery

Trade Skills

Versed (+2) in: Sneaking

Reviewed (+1) in: Disguising, Foraging, Jack-of-all-Trades, Picking Pockets, Sleight of Hand

Initiate Classes~C

Cutpurse

A cutpurse stalks the streets looking for dangling pouches stuffed with jingling coins. When they find one carried by a particularly wealthy looking pedestrian, they calmly cut the leather strap of the pouch and walk off with their prize. Of course, if the pouch's owner notices the cutpurse's actions, they will take appropriate measures to bring the filthy little thief to justice. Nevertheless, a quick cutpurse may escape with life, limb, and loot.

Academic Skills

Reviewed (+1) in: Guild Lore

Martial Skills

Reviewed (+1) in: Trickery

Martial Proficiencies

Reviewed (+1) in: Wielding Undersize Daggers, Wielding Proportional Daggers

Martial Skills

Reviewed (+1) in: Grabbing and Snatching, Maneuvering, Trickery

Trade Skills

Specialized (+3) in: Picking Pockets

Versed (+2) in: Urban Stealth

Reviewed (+1) in: Hiding in Crowds, Opening Locks, Sneaking

Cutthroat

When an individual needs to rid themselves of bothersome competition but cannot afford the price of a full-fledged assassin, they find themselves a cutthroat. A student of this trade has little moral where money is involved. This trait proves rather dangerous, as all cutthroats try to involve themselves in money whenever possible. The only restraint holding back a cutthroat from killing their employer, oddly enough, is their reputation. Without a “good” reputation, a cutthroat knows they can never earn the large sums paid highly skilled spies and assassins.

Gifts

Bullying, Flinging Grapnel, Sign Language, Taunting

Academic Skills

Reviewed (+1) in: Guild Lore

Martial Proficiencies

Versed (+2) in: Wielding a single Undersize Close Combat Blade Weapon of the character's choice

Martial Skills*Versed (+2) in:* Strong-Arming*Reviewed (+1) in:* Maneuvering**Trade Skills***Versed (+2) in:* Urban Stealth*Reviewed (+1) in:* Identifying Poisons, Opening Locks,
Sneaking, Stunning**Initiate Classes~D**

Desert Nomad

Desert nomads live harsh lives in arid lands. The unforgiving climate in which they dwell forces them to learn many skills to survive. Of course, the major concern of these desert people is finding water to replenish their supplies. Most importantly, though, a desert dweller cannot squeamishly refuse any gifts nature provides. Those who do, die. Desert nomads often eat lizards and insects to nourish themselves when they can find nothing else. They welcome few outsiders and often rob those they encounter. They take little for granted and disdain those who do.

GiftsDesert Wisdom, First Aid, Reconnoitering, Wilderness Wisdom**Academic Skills***Reviewed (+1) in:* Desert Lore**Martial Proficiencies***Versed (+2) in:* Wielding Scimitars, Wielding Proportional Daggers, Wielding Undersize Daggers (esp. Jambiya)**Trade Skills***Versed (+2) in:* Riding Equines*Reviewed (+1) in:* Foraging, Harvesting, Navigating,
Quartering, Rural Stealth, Sneaking, Tailoring

Duelist

Duelists fight for honor. They save maidens from mustached villains and shrug it off as nothing. Nevertheless, no duelist ever claimed modesty, just chivalry. Whenever possible, duelists settle arguments with fair duels. A duelist's unusual fighting style and confidence gives them an edge in swordplay.

Traits

The character must accept the Traits "Easily Insulted" and "Leave No Insult Unanswered".

GiftsFirst Aid, Florentine-Style Fencing, Taunting**Academic Skills***Reviewed (+1) in:* Etiquette**Martial Proficiencies***Versed (+2) in:* Wielding Rapiers, Wielding Daggers (esp. Parrying Daggers)**Martial Skills***Reviewed (+1) in:* Maneuvering**Initiate Classes~E**

Enforcer

Enforcers, often feared by society in general, appoint themselves as guardians and promoters of their own radical causes. Some seek to destroy all evil present in the world to make untamed lands safe for habitation. Others simply seek to subjugate entire nations under their control. Occasionally, an enforcer strives to eliminate all lawbreakers in a community by annihilating even the lightest offenders. As these fanatical individuals want to further their causes in the quickest possible manner, they don't pussyfoot around with any weapons but the most lethal. If it can't cleave armor plating, it isn't worth swinging.

Traits

The character must accept the Trait "The Ends Justify the Means".

GiftsBullying, First Aid**Martial Proficiencies***Versed (+2) in:* Wielding a single Oversize Blunt or Oversize Close Combat Blade Weapon of the character's choice.**Martial Skills***Reviewed (+1) in:* Disarming Opponents, Strong-Arming**Trade Skills***Versed (+2) in:* Stunning

Initiate Classes~F

Foot Soldier

Oftentimes, a peasant, farmer, or tradesman is drafted against their will into military service. As these men must quickly learn the arts of war for survival, their superiors train them in easily handled weapons. These weapons provide other benefits besides the minimal amount of training required. Their ease of manufacture makes them cheap enough for an officer to equip many foot soldiers for the price of a single, finely crafted sword.

Gifts

First Aid, Reduced Encumbrance in Padded Armor

Martial Proficiencies

Versed (+2) in: Wielding Hammers, Wielding Maces,
Wielding Mace-and-Chains, Wielding Polearms

Reviewed (+1) in: Using Slings

Martial Skills

Reviewed (+1) in: Disarming Opponents, Melee,
Maneuvering, Strong-Arming

Freebooter

Freebooters are carefree spirits, usually sailors, who travel the world in search of treasure. While they may join a pirate ship in terrorizing the seas for a time, they never remain loyal to any particular captain or crew for long. Their “loyalty” is firm only as long as treasure keeps accumulating. Indeed, a freebooter will even abandon the sea if they hear that pillaging wealthy inland villages is more “in-season” than plundering cargo-laden ships.

Gifts

Holding Liquor, Marine Wisdom, Old-Style Fencing,
Quick-Drawing with Crossbows, Swimming

Academic Skills

Reviewed (+1) in: Appraising, Seafaring Lore

Martial Proficiencies

Versed (+2) in: Shooting Crossbows, Wielding Proportional Scimitars (esp. Cutlass)

Reviewed (+1) in: Throwing Undersize Daggers

Martial Skills

Reviewed (+1) in: Maneuvering, Trickery

Trade Skills

Versed (+2) in: Opening Locks

Reviewed (+1) in: Rural Stealth, Urban Stealth, Taunting

Initiate Classes~G

Gladiator

Enslaved and forced to fight powerful opponents to gain liberty, most Gladiators fight for the cause of freedom whenever possible. Though they are friendly to all character classes, freed Gladiators tolerate no attempts to control them and they despise the governments that enslaved them. This striving towards the elimination of slavery does not infect all Gladiators, however. Some even opt to remain slaves when offered freedom.

Gifts

Bullying, Defending with Undersize Shield, First Aid,
Taunting

Academic Skills

Reviewed (+1) in: Beast Lore

Martial Proficiencies

Versed (+2) in: Using Entrapment Weapons, Wielding Shields, Wielding Proportional Short Swords, Wielding Proportional Tridents, Wielding Undersize Falcatas (esp. Sica)

Reviewed (+1) in: Throwing Tridents

Martial Skills

Reviewed (+1) in: Maneuvering, Melee, Pankration, Strong-Arming

Grave Robber

Grave Robbers are thieves that have come to the conclusion that picking a wealthy merchant's pockets is much easier after they have been buried. While the thought of their ghoulish enterprise horrifies most civilized individuals, many grave robbers enjoy a rather profitable livelihood. Only a few are ever caught by the local authorities. Unfortunately, the profession of robbing graves has its own dangers. Occasionally an exhumed corpse will express its displeasure at having its "rest" disturbed.

Gifts

Concealing Undersize Items, Fast Talking

Academic Skills

Reviewed (+1) in: Guild Lore, Ghost Lore

Martial Skills

Reviewed (+1) in: Maneuvering, Trickery

Martial Proficiencies

Reviewed (+1) in: Wielding Proportional Falcatas (esp. Machete), Throwing Undersize Daggers

Trade Skills

Versed (+2) in: Disguising, Rural Stealth, Sneaking

Initiate Classes~H

Hoplite

A Hoplite is an ancient Greek warrior wielding a spear or sword and armored with helm, breastplate, greaves, and shield. During times of war, these citizen warriors were required to arm themselves and defend their city. Hoplites fought in phalanxes where the men formed six dense ranks of spearmen to project as much offensive power to the front line as possible. The men of the front line used their shields in skillful concert so every hoplite's shield would help protect the man to their left. This made their front ranks difficult to breach.

Gifts

Defending with Proportional Shield, First Aid, Reduced Encumbrance in Classical Armor, Shield Formation

Martial Skills

Versed (+2) in: Maneuvering, Pankration, Strong-Arming

Martial Proficiencies

Versed (+2) in: Wielding Proportional Falcatas (esp. Kopis), Wielding Undersize and Proportional Short Swords (esp. Xiphos and Gladius), Wielding Proportional and Oversize Spears (esp. Dory), Wielding Shields (esp. Aspis)

Initiate Classes~K

Knife Fighter

A knife fighter is a street-wise down-and-dirty combatant who prefers to use their quick reflexes for in-close fighting. Knife Fighters have a fascination with small blades of any type and most build up quite a collection of stilettos, dirks, poniards, and other exotic daggers. As long as it's shiny, pointy, and can be quickly concealed, these guys will be interested.

Gifts

Concealing Undersize Items, Taunting

Academic Skills

Reviewed (+1) in: Street Smarts

Martial Proficiencies

Versed (+2) in: Throwing Undersize Daggers, Throwing Undersize Darts, Wielding Undersize and Proportional Daggers

Martial Skills

Reviewed (+1) in: Grappling, Maneuvering

Trade Skills

Reviewed (+1) in: Urban Stealth

Initiate Classes~L

Legionnaire

The legionnaire is the sturdy and loyal backbone who supports the mighty Roman army. The Roman Legions are marched across desert and wilderness to meet any dangerous threat to the nation's security. They are similarly employed to invade neighboring countries when the Roman senate decides it needs the political support gained from the successful annexation of a fresh land.

Gifts

Defending with Oversize Shield, First Aid, Reduced Encumbrance in Roman Armor, Reconnoitering, Shield Formation, Taunting

Academic Skills

Reviewed (+1) in: Military Conventions

Martial Proficiencies

Versed (+2) in: Throwing Proportional Spears, Wielding Proportional Spears, Wielding Proportional Short Swords, Wielding Oversize Shields

Martial Skills*Versed (+2) in:* Pankration*Reviewed (+1) in:* Maneuvering, Melee, Strong-Arming**Trade Skills***Reviewed (+1) in:* Rural Stealth, Setting Rural Traps**Initiate Classes~M**

Mercenary

Mercenaries love warfare and ceaselessly search for adventure. They quickly join parties if promised treasure. Mercenaries are good with mechanisms and can set large traps such as covered pits and deadfalls. In addition, mercenaries build siege machines for attacking fortresses. Of course, they must build these on site due to their huge size.

GiftsFirst Aid, Reconnoitering, Taunting**Martial Proficiencies***Versed (+2) in:* Shooting Crossbows, Wielding Proportional Blunt Weapons, Wielding Proportional Close Combat Blade Weapons*Reviewed (+1) in:* Shooting Bows, Wielding Polearms**Martial Skills***Reviewed (+1) in:* Disarming Opponents, Maneuvering, Melee, Strong-Arming**Trade Skills***Versed (+2) in:* Setting Rural Traps*Reviewed (+1) in:* Rural Stealth

Minstrel

A minstrel, or chaunter, is a fairly low-paid musician for hire. They are often employed in groups to accompany a play or provide a night of amusement for nobility. Although some minstrels are in it only for the wage, many devote themselves to the profession of music with great passion, hoping one day to be known as a great bard. Unfortunately, until that time comes, many minstrels are driven to supplementing their musical wages with a bit of acting, acrobatics, and opportunistic pilferage.

Prerequisites

The character must possess the gift of Fantasia Beckoning.

GiftsJuggling, Palm Reading, Reading and Writing a Common Script, Virtuoso in a single musical instrument of the character's choice**Academic Skills***Reviewed (+1) in:* Acting, Etiquette, History**Fantasia Skills***Versed (+2) in:* Choice of two of the following: Singing, Playing Brass Instruments, Playing Percussion Instruments, Playing String Instruments, Playing Woodwind Instruments*Reviewed (+1) in:* Music**Martial Proficiencies***Reviewed (+1) in:* Wielding Proportional and Undersize Clubs**Martial Skills***Reviewed (+1) in:* Trickery**Trade Skills***Reviewed (+1) in:* Disguising, Picking Pockets

Mountaineer

It takes a sturdy frame, a sure-footed gait, and an air of quiet confidence to be a mountaineer. These independent souls tromp through the most hazardous alpine areas with seeming indifference to the many dangers surrounding them. Those people lucky enough to befriend a mountaineer soon learn, though, that the harsh life imposed by the mountain range environment sharpens a person's natural awareness. The seemingly casual attitude of the mountain man is not a facade that hides their fears. Rather, it simply indicates the individual's confidence that they can handle any emergency that is likely to arise.

GiftsFirst Aid, Flinging Grapple, Long Jumping, Mountain Wisdom, Scaling Wilderness Wisdom**Academic Skills***Versed (+2) in:* Mountain Lore**Martial Proficiencies***Versed (+2) in:* Wielding Picks**Trade Skills***Reviewed (+1) in:* Concocting Herbal Balms, Setting Rural Traps

Initiate Classes~N**Novice**

This class is intended as a sort of placeholder for characters that have not yet chosen a career path. Needless to say, this primarily applies to very young characters, who have not yet gained enough education to be considered a professional in any field. As such, it provides the character with some abilities to reflect their background, but does not provide them with any great expertise in anything.

As soon as any other Initiate Class is gained, the character is no longer considered to be a Novice, and their original Novice class does not count against their total class limit. But, they retain the (limited) skills provided by their novice background.

Prerequisites

Although it not a mandatory requirement, the character cannot take advantage of the magical aspects of their Fantasia skills without the Fantasia Beckoning.

Skills

Schooled (+0) in: Three Academic, Fantasia, and/or Trade Skills of the character's choosing that may be learned independently of any class.

Martial Proficiencies

Schooled (+0) in: Using one weapon of the character's choosing.

Initiate Classes~P**Plains Nomad**

Nomadic tribes and families wander plains following large herds of migrating antelope, buffalo, and cattle. Most of these peoples recognize no formal government other than their immediate families. They scoff at more civilized communities which buy and sell land as if they could truly own it. They realize that it is the land that owns its people. Only a foolish dog believes it owns its master because the master feeds them every day.

Gifts

Grassland Wisdom, Reconnoitering, Wilderness Wisdom

Martial Proficiencies

Versed (+2) in: Shooting Bows, Throwing Spears, Wielding Undersize and Proportional Spears

Reviewed (+1) in: Using Slings, Wielding Undersize Axes

Trade Skills

Specialized (+3) in: Tracking

Versed (+2) in: Covering Tracks, Riding Equines

Reviewed (+1) in: Curing, Foraging, Harvesting, Leather Working, Quartering, Rural Stealth, Sneaking

Initiate Classes~S**Sailor**

These hardy men are drawn to the adventure and wealth promised by the sea. Some grow rich while others are lost in violent storms. As a rule, sailors start their careers with a bright outlook and a great deal of energy, ready to conquer the world. Experience teaches them, however, that while the sea can usually be navigated with careful preparation, it can never be tamed. She is a fickle mistress.

As rough seas occasionally sink ships, sailors always spurn armor. Even on land they generally refuse to wear such protection.

Prerequisites

Although it not a mandatory requirement, the character cannot take advantage of the magical aspects of their Fantasia skills without the Fantasia Beckoning.

Traits

The character must accept the Trait "Only a fool tempts fate at sea".

Gifts

Aquatic Combat, First Aid, Marine Wisdom, Speaking a Common Language, Swimming

Academic Skills

Reviewed (+1) in: Seafaring Lore

Fantasia Skills

Reviewed (+1) in: Scrimshaw

Martial Proficiencies

Versed (+2) in: Using Proportional Cat-o-Nine-Tails, Wielding Undersize and Proportional Daggers, Wielding Proportional Swords

Reviewed (+1) in: Throwing Oversize Harpoons, Using Nets

Trade Skills

Reviewed (+1) in: Bone Working, Jack-of-all-Trades, Tailoring

Saracen Warrior

Saracen warriors are the hardy desert fighters of Syria and Arabia. The most famous of these fighters were the Saracens from Saladin. As the Middle East is an arid region with blistering sun, Saracen warriors always dress themselves in lightweight, loose fitting clothing. In so hot a climate, anyone wearing armor is at a severe disadvantage. Consequently, they shun armor. A Saracen warrior's training focuses on heightening their dexterity so that they can avoid their opponent's blade. Combining this training with the Middle Eastern practice of riding highly maneuverable ponies more than makes up for the lack of protection afforded by armor.

Gifts

First Aid, Defending with Oversize Shield, Desert Wisdom, Medieval-Style Fighting, Reconnoitering, Taunting

Academic Skills

Reviewed (+1) in: Desert Lore

Martial Proficiencies

Versed (+2) in: Wielding Scimitars, Wielding Spears, Wielding Shields

Reviewed (+1) in: Shooting Undersize Bows

Martial Skills

Reviewed (+1) in: Maneuvering, Strong-Arming

Trade Skills

Versed (+2) in: Riding Camels

Reviewed (+1) in: Riding Equines, Rural Stealth

Scholar

A scholar is a well-bred and learned graduate of a university. Having had the benefit of long years of study, their knowledge of the world and its workings surpasses that of most men, although their expertise definitely centers on the academic rather than the practical. Universities pride themselves on producing well-rounded graduates, so every scholar has at least a passing familiarity with the arts of self-defense.

Prerequisites

Although it not a mandatory requirement, the character cannot take advantage of the magical aspects of their Fantasia skills without the Fantasia Beckoning.

Gifts

Dancing, First Aid, Virtuoso with an Instrument of their choice, Reading and Writing a Common Script (x2),

Speaking a Common Language, Reading and Writing an Archaic Script, Speaking an Archaic Language

Academic Skills

Versed (+2) in: Library Research, Knowledge

Reviewed (+1) in: Appraising, plus two Academic skills or lores of your choice.

Fantasia Skills

Reviewed (+1) in: Artistry, Music

Martial Proficiencies

Reviewed (+1) in: Wielding Undersize and Proportional Daggers (esp. Poignard)

Martial Skills

Reviewed (+1) in: Maneuvering

Scoundrel

Scoundrels are rogues who primarily look out for themselves, and aren't against breaking a few laws in doing so. They can, however, be quite charming when they want to. As such, these "bad boys" are often looked upon favorably by the opposite sex, which wins them admiration from their peers.

Gifts

First Aid, Fast Talking, Florentine-Style Fencing

Martial Proficiencies

Reviewed (+1) in: Wielding Proportional Swords, Wielding Proportional and Undersize Daggers

Martial Skills

Reviewed (+1) in: Maneuvering, Melée, Trickery

Trade Skills

Reviewed (+1) in: Opening Locks, Picking Pockets

Scout

When a general needs to know the strengths and weaknesses of an opposing army, they send their best-trained scouts. A scout learns methods of stealthy reconnaissance to quickly obtain information about outposts, fortresses, and marching armies. When needed, they slip into dangerous territory to deliver messages vital to their leader's plans. Spending most of their time away from civilization, a scout quickly learns the layout of the lands through which they travel. They depend only on their wilderness skills for food and shelter. A scout is always prepared.

Gifts

First Aid, Reconnoitering, Swimming, Wilderness Wisdom

Academic Skills

Reviewed (+1) in: Choice of two of the following: Desert Lore, Forest Lore, Mountain Lore, Plains Lore, Swamp Lore

Martial Proficiencies

Reviewed (+1) in: Shooting Bows, Wielding Proportional Swords

Martial Skills

Reviewed (+1) in: Maneuvering

Trade Skills

Specialized (+3) in: Rural Stealth

Versed (+2) in: Covering Tracks, Finding Secret Stuff

Reviewed (+1) in: Foraging, Harvesting, Sneaking, Stunning, Tracking

Second Story Man / Woman

These thieves have the intelligence to figure out a fact that many people overlook. When a rich merchant, banker, or heiress tries to think of ways of keeping robbers out of their estate, they inevitably worry about their front door. That's the logical place to come and go through. After all, that's how they get in and out. After a few puffs on their pipe, the plump, rich nobleman dreams up a brilliant, elaborate trap for any unwelcome visitor skulking in the entry hall. After installing their masterpiece, they smilingly trot off whistling down the street worry free. Invariably, the pompous fool leaves the upstairs windows unlatched. A second story man trains in the skills necessary to teach these fellows a lesson in household defense. Lock your windows.

Gifts

Flinging Grapnel, Scaling

Academic Skills

Reviewed (+1) in: Appraising, Guild Lore

Martial Proficiencies

Reviewed (+1) in: Wielding a single Undersize Close Combat Blade Weapon of the character's choice

Martial Skills

Reviewed (+1) in: Maneuvering, Trickery

Trade Skills

Versed (+2) in: Opening Locks, Urban Stealth

Reviewed (+1) in: Finding Secret Stuff

Smuggler

These enterprising men risk the dangers of lawful punishment by sneaking materials across national boundaries. Often, the items they stealthily carry are not specifically banned from ownership. Rather, they hide objects, such as gems, gold, and jewelry, to avoid the burden of import taxes and fees. More often than not, these characters simply provide a service to clients unwilling to involve themselves personally. Of course, these clients take the additional risks imposed by the low moral character common to most smugglers.

Gifts

Bullying, Concealing Undersize Items, Marine Wisdom, Reading and Writing a Common Script, Speaking a Common Language, Swimming

Academic Skills

Reviewed (+1) in: Guild Lore, Seafaring Lore

Martial Proficiencies

Reviewed (+1) in: Throwing Undersize Daggers, Wielding a single Proportional Close Combat Blade Weapon of the character's choice.

Martial Skills

Reviewed (+1) in: Maneuvering, Trickery

Trade Skills

Versed (+2) in: Disguising, Urban Stealth

Reviewed (+1) in: Forging Documents, Sneaking, Wood Working

Squire

A squire is a knight's apprentice. The grueling lessons of the code of chivalry tax any squire to the limits of their endurance. The knight relentlessly pushes them in their training. They also expect the squire to slavishly shine their armor and sharpen their weapons. Even slight smudges left on an otherwise mirror-like kite shield sends the squire's master into furious lectures on how the youths of the world lack respect for their elders. The poor squire has no choice but to acquiesce to their master's sometimes-unreasonable demands. A squire must have a good reference from their master if they ever hope to attain knighthood.

Gifts

First Aid, Reduced Encumbrance in Mail Armor, Choice of one of the following: Half-Sword Fencing, Medieval-Style Fighting, Old-Style Fencing

Academic Skills

Reviewed (+1) in: History

Martial Proficiencies

Versed (+2) in: Wielding Proportional and Oversize Close Combat Weapons, Wielding Proportional and Oversize Polearms

Martial Skills

Reviewed (+1) in: Melee, Strong-Arming

Trade Skills

Reviewed (+1) in: Riding Equines

Street Thief

Many orphans and homeless children grow to adulthood depending only on their wits and talents for survival. Lacking practical skills, they must turn to pilfering their basic needs as they can rarely find labor. Nevertheless, the training their harsh life gives them suits them well to adventuring. What their skills in the wilderness lack, their street wisdom makes up for. Their knowledge of the alleys and sewer systems of major cities stands unrivaled from other classes. Unfortunately, they despise their own lifestyles. Most dream of becoming professional thieves such as fully trained Pickpockets or Fences.

Gifts

Concealing Undersize Items, Scaling, Taunting

Academic Skills

Versed (+2) in: Appraising, Street Smarts

Reviewed (+1) in: Guild Lore

Martial Proficiencies

Reviewed (+1) in: Wielding Undersize and Proportional Daggers (esp. Stiletto)

Martial Skills

Reviewed (+1) in: Grabbing and Snatching, Maneuvering, Trickery

Trade Skills

Versed (+2) in: Hiding in Crowds, Urban Stealth

Reviewed (+1) in: Opening Locks, Picking Pockets, Sneaking

Swindler

A swindler is a small-time con artist. These characters set up portable sidewalk booths where they promote their “businesses.” One swindler may defraud “customers” with card tricks or bogus shell games. Another may sell “miracle tonics” to cure any and all ills. Usually, a swindler has a partner in the audience that plays the part of the “satisfied customer.”

Gifts

Beguiling, Concealing Undersize Items, Fast Talking, Taunting

Academic Skills

Reviewed (+1) in: Guild Lore

Martial Skills

Reviewed (+1) in: Trickery

Martial Proficiencies

Reviewed (+1) in: Wielding Undersize and Proportional Daggers

Trade Skills

Versed (+2) in: Hiding in Crowds, Sleight of Hand

Reviewed (+1) in: Disguising, Imitating Voices, Picking Pockets, Urban Stealth

Swordsman's Apprentice

The apprentice of a swordsman spends hours every day practicing swordplay in an attempt to satisfy their master's high standards. They know that all the difficult work will eventually pay off when they must demonstrate their skills to some insolent boob that insults their honor.

Gifts

First Aid, Quick-Drawing with Swords, Taunting
Choice of one of the following: Florentine-Style Fencing, Half-Sword Fencing, Old-Style Fencing

Martial Proficiencies

Versed (+2) in: Wielding Swords

Martial Skills

Versed (+2) in: Disarming Opponents, Maneuvering

Initiate Classes~T

Thug

Even cheaper than Cutthroats.

Gifts

Bullying, Concealing Undersize Items

Martial Proficiencies

Versed (+2) in: Wielding Clubs, Wielding Undersize and Proportional Daggers

Martial Skills

Versed (+2) in: Grappling, Pummeling
Reviewed (+1) in: Grabbing and Snatching, Melee, Strong-Arming

Trade Skills

Versed (+2) in: Stunning
Reviewed (+1) in: Opening Locks, Sneaking, Urban Stealth

Town Guard

A town guard is the common beat cop walking the streets to keep the peace and maintain order. Their work is far from glorious and their monetary rewards are meager, but the perks of the job are considerable for many. The mere sight of the town's uniform immediately demands respect and the populace is forever looking to you for protection and aid. Besides, what other job can you get that so frequently allows you to legally beat people up?

Gifts

Bullying, Reduced Encumbrance in Leather Armor, Sign Language

Academic Skills

Reviewed (+1) in: Street Smarts

Martial Proficiencies

Reviewed (+1) in: Wielding Undersize and Proportional Maces, Wielding Proportional Poleaxes, Wielding Proportional Swords

Martial Skills

Versed (+2) in: Grappling, Pummeling
Reviewed (+1) in: Disarming Opponents, Strong-Arming

Trade Skills

Reviewed (+1) in: Identifying Poisons, Searching, Urban Stealth

Trapper

Trappers are rugged individuals who make their living by selling the skins and furs of animals they have captured and slain. On the whole, they are a lonely, independent group since their trade necessitates their living away from civilization for extended periods. In fact, the only contact that many trappers have with society is during their infrequent visits to remote trading posts. Here their furs are traded for the simple tools and gear they need to carry on their work. Polite society rarely acknowledges the fact that the fabulous furs and garments they demand are provided by the industry of gruff hermit-like woodsmen who would quickly be ejected from their own socialite cliques. Of course, no self-respecting trapper would ever consider joining such an elitist group anyway. It is quite ironic that trappers and the social elite, which despise and ridicule one another to such a degree, depend so heavily on each other to sustain their own lifestyles.

Gifts

First Aid, Sign Language, Swimming, Woodland Wisdom, Wilderness Wisdom

Academic Skills

Versed (+2) in: Forest Lore, Leather Lore

Martial Proficiencies

Reviewed (+1) in: Using Slings, Shooting Undersize Bows,
Wielding Clubs, Wielding Undersize Daggers (esp.
Knife)

Trade Skills

Specialized (+3) in: Setting Rural Traps
Versed (+2) in: Quartering, Rural Stealth, Tracking
Reviewed (+1) in: Training Draft Animals, Curing,
Foraging, Jack-of-all-Trades, Leather Working

Initiate Classes~V

Viking

Legends of these Nordic seamen spread throughout the medieval world. Their bravery is unmatched in battle and deeds. Much of a Viking's ferocity in meeting challenges comes from the Nordic philosophy. This religion upholds that even the gods face death. The best that both men and gods can accomplish is to meet death bravely. Consequently, these grim seafarers never show fear of their mortality. They live with a fervor unknown to other men as they explore continents and plunder seacoasts.

Prerequisites

The character must be a member of the Nordic culture.

Gifts

Bullying, Flinging Grapple, Marine Wisdom, Medieval-Style Fighting, Reduced Encumbrance in Viking Armor, Swimming

Academic Skills

Reviewed (+1) in: Navigating, Seafaring Lore

Martial Proficiencies

Versed (+2) in: Wielding Axes, Wielding Short Swords
(esp. Viking Sword)
Reviewed (+1) in: Wielding Spears, Wielding Shields

Martial Skills

Reviewed (+1) in: Pummeling, Strong-Arming

Trade Skills

Reviewed (+1) in: Rural Stealth, Tailoring, Wood Working

Initiate Classes~W

Wilderness Guide

Wilderness Guides are people that love the outdoors and spend as much of their lives as possible in the wilderness. To facilitate this goal while still maintaining some connection to civilization, Wilderness Guides provide the service of safely leading travelers through the wilds.

Gifts

First Aid, Swimming, Wilderness Wisdom, and your choice of any two of the following: Arctic Wisdom, Desert Wisdom, Grassland Wisdom, Marine Wisdom, Mountain Wisdom, Swampland Wisdom, Underworld Wisdom, Woodland Wisdom.

Martial Proficiencies

Reviewed (+1) in: Shooting Bows, Wielding Daggers,
Wielding Quarterstaves

Trade Skills

Reviewed (+1) in: Foraging, Harvesting, Quartering, Rural Stealth, Sneaking, Tracking

Veteran Classes

Veteran Classes~A

Acrobat

Acrobats perform many amazing feats of tumbling and bounding. These gymnasts constantly twist and contort in ways that would leave most people paralyzed for life. The fluid grace of an acrobat's movements belies their true strength. Of course, the best acrobats glide through their routines so effortlessly that others try to mimic them, but few imitators survive without torn ligaments or bruised muscles.

Prerequisites

The character must attain 8th rank in Maneuvering, Urban Stealth, or Trickery.

Gifts

Dancing, Juggling, Long Jumping, Scaling, Superb Balancing, Tumbling, Tightrope Walking, Uncanny Scrambling

Martial Skills

Specialized (+3) in: Trickery
Versed (+2) in: Maneuvering

Trade Skills

Versed (+2) in: Urban Stealth
Reviewed (+1) in: Rural Stealth

Alpine Explorer

Alpine Explorers have the unshakable belief that “the grass is always greener on the other side” and, by golly, they are going to prove it. This particular attitude does not have any great effect on the lives of such dreamers in most populated terrains, but in frontier mountain ranges it quickly evolves into a career. There is always someone needing a guide to lead a caravan through uncharted mountain passes. Anyone with knowledge of how to lessen the duration or danger of such ventures is bound to make a tidy profit. A reputable Alpine Explorer can quickly find such work when they want. However, while these free spirits are not above helping out the odd caravan to pay for supplies, they usually just wander through their beloved hills searching for new areas to explore.

Prerequisites

The character must meet one of the following requirements:

- 6th rank in wielding any medium pick
- 8th rank in Mountain Lore and Prospecting

Further, although it not a mandatory requirement, the character cannot take advantage of the magical aspects of their Fantasia skills without Fantasia Beckoning.

Gifts

Arctic Wisdom, Flinging Grapnel, Long Jumping, Mountain Wisdom, Superb Balancing, Wilderness Wisdom

Academic Skills

Specialized (+3) in: Mountain Lore

Fantasia Skills

Reviewed (+1) in: Illustration (Map Making)

Martial Proficiencies

Versed (+2) in: Wielding Undersize and Proportional Picks, Wielding Quarterstaves

Trade Skills

Versed (+2) in: Navigating
Reviewed (+1) in: Prospecting, Tracking

Archer

Archers specialize in launching arrows and bolts. While they are poor fighters in close combat, their missiles prove deadly when shot from range. Many see the advent of archery as the downfall of heavy armor. Even plate-mail stands little chance against showers of arrows raining from overhead. Of course, true archers overcome their foes through their incredible accuracy rather than overshadowing them with sheer numbers.

Prerequisites

The character must attain 8th rank in shooting any bow.

Gifts

Arching with Bows, Paired Shooting

Martial Proficiencies

Specialized (+3) in: Shooting Bows

Martial Skills

Versed (+2) in: Ballistics

Trade Skills

Reviewed (+1) in: Quartering, Wood Working

Argonaut

Argonauts are perhaps the most fearless and heroic of all sea-faring souls. The original Argonauts were comprised of a number of famous Greek personalities, including the hero Heracles and the poet Orpheus. This group assembled to aid Jason in his quest to obtain the Golden Fleece and claim his throne as king of Iolcus. The term Argonaut derives from the name of Jason's vessel, the Argo. After Jason's death, both the Argo and the Golden Fleece were placed in the heavens as constellations.

Prerequisites

The character must have the Swimming gift, must have attained 10th rank in Seafaring Lore and in wielding a proportional sword and must be a follower of the Greek or Roman religions.

Gifts

Aquatic Combat, Flinging Grapnel, Holding Breath, Marine Wisdom, Pressing Advantage with Proportional Swords, Reconnoitering, Reduced Encumbrance in Classical Armor, Speaking a Common Language, Taunting, Wilderness Wisdom

Academic Skills

Expert (+4) in: Seafaring Lore

Reviewed (+1) in: Theology

Martial Skills

Specialized (+3) in: Pankration

Versed (+2) in: Maneuvering

Trade Skills

Versed (+2) in: Navigating

Reviewed (+1) in: Rural Stealth, Singing

Army Officer

Veterans seasoned through years of harsh war earn respect from less experienced warriors who look to them for guidance. An experienced fighter can quickly turn a group of disorganized recruits into a formidable coordinated force. The knowledge and cunning of an army's leaders always plays a crucial role in the outcome of battles. Good officers know the limits of their men and frequently push them there.

Prerequisites

The character must satisfy one of the following requirements:

- 8th rank in Setting Rural Traps or Military Conventions
- 8th rank in shooting any Bow and Rural Stealth
- 6th rank in wielding any Close Combat or Polearm weapon and 5th rank in Disarming Opponents

Gifts

Bullying, First Aid, Medieval-Style Fighting, Raising Morale, Reading and Writing a Common Script, Reconnoitering

Academic Skills

Reviewed (+1) in: Military Conventions

Martial Proficiencies

Versed (+2) in: Wielding Clubs, Wielding Maces, Wielding Quarterstaves, Wielding Swords.

Reviewed (+1) in: Shooting Bows, Wielding Shields

Martial Skills

Versed (+2) in: Grappling, Pummeling

Reviewed (+1) in: Disarming Opponents, Maneuvering

Trade Skills

Specialized (+3) in: Setting Rural Traps

Versed (+2) in: Finding Secret Stuff

Reviewed (+1) in: Disarming Traps, Riding Equines, Rural Stealth

Assassin

An assassin¹⁶ is a highly skilled professional killer for hire. Many would-be assassins fail the harsh training required in attaining this class. Most simply do not realize that it takes a focused will to skulk up behind an unsuspecting person, insert a blade between their ribs, and walk away. Assassins commonly use garrotes, blowguns, poisons, and small blade weapons to fulfill their contracts. The best assassins advertise to drive their fee up. A confident assassin may, for example, always leave a torn ace of spades card as the only clue to a murder. By mocking law enforcers in their futile searches to find the assassin, their reputation and their purse builds with every successful kill. Of course, they also risk prosecution for several murders if the law ever catches them.

Prerequisites

The character must obtain 6th rank in wielding an Undersize or Proportional Close Combat Blade Weapon and must satisfy one of the following requirements:

- 8th rank in Identifying Poisons and Urban Stealth
- 8th rank in Setting Booby Traps and Rural Stealth

Gifts

Bullying, Concealing Undersize Items, Reconnoitering, Scaling, Sniping with Blowgun, Taunting, Uncanny Scrambling

Academic Skills

Reviewed (+1) in: Anatomy, Mechanism

Martial Proficiencies

Versed (+2) in: Shooting Undersize Blowguns, Using Proportional Garrotes, Wielding Undersize and Proportional Close Combat Blade Weapons.

Martial Skills

Versed (+2) in: Maneuvering, Strong-Arming, Trickery

Trade Skills

Specialized (+3) in: Disguising, Identifying Poisons, Urban Stealth

Versed (+2) in: Opening Locks, Sneaking, Stunning

Reviewed (+1) in: Concocting Toxic Poisons, Finding Secret Stuff, Setting Booby Traps

¹⁶ The term "Assassin" derives from the Crusaders' mispronunciation of the Persian name "Hashashin." The Hashashin was a Middle-Eastern sect of highly skilled killers having fanatical devotion to their sect. They blindly obeyed the orders of their sect's founder, Hassan Sabah, including plunging their blades into the hearts of Hassan's enemies even though their own lives would thereafter be forfeit. Eventually, the term came to represent anyone devoted to the profession of killing, especially those who murder in surprise attack.

Veteran Classes~B

Barbary Corsair

The Barbary Corsairs are Muslim pirates that raid seacoast towns and trade routes, taking both riches and slaves. They prefer capturing enemy ships to use them in extending their influence. They typically focus on Christian targets, to weaken the infidels that invade their holy lands. That doesn't mean they restrict themselves only to Christians, but they certainly avoid attacking Muslim communities.

Prerequisites

The character must be a member of the Muslim faction and must satisfy all of the following requirements:

- 8th rank in Seafaring Lore
- 6th rank in wielding Dagger or Scimitar

Gifts

Marine Wisdom, Reconnoitering, Speaking a Common Language, Swimming, Taunting

Academic Skills

Specialized (+3) in: Seafaring Lore

Martial Proficiencies

Versed (+2) in: Wielding Scimitars

Reviewed (+1) in: Using Cat-o-Nine-Tails

Martial Skills

Versed (+2) in: Maneuvering, Strong-Arming

Trade Skills

Versed (+2) in: Navigating, Sneaking

Bard

A bard¹⁷ is an entertainer extraordinaire. Their musical abilities and unique presentation skills quickly gain them fame. Their abilities don't end there, however. A bard also has the skill to grab an audience's attention with their storytelling, keeping them in rapt silence until the story's hero wins the day to the sound of exuberant cheers.

Prerequisites

The character must possess the gift of Fantasia Beckoning, and must satisfy all of the following requirements:

- 6th rank in Music
- 8th rank in two of the following: Etiquette, History, Theology.

¹⁷ Known as a Fili in Celtic mythology. One such Fili, whose music had magical powers, was a fire-breathing goblin named Aillén Mac Midhna described in the Fenian Cycle of Celtic myth.

- 12th rank in 1 of the following: Singing, Playing Brass Instruments, Playing Percussion Instruments, Playing String Instruments, Playing Woodwind Instruments.

Gifts

Attracting Followers, Composing Music, Raising Morale, Taunting, Virtuoso with a single musical instrument of the character's choice

Academic Skills

Specialized (+3) in: Etiquette, History, Theology

Fantasia Skills

Expert (+4) in: Choice of two of the following: Singing, Playing Brass Instruments, Playing Percussion Instruments, Playing String Instruments, Playing Woodwind Instruments

Specialized (+3) in: Music

Trade Skills

Versed (+2) in: Acting, Disguising

Reviewed (+1) in: Imitating Voices

Berserker

Berserkers are the favored warriors of the Nordic God Odin. In combat, Odin bestows upon them a terrible fury giving them unusual fighting prowess. All Berserkers shun armor as they believe Odin will protect them from all harm in combat. If a Berserker is severely wounded in combat, the pain only serves as punishment for their imperfect faith in Odin. A berserker may have other classes, but disavows these practices in combat. They opt instead for the glory of fighting. The most favored of the Berserkers are honored with the eagle adorned helmet of the Berserk.

Prerequisites

The character must be a follower of the Nordic religion and must have attained 7th rank in wielding any Bladed or Oversize Close Combat Weapon

Gifts

Berserking, Bullying, Medieval-Style Fighting, Taunting

Academic Skills

Reviewed (+1) in: Herb Lore

Martial Proficiencies

Specialized (+3) in: Choice of one of the following: Wielding Axes, Wielding Viking Swords, Wielding Hammers

Versed (+2) in: Wielding Axes, Wielding Viking Swords, Wielding Blunt Weapons

Brawler

Brawlers are rowdy boorish bullies that often hang around bars or dark alleys looking for fights. Shunned by most of society, brawlers often turn to burglary or even murder as a means of income. Some of the more civilized individuals, however, are highly prized as excellent bouncers for the local taverns. Others are found in makeshift fighting rings where onlookers gawk and place bets. Some of the more inventive of these individuals travel from town to town building reputations so they can land huge profits by “taking a dive in the 9th.”

Prerequisites

The character must have attained 8th rank in Pummeling and Grappling.

Gifts

Bullying, Cursing in Foreign Languages, Holding Liquor, Taunting

Martial Proficiencies

Specialized (+3) in: Wielding Clubs

Martial Skills

Specialized (+3) in: Grappling, Pummeling, Melee, Strong-Arming

Trade Skills

Specialized (+3) in: Stunning

Versed (+2) in: Urban Stealth

Brigand

Simply put, brigands are highway robbers. One is often the leader of a small band of bandits who make it their lives' work to wait in ambush for wealthy travelers to pass. When a particularly juicy score is spotted, the band hides until the leader signals. At this point, the brigand and their crew step out from their cover and surround their prey with readied crossbows. Few survive who refuse their demands.

Prerequisites

The character must first attain 8th rank in Rural Stealth and in shooting any Crossbow.

Gifts

Bullying, Sign Language, Sniping with Crossbows, Taunting

Academic Skills

Reviewed (+1) in: Appraising, Imitating Voices

Martial Proficiencies

Specialized (+3) in: Shooting Crossbows, Using Nets

Martial Skills

Specialized (+3) in: Strong-Arming

Versed (+2) in: Maneuvering

Trade Skills

Specialized (+3) in: Rural Stealth, Setting Rural Traps

Versed (+2) in: Riding Equines

Reviewed (+1) in: Stunning

Veteran Classes~C**Cat Burglar**

Cat burglars mystify police. A cat burglar may climb up the outside of a mansion, slip in through a window, open the safe, and take a family's prize heirloom. They steal only the best, feeling it beneath their dignity to trifle with anything less valuable than precious gems and jewelry. Oftentimes, a cat burglar does not need the cash but steals for adventure.

Prerequisites

The character must be 8th rank in Urban Stealth and must satisfy one of the following requirements:

- 9th rank in Opening Locks or Finding Secret Stuff
- 10th rank in Appraising

Gifts

Long Jumping, Scaling, Tightrope Walking, Uncanny Scrambling

Academic Skills

Versed (+2) in: Appraising, Etiquette, Guild Lore,

Martial Skills

Versed (+2) in: Maneuvering, Trickery

Trade Skills

Specialized (+3) in: Disarming Traps, Opening Locks

Versed (+2) in: Disguising, Finding Secret Stuff, Searching, Urban Stealth

Reviewed (+1) in: Rural Stealth

Centurion

A centurion is a Roman officer in command of a century, a group of Roman soldiers comprised of 100 soldiers. Their duty is to fearlessly lead their men in carrying out the orders given them by their superiors. Only the most loyal soldiers become centurions. Likewise, only the craftiest and most successful centurions are ever offered the title of General. Those who are, however, are glorified throughout the land.

Note: Players selecting this class should have no expectation of playing out large battles. Mythmagica is about individual heroes, not armies, and its mechanics do not scale well to epic battles between armies. However, Centurions are iconic Roman characters and can be just as individually heroic as the next guys. One good way to handle this apparent contradiction is to portray a Centurion leading a force that is independent of any larger force and to be absent most of the time due to special orders from above. You should, of course, return to your century from time to time to play out some character defining scenes illustrating the fact that they have 100 disciplined soldiers at their beck and call.

Prerequisites

The character must satisfy all of the following requirements:

- 8th rank in wielding Short Sword and Spear
- 6th rank in Military Conventions

Further, they must have proven their courage in battle defending their nation and must be a follower of the Greco-Roman mythology.

Finally, although it not a mandatory requirement, the character cannot take advantage of the magical aspects of their Fantasia skills without Fantasia Beckoning.

Gifts

Bullying, Raising Morale, Reading and Writing a Common Script, Reconnoitering, Reduced Encumbrance in Roman Armor, Speaking Greek, Latin, or Romance (choose one)

Academic Skills

Reviewed (+1) in: Military Conventions

Fantasia Skills

Reviewed (+1) in: Illustration (Map Making)

Martial Proficiencies

Specialized (+3) in: Wielding Proportional Short Swords, Wielding Proportional Spears, Throwing Proportional Spears

Trade Skills

Versed (+2) in: Riding Equines

Reviewed (+1) in: Training Equines, Navigating, Rural Stealth

Champion

In many societies, the truth of any issue can be determined by having two combatants of opposing views battle. These people believe that good always triumphs over evil. Since only one of the combatants sides with truth, the victor proves the view they upheld to be the right one. Of course, some disputes arise between men and women unskilled in combat. The government allows these people to choose and hire champions to fight in their stead. Alas, since the most powerful champions charge exorbitant fees, “truth” often sides with the rich.

Prerequisites

The character must attain 12th rank in wielding any close combat weapon and 10th rank in Disarming Opponents.

Traits

The character must adopt the Trait “Good always triumphs over Evil.”

Gifts

First Aid, Reduced Encumbrance in Scale Armor and Mail Armor, Taunting, Choice of one of the following: Florentine-Style Fencing, Half-Sword Fencing, Medieval-Style Fighting, or Old-Style Fencing.

Martial Proficiencies

Expert (+4) in: Wielding a single Melee Weapon of their choice

Martial Skills

Expert (+4) in: Disarming Opponents, Maneuvering, Melee
Reviewed (+1) in: Grappling, Pummeling, Strong-Arming

Trade Skills

Versed (+2) in: Identifying Poisons

Con Artist

A good con artist can convince the average person of just about anything. Eloquent with speech, they think up the most outrageous yet believable excuses for all crimes. They always carry several deeds to various estates, museums, and bridges and can always find their most loyal customers great bargains on jewelry. On all of their items, though, you must act fast. They always have some other client thinking seriously on buying your bargain out from under you.

Prerequisites

The character must satisfy one of the following requirements:

- 4th rank in Picking Pockets and Appraising
- 5th rank in Hiding in Crowds
- 6th rank in Forging Documents
- 7th rank in Acting or Disguising.

Gifts

Beguiling, Dancing, Fast Talking, Palm Reading, Reading and Writing a Common Script, Taunting

Academic Skills

Versed (+2) in: Etiquette

Reviewed (+1) in: Appraising, Guild Lore

Martial Skills

Versed (+2) in: Maneuvering, Trickery

Trade Skills

Versed (+2) in: Acting, Disguising, Forging Documents, Searching, Trickery

Reviewed (+1) in: Hiding in Crowds, Picking Pockets, Sneaking

Courtier

A courtier is a person that frequents a royal or noble court, whether that is held in a castle, palace, or out in the woods on a royal hunt. They project personas of refined temperament and broad education, in order to inspire confidence from the nobility to gain advantage. Amateurish courtiers do this through flattery, sharp insults, and showy, trivial acts of chivalry. Truly capable courtiers gain respect from their superior by diplomatically stating harsh truths and giving insightful advice.

Prerequisites

The character must attain 8th rank in Etiquette, and satisfy one of the following requirements:

- 8th rank in Appraising
- 5th rank in Artistry or Music
- 5th rank in wielding any sword and 5th rank in either Riding Equines or Riding Equine-like Mounts
- 8th rank in wielding any sword

Further, although it not a mandatory requirement, the character cannot take advantage of the magical aspects of their Fantasia skills without Fantasia Beckoning.

Gifts

Beguiling, Dancing, Reading and Writing a Common Script, Speaking a Common Language, Taunting

Academic Skills

Expert (+4) in: Etiquette

Versed (+2) in: Appraising, Philosophy

Fantasia Skills

Reviewed (+1) in: Artistry, Music

Martial Proficiencies

Versed (+2) in: Wielding a single sword of the character's chosen type and size.

Martial Skills

Versed (+2) in: Disarming Opponents, Maneuvering

Trade Skills

Versed (+2) in: Riding Equines

Cult Leader

A Cult Leader is the head of a religious sect. Although some cult members may join the leader on their own volition, most are coerced through brainwashing. Some cult leaders are actual priests of evil deities while others are just greedy bastards trying to make a buck. Interestingly enough, a widespread cult may have many leaders which were "promoted" from the brainwashed cult members. Even as these cult leaders brainwash others, they fully believe in what they preach.

Prerequisites

The character must have attained 8th rank in Brainwashing.

Traits

The character must adopt the Trait, "People are tools, like any other".

Gifts

Attracting Followers, Beguiling, Fast Talking, Imitating Voices, Pontificating, Taunting

Academic Skills

Reviewed (+1) in: History

Trade Skills

Expert (+4) in: Brainwashing

Reviewed (+1) in: Acting, Concocting Hallucinogenic Poisons, Disguising, Sleight of Hand, Stunning

Veteran Classes~D**Docent**

A Docent is a scholar who has earned great respect among their peers for the deep knowledge they possess in a variety of fields. Many Docents choose to continue their existence in their "ivory towers" by becoming full-fledged professors in some university. Many others simply hire themselves out for large sums as researchers for the rich and noble. A large city needs many Docents because each of these learned scholars has their independent interests. Often, only the most basic knowledge is shared between two Docents as each delves deeply into whatever obscure fields have taken their particular fancy. Consequently, the hardest part of any layperson in finding the answer to a question may be simply in finding out who to ask.

Prerequisites

The character must meet one of the following requirements:

- 8th rank in any two Academic Lores
- 10th rank in any single Academic Lore

Further, although it not a mandatory requirement, the character cannot take advantage of the magical aspects of their Fantasia skills without Fantasia Beckoning.

Gifts

Familiar Bonding, Magic Sense, Reading and Writing a Common Script (x2), Reading and Writing an Archaic Script, Speaking an Archaic Language, Speaking a Common Language

Academic Skills

Expert (+4) in: Library Research, Knowledge

Specialized (+3) in: Any two Academic Lores of the character's choosing

Versed (+2) in: Appraising, Philosophy

Reviewed (+1) in: Etiquette

Fantasia Skills

Versed (+2) in: Artistry, Music

Trade Skills

Versed (+2) in: Gadgetry

Reviewed (+1) in: Bloodletting, Concocting Herbal Balms, Identifying Concoctions, Identifying Poisons, Herbal Remedy

Veteran Classes~E

Emir

An emir is a ruler of land in the Middle East. Although an emir will sometimes rule their own small independent state, they are usually subject to a Khan, Sultan, or Caliph. Even so, these leaders command their subjects like dukes, if not kings, and usually live surrounded by splendor in vast palaces. When the need arises, the emir will leave their comfortable abode to evict any threatening armies invading their lands.

Prerequisites

The character must be a member of the Muslim faction. Further, the character must satisfy all of the following requirements:

- 13th rank in wielding any Scimitar
- 11th rank in Riding Camels, Riding Equines, or Riding Equine-like Mounts

Gifts

Attracting Followers, Beguiling, Desert Wisdom, Old-Style Fencing, Raising Morale, Reading and Writing a Common Script, Wilderness Wisdom

Academic Skills

Versed (+2) in: Desert Lore, Etiquette, History
Reviewed (+1) in: Appraising

Martial Proficiencies

Expert (+4) in: Wielding Scimitars
Versed (+2) in: Throwing Undersize Daggers

Martial Skills

Specialized (+3) in: Disarming Opponents, Maneuvering

Trade Skills

Specialized (+3) in: Riding Camel-like Creatures, Riding Equine-like Creatures
Reviewed (+1) in: Identifying Poisons

Escape Artist

An escape artist is a person that has specialized in the skills necessary to wind their way free from any restraint. Shackles and rope seem to fall from their body like raindrops from leaves. Cages have similar difficulty in keeping them trapped, though they be wrapped in chains and held by sturdy padlocks. In fact, the only bindings known to hold these crafty individuals are the adamantine heartstrings of romance.

Prerequisites

The character must attain 8th rank in Opening Locks.

Gifts

Concealing Undersize Items, Contortionism, Flinging Grapnel, Holding Breath, Scaling, Swimming, Tightrope Walking, Tumbling, Uncanny Scrambling

Academic Skills

Versed (+2) in: Mechanism

Martial Skills

Versed (+2) in: Trickery

Trade Skills

Specialized (+3) in: Gadgetry, Opening Locks
Versed (+2) in: Sleight of Hand

Explorer

These adventurers gave into the longing of their hearts to travel past the horizon. They lust to find out what lies beyond the sea. They want to experience cultures described in legends and see majestic views from mountaintops. In their eyes, excitement falls only to those willing to take the chances of earning it. They judge their wealth by experiences and memories instead of by the trinkets and baubles sought by so many others.

Prerequisites

The character must attain 8th rank in Navigating, Riding Equines, Riding Equine-like Mounts, or Seafaring Lore.

Gifts

Flinging Grapnel, Marine Wisdom, Reading and Writing a Common Script, Speaking a Common Language, Swimming, Wilderness Wisdom

Academic Skills

Specialized (+3) in: Seafaring Lore
Versed (+2) in: Choice of two of the following: Desert Lore, Forest Lore, Mountain Lore, Plains Lore, Swamp Lore
Reviewed (+1) in: Etiquette

Trade Skills

Specialized (+3) in: Navigating
Reviewed (+1) in: Foraging, Harvesting, Riding Equine-like Mounts, Rural Stealth

Veteran Classes~F**Fence**

When a thief suddenly “inherits” a large collection of goods and wants to quickly turn it into a purse full of coinage, they visit their friendly neighborhood fence. A fence specializes in evaluating and purchasing stolen items to resell them at a substantial profit. For success, they must be able to discern colored glass from real gems and know how much they can get for them. A fence cannot concentrate on a single type of stolen property. They never know what goodies their “boys” will bring them so they must know a great deal about the demand for items, the effect quality or age has on their value, and the tricks their suppliers try to use to get more money from them.

Prerequisites

The character must attain 8th rank in Appraising and Guild Lore.

Gifts

Concealing Undersize Items, Fast Talking, Haggling, Magic Sense, Reading and Writing a Common Script, Reading Lips, Sign Language, Speaking a Common Language

Academic Skills

Specialized (+3) in: Appraising, Gem Lore, Guild Lore, Knowledge

Reviewed (+1) in: Etiquette

Trade Skills

Versed (+2) in: Identifying Concoctions, Identifying Poisons

Reviewed (+1) in: Acting, Disguising, Finding Secret Stuff, Forging Documents, Hiding in Crowds, Opening Locks, Picking Pockets

Fencer

A fencer trains extensively in the art of fencing, or wielding foil. With one hand in the air for balance and the other dancing with deadly grace, this artist defies all challengers. They usually duel with other fencers during practice but retains their fearsome accuracy against the other trades of war. The skill requires excellent hand-eye coordination, quick reflexes, and a steady arm. Fencing necessitates free movement. Therefore, no fencer ever wears restrictive armor when manipulating the needle sharp tip of their weapon.

Prerequisites

The character must have attained 8th rank in wielding a Proportional Stabbing Blade (Stiletto, Poignard, Rapier, etc.)

Gifts

Superb Balancing, Taunting

Academic Skills

Reviewed (+1) in: Etiquette

Martial Proficiencies

Specialized (+3) in: Wielding a single Proportional Close Combat Stabbing Weapon of the character's choice.

Versed (+2) in: Wielding Proportional Close Combat Stabbing Weapons

Martial Skills

Specialized (+3) in: Disarming Opponents

Versed (+2) in: Maneuvering

Veteran Classes~H**Halberdier**

A halberdier strictly trains in the combat techniques of using a halberd, one of the smaller polearms. Their intensive study and devotion to this single weapon gives them a distinct advantage in battle. In fact, their expert use of this weapon often stuns opponents who can rarely track the bladed end with even the quickest glance.

Halberdiers are often used as sentinels stationed at entryways in noble castles and religious buildings. As such, their education also covers the basics of how to behave properly around nobility.

Prerequisites

The character must attain 12th rank in wielding any Poleaxe.

Gifts

Reduced Encumbrance in Splint and Mail Armor, Taunting

Academic Skills

Reviewed (+1) in: Etiquette

Martial Proficiencies

Expert (+4) in: Wielding Poleaxes (esp. Halberd)

Versed (+2) in: Wielding Polearms

Reviewed (+1) in: Wielding Daggers, Wielding Short Swords

Martial Skills

Versed (+2) in: Disarming Opponents, Maneuvering, Melee

Reviewed (+1) in: Strong-Arming

Highway Robber

Also known as a highwayman, a highway robber is simply a bandit with a big honkin' crossbow. At times, these thieves gang up with several others of their ilk, but more often are found in pairs or simply alone. One thing is for certain: if you are stopped by one of these masked bandits, you can be sure that they have another loaded crossbow nearby!

Prerequisites

The character must meet one of the following requirements:

- 8th rank in Rural Stealth and Setting Rural Traps.
- 8th rank in Rural Stealth and shooting any Crossbow.

Gifts

Bullying, Quick-Drawing with Crossbows, Sign Language, Sniping with Crossbows, Taunting, Uncanny Scrambling

Academic Skills

Reviewed (+1) in: Appraising, Guild Lore, Imitating Voices

Martial Proficiencies

Specialized (+3) in: Shooting Crossbows

Versed (+2) in: Wielding Proportional Swords

Martial Skills

Versed (+2) in: Maneuvering, Strong-Arming, Trickery

Trade Skills

Specialized (+3) in: Rural Stealth

Versed (+2) in: Setting Rural Traps

Reviewed (+1) in: Riding Equines, Urban Stealth

Hoplomachus

The hoplomachus was a Roman Gladiator fashioned after the Greek Hoplite. They wielded spear and short sword and were quite heavily armored. A hoplomachus traditionally carried a shield and wore a manica on his right arm, as well as a helm, padded leggings, and greaves.

Prerequisites

The character must attain 8th rank in Pankration and 8th rank in any Short Sword or Spear.

Gifts

First Aid, Defending with Proportional Shield, Pressing Advantage with Spear

Martial Proficiencies

Specialized (+3) in: Wielding Spears, Wielding Shields

Versed (+2) in: Wielding Undersize and Proportional Short Swords (esp. Xiphos and Gladius)

Martial Skills

Specialized (+3) in: Pankration

Versed (+2) in: Melee, Maneuvering

Reviewed (+1) in: Disarming Opponents

Horseman / Woman

A horseman is a person with a strong interest in and understanding of horses and horse-like creatures. They train with such equines for hours every day, forming strong bonds of trust with them, so they and their mounts can anticipate each others actions. Often, horsemen communicate with their mounts with such subtle signs, it seems as if each listens to the other's thoughts.

Prerequisites

The character must satisfy one of the following requirements:

- 8th rank in Riding Equines or Riding Equine-like Mounts.
- 8th rank in Training Equines or Training Equine-like Mounts.

Gifts

Forgoing Damage with Whips

Academic Skills

Specialized (+3) in: Equine Lore

Martial Proficiencies

Versed (+2) in: Using Bolas, Using Lassos, Using Whips

Trade Skills

Specialized (+3) in: Riding Equine-like Mounts, Training Equine-like Creatures

Versed (+2) in: Husbandry

Huscarl

A huscarl is a “house carl”, or house servant. Essentially, they are a fighter for hire that is generally in the service of a single family, or house. They are highly capable warriors trained in a variety of fighting techniques, but they are most famous for their terrifying use of huge axes. They also often had administrative duties, including that of tax collector.

Prerequisites

The character must attain 8th rank in an Oversize Axe

Gifts

Bullying, Medieval-Style Fighting, Reading and Writing a Common Script, Reduced Encumbrance in Mail Armor, Taunting

Martial Proficiencies

Specialized (+3) in: Wielding Oversize Axes
Reviewed (+1) in: Wielding Proportional Swords

Martial Skills

Versed (+2) in: Maneuvering, Strong-Arming

Trade Skills

Versed (+2) in: Riding Equines

Veteran Classes~J

Jomsviking

Some of the most legendary of all viking warriors come from the Nordic stronghold of Jomsborg.¹⁸ These fighters, and those that trained by them, are known as Jomsvikings. These fierce men strictly follow the code of the Nordic faction, although they are mercenaries, and will fight beside anyone with the proper coin.

Prerequisites

The character must be a member of the Nordic faction and must satisfy all the following requirements:

- 8th rank in Riding Equines or Riding Equine-like Mounts
- 12th rank in wielding a proportional or oversize weapon.

Gifts

Arctic Wisdom, Defending with Proportional Shield, Marine Wisdom, Medieval-Style Fighting, Reconnoitering, Reduced Encumbrance in Viking Armor, Swimming

Martial Proficiencies

Expert (+4) in: Choice of one of the following: Throwing Spears, Wielding Axes, Wielding Hammers, Wielding Spears, Wielding Viking Swords

Versed (+2) in: Throwing Spears, Wielding Axes, Wielding Blunt Weapons, Wielding Spears, Wielding Viking Swords, Wielding Shields

Martial Skills

Specialized (+3) in: Maneuvering

Versed (+2) in: Melee, Strong-Arming

Trade Skills

Specialized (+3) in: Riding Equine-like Mounts

Reviewed (+1) in: Rural Stealth

Veteran Classes~K

Knave

A knave is a shady, untrustworthy character who earns their living through deceit and treachery. Although knaves often do not have a great enough attention span to finely hone their thieving skills, they do have a flair with daggers, batons, and other easily concealable weapons. Their most used tack is to lure an unsuspecting target into an alley. There the knave slams their prey into a wall while whipping out a blade from nowhere. With the blade firmly pressed against the gentleman’s bare throat, the thief kindly requests the man’s purse.

Prerequisites

The character must satisfy one of the following requirements:

- 6th rank in wielding Baton, or any Undersize Club or any Dagger
- 7th rank in Urban Stealth

Gifts

Bullying, Concealing Undersize Items, Fast Talking, Taunting, Uncanny Scrambling

Academic Skills

Reviewed (+1) in: Guild Lore

Martial Proficiencies

Specialized (+3) in: Wielding Undersize and Proportional Daggers, Wielding Clubs (esp. Baton)

¹⁸ These warriors appear in Nordic myth in the battle between a group of Jomsvikings led by Sigvaldi Strut-Haraldsson and a fleet under Haakon Sigurdsson. Granted, the Jomsvikings lost the battle. But, that was only after Haakon realized he was losing badly and sacrificed his own son to the goddesses Thorgerd and Irpa. The two deities showed up to take care of the matter personally.

Martial Skills

Specialized (+3) in: Trickery

Versed (+2) in: Grabbing and Snatching, Maneuvering

Reviewed (+1) in: Strong-Arming

Trade Skills

Versed (+2) in: Stunning

Reviewed (+1) in: Searching, Urban Stealth

Knife Thrower

All circus goers stand in open-mouthed disbelief at a knife thrower's expertise. They cringe as one of these masters quickly outlines a beautiful girl with flashing blades. Their astonishment, though, turns to horror as they re-demonstrate their talents *blindfolded!* Although a knife thrower lacks skill in combat, their amazing accuracy with daggers leaves no opponent too confident.

Prerequisites

The character must have attained 5th rank in any Throwing Dagger or Throwing Dart.

Gifts

Blind Combat, Sniping with Throwing Daggers, Taunting

Martial Skills

Versed (+2) in: Ballistics

Martial Proficiencies

Specialized (+3) in: Throwing Undersize and Proportional Daggers, Throwing Undersize Darts

Reviewed (+1) in: Wielding Undersize and Proportional Daggers

Knight

A knight is an accomplished fighter pledged to the service of some noble or royal lord, who may grant their sovereignty over a reasonable size tract of land. Their code of conduct consists of the laws and accepted courtesies of their people. Of course, to attain knighthood, the aspiring fighter must present references to their lawful character and accomplishments. Toward this end, many of those desiring to attain knighthood first become Knight-Errants and venture forth to earn a worthy reputation. They must also succeed in all tests of combat their lord requires. The sovereign to which they pledge their loyalty then decides whether to grant knighthood and recognize their coat of arms. If they agree, the character becomes a full-fledged knight. It is one of the very few ways in which a common freeman may raise their Social Status to that of a minor noble.

Prerequisites

The character must have a social status of freeman, noble, or royal, must have completed a major quest or favor for their liege and must satisfy all of the following requirements:

- 8th rank in Riding Equines or Riding Equine-like Mounts
- 9th rank in a proportional or oversize close combat weapon
- 6th rank in using an Oversize Spear (for Jousting)

Gifts

Defending with Oversize Shield, Jousting, Raising Morale, Reading and Writing a Common Script, Reduced Encumbrance in Plate Armor, Taunting
Choice of one of the following: Half-Sword Fencing, Medieval-Style Fighting, Old-Style Fencing

Academic Skills

Versed (+2) in: History

Reviewed (+1) in: Etiquette

Martial Proficiencies

Specialized (+3) in: Wielding Proportional and Oversize Close Combat Weapons, Wielding Proportional and Oversize Polearms, Wielding Shields

Martial Skills

Versed (+2) in: Maneuvering, Strong-Arming

Trade Skills

Specialized (+3) in: Riding Equine-like Mounts

Reviewed (+1) in: Training Equine-like Creatures

Knight-Errant

When a squire has tuned their combat skill to a fine degree, their master sends them off on a quest to complete their training. No squire can ever be knighted who has not experienced the tribulations and lessons of actual warfare. Before the squire leaves on their assigned quest, their master teaches them additional skills needed when seeking fortune. When the squire learns these lessons, they head out into the unknown world as a knight-errant. They vow never to return until they have successfully completed the assigned task. Of course, returning from a quest is not sufficient for knighthood. The knight-errant must prove that they finished the quest and pass many additional tests of skill and bravery. If a Knight Errant is a peasant or serf pledged to the service of a nobleman, they must first obtain their lord's permission to venture forth. Unless very hard pressed for workers, though, noblemen are quite apt to grant the request, as doing so brings them respect and standing among their lordly peers. Becoming a Knight-Errant is one of the very few ways in which a serf may raise their social status to that of a freeman.

Prerequisites

The character must have a social status of serf, freeman, noble, or royal, must have obtained the Squire class, and must have attained 5th rank in wielding any oversize or proportional close combat weapon or polearm.

Gifts

First Aid, Jousting, Reduced Encumbrance in Mail Armor, Speaking a Common Language, Taunting, Choice of one of the following: Half-Sword Fencing, Medieval-Style Fighting, Old-Style Fencing

Martial Proficiencies

Versed (+2) in: Wielding Blunt Weapons, Wielding Close Combat Blade Weapons, Wielding Polearms

Martial Skills

Reviewed (+1) in: Maneuvering, Strong-Arming

Trade Skills

Specialized (+3) in: Riding Equines

Veteran Classes~M

Maestro

A maestro is a highly accomplished musical entertainer, who understands and may discuss at length the nuances, cultural significance, and history of the pieces they perform. They are a cut above their peers, and are in high demand to perform for the upper crust of society. They are frequently asked to hold concerts for the nobility, and the best of them are commanded to perform before kings and queens.

Prerequisites

The character must possess the gift of Fantasia Beckoning and must satisfy one of the following requirements:

- 4th rank in Music
- 5th rank in two of the following: Singing, Playing Brass Instruments, Playing Percussion Instruments, Playing String Instruments, Playing Woodwind Instruments
- 8th rank in one of the following: Singing, Playing Brass Instruments, Playing Percussion Instruments, Playing String Instruments, Playing Woodwind Instruments

Gifts

Play by Ear, Reading and Writing a Common Script, Virtuoso in a single musical instrument of the character's choice

Academic Skills

Versed (+2) in: Etiquette

Reviewed (+1) in: History, Theology

Fantasia Skills

Specialized (+3) in: Choice of two of the following: Singing, Playing Brass Instruments, Playing Percussion Instruments, Playing String Instruments, Playing Woodwind Instruments

Versed (+2) in: Music

Man-at-Arms

A man-at-arms is a fighter that is well equipped with arms, armor, and mount, but who often lacks a high social status. Even so, the most courageous men-at-arms occasionally distinguish themselves in battle sufficiently to gain the attention of a nobleman. If the fighter's actions prove their loyalty and courage, the nobleman may use their authority to grant the man-at-arms a great favor by officially raising their social status. For example, a medieval nobleman might bestow the title of knight upon a loyal defender of their lands.

Prerequisites

The character must have attained 8th rank in wielding any Polearm, Hammer, Mace, Mace and Chain, or Quarterstaff.

Gifts

Bullying, Medieval-Style Fighting, Reduced Encumbrance in Mail Armor

Martial Proficiencies

Versed (+2) in: Wielding Hammers, Wielding Maces, Wielding Mace-and-Chains, Wielding Polearms, Wielding Shields

Reviewed (+1) in: Using Slings, Using Staff Slings, Wielding Quarterstaves

Martial Skills

Versed (+2) in: Melee

Reviewed (+1) in: Maneuvering, Strong-Arming

Trade Skills

Versed (+2) in: Riding Equines

Marauder

Marauders make a profession from plundering townships and sacking small coastal villages. A marauder takes anything beautiful that catches their eye and burns everything else. The classical image is that of a muscular man running from flaming buildings with a sack of loot thrown over one shoulder and a slim girl thrown over the other.

Prerequisites

The character must have attained 10th rank in wielding any Proportional Blade Weapon.

Gifts

Bullying, Holding Liquor, Raising Morale, Reconnoitering, Swimming, Taunting

Martial Proficiencies

Specialized (+3) in: Wielding Proportional Close Combat Blade Weapons

Martial Skills

Versed (+2) in: Disarming Opponents, Maneuvering, Pummeling, Strong-Arming, Trickery

Trade Skills

Versed (+2) in: Navigating

Reviewed (+1) in: Urban Stealth

Master Archer

Master Archers are the best of the best in archery. It is their nearly mythical abilities with the bow that generated the great legends that live to this day. Surely there are few children that do not dream of Robin Hood's uncanny ability with this weapon. (You didn't think he stopped at Sherwood Outlaw, did you?)

Prerequisites

The character must have obtained the Archer class and 12th rank in shooting any bow. Further, although it not a mandatory requirement, the character cannot take advantage of the magical aspects of their Fantasia skills without Fantasia Beckoning.

Gifts

Deadly Aiming with Bows, Reconnoitering, Ricocheting

Fantasia Skills

Reviewed (+1) in: Sculpting Wood

Martial Proficiencies

Expert (+4) in: Shooting Bows

Trade Skills

Versed (+2) in: Rural Stealth, Wood Working

Master Assassin

Expert assassins showing unusual deftness and cunning advance their standing among their peers to that of Master. A Master Assassin charges exorbitant fees for their near-perfect skills. In fact, the “king's ransom” paid these unequaled killers often pays for a king's head. Of course, the high fees mean these executioners must take assignments others scoff at as impossible.

Prerequisites

The character must have obtained the Assassin class and 12th rank in Urban Stealth.

Gifts

Imitating Voices, Taunting

Academic Skills

Specialized (+3) in: Guild Lore

Versed (+2) in: Anatomy

Reviewed (+1) in: Imitating Voices

Martial Proficiencies

Expert (+4) in: Wielding Undersize Close Combat Blade Weapons, Using Garrotes

Specialized (+3) in: Maneuvering

Trade Skills

Expert (+4) in: Identifying Poisons

Specialized (+3) in: Sneaking, Stunning

Versed (+2) in: Concocting Toxic Poisons, Opening Locks, Rural Stealth, Setting Booby Traps

Reviewed (+1) in: Disguising, Finding Secret Stuff, Hiding in Crowds, Identifying Concoctions, Searching

Master-at-Arms

A man-at-arms that has distinguished themselves in combat and who attains great skill with their weapons may have the opportunity to train as a Master-at-Arms. Those individuals that forgo knighthood, whether due to ineligibility due to low birth or a general disdain for nobility, often find high station as a castle's Captain of the Guard.

Prerequisites

The character must have obtained the class Man-at-Arms and attained 12th rank in wielding any hammer, mace, mace and chain, or polearm.

Gifts

Attracting Followers, Bullying, Pressing Advantage with Blunt Weapons, Raising Morale, Taunting

Academic Skills

Versed (+2) in: Military Conventions

Martial Proficiencies

Expert (+4) in: Choice of one of the following: Wielding Hammers, Wielding Maces, Wielding Mace-and-Chains, Wielding Polearms

Specialized (+3) in: Wielding Hammers, Wielding Maces, Wielding Mace-and-Chains, Wielding Polearms

Versed (+2) in: Using Slings, Using Staff Slings, Wielding Quarterstaves

Martial Skills

Specialized (+3) in: Melee, Strong-Arming

Versed (+2) in: Maneuvering

Trade Skills

Specialized (+3) in: Riding Equines

Master Horseman / woman

A Master Horseman is a person with an uncanny ability with horses and horse-like creatures of all kinds. They are not only proficient in riding common horses; they are also adept at riding the more exotic equines. Winged horses, Sea Horses, and Hippogriffs are all viewed as potential mounts to them. Their masterful skills also extend to the use of both lassos and whips.

Prerequisites

The character must have the Horseman class, and must satisfy all of the following requirements:

- 12th rank in Riding Equines or Riding Equine-like Mounts. (Note that any XP spent in Riding Equines may be harvested and applied to Riding Equine-like Mounts.)
- 12th rank in Training Equines or Training Equine-like Mounts. (Note that any XP spent in Training Equines may be harvested and applied to Training Equine-like Mounts.)
- 12th rank in using either a lasso or whip.

Academic Skills

Expert (+4) in: Equine Lore

Martial Proficiencies

Expert (+4) in: Using Bolas, Using Lassos, Using Whips

Versed (+2) in: Wielding Mace-and-Chains.

Trade Skills

Expert (+4) in: Riding Equine-like Mounts, Training Equine-like Creatures

Specialized (+3) in: Husbandry

Master Huscarl

When a huscarl gains enough combat experience to hone their fighting abilities to match those of their superiors, they gain the title of Master. Most Master Huscarls assume the responsibility of defending a rich or noble family and their estate.

Prerequisites

The character must attain 12th rank in wielding any Oversize Axe and must either possess the Huscarl class or attain 12th rank in Maneuvering.

Gifts

Medieval-Style Fighting, Pressing Advantage with Axes, Taunting

Martial Proficiencies

Expert (+4) in: Wielding Oversize Axes

Versed (+2) in: Wielding Proportional Swords.

Martial Skills

Specialized (+3) in: Maneuvering, Melee

Master Spearman

A spearman who has attained prowess in their skills approaching the best known experts earns the title of Master. These exceptional fighters are highly sought after to train less experienced soldiers to be battle ready. While training common footsoldiers can be quite tedious for warriors of a Master's caliber, they accede to the task for the opportunity to spot the rare prodigies worthy of receiving their hard-fought martial wisdom.

Prerequisites

The character must attain 12th rank in wielding any Spear and must either possess the Spearman class or attain 12th rank in Disarming Opponents or Maneuvering.

Gifts

Pressing Advantage with Spears

Choice of one of the following: Defending with Oversize Shields, Defending with Proportional Shields

Martial Proficiencies

Expert (+4) in: Wielding Spears

Martial Skills

Specialized (+3) in: Disarming Opponents, Maneuvering

Master Stavesman

Master Stavesmen are renowned for their superlative handling of quarterstaves and shepherd's crooks. Many classic tales highlight these skilled combatants as brave and worthy heroes. Little John, in *The Tales of Robin Hood*, was skilled enough to give Mr. Hood himself a sound thrashing.

Prerequisites

The character must satisfy the following requirements:

- attain 12th rank in wielding any Quarterstaff or Shepherd's Crook
- either possess the Stavesman class or attain 12th rank in Disarming Opponents or Maneuvering.

Gifts

Forgoing Damage with Shepherd's Crook, Pressing Advantage with Quarterstaves, Pressing Advantage with Shepherd's Crooks, Superb Balancing, Taunting

Martial Proficiencies

Expert (+4) in: Wielding Quarterstaves, Wielding Shepherd's Crooks

Martial Skills

Specialized (+3) in: Disarming Opponents, Maneuvering

Master Swordsman

When a swordsman's combat skills approach the best-known expert's, they attain the rank of Master. Other, less-talented swordsmen look to Masters for tips on parrying, dodging, and other necessary combat skills. Of course, no true swordsman charges their students for these lessons if they show sufficient devotion. Humiliating them in their chosen art form is payment enough.

Prerequisites

The character must attain 12th rank in wielding any sword and must either possess the Swordsman class or attain 12th rank in Disarming Opponents or Maneuvering.

Gifts

Pressing Advantage with Swords

Choice of one of the following: Florentine-Style Fencing, Half-Sword Fencing, Old-Style Fencing

Martial Proficiencies

Expert (+4) in: Wielding Swords

Martial Skills

Specialized (+3) in: Disarming Opponents, Maneuvering

Master Thief

A Master Thief is an individual who has earned a wide reputation for their almost supernatural thieving talents. Their many acts of pilfering from even the most secure strongholds prove that these abilities are not mere conjecture. Only the most highly trained and devoted professionals could have succeeded in the endeavors undertaken by the master. Indeed, their every act seems to demand the most stringent of labels: “DO NOT TRY THIS AT HOME.”

Prerequisites

Character must satisfy one of the following requirements:

- 12th rank in Guild Lore and 3 of the following: Disarming Traps, Finding Secret Stuff, Opening Locks, Picking Pockets, Urban Stealth
- 9th rank in Guild Lore and 4 of the following: Disarming Traps, Finding Secret Stuff, Opening Locks, Picking Pockets, Urban Stealth

Gifts

Concealing Undersize Items, Reading and Writing a Common Script, Scaling, Sign Language, Reconnoitering, Taunting, Tumbling, Uncanny Scrambling

Academic Skills

Specialized (+3) in: Guild Lore
Versed (+2) in: Mechanism

Martial Skills

Specialized (+3) in: Maneuvering, Trickery
Versed (+2) in: Grabbing and Snatching

Trade Skills

Expert (+4) in: Opening Locks, Sneaking, Urban Stealth
Specialized (+3) in: Finding Secret Stuff
Versed (+2) in: Disarming Traps, Disguising, Gadgetry, Picking Pockets

Mirmillo

The Mirmillo gladiator wields a Greek short sword known as a Gladius. They are a heavily armored warrior who carries a large shield and wears a virtually impenetrable helmet designed to guard against the trident of the Retiarius, their classic rival. Their title derives from the mirmillio (fish) engraved on their helm. These gladiators were sometimes used in great spectacles where the Colosseum was filled with water and small ships battled one another.

Prerequisites

The character must attain 8th rank in Short Sword and 8th rank in Pankration.

Gifts

Defending with Oversize Shield, First Aid, Marine Wisdom, Pressing Advantage with Gladius (Short Sword), Swimming, Taunting

Academic Skills

Reviewed (+1) in: Military Conventions, Seafaring Lore

Martial Proficiencies

Specialized (+3) in: Wielding Shields

Martial Skills

Specialized (+3) in: Pankration
Versed (+2) in: Maneuvering

Martial Weapons

Specialized (+3) in: Wielding Proportional Short Swords (esp. Gladius)

Myrmidon

A Myrmidon is the ultimate Hoplite warrior of Greek mythology. During the Trojan War, the Myrmidones were personally trained and led by Achilles, the greatest of all Greek heroes. Their skill proved to be key to the Achaean's (Greek's) victory over the Trojans.

Prerequisites

The character must satisfy all of the following requirements:

- 9th rank in Pankration
- 12th rank in any Spear or Gladius (Short Sword)
- 11th rank in Riding Equines, Riding Equine-like Mounts, or Seafaring Lore.

Gifts

Bullying, Defending with Oversize Shield, First Aid, Marine Wisdom, Shield Formation, Speaking Greek or Latin (choose one), Reduced Encumbrance in Classical Armor, Taunting

Academic Skills

Versed (+2) in: Seafaring Lore

Martial Proficiencies

Expert (+4) in: Wielding Spears
Specialized (+3) in: Throwing Spears, Wielding Shields

Martial Skills

Expert (+4) in: Melee
Versed (+2) in: Grappling, Maneuvering, Pankration, Strong-Arming

Martial Weapons

Expert (+4) in: Wielding Proportional Short Swords (esp. Gladius)

Trade Skills

Versed (+2) in: Riding Equine-like Mounts

Veteran Classes~N**Naval Officer**

The romantic lure of military service and the prestige of a commander's uniform draws many sailors into their country's navy. Many dream of the medals of valor their king will bestow on them. Their mind ponders the commendations they will earn for their brilliant military strategies. For some, these fantasies come true. Nevertheless, the fierce competition in her majesty's navy allows only the most masterful and creative officers to rise to the higher offices of Captain and Admiral.

Prerequisites

The character must have attained 7th rank in Seafaring Lore and in wielding Cutlass or Cat-O-Nine-Tails.

Gifts

Flinging Grapnel, Marine Wisdom, Raising Morale, Reading and Writing a Common Script, Swimming

Academic Skills

Specialized (+3) in: Seafaring Lore

Versed (+2) in: Navigating

Martial Proficiencies

Specialized (+3) in: Wielding Proportional Scimitars (esp. Cutlass), Using Proportional Cat-o-Nine-Tails

Martial Skills

Versed (+2) in: Maneuvering

Veteran Classes~P**Persian Immortal**

Also known as a Zhayadan, a Persian Immortal is an elite fighter in the Persian army. Their name derives from the fact that any sick, wounded, or slain unit was immediately replaced by another in their ranks. So, while the individual was not immortal, their position supposedly was.

Prerequisites

The character must be a member of the Persian or Zoroastrian factions and must attain 8th rank in Spear, Scimitar, or Short Bow.

Gifts

First Aid, Defending with Proportional Shield, Reduced Encumbrance in Persian and Scale Armor

Martial Proficiencies

Specialized (+3) in: Wielding Scimitars, Wielding Shields, Wielding Spears

Versed (+2) in: Shooting Undersize Bows, Wielding Proportional Short Swords (esp. Akinaka)

Martial Skills

Versed (+2) in: Maneuvering, Melee

Reviewed (+1) in: Disarming Opponents

Picklock

Picking locks for a living requires steady hands, keen hearing, and intensive training. Most thieves only dream of tackling the tough jobs these individuals undertake. Although medieval locks and safes were crude by modern standards, it still took a highly talented robber to open the coffers of jewelry stores and banks.

Prerequisites

The character must have attained 8th rank in Opening Locks or 9th rank in Mechanism and Finding Secret Stuff.

Academic Skills

Versed (+2) in: Mechanism

Reviewed (+1) in: Guild Lore

Trade Skills

Specialized (+3) in: Opening Locks, Searching

Versed (+2) in: Disarming Traps, Finding Secret Stuff,

Gadgetry, Jack-of-all-Trades, Setting Booby Traps

Reviewed (+1) in: Urban Stealth

Pickpocket

Pickpockets pilfer precious prizes. The best of these light-fingered thieves nimbly lift rings from fingers, helms from heads, broaches from breasts, and cloaks from backs. Pickpockets attempt to blend into city crowds while finding the fattest purses possible.

Prerequisites

The character must satisfy one of the following requirements:

- 6th rank in Hiding in Crowds and Picking Pockets
- 8th rank in Picking Pockets or Grabbing and Snatching

Gifts

Concealing Undersize Items, Fast Talking, Flinging Grapnel, Uncanny Scrambling

Academic Skills

Versed (+2) in: Appraising, Guild Lore

Martial Skills

Expert (+4) in: Grabbing and Snatching
Versed (+2) in: Maneuvering, Trickery

Trade Skills

Expert (+4) in: Picking Pockets
Versed (+2) in: Hiding in Crowds, Sneaking

Pirate

Pirates ruthlessly rob sea vessels traveling established shipping lanes. They often come ashore to raid and burn seacoast towns. These cutthroats show no mercy for defenseless ships or their passengers. They take special delight in forcing prisoners to “walk the plank.” Of course, any captured woman not sold into slavery is killed to prevent any misfortune. After all, the female's presence on the raided ship certainly brought tremendous bad luck to those vanquished. The captain of a pirate vessel receives most of the stolen booty accumulated through their ship's efforts. Their underlings, understandably, rarely feel content. Stories abound of crews turning on pirate captains immediately after burying treasure. Certainly many are true.

Prerequisites

The character must satisfy all of the following requirements:

- 7th rank in wielding a Proportional or Undersize blade weapon
- 7th rank in Identifying Poisons, Opening Locks, Rural Stealth, or Urban Stealth
- 7th rank in Navigating, Scrimshaw, or Seafaring Lore.

Gifts

Flinging Grapnel, Holding Liquor, Marine Wisdom, Reconnoitering, Swimming, Taunting

Academic Skills

Versed (+2) in: Appraising, Seafaring Lore
Reviewed (+1) in: Navigating

Fantasia Skills

Versed (+2) in: Scrimshaw
Reviewed (+1) in: Illustration (Making Maps)

Martial Proficiencies

Versed (+2) in: Throwing Undersize Daggers, Wielding Proportional Swords

Martial Skills

Versed (+2) in: Maneuvering, Strong-Arming, Trickery

Trade Skills

Versed (+2) in: Opening Locks, and Urban Stealth
Reviewed (+1) in: Finding Secret Stuff, Identifying Poisons, Setting Rural Traps

Praetorian

A Praetorian is an elite guard in the Roman Army. Early in Roman history, an elite guard group known as a Praetorian Cohort customarily accompanied Roman generals. Later, Caesar Augustus organized these soldiers into a special force known as the Praetorian Guard.

Prerequisites

The character must be a member of the Roman faction, must have proven their loyalty to the empire (to the satisfaction of some Roman noble), attain 10th rank in wielding Spear, and must satisfy one of the following requirements:

- 6th rank in Pankration and Military Conventions
- 6th rank in Disarming Opponents and in wielding Gladius.

Gifts

Bullying, Defending with Oversize Shield, Defending with Proportional Shield, First Aid, Reduced Encumbrance in Roman Armor, Shield Formation, Sign Language, Speaking Greek or Latin (choose one)

Academic Skills

Reviewed (+1) in: Etiquette

Martial Proficiencies

Specialized (+3) in: Wielding Spears, Wielding Shields
Versed (+2) in: Wielding Proportional Short Swords (esp. Gladius)

Martial Skills*Specialized (+3) in:* Pankration*Versed (+2) in:* Disarming Opponents, Maneuvering**Trade Skills***Reviewed (+1) in:* Riding Equines, Identifying Poisons**Veteran Classes~R****Raider**

Raiders track caravans across vast distances to overpower them by force and take the valuables they transport. When business is slow, a raider will not hesitate to charge into the nearest town to satisfy their greed for wealth and power. Most raiders lack all morals and keep few friends. Nevertheless, a crafty raider attracts many followers wanting to share in their fortune and notoriety. A few even build up enough force to overthrow entire townships from which they build small empires.

Prerequisites

The character must attain 7th rank in Riding Equines or Rural Stealth.

Gifts

Attracting Followers, Bullying, Holding Liquor, Reconnoitering, Taunting

Martial Proficiencies

Versed (+2) in: Wielding Swords, Shooting Bows

Martial Skills

Versed (+2) in: Maneuvering, Strong-Arming

Trade Skills

Specialized (+3) in: Riding Equines, Rural Stealth

Versed (+2) in: Covering Tracks, Sneaking, Tracking

Reviewed (+1) in: Stunning

Ranger

Rangers live in the outdoor settings that they love. These honorable individuals protect the interests of nature and the safety of the wilderness by destroying any evil they encounter. A ranger enjoys the company of all types of people provided they basically agree with their environmental philosophies. Although students of this noble trade fight well, they consider fighting a last resort.

Prerequisites

The character must attain 10th rank in wielding a Longsword or Quarterstaff and must satisfy one of the following requirements:

- 9th rank in Rural Stealth and Tracking
- 10th rank in Covering Tracks and Rural Stealth
- 11th rank in Rural Stealth and Faery Lore

Further, although it not a mandatory requirement, the character cannot take advantage of the magical aspects of their Fantasia skills without Fantasia Beckoning.

Gifts

Etiquette, Raising Morale, Reconnoitering, Swimming, Woodland Wisdom, Wilderness Wisdom

Academic Skills

Versed (+2) in: Faery Lore, Forest Lore

Reviewed (+1) in: Navigating

Fantasia Skills

Reviewed (+1) in: Illustration (Map Making), Music

Martial Proficiencies

Specialized (+3) in: Wielding Longswords, Wielding Quarterstaves

Versed (+2) in: Shooting Bows

Reviewed (+1) in: Using Slings

Trade Skills

Specialized (+3) in: Rural Stealth

Versed (+2) in: Concocting Herbal Balms, Covering Tracks, Foraging, Harvesting, Riding Equines, Quartering, Herbal Remedy, Sneaking, Tracking

Retiarius

The Retiarius is a specialized form of gladiator that depends on agility and speed to avoid their enemy. They wear no armor and are usually dressed in nothing but a loincloth. The Retiarius is known as the “runner” because their light equipment enables them to keep out of their armored enemy’s reach. They are also known as the “fisherman,” in obvious reference to the weapons they wield. The Laquerius is a special type of Retiarius who focuses their training on trident and iaculum (gladiator net), or sometimes on lasso and dagger. These gladiators would sometimes combat Mirmillo fighters in an area filled with water to re-enact great sea battles.

Prerequisites

The character must satisfy all of the following requirements:

- 8th rank in wielding any Dagger, Trident, or Spear
- 6th rank in wielding any Net or Lasso

Gifts

First Aid, Marine Wisdom, Superb Balancing, Swimming, Taunting

Academic Skills

Reviewed (+1) in: Seafaring Lore

Martial Proficiencies

Specialized (+3) in: Using Iaculums (Gladiator Nets), Wielding Tridents

Versed (+2) in: Using Nets, Using Lassos, Throwing Harpoons, Wielding Spears, Wielding Undersize Daggers

Martial Skills

Versed (+2) in: Maneuvering, Pankration, Strong-Arming, Trickery

Ruffian

A ruffian’s favorite pastime is starting fights in bars, alleys, ballrooms, churches, nunneries, or any other peaceful abode that allows them in the door. They are often members of street gangs, or are employed as muscle by accomplished criminals. No sanctuary, holy temple, or monastery can consider itself safe against an intrusion from one of these despicable villains. The grasp of a ruffian never hesitates to pilfer the holiest of relics or the lowliest of baby rattles.

Prerequisites

The character must have attained both of the following:

- 6th rank in wielding an Undersize or Proportional Close Combat Weapon
- 6th rank in two of the following: Disguising, Grappling, Maneuvering, Picking Pockets, Pummeling, Urban Stealth, Sleight of Hand, Strong-Arming, Stunning

Gifts

Bullying, Cursing in Foreign Languages, Florentine-Style Fencing, Holding Liquor, Quick-Drawing with Blade, Weapons, Taunting, Uncanny Scrambling

Academic Skills

Reviewed (+1) in: Acting

Martial Proficiencies

Versed (+2) in: Wielding Proportional Close Combat Weapons

Martial Skills

Versed (+2) in: Grappling, Maneuvering, Pummeling, Strong-Arming, Trickery

Reviewed (+1) in: Grabbing and Snatching

Trade Skills

Versed (+2) in: Disguising, Picking Pockets, Urban Stealth

Reviewed (+1) in: Searching, Sneaking, Stunning

Veteran Classes~S

Sharpie

A sharpie is a shyster with a silver tongue, an eye for fashion, and deft fingers. Many are skilled card sharks. Females of the species are sometimes known as a black widows or femme fatales. Males are known as homme fatales. They typically dress in sharp attire, but have an equal fascination with sharp blades. They use seduction, manipulation, cheating, bribery, and even the occasional assassination to attain their goals. The important point is that they always look good doing so.

Prerequisites

The character must attain 12th rank in wielding any Dagger, and 8th rank in Disguising or Sleight of Hand.

Gifts

Beguiling, Uncanny Scrambling

Academic Skills

Specialized (+3) in: Etiquette

Versed (+2) in: Gem Lore

Reviewed (+1) in: Appraising

Martial Proficiencies

Specialized (+3) in: Wielding Daggers (esp. Parrying Daggers)

Martial Skills

Versed (+2) in: Maneuvering, Trickery

Trade Skills

Specialized (+3) in: Sleight of Hand

Versed (+2) in: Acting, Disguising, Opening Locks, Urban Stealth

Reviewed (+1) in: Forging Documents, Identifying Poisons, Picking Pockets, Setting Booby Traps

Sheik

A Sheik is a ruler of an Arabian village, town, or tribe. Quite often, They are looked upon as sort of religious leaders, although they are not necessarily priests. Their main duty is in leading their tribe's army in the defense of their people. For their bravery, their people reward them with gifts that may be viewed as a form of tax. The more courage they show, the greater their people will reward them.

Like the saracen warriors they command, a sheik always wears loose fitting robes to remain cool in the hot desert air. They will never consider wearing armor of any type, but will at times carry a shield that is often used as a sun block.

Prerequisites

The character must be a member of the Muslim faction and must attain 8th rank in wielding any Scimitar and 6th rank in Desert Lore.

Gifts

Defending with Oversize Shield, Desert Wisdom, Pressing Advantage with Scimitar, Raising Morale, Reading and Writing a Common Script, Superb Balancing

Academic Skills

Versed (+2) in: Desert Lore

Reviewed (+1) in: Etiquette

Martial Proficiencies

Specialized (+3) in: Wielding Scimitars, Wielding Shields

Versed (+2) in: Wielding Swords

Martial Skills

Versed (+2) in: Disarming Opponents, Maneuvering

Trade Skills

Versed (+2) in: Riding Camel-like Creatures

Reviewed (+1) in: Riding Equine-like Creatures

Sherwood Outlaw

Robin Hood immortalized the Sherwood Outlaw. He and their band of merry men defied the local Sheriff of Nottingham by hunting in the royal forests. These outlaws feel great empathy for the poor peasants and serfs of the land and always strive to aid them. They feel that the taxes imposed on these underprivileged people serve no purpose other than making the wealthy even richer. Thus, these thieves always steal money from the rich and give it to the poor. In fact, a Sherwood Outlaw will always give no less than half of their booty to the peasantry.

A Sherwood Outlaw's method of highway robbery is particularly unique. Normally, several of these outlaws will wait in ambush for a passing noble or merchant. When one rides by, one of the outlaws will step out from the bushes, disguised as a poor peasant, and beg for a small sum of money. If the nobleman cheerily gives over the requested sum, they are allowed to pass by unhindered. On the other hand, if they ignore the "beggar's" pleas, the other outlaws will emerge to relieve the wealthy passer of their entire purse. Any resistance forces the outlaws to strip the nobleman to their underwear. Rarely will a Sherwood Outlaw kill a "benefactor," and then only in self-defense.

Prerequisites

The character must have attained one of the following requirements:

- 5th rank in wielding a Quarterstaff or shooting a Bow
- 6th rank in Acting, Disguising, Rural Stealth, or Tracking

Traits

The character must adopt the Trait: "Steal from the rich, give to the poor".

Gifts

First Aid, Reconnoitering, Sign Language, Swimming, Tumbling, Woodland Wisdom, Wilderness Wisdom

Academic Skills

Versed (+2) in: Forest Lore
Reviewed (+1) in: Etiquette

Martial Proficiencies

Specialized (+3) in: Wielding Quarterstaves, Shooting Bows

Martial Skills

Versed (+2) in: Grappling, Maneuvering, Trickery

Trade Skills

Specialized (+3) in: Disguising, Sneaking
Versed (+2) in: Acting, Rural Stealth, Tracking
Reviewed (+1) in: Covering Tracks, Concocting Herbal Balms, Imitating Voices, Stunning

Slinger

Slingers are combatants specializing in the use of slings of all kinds. Because slings are cheap to make, even the poorest peasant can arm themselves with one. As such, Slingers don't have the high social status of archers in an army. Nevertheless, they can be every bit as effective. In fact, Slingers often have greater range than bowmen when using Staff Slings.

Prerequisites

The character must attain 8th rank in using any Sling or Staff Sling.

Gifts

Arching with Slings and Staff Slings, Paired Shooting, Ricocheting

Martial Proficiencies

Specialized (+3) in: Using Slings, Using Staff Slings
Reviewed (+1) in: Wielding Quarterstaves

Martial Skills

Versed (+2) in: Ballistics

Trade Skills

Reviewed (+1) in: Rural Stealth, Stone Working (primarily for knapping bullets)

Spearman

The spear was the most common weapon used in ancient times, because it was both cheap to produce and highly effective. Spearmen were often used in battle to defend against or attack cavalry, and a small number even rode horses into battle themselves. Some were heavily armored while others wore almost none, although almost all of them carried shields.

Prerequisites

The character must attain 8th rank in wielding any Spear.

Gifts

Reduced Encumbrance in Leather, Mail, and Splint Armor, Taunting

Martial Proficiencies

Specialized (+3) in: Wielding Spears
Versed (+2) in: Wielding Shields

Martial Skills

Versed (+2) in: Disarming Opponents, Maneuvering

Trade Skills

Reviewed (+1) in: Riding Equines

Spy

Kings and queens employ spies who infiltrate enemy fortresses to bring back information vital to political or military victories. A spy does this by first obtaining the confidence of low government officials through expensive gifts and outlandish compliments. They then introduce themselves to higher and higher ranking officials using their newly acquired “friends” as references. The spy keeps up this process until they become the king's personal butler, guard, or adviser. Any information they obtain they hand over to the scouts their employer sends as message carriers.

Prerequisites

The character must satisfy one of the following requirements:

- 4th rank in Searching and 8th rank in Urban Stealth or Rural Stealth
- 8th rank in Finding Secret Stuff, and Rural Stealth
- 8th rank in Urban Stealth and Opening Locks

Gifts

Fast Talking, Reading Lips, Reading and Writing a Common Script, Reconnoitering, Speaking a Common Language, Taunting, Uncanny Scrambling

Academic Skills

Versed (+2) in: Guild Lore
Reviewed (+1) in: Etiquette

Martial Skills

Versed (+2) in: Maneuvering, Trickery

Trade Skills

Expert (+4) in: Sneaking
Specialized (+3) in: Disguising, Searching, Urban Stealth
Versed (+2) in: Acting, Finding Secret Stuff, Identifying Poisons, Opening Locks
Reviewed (+1) in: Forging Documents, Hiding in Crowds, Picking Pockets, Stunning

Stavesman

Stavesmen live a rather focused existence. They have found the thrill of battling other stavesmen in bouts and tournaments to be exhilarating in the extreme. To this end, they diligently train on the skills of balance and blurringly fast attack.

Prerequisites

The character must attain 6th rank in wielding a Quarterstaff or a Shepherd's Crook.

Gifts

Forgoing Damage with Shepherd's Crook, Long Jumping, Tightrope Walking

Martial Proficiencies

Specialized (+3) in: Wielding Quarterstaves, Wielding Shepherd's Crooks

Martial Skills

Versed (+2) in: Disarming Opponents, Maneuvering, Strong-Arming

Swashbuckler

These flamboyant swordsmen travel far and wide in search of adventure. Many stories tell of swashbucklers swinging on chandeliers to quickly rescue maidens. They relate how these characters leap from ship to ship to combat rivals with swordplay. Although many swashbucklers constantly break the laws of established governments, all seek merely to have a good time. Jovial to the end, swashbucklers often swill rum, mead, or wine when engaged in combat and laugh heartily at their own mistakes in battle.

Prerequisites

The character must have the Swimming gift and must have attained 8th rank in wielding Sabre, Cutlass, Poignard, or Court Sword.

Gifts

Dancing, Florentine-Style Fencing, Marine Wisdom, Raising Morale, Scaling, Speaking a Common Language, Taunting

Academic Skills

Reviewed (+1) in: Etiquette, Seafaring Lore

Martial Skills

Specialized (+3) in: Disarming Opponents
Versed (+2) in: Maneuvering, Trickery

Trade Skills

Versed (+2) in: Navigating

Swordsman

A swordsman views their uncanny skill with blades as an art form rather than as a mundane trade used to earn wages. The constant "parry, thrust, thrust, parry" motions of their practice quickly earns contempt from companions. Nevertheless, a true swordsman never allows others to keep them from their hobby. A swordsman's goal is to make their weapon a part of themselves that they maneuver as easily as their arm. Although most swordsmen good-naturedly take jokes concerning their devotion, they look down on those who fail to recognize the fluid grace of swordplay.

Prerequisites

The character must satisfy one of the following requirements:

- 6th rank in [Disarming Opponents](#) and in wielding any sword
- 9th rank in wielding any sword.

Gifts

[Quick-Drawing with Swords](#), [Sword Throwing](#), [Taunting](#), plus your choice of one of the following: [Florentine-Style Fencing](#), [Half-Sword Fencing](#), [Old-Style Fencing](#)

Martial Proficiencies

Specialized (+3) in: [Wielding Swords](#)

Martial Skills

Versed (+2) in: [Disarming Opponents](#), [Maneuvering](#)

Veteran Classes~T

Tomb Robber

Tomb Robbers spend their lives searching through ancient manuscripts, incomprehensible runes, and crumbling maps. Their endeavors all aim at a specific goal: to be the first to discover a crypt of a long dead pharaoh, king, or hero. Doing so promises untold wealth and prosperity in return for the arduous search.

Prerequisites

The character must satisfy all of the following requirements:

- 7th rank in [Rural Stealth](#)
- 7th rank in [Finding Secret Stuff](#), [Ghost Lore](#), or [History](#)
- 6th rank in either using Whip or Throwing Dagger.

Gifts

[Concealing Undersize Items](#), [First Aid](#), [Quick-Drawing with Whip](#), [Reading and Writing an Archaic Script \(x2\)](#), [Uncanny Scrambling](#)

Academic Skills

Specialized (+3) in: [History](#), [Ghost Lore](#)

Reviewed (+1) in: [Appraising](#)

Martial Proficiencies

Specialized (+3) in: [Using Whips](#)

Versed (+2) in: [Throwing Undersize Daggers](#)

Martial Skills

Versed (+2) in: [Maneuvering](#), [Trickery](#)

Reviewed (+1) in: [Disarming Opponents](#)

Trade Skills

Specialized (+3) in: [Finding Secret Stuff](#)

Versed (+2) in: [Disarming Traps](#), [Rural Stealth](#), [Sneaking](#)

Totemic Adept

A Totemic Adept is a highly educated member of a specific racial lineage, who has an intense interest in the cultural aspects of their lineage and the history of their own clan within that lineage. Their exceptional training delves into the history of the character's own clan, how it has related to other clans, lineages, and races in the past, and which of those groups are considered ancestral allies and enemies. (For these purposes, consider a clan to have anywhere between 20 and 200 members. Think of it as a highly extended family.)

Prerequisites

The character must have a pure race and lineage. That is, the character must have selected Race and Lineage as an "A" pick on the Priority Grid when the character was initially created. Further, the character must have attained at least 7th rank in two or more of their Racial Skills. Finally, the character's player should discuss with the Overlord the specific clan(s) within their racial lineage that their character descends from. If they descend from multiple clans, the player should identify which of them their character most identifies with. In so doing, a specific totem or heraldic symbol should be selected to represent that group. Finally, at least one ancestral enemy should be identified and the character must adopt a Trait that specifies the character's attitude toward that enemy, such as "The Mountain Hawk Clan must be wiped from existence" or "Distrusts all Goblins".

Gifts

[Reading and Writing a Common Script](#), [Sign Language](#), [Reading and Writing an Archaic Script](#), [Speaking an Archaic Language](#)

Academic Skills

Versed (+2) in: [History](#), plus one additional Academic Lore of the player's choosing that is somehow related to the history of the character's clan.

Racial Skills

Specialized (+3) in: Two Racial Skills of the character's choice.

Versed (+2) in: All of the character's remaining Racial Skills.

Totemic Master

A Totemic Master is an elite member of a specific racial lineage, who has the responsibility of retaining and passing on their knowledge of their clan's ancestry to the younger generation. Totemic Masters are among the most highly revered members of any clan, whose wisdom and guidance is sought out even by its most powerful members.

Prerequisites

The character must already have the Totemic Adept class. Further, the character must have attained at least 12th rank in two or more of their Racial Skills.

Gifts

Attracting Followers, Familiar Bonding, Magic Sense

Academic Skills

Expert (+4) in: History

Specialized (+3) in: Two Academic Lores of the player's choosing that are somehow related to the history of the character's clan.

Racial Skills

Expert (+4) in: Two Racial Skills of the character's choice.

Veteran Classes~W**Warlord**

A Warlord is a leader who retains their power through the use of brute force. Anyone disagreeing with the laws and dictates of a Warlord may express their displeasure at court. The hearing process is simple. The disgruntled person speaks loudly and openly the facts of their grievances and reasoning behind them. When the orator finishes, the Warlord leans back on their throne and scratches their chin while they consider the arguments. Next, the Warlord leaps, sword in hand, ramming their blade deep into the abdomen of the speaker. At this point, court is over and all other protesters shuffle on home.

Prerequisites

The character must attain 12th rank in wielding an oversized close combat weapon

Gifts

Attracting Followers, Bullying, Raising Morale, Reduced Encumbrance in Any Form of Armor, Taunting

Choice of one of the following: Medieval-Style Fighting, Old-Style Fencing

Martial Proficiencies

Expert (+4) in: Wielding one Oversize Close Combat Weapon of their choice

Martial Skills

Specialized (+3) in: Strong-Arming

Versed (+2) in: Maneuvering

Trade Skills

Versed (+2) in: Riding Equines, Training Equines

Warrior

Warriors are ruthless fighters with an obvious overabundance of testosterone. Because of their brutish and macho self-images, warriors scorn little prissy weapons such as daggers and short swords. They know that the only efficient way to observe brains is with a single, clean blow of a *real* weapon!

Prerequisites

The character must have attained 8th rank in wielding an Oversize Close Combat Weapon.

Gifts

Bullying, Reduced Encumbrance in Mail Armor, Taunting
Choice of one of the following: Medieval-Style Fighting, Old-Style Fencing

Martial Proficiencies

Specialized (+3) in: Wielding a single Oversize Close Combat Weapon of the character's choice

Reviewed (+1) in: Wielding Close Combat Weapons

Martial Skills

Versed (+2) in: Strong-Arming

Reviewed (+1) in: Maneuvering

Trade Skills

Reviewed (+1) in: Riding Equines

Witch Hunter

A Witch Hunter sees themselves as a lone holy avenger out to right all of the wrongs of the world single-handedly. They blame demons and devils for all the ills of life and seek to destroy those who deal with them. A Witch Hunter believes all mages to have attained their powers from pacts with devils. No amount of evidence of good deeds can sway one of these characters from their beliefs. Consequently, a Witch Hunter would be perfectly happy slaying a White Witch or kindly old Wizard. This does not mean a Witch Hunter does no good. They would gladly risk their life to destroy a vampire or dragon threatening a town. Of course, their self-righteous attitude would never allow them to acknowledge any deeds other than their own as heroic in such an undertaking.

Every Witch Hunter claims to follow the dictates of a good deity. In fact, a Witch Hunter usually sees themselves as the exception to the deity's laws. Anything they do, they believe, is justified in overcoming their evil enemies. They have memorized many useful religious quotations common in the deity's worship and use them to manipulate others. These characters often carry a holy book or symbol as if to ward off evil.

Prerequisites

The character must be a member of the Inquisitor faction, and must attain 8th rank in using any Entrapment Weapon.

Traits

The character must adopt the Trait, "Fight fire with fire."

Gifts

Beguiling, Bullying, Pontificating, Reconnoitering, Taunting

Academic Skills

Reviewed (+1) in: Demon Lore, Ghost Lore

Martial Proficiencies

Specialized (+3) in: Using Entrapment Weapons

Martial Skills

Specialized (+3) in: Strong-Arming, Trickery

Versed (+2) in: Maneuvering

Trade Skills

Specialized (+3) in: Tracking

Versed (+2) in: Sneaking

Reviewed (+1) in: Identifying Concoctions, Rural Stealth

FLAVORS & FLAWS

Flavors & Flaws

Here are listed descriptions of various flavors and flaws available in the game. Most of these are attributed to the various standard races and lineages. Note that having a flavor or flaw is never all bad. Whenever a player highlights one of their character's flavors or flaws during play, their character earns a minor Guts refresh. In that regard, they are similar to Traits.

Acid Bane

Any character with this flaw is Highly Sensitive to Acid effects. (See Highly Sensitive to ... in the Character Conditions section of The Rules Reference for details.)

Adolescent

This is a character flavor indicating a degree of physical maturity that is young. Any character with this flavor is of a pubescent age for their Race. Human adolescence is associated with the early teenage years. But, longer or shorter lived races have Adolescents that are older or younger than this.

If this flavor is applied to a character, their Racial Baseline Attributes are modified as follows: -1 Toughness, -2 Strength, +2 Agility, +1 Heart.

An Adolescent may be of any Social Status. However, if they are noble or royal, they will not be allowed to actually rule. If their parents are dead or die, a regent will be appointed to rule in their place until they come of age.

Further, grown adults (and Elderly) don't take Adolescents seriously. As such, they suffer from a Drawback on all social interactions with adults, including Bandyng Words.

While an Adolescent character will eventually grow up, you should not expect that they will do so within the span of the ongoing campaign. You should consider it to be a permanent aspect of the character.

Adult

This is a character flavor indicating a mature degree of physical maturity, but prior to being Elderly. Any character lacking the Adolescent, Elderly, or Preadolescent flavors is assumed to be an Adult. For humans, this corresponds to an age of 17 to 49 years. But, longer or shorter lived races have Adults that are older or younger than this.

Banished

A character with this flavor has been banished from their homeland for some reason. If they ever return to their homeland, they risk imprisonment. Unfortunately, the character has a compelling reason to do so. Discuss with your Overlord what instigated the character's banishment, and what drives them back home.

The character knows the language of their homeland, and possibly others granted by their classes. When the character is first introduced into a campaign, they find themselves in an unfamiliar foreign land whose native tongue is unknown (so the current land's tongue cannot be chosen as a known language, even if one of their beginning classes grants additional languages).

Blight Bane

Any character with this flaw is Highly Sensitive to Blighting effects. (See [Highly Sensitive to ...](#) in the [Character Conditions](#) section of [The Rules Reference](#) for details.)

Cannot Count Beyond Five

Characters with this flaw are seemingly incapable of counting above five. Regardless of the amount of training and logical explanations, the character has a mental block that they cannot overcome. So, unless they have additional math training, their counting skills consist of: zero, one, two, three, four, five, many. Unsurprisingly, people lacking this disability often view those possessing it as stupid.

With training, a character with this flaw can actually function in a world where coins vary in value by factors of 8. To do this, they must memorize some basic rules of thumb. For example, a character can learn that if they create two piles of 4 silver coins, that is equal in value to a single gold coin. Of course, meticulously stacking coins into groups of 4 can quickly irritate impatient money changers. But, it's either that or risk being short-changed.

Characters with this flaw may still pick up math abilities such as [Philosophy](#). However, to do so, they must be trained by an instructor also afflicted with this flaw. Further, instructors afflicted with this flaw are incapable of training those who are not. The math used by characters possessing this flaw has numbers solely comprised of the digits 0, 1, 2, 3, 4, and 5¹⁹. The results produced by this system are accurate, consistent, and understandable to anyone sharing this flaw. However, any written result greater than 5 appears to be nonsense to individuals without this flaw, and visa-versa.

19 For the mathematically inclined: yes, we are describing a base-six math system, which is known as seximal (as opposed to decimal for base-ten). So, in seximal, the number six is represented as 10; seven as 11, eight as 12, etc. Just assume the most advanced mathematics of the day are incapable of performing conversions between base six and base ten systems. There are actually several significant advantages of using six as a base rather than ten — not the least of which is that seximal is explicitly sexy.

Cold Bane

Any character with this flaw is Highly Sensitive to Freezing effects. (See [Highly Sensitive to ...](#) in the [Character Conditions](#) section of [The Rules Reference](#) for details.)

Cold Iron Bane

Any character with this flaw is Highly Sensitive to [Cold Iron](#) (also known as Wrought Iron). (See the [Metals](#) section of [The Overlord's Omnibus](#) for full details on Cold Iron. (See [Highly Sensitive to ...](#) in the [Character Conditions](#) section of [The Rules Reference](#) for details on the Highly Sensitive condition.)

Note that Cold Iron weapons are somewhat uncommon and relatively expensive, although they are far from rare. Any faction that commonly battles an enemy with this bane would likely equip their army's leaders with Cold Iron weapons, but would spare the expense for the common soldiery.

Cotton Allergy

Any character with this flaw is highly allergic to cotton. Any such character becomes Highly Sensitive to Malady effects whenever they are in contact with cotton. Further, a rash develops on the character's skin when in contact with cotton over an extended period.

Earthbound by Direct Sunlight

Any character with this flaw is temporarily frozen in their tracks by sunlight. Every turn a character with this bane is exposed to natural sunlight, they must make a Toughness Attribute Check. If the sunlight is generated directly by the Sun, the Threshold equals a flat 10. If the sunlight is generated by a spell, they must make an Avoidance Roll with Heart adjustments against a Threshold equal to 10 plus the spell rank. A failed roll indicates that the character is immediately immobilized until they are no longer exposed. Their feet are glued to the ground with an unbreakable bond. While in this state, the character automatically suffers an Extreme Drawback.

Note that only direct sunlight affects a character with this flaw and then only when the character is in contact with the ground. Reflected sunlight or sunlight filtered by heavy clouds, an overcast sky, or a forest canopy does not induce this effect. Further, once the direct sunlight is removed, the character is suddenly released from the earth's iron grip.

Easily Enraged

Characters with this flaw have trouble controlling their tempers. Any time they fail a skill roll by rolling a natural 1 on the d20, they must make a Heart Check against a Threshold of 10. Failure indicates the character becomes enraged, and gains the Temporary Trait of “Enraged”. They must stop whatever they are doing and engage in melee combat against the instigator of their emotional outburst. Further, the character's adrenaline pumps up their Strength by 8 points. However, their lack of self-control causes their Agility to drop by 8 points.

This affects all combat characteristics accordingly. So, the rage adds 8 to the character's Strength damage, and subtracts 8 from their Defense. Further, the increased Strength results in a temporary *doubling* of the character's Hit Points as well. When the rage subsides, their Hit Points will be restored to their normal state. This means the formerly enraged character will have Hit Points equal half of their Hit Points when berserk. So, if the character ended up with 15 Hit Points remaining after becoming enraged in an epic battle, they will end up with 8 Hit Points once the effects wear off.

Unfortunately, an enraged character cannot cast spells.

The enraged state will continue until the instigator flees the scene, is defeated in combat, or has otherwise been taught a satisfyingly bone-crunching, flesh mangling, bloody lesson.

Elderly

This is a character flavor indicating a degree of physical maturity that is quite old. For humans, this corresponds to an age of 50 years or more. But, longer or shorter lived races have Elderly that are older or younger than this. Needless to say, this flavor cannot be applied to Ageless characters.

If this flavor is applied to a character, their racial Baseline Attributes are modified as follows: -2 Strength, -2 Agility, +1 Craftiness, -1 Perception, +2 Heart, +2 Intelligence.

Elderly characters start at a Level that is 2 greater than the normal starting level for the campaign. So, if most characters are starting at Level 0, an Elderly character will start at a Level of 2, along with a corresponding amount of XP in each.

Further, due to their less impressive physiques, the Elderly have a Drawback on Intimidate and Seduce when using Bandyng Words.

Feline Bane

Any character with this flaw has an extreme reaction to physical contact with cats of all varieties, and suffers a Drawback when defending against natural attacks from cats and any cat-like creature. Natural attacks initiated by such creatures deliver double Damage and/or double Setback when striking a character with this flaw. (In effect, the character is Highly Sensitive to cats.)

Fire Bane

Any character with this flaw is Highly Sensitive to Scorching effects. (See [Highly Sensitive to ...](#) in the [Character Conditions](#) section of [The Rules Reference](#) for details.)

Garlic Allergy

Any character with this flaw is Highly Sensitive to Garlic. Even the smell of garlic sickens them. A character with this bane coming with 5 feet of garlic must make an Avoidance Roll with Toughness Adjustments against a flat Threshold of 10 plus the Quality Level of the garlic (default of 0). Failure indicates the character becomes Nauseous until the end of the Scene in which they were exposed (see [Character Conditions](#) in [The Rules Reference](#) for details on the effects of Nausea). If the character somehow mistakenly ingests garlic, it acts as a Dangerous Hallucinogenic Poison that induces nightmarish visions (see the Poison rules for details). Further, the character is Highly Sensitive to any effects produced by garlic. So, the creature suffers from a Drawback on all Conflict Rolls involving garlic. In addition, the creature sustains additional Margin Damage associated with garlic over and above those normally associated with the attack.

Handicapped

A character with this flavor has some handicap, either mental or physical. You must select one of the character's basic attributes and set its value to 2 lower than its base value for their race. Transfer these harvested points to other attributes of your choice. You may never spend attribute points in the future to raise the handicapped value above its starting value.

Heat Bane

Any character with this flaw is Highly Sensitive to Scorching Effects. The creature suffers from a Drawback on all Conflict Rolls involving Scorching effects. In addition, the creature sustains additional Margin Damage associated with any Scorching damage over and above whatever effects are normally associated with the attack. For example, suppose a creature with Heat Bane fails a Conflict Roll by 5 points against a Scorching effect. If the fire normally delivers 3 Scorching Damage, the creature will take that damage plus the 5 Margin of its failed Conflict Roll, for a total of 8.

Leather Allergy

Any character with this flaw is highly allergic to leather. Any such character becomes Highly Sensitive to Malady effects whenever they are in contact with leather. Further, a

rash develops on the character's skin when in contact with leather over an extended period.

Lightning Bane

Any character with this flaw is Highly Sensitive to Electrical effects. (See Highly Sensitive to ... in the Character Conditions section of The Rules Reference for details.)

Mute

Any character with this flaw is incapable of speech. Therefore, the character cannot perform any tasks requiring the ability to talk, such as casting spells requiring verbal components. This flaw does not hinder a character's ability to understand the speech of others, nor does it hinder them in communicating in other ways.

Petrified by Direct Sunlight

This flaw acts exactly as the Petrified by Sunlight flaw, except that characters with this flaw are only petrified by direct sunlight. Sunlight that is reflected or which is filtered by heavy clouds, an overcast sky, or a forest canopy is harmless to characters with this flaw.

Petrified by Sunlight

Any character with this flaw is slowly turned to stone by sunlight. In effect, the character sustains Sunshining Damage as Petrifying Damage. If the sunlight is natural (generated by the Sun), the character is affected as described under Sunshine in the Natural Hazards section of The Overlord's Omnibus.

If their Hit Points fall to zero as a consequence of sunlight, the extent to which the character is petrified is commensurate with their current Glory Status. So, if the petrified character is at a very low Glory Status, their skin will petrify, giving them a stone-like appearance. They will likely fall unconscious, but they will not die. On the other hand, if a character has no Guts (e.g. is an unnamed NPC) or falls to zero Hit Points in the highest Glory Status, then they turn completely to stone and die.

Note that, if the character magically transforms into a creature that is Immune to Sunshining effects, then this flaw has no effect while they retain that form.

Preadolescent

This is a character flavor indicating a degree of physical maturity that is quite young. Any character with this flavor is of a prepubescent age for their race. For humans, this corresponds to an age of 9 to 12 years. But, longer or shorter lived races have Preadolescents that are older or younger than this.

If this flavor is applied to a character, their Size Category drops by one. So, a Human Preadolescent is of Size Category Small, since an adult Human has a Size Category of Medium. Further, the character's racial Baseline Attributes are modified as follows: -2 Toughness, -6 Strength, +4 Agility, +2 Craftiness, +2 Heart.

A Preadolescent may be of any Social Status. However, if they are noble or royal, they will not be allowed to actually rule. If their parents are dead or die, a regent will be appointed to rule in their place until they come of age. Next, a Preadolescent must have a Benefactor, whether mortal or supernatural. (Which means they must take an A or B pick for Relationships on The Priority Grid.)

A Preadolescent may start with, at most, one class even if their Beckoning choice would otherwise allow them more. (For most Preadolescent characters, the Novice class is appropriate.)

Finally, grown adults largely dismiss what Preadolescents have to say. As such Preadolescents suffer from an Extreme Drawback on all social interactions with adults, including Banding Words.

While a Preadolescent character will eventually grow up, you should not expect that they will do so within the span of the ongoing campaign. You should consider it to be a permanent aspect of the character.

Slightly Deformed

The character's body is twisted, gnarled, or altered in some obvious way. Their deformities are not so great that it handicaps most physical actions. Nevertheless, all Conflict Rolls involving their Charisma suffer a Drawback.

Toad Bane

Any character with this flaw has an extreme reaction to physical contact with toads of all varieties, and suffers a Drawback when defending against natural attacks from toads and toad-like creature. Natural attacks initiated by such creatures deliver double Damage and/or double Setback when striking a character with this flaw. (In effect, the character is Highly Sensitive to toads.)

Wolf Bane

Any character with this flaw has an extreme reaction to physical contact with wolves of all varieties, and suffers a Drawback when defending against natural attacks from wolves and any wolf-like creature. Natural attacks initiated by such creatures deliver double Damage and/or double Setback when striking a character with this flaw. (In effect, the character is Highly Sensitive to wolves.)

Wool Allergy

Any character with this flaw is highly allergic to wool. Any such character becomes Highly Sensitive to Malady effects whenever they are in contact with wool. Further, a rash develops on the character's skin when in contact with wool over an extended period.

GIFTS

Gifts

Here are listed descriptions of various gifts attributed to the various standard races and monsters.

Gift Table

Gift	Restricted in Acquisition
<u>Ageless</u>	Yes
<u>Aquatic Combat</u>	No
<u>Arching with ...</u>	Yes
<u>Arctic Wisdom</u>	No
<u>Astral Sense</u>	Yes
<u>Attracting Followers</u>	Yes
<u>Beguiling</u>	No
<u>Berserking</u>	Yes
<u>Blind Combat</u>	Yes
<u>Blood-Thirst</u>	Yes
<u>Breathless</u>	Yes
<u>Bullying</u>	No
<u>Casting Pagan ... Spells</u>	Yes
<u>Charge</u>	Yes
<u>Chattering with ...</u>	Yes
<u>Clinging</u>	Yes
<u>Composing Music</u>	Yes
<u>Concealing Undersize Items</u>	No
<u>Contortionism</u>	No
<u>Cursing in Foreign Languages</u>	No
<u>Dancing</u>	No
<u>Day Vision</u>	Yes
<u>Dark Vision</u>	Yes
<u>Deadly Aiming with ...</u>	Yes
<u>Defending with ... Shield</u>	Yes
<u>Desert Wisdom</u>	No
<u>Divine Right</u>	Yes
<u>Echolocation</u>	Yes
<u>Empathic Bonding with ...</u>	Yes
<u>Faery Claw</u>	Yes
<u>Familiar Bonding</u>	Yes
<u>Fantasia Beckoning</u>	Yes
<u>Fast Talking</u>	No

Gift	Restricted in Acquisition
<u>First Aid</u>	No
<u>Flinging Grapple</u>	No
<u>Florentine-Style Fencing</u>	Yes
<u>Forgoing Damage with ...</u>	Yes
<u>Grassland Wisdom</u>	No
<u>Haggling</u>	No
<u>Half-Sword Fencing</u>	Yes
<u>Heat Sense</u>	Yes
<u>Heroic Bloodline</u>	Yes
<u>Hollow from Behind</u>	Yes
<u>Hovering</u>	Yes
<u>Immunity to ...</u>	Yes
<u>Invisible Net</u>	Yes
<u>Jousting</u>	No
<u>Juggling</u>	No
<u>Keen Hearing</u>	Yes
<u>Keen Smelling</u>	Yes
<u>Magic Sense</u>	Yes
<u>Marine Wisdom</u>	No
<u>Medieval-Style Fighting</u>	Yes
<u>Moss Weaving</u>	Yes
<u>Motion Sensitivity</u>	Yes
<u>Mountain Wisdom</u>	No
<u>Mystical Beckoning</u>	Yes
<u>Night Vision</u>	Yes
<u>Noble Bearing</u>	Yes
<u>Old-Style Fencing</u>	Yes
<u>Occult Beckoning</u>	Yes
<u>Opportune Edge on ...</u>	Yes
<u>Opportune Speed</u>	Yes
<u>Pagan Beckoning</u>	Yes
<u>Paired Shooting</u>	Yes
<u>Palm Reading</u>	No
<u>Play by Ear</u>	Yes
<u>Pontificating</u>	No
<u>Pressing Advantage with ...</u>	Yes
<u>Quick-Drawing with ...</u>	Yes
<u>Raising Morale</u>	No

Gift	Restricted in Acquisition
<u>Rapid Mending</u>	Yes
<u>Reading and Writing ...</u>	No
<u>Reading and Writing a Common Script</u>	No
<u>Reading and Writing an Archaic Script</u>	No
<u>Reading Lips</u>	No
<u>Reconnoitering</u>	No
<u>Reduced Encumbrance in ...</u>	Yes
<u>Regeneration</u>	Yes
<u>Ricocheting</u>	Yes
<u>Royal Bearing</u>	Yes
<u>Scaling</u>	No
<u>Semi-Divine Bloodline</u>	Yes
<u>Semi-Divine Mending</u>	Yes
<u>Semi-Divine Regeneration</u>	Yes
<u>Shield Formation</u>	Yes
<u>Sign Language</u>	No
<u>Sleepless</u>	Yes
<u>Sniping with ...</u>	No
<u>Speaking ...</u>	No
<u>Speaking an Archaic Language</u>	No
<u>Speaking a Common Language</u>	No
<u>Superb Balancing</u>	Yes
<u>Swampland Wisdom</u>	No
<u>Swimming</u>	No
<u>Sword Throwing</u>	No
<u>Taunting</u>	No
<u>Tommy-Knocking</u>	Yes
<u>Tumbling</u>	No
<u>Uncanny Scrambling</u>	Yes
<u>Underworld Wisdom</u>	No
<u>Virtuoso with ...</u>	Yes
<u>Water Breathing</u>	Yes
<u>Water Walking</u>	Yes
<u>Wilderness Wisdom</u>	Yes
<u>Woodland Wisdom</u>	No

Gifts~A

Ageless

Prerequisites: This gift is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Any character with the Ageless gift does not grow old with time. The character may still be killed, but will not die of old age. They are, essentially, eternal.

Other Details: Characters with this gift are immune to any magic that accelerates the aging process.

There is a drawback to being ageless, however. An ageless character has a spirit, but no soul. As such, they are unable to be Mystics, whose magic comes from the soul. Ageless characters having a Mystical Beckoning have some hope, however. Any ageless character marrying a mortal sacrifices their ageless nature and becomes mortal themselves (gaining the Mortal gift). Such characters become soul-mates with their spouses, themselves gaining the benefits of having a soul.

Aquatic Combat

Prerequisites: This gift may be learned independent of any class with one month of training.

Description: In learning this skill, your character has obviously spent a great deal of time in and under the water. To him, the water feels like a second home. When they are forced into combat in the water, their experience serves them well.

Other Details: Normally, when a land-dwelling creature is submerged in water, they suffer from a Drawback. This can prove to be a devastating handicap when encountering a deadly shark or sea monster. A character with this gift foregoes this Drawback while engaging in combat in an aquatic environment.

Arching with ...

Prerequisites: This Gift can only be acquired by gaining a class that grants it. It cannot be learned otherwise.

Description: This Gift allows a character to launch projectiles in a high arc above the heads of intervening obstacles to strike far targets.

Other Details: The gift is always given for use with a particular type of Range Weapon. For example, a character may gain Arching with Bows or Arching with Slings.

This Gift gives its practitioner training in lobbing projectiles in high arcs. This allows them to avoid the Drawbacks normally imposed on Range attacks due to obstacles lying in their line of fire. Further, Arching avoids the Drawback normally imposed on Range Weapons for shooting at far targets. (See Missile Topics in the Combat Rules section of The Rules Reference for details.)

To use this ability, there must be at least 10 feet of open space next to both the shooter and the target along the line of fire. Further, if the battle takes place under a ceiling, it must be at least double the height of all intervening obstacles. So, it is of little use in firing at any infantry in the front lines of an opposing force or within the confined space of a hallway. However, it can be quite useful in targeting an enemy's back lines on a battlefield.

Arctic Wisdom

Prerequisites: This gift can be learned independent of any class with one month of training.

Description: Arctic Wisdom instructs its students in the grueling survival techniques demanded by a harsh freezing environment. It gives them an edge in surviving within and traveling through any such environments, such as the Arctic Wilderness environment described in The Overlord's Omnibus.

Conflict Rolls: Arctic Wisdom grants an Edge on all Wilderness Survival Rolls dealing with arctic conditions.

Astral Sense

Prerequisites: This gift is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Astral Sense is a form of spiritual intuition above and beyond a character's normal senses that does not actually require eyes. Rather, it is a sensitivity to spiritual energy.

Other Details: Since Astral Sense does not depend on eyes, or even light, invisibility is no protection against it.

Creatures with astral sense can sense spirits and living beings up to 40 feet away, although this sense does not extend through walls. Any being perceived by Astral Sense acts as a sort of light source that dimly illuminates the area around it to a distance of 5 feet around it. Thus, any creature possessing a spirit will stand out in what is otherwise total darkness, illuminating the area immediately around the creature. This illumination is irrespective of any other light sources, and can be seen clearly through smoke, fog, and magical darkness.

While a creature with Astral Sense can sense a creature standing 40 feet away, it may not be able to see the distance in between. Note that the astral sensing being will, itself, have a spirit or soul. So, it can always see an area around itself to a distance of 5 feet.

It is possible that a character with Astral Sense has some other form of sight, such as Night Vision. If this is the case, the character must close their eyes and consciously evoke their Astral Sense ability when desired, as it would normally be overwhelmed by their other sight gifts.

The gift of Magic Sense is actually a limited form of Astral Sense, which enables a character to sense the spiritual aura of the spirits bound to a magic item or summoned as a

consequence of a spell. So, creatures with Astral Sense also have the ability to sense magic in the same way.

Attracting Followers

Prerequisites: This gift can only be acquired by gaining a class that grants it. It cannot be learned otherwise.

Description: A character with this gift spreads their deeds of heroism, conquest, or wisdom throughout many lands. Many hear the tales and some seek out the mighty character to bask in the aura of their greatness. Others want hand outs from the legendary champion. These attracted individuals will remain loyal to the lordly character unless severely persecuted or unreasonably driven.

Other Details: The character will attract a number of followers approximately equal to twice their Level. So, if a character is 8th Level, they will attract approximately 16 followers. Provided they are treated well, the size of the retinue will remain reasonably consistent. Some followers will leave the fold for various reasons over time (such as death or just finding better opportunities), but others will replace them.

The attracted followers are essentially groupies. They are generally not adventuring types. However much they admire their luminary, they will not voluntarily accompany them on their dangerous campaigns. (Treat them all as Extras having Levels of 0 and as being incapable of gaining experience.) Rather, they are content to revel in the glory of their occasional presence. While most of them would love to become a trusted confidant, all will settle for the role of devoted servant and are willing to serve for little more than room and board. Due to this restriction, though, the legendary character must have some way to shelter their followers, such as a respectable keep or estate.

Gifts~B

Beguiling

Prerequisites: This gift may be learned independent of any class with two months of training.

Description: Eloquent with speech, characters possessing this gift train in the techniques needed to delude those listening with witty remarks, charm, and dubious logic.

Other Details: This gift can only be used when Banding Words where the negotiated stakes include the speaker's opponent being Seduced or cheated out of something against their better judgment.

Whenever the beguiler makes a Banding Words roll against their foe, handle the roll as normal, initially. That is, roll the d20, and, informed by the result, state what the speaker says. However, if the speaker acts in an overly fawning way, or attempts to impose a guilt-trip on their foe, give them an Edge. That is, roll *another* d20 and take the better result to determine how effective their words are. The Edge continues as long as the speaker acts in a fawning fashion.

Berserking

Prerequisites: This gift can only be acquired by gaining a class that grants it. It cannot be learned otherwise.

Description: Berserking, or more authentically *berserkerfang*²⁰, is a gift that invokes an altered mental state allowing the practitioner to furiously engage in battle without fear or concern for personal safety.

Affected Area: Self *Range:* 0

Duration: At most, Berserking lasts until the end of the current scene. However, after all enemies fall, the berserking character can attempt to regain their senses. To do so, they must make a Willpower Check against a Threshold of 15. One such attempt may be made every Round until successful. On the first success, the murderous fury ends.

Other Details: The berserkers of Nordic legend are renowned for their fearless and furious fighting style.

Although a *character* cannot control when they berserk, the person *playing* the character can encourage it to happen. All they have to do is to get some other player to recognize that the infected character is acting out the trait: Going berserk. As with all traits recognition triggers, begging is not allowed. The player must not ask anyone to declare that their character is berserk. Rather, they must behave in a berserk fashion while waiting for the recognition. As soon as the recognition happens, the character gains all the benefits and drawbacks of this ability. Until then, it's all just a show. As always, the person recognizing the trait get a Minor Guts Refresh.

A berserker's demented mental state forces them to swing at anything that moves, walks, crawls, swims, or flies. In fact, they make no distinction between friends and foes when the berserk fury overtakes them and will fight until their wounds force them to the ground. Further, a character is incapable of casting spells while berserk.

The rage does have its benefits, though. As such, they gain an Extreme Edge on all Conflict Rolls involving up-front in-your-face melee combat. On all other Conflict Rolls, they suffer from a Drawback, though.

Blind Combat

Prerequisites: This gift can only be acquired by gaining a class that grants it. It cannot be learned otherwise.

Description: A character with Blind Combat is trained in the techniques of sightless attack. They use cues from sound and air movement to locate their target before attacking. Of course, this does not give the ability to distinguish friend from foe unless one or the other makes distinctive noises.

Other Details: A character using their Blind Combat gift only suffers by a Drawback in combat, rather than the standard Extreme Drawback.

²⁰ The berserk frenzy exhibited by the Celtic hero Cuchulainn was similar. His fervent rage was referred to as Riasrad.

Blood-Thirst

Prerequisites: This Gift is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This Gift imbues the character with an insatiable lust for bloodletting. Whenever a blood thirsted character strikes a living, red-blooded creature with a natural weapon attack that includes a bite, they heal 2 points of Damage.

Action Time: 1 Action. *Preparation:* None.

Affected Area: Self *Range:* 0

Setback Cost: 6 minus Intelligence (minimum of 2).

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time.

Conflict Rolls: None

Other Details: Blood-Thirst imbues a character with a maniacal desire to rend, maim, and slay. While in this state, the character's mental faculties are entirely engaged in the goal of shedding blood. Their only thoughts are variations of: "Kill, Gore, Rend, Blood, Tear, Maim, Guts, Glee".

As the recipient figuratively loses their mind, they are completely impervious to persuasion due to oral arguments, fear, illusions, and any form of mental control. Further, any activities requiring their mental attention are impossible, such as spell-casting, speaking, or calculating the length of the hypotenuse of a right triangle.

A blood-thirsted character must always drop held weapons in favor of natural weapons, since they provide an oh, so, satisfying crunch when they strike. The visceral splatters and up-close screams of agony don't hurt either.

Breathless

Prerequisites: This gift can only be acquired by having a race that grants it. It cannot be learned otherwise.

Description: A Breathless character is one that has no need to breathe.

Other Details: A character with this gift is immune to Suffocating Effects. Further, it is immune to any effects that require breathing to take effect, such as poison gas.

Bullying

Prerequisites: This gift may be learned independent of any class with two months of training.

Description: Characters possessing this gift are adept at intimidating others.

Other Details: This gift can be used when Bandyng Words against a foe that has previously been Intimidated by the speaker, and who thereby fears him.

Whenever the bully uses Bandyng Words with their intimidated foe, handle the roll as normal, initially. That is, roll the d20, and, informed by the result, state what the speaker says. However, if the speaker acts in an intimidating, demeaning, and/or physically imposing way, give them an Edge. That is, roll *another* d20 and take the better result to determine how effective their words are. The Edges will continue as long as the speaker continues their bullying.

Gifts~C

Casting Pagan ... Spells

Prerequisites: This gift can only be acquired by gaining a class that grants it, and implies that the character already possess the gift Pagan Beckoning. It cannot be learned otherwise.

Description: A character with this gift is capable of casting spells from one of the Pagan spell categories of Battle, Divination, Harmony, Healing, Nature, Pandemonium, Ritual, Symbol, or Wrath (see The Codex of Cultures for details on these categories).

Other Details: The Gift's name will always specify which of the categories it pertains to. So, a Pagan class may grant a character one or more of the Gifts of Casting Pagan Battle Spells, Casting Pagan Nature Spells, Casting Pagan Wrath Spells, etc. A character may gain any number of these Gifts, each of which provides them with access to that spell category. However, gaining any such Gift more than once provides no added benefit. So, a character does not benefit from obtaining the Gift of Casting Pagan Healing Spells from more than one class.

Charge

Prerequisites: This gift is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: If such a creature with this gift has at least a 20-foot straight-line path to their target, they may run at full tilt to head-butt or gore their opponent. If they do so, they double the basic damage if they strikes (Internal damage is not doubled). While charging, the creature adds +20 to its Speed.

Other Details: Characters with this gift must have some form of protruding head attack, such as a horn or tusk, which they can utilize in an all-out charge against a foe.

Chattering with ...

Prerequisites: This gift is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This gift allows a character to speak to a specific type of creature, and to understand that creature's responses.

Other Details: This gift always targets a specific type of creature, such as Chattering with Butterflies or Chattering with Swans. When this gift is used, the speaking character speaks out loud using their own voice in a human language they already understand. The ability enables the creature(s) being addressed to comprehend the speaker's meaning. They may respond with whatever noises they are capable of making, and any character with this gift within hearing distance will understand what they are saying.

If the speaker somehow transforms into one of the creatures with whom they can converse, then their voice will be that of the creature form they assumed, and not a human voice. So, an Erdluite Dwarf that transforms into a butterfly will have the voice of a butterfly rather than that of a dwarf.

Clinging

Prerequisites: This gift is a natural ability (generally granted by a familiar). It cannot be learned

Description: Characters with this Gift gain the Move Mode of Cling.

Other Details: Clinging enables a character to climb up walls and across ceilings at a maximum Cling Speed equal to their Raw Speed minus 10.

Composing Music

Prerequisites: This gift can only be obtained by gaining a class that grants it.

Description: Characters with this Gift may create entirely new musical compositions.

Other Details: This Gift allows a character to forego purchasing or otherwise obtaining written Musical Scores. Instead, they may create their own original works. So, if a character with this Gift wishes to energize their performance with the effect of a Fiery Melody, they may write (or improvise) their own piece that does so.

Concealing Undersize Items

Prerequisites: This gift may be learned independent of any class with one month of training.

Description: This Gift enables a character to hide objects on their person that are small enough to reasonably be stashed in a pocket. For example, a small dagger could be hidden in a boot, lock-picks could be kept in the mouth, or the Ace of Spades stashed up a sleeve.

Other Details: If a character is searched, the searcher must make a Search Roll against a Threshold of 30 to find the hidden items. Failure indicates the items were overlooked.

Contortionism

Prerequisites: This gift may be learned independent of any class with one month of training.

Description: A character with this Gift gains an Edge whenever they need to contort their body in unusual ways. (See Contorting in The Rules Reference for details.)

Cursing in Foreign Languages

Prerequisites: This gift may be learned independent of any class with one month of training.

Description: Characters with this Gift instinctively pick up the local cuss words, slang expressions, and vile profanity of any population they visit. While this gift never allows them to find the outhouse, order pizza, or pick up beautiful women, it can provide a quick bar room brawl when things get boring.

Other Details: This gift provides an Edge on all Banding Words attempts when attempting to Taunt an opponent.

Gifts~D

Dancing

Prerequisites: This gift may be learned independent of any class with one month of training.

Description: A character with this Gift knows the steps used in square dances, bar shows, and high society balls. They can quickly learn new movements and combinations and often outshines those who instruct them in a short time.

Other Details: Any character with this gift that also has ranks in Playing Percussion Instruments may utilize tap dancing as if it were a percussion instrument. This ability can only be used when dancing with hard soles on a hard surface, however.

Further, in competitions involving dance, in which the Overlord deems it reasonable to incorporate it, the Dancing gift bestows an Edge on Conflict Rolls. For example, dancing may apply to a contest of wits between two rivals

vying for the favor of a local noble if that competition takes place at a formal ball that the noble is attending.

Day Vision

Prerequisites: This gift is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Day Vision refers to eyesight best adapted to the condition of bright light.

Other Details: Creatures with Day Vision can see only to a distance of 20 feet in Dim Light, and can see only 5 feet in Scant Light.

A day-sighted creature cannot also be dark or night-sighted, but may have Motion Sensitivity, Echolocation, or Heat Sense.

Day sighted creatures have a Drawback seeing in starlit conditions where Perception is involved and an Extreme Drawback to see in total darkness.

On the other hand, a day-sighted creature has extremely refined color-sensing capabilities able to detect subtle hue and shade differences between similar colors. Because of this, characters with Day Vision gains an Edge on all skills where perceiving colors is of benefit (such as Identifying Concoctions, Identifying Poisons, etc.)

The artwork and architecture of the day-sighted races celebrates the vast vivid ranges of color present in their world. Landscape paintings of purple-gray mountains, trees, and lakes are quite common as are portraits of heroes and loved ones. Their buildings tend to be painted inside and out and are decorated amply with various forms of colorful flora. Although shape and texture are important themes in the artwork of day-sighted races, they do not hold the prominence that is evident in the darker races. As such, the darker races view the artwork of the day-sighted races as unimaginative and amateurish.

It is not possible to have Day Vision along with any other basic vision type (e.g. Night Vision, Dark Vision, etc.) as the vision types are exclusive to one another. If a character somehow gains Day Vision through any means, magical or otherwise, they automatically forego their normal vision type as long as they possess it. (It is possible to combine it with weaker Sense types, though, such as Heat Sense.)

Dark Vision

Prerequisites: This gift is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Dark Vision refers to eyesight that is perfectly adapted to life in absolute darkness. The mechanism by which this works is that the eyes of a dark sighted creature actually give off a scant chemically generated ultra-violet glow, to which the eyes are super-sensitive.²¹ This means that a dark-sighted creature can see in darkness only when

the dim light given off by their eyes provides adequate illumination. For this reason, dark vision in absolute darkness is only effective to about 40 feet. In addition, a dark sighted creature cannot see in magical darkness, which blocks all light.

Other Details: A dark-sighted creature can easily see the glow of another pair of dark-sighted eyes to a range of about 160 feet. However, other forms of vision that are unable to detect ultra-violet light will be unable to do so. Creatures with Dark Vision are also able to see well in bright light.

However, dark sighted eyes are so highly adapted to the pitch black that they are completely colorblind. That is, a creature with dark sight sees the world purely in terms of various shades of gray. Thus, members of the dark-sighted races cannot distinguish a ruby from an emerald or a topaz from a sapphire. Nor can they discern a gold piece from a silver piece through color alone. As such, they usually rely on the coin's markings and, often, will bite down on gold coins. If the coin is true, their teeth will leave marks in the soft metal of gold. Because of their lack of color perception, characters with Dark Vision suffer from a Drawback on all skills where perceiving colors is of benefit (such as Identifying Concoctions, Identifying Poisons, etc.)

The artwork of the dark-sighted races is focused primarily on shape and texture. Where one race emphasizes flowing curves, another prefers sharp angular forms. An interest in highly refined sculpture predominates and patterns involving highly polished metal symbols embedded within natural stone backgrounds are common. Architecture generally exploits similar themes where polished marble offsets the dull texture of rough-hewn granite.

It is not possible to have Dark Vision along with any other vision type (e.g. Day Vision, Night Vision, etc.) as the vision types are exclusive to one another. If a character somehow gains Dark Vision through any means, magical or otherwise, they automatically forego their normal vision type as long as they possess it. (It is possible to combine it with weaker Sense types, though, such as Heat Sense.)

Deadly Aiming with ...

Prerequisites: This Gift can only be acquired by gaining a class that grants it. It cannot be learned otherwise.

Description: This Gift allows a character to gain additional Edge when they take particular care in using a Range Weapon to hit their target.

Other Details: The gift is always given for use with a particular type of Range Weapon. For example, a character may gain Deadly Aiming with Bows or Deadly Aiming with Throwing Daggers.

To use this ability, the character must take an additional Action above and beyond that they would normally take to carefully aim their Range Weapon. When they do so, the character gains an Edge on their next Attack with the weapon.

²¹ Despite it seeming to be somewhat contrived, Dark Vision with glowing eyes has an actual mythological basis. The ancient Egyptians believed that the eyes emitted their own rays that "sensed" the surrounding environment and permitted people to see.

Defending with ... Shield

Prerequisites: This gift can only be acquired by gaining a class that grants it. It cannot be learned otherwise.

Description: This gift provides training in the use of one or more types of shields above and beyond what most fighters know. The Gift name will specify the relative Size Category of the shields it applies to (Undersize, Proportional, and/or Oversize). So, a class may grant a character the Gift of Defending with Oversize Shield. In this case, the character has special training with shields having a Size Category that is one greater than their own. So, a Medium-size character with that Gift would gain benefits when using a Large Shield.

Affected Area: Self *Range:* 0

Duration: The gift may be used as long as the character participates in combat with a shield of the specified size.

Preparation: The combatant must possess a shield of the specified relative Size Category.

Other Details: A character who uses a shield of the specified Size Category gains an additional +1 on their shield's Cover Bonus. Further, the Speed Penalty of the shield is reduced by 5 (to a minimum of 0).

For example, suppose a Medium-size character with the Gift Defending with Oversize Shield uses a Large-size Shield, which is Oversize for Medium-size creatures. An Oversize Shield normally provides a +3 Cover Bonus and a -10 Speed Penalty. However, in this case, the character has a +4 Cover Bonus and a Speed Penalty of only -5 from their Large Shield.

Further, a character with this Gift has the ability to spend a Reaction to sacrifice a shield of the appropriate type they are currently using to entirely forego the damage of a single attack. To do so, the shield's Cover Bonus must have played a role in the Conflict Roll (for example, as an adjustment to the character's Defense). In doing so, the shield shatters, is cleft in two, or is otherwise sundered in such a way that repair is impossible. The player should narrate what happens: "As the orc swings his enormous axe down toward my head, I raise my shield in a desperate ploy to avoid disaster. My shield explodes into shards, sending splinters in all directions."

Desert Wisdom

Prerequisites: This gift can be learned independent of any class with one month of training.

Description: Desert Wisdom instructs its students in the grueling wilderness survival techniques demanded by a harsh desert environment. It gives them an edge in surviving within and traveling through any such environments, such as the Desert Wilderness environment described in The Overlord's Omnibus.

Other Details: Desert Wisdom grants an Edge on all Wilderness Survival Rolls dealing with desert conditions.

Divine Right

Prerequisites: This gift is a magical ability granted to a character by a deity. It cannot be learned.

Description: Monarchs are ordained by the gods with the right to rule over other mortals. This privilege, known as Divine Right, is granted to all royalty. As such, those with Divine Right have the esteem of the gods, any may petition the Fates to act in their favor in times of crisis.

Other Details: Three times per game session, the player of a character with Divine Right may influence fate. When a die roll goes against the story line that the player would like to see, they can use their Divine Right and force a re-roll. Note that this rule allows the player with this gift to re-roll any roll, including those of the Overlord or other player. If the re-rolled result is contrary to what another player having a character with Divine Right desires, that other player may use their Divine Right to force yet another re-roll (assuming they haven't all been used up in the game session). This may continue until all possible re-rolls have been used.

Finally, unused re-rolls cannot be carried over from one session to the next. They are either used or lost.

Gifts~E

Echolocation

Prerequisites: This gift is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Echolocation provides a creature with the layout of the surrounding environment. A creature uses this ability by first producing a very specific sound, such as a high-pitched squeak or click. The ears then detect the subtle variations in the sound's echoes that allow the creature to "sense" the objects and walls surrounding it. This sense extends to a range of 40 feet.

Other Details: Echolocation is not, technically, a type of "vision" since it does not involve the eyes. Rather, a large pair of sensitive ears is the primary requirement.

Empathic Bonding with ...

Prerequisites: This gift can only be acquired by gaining a class that grants it. It cannot be learned otherwise.

Description: A character with this gift is able to form an emotional bond with another creature of a specified type.

Affected Area: One creature *Setback Cost:* 1

Preparation: None. *Range:* 80 feet

Other Details: This Gift always specifies the creature type to which the character may bond (i.e. Empathic Bonding with Brownies, Empathic Bonding with Sprites, etc.) Assuming they are not already bonded to another creature, the character may attempt to bond with any appropriate creature they encounter. To do so, the character must succeed on a Charisma Check against a 20 Threshold.

Once bonded, each will sense any strong emotions experienced by the other, no matter the distance between them. In sensing these emotions, each can distinguish their own feelings from those of their partner. During such periods of extreme emotion, the bonded partner will also have an uncanny sense about which direction they need to travel to find their partner. Needless to say, empathic bonds are generally only formed between allies, although this is not always the case.

This bond does not extend across dimensions. But, if one or the other travels to another dimension, each will feel the other's absence until they return.

Normally, the bond lasts until one or the other dies. But, if the bonded creature is disrespected in any way, the bond will break forever. Thereafter, the character will have to wait 2 months before they can bond with another creature. A character can only have one empathic bond at a time.

Gifts~F

Faery Claw

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Faery Claw gives a character the ability to transform their hands into the vicious claws of a raptor.

Affected Area: Self *Setback Cost:* 1

Preparation: None. *Range:* 0

Duration: The character may retain claw-like hands indefinitely.

Other Details: When used in attacking, the claws act as a natural weapon and have an Attack Bonus equal to the character's Level plus Vigor. If the claws strike, they inflict damage according to their size (see below).

Depending on size, the claws have the characteristics listed on the Faery Claw Table.

Faery Claw Table

Size	Damage ☞	Parry Factor	Tempo
Ultratiny	1	4	4
Tiny	1	4	4
Small	3	4	4
Medium	4	4	4
Large	5	4	4
Great	6	4	4
Epic	7	4	4
Colossal	8	4	4
Astronomical	9	4	4

☞ Add Strength to the stated damage, as well as Internal Damage, where applicable.

Familiar Bonding

Prerequisites: This gift can only be acquired by gaining a class that grants it. It cannot be learned otherwise.

Description: Owls, bats, cats, and other Small or Tiny-sized animals act as spies, message-carriers and kindred spirits for many occultists and even a some scholars. These individuals recite special incantations that establish mental links between themselves and their familiars. This mental link remains unbroken as long as the familiar remains within one mile of its master. It allows the master to see through their familiar's eyes and to always know its location up to a mile away. In addition, familiars do not die due to old age (are essentially granted the Ageless gift). So, their natural life spans are extended to those of their masters.

Other Details: Animal familiars have the mental capacity of two year old children at best. They cannot follow lengthy or complex commands.

A full adult specimen of the selected familiar type must be of size Tiny or Small. The person must recite special incantations to initiate the mental link. It is assumed that the character has the opportunity to familiarize an animal of their choosing when they first obtain this gift. Thereafter, they will have to make special arrangements to obtain the requisite animals. In any case, the resulting bond gives the master additional benefits, depending on the type. (Several common familiar types, along with the benefits they provide, are listed at the end of this description.)

Hit Points and Fate Points are shared between master and familiar. Damage and Setback sustained by the familiar are felt by the master (albeit unseen), and visa-versa.²² Finally, because of the link between master and familiar, the master may spend their Guts points on Conflict Rolls involving the familiar. In essence, the familiar becomes an extension of the master in every way, rather than a mere pet or possession. As such, they share the both Guts and Glory Status. Because of this, a familiar dies only if its master dies, and visa versa. Unfortunately, if both master and familiar die, and the master is somehow resurrected, the familiar remains dead.

If both master and familiar are caught in the Affected Area of a spell or other effect, a single Conflict Roll is made for the pair. In these cases, the roll is handled as an Impeded Group Roll, as described under Group Conflict Rolls in The Rules Reference. In essence, the player chooses which of the two is the primary participant on the roll (which determines whose stats are factored into the roll). But, the roll is made with a Drawback. Any Damage and/or Setback in these cases is taken as if the pair is a single individual. But, any additional effects (such as Nausea, slowed Speed, etc.) fully affect both master and familiar.

The sensory forms listed in the examples below are those of the familiar. They are not conveyed directly to the master, other than through the mental link that allows the master to

²² According to Scandinavian folklore, a witch would sustain any wounds inflicted on their familiar, also known as a troll cat or troll ball.

peer through the familiar's eyes. To see through a familiar's eyes, the master must close their own and concentrate.

The familiar's other characteristics not already mentioned are unchanged. It is otherwise a creature like any other. It can perform any actions normal for its form, whose attributes and combat stats can be looked up in its corresponding description in one of the game's monster books. (If a specific description does not exist, fall back to the Critter descriptions found in The Tome of Terrors.)

All familiars start at the lowest Level listed for a creature of its type. However, it gains experience the same way the Avatars do: by participating in conflicts. When it does, it shares in the XP rewards like any other party member. As the familiar gains XP, it gains Levels like any other character. As it gains levels, it has the stats equivalent to the example for a creature of its type having the highest Level less than or equal to the familiar's own Level. (This means that, at some point, the creature's stats will max out when its Level exceeds that of the highest Level example.)

Note that no familiar can have a Size Category any larger than Small. So, wolves, bears, lions, and other sizable animals cannot be made into familiars.

If the familiar or its master casts a spell specifically stating it does not affect the caster, then neither of them is affected.

It is possible to familiarize some creatures that are not listed below. However, doing so requires additional lore to know how to accomplish the task. For example, some occultists risk familiarizing demonic imps. Doing so, however, requires Demon Lore. If a lore provides the opportunity to familiarize a special creature type, it will explicitly say so in its description.

Needless to say, the master must treat the mental link as a permanent Spellbinding when considering their Magic Limit. If the mental bond breaks for whatever reason, so is the Spellbinding. However, the familiar could be re-bonded if the required incantations are performed once again.

Common Familiar Types

Bat

Sensory Forms: Night Vision, Echolocation

Benefits: As long as they serve as a familiar, their master gains Resistance to Dreadful Effects and the Gift of Opportune Edge on Conflict Rolls involving Heart.

Bird, Diurnal (Falcon, Hawk, Raven)

Sensory Forms: Day Vision

Benefits: As long as they serve as a familiar, their master gains the Gift of Opportune Edge on Conflict Rolls involving Perception.

Bird, Nocturnal (Night Hawk, Owl)

Sensory Forms: Night Vision

Benefits: The familiar's master gains the Gift of Opportune Edge on Conflict Rolls involving Perception.

Cat

Sensory Forms: Night Vision, Motion Sensitivity

Benefits: As long as they serve as a familiar, their master gains the Gift of Opportune Edge on Conflict Rolls involving Agility.

Dog

Sensory Forms: Day Vision, Keen Smelling

Benefits: As long as they serve as a familiar, their master gains the Gift of Opportune Edge on Conflict Rolls involving Heart or Tracking.

Ferret / Fox / Otter / Weasel

Sensory Forms: Night Vision, Keen Smelling

Benefits: As long as they serve as a familiar, their master gains the Gift of Opportune Edge on Conflict Rolls involving Craftiness.

Hare

Sensory Forms: Day Vision

Benefits: As long as they serve as a familiar, their master gains the Gift of Opportune Speed.

Monkey

Sensory Forms: Day Vision

Benefits: As long as they serve as a familiar, their master gains the Gift of Opportune Edge on Conflict Rolls involving Craftiness or Athletics.

Rat

Sensory Forms: Night Vision

Benefits: As long as they serve as a familiar, their master gains Resistance to Malady Effects and the Gift of Opportune Edge on Conflict Rolls involving Toughness or Sneaking.

Serpent / Snake

Sensory Forms: Day Vision, Heat Sense, Keen Smelling

Benefits: As long as they serve as a familiar, their master gains Resistance to Entrancement Effects and the Gift of Opportune Edge on Conflict Rolls involving Sneaking or against Poison.

Tarantula

Sensory Forms: Heat Vision, Motion Sensitivity

Benefits: As long as they serve as a familiar, their master gains the Gifts of Clinging and Opportune Edge on Conflict Rolls against Poison.

Toad

Sensory Forms: Motion Sensitivity

Benefits: As long as they serve as a familiar, their master gains a +2 bonus on their Natural Ward and the Gift of Opportune Edge on Conflict Rolls against Poison.

Fantasia Beckoning

Prerequisites: This gift is a natural ability granted by a character's magical aptitude. It cannot be learned.

Description: A character with this gift has an exceptionally strong connection to the artistic muses.

Other Details: This gift gives characters access to classes oriented toward artistry and music, and to magical aspects of some skills (such as Artistry) that would otherwise be mundane. By learning Fantasia abilities, they can influence others with their haunting compositions or craft magical works of art.

Fast Talking

Prerequisites: This gift may be learned independent of any class with one month of training.

Description: Eloquent with speech, characters possessing this gift train in the techniques needed to stall for time.

Other Details: This gift can only be used when Bandyng Words where the negotiated stakes include the speaker's opponent discovering that the speaker is attempting to cheat them out of something valuable by delaying them.

Whenever the fast talker makes a Bandyng Words roll against their foe, handle the roll as normal, initially. That is, roll the d20, and, informed by the result, state what the fast talker says. However, if they say something that is almost, but not *quite*, comprehensible, give them an Edge. (Overlord's discretion) That is, roll *another* d20 and take the better result to determine how effective their words are. The Edges will continue as long as the speaker continues their thought-provoking gibberish.

First Aid

Prerequisites: This gift may be learned independent of any class with one month of training.

Description: Characters with this gift have specialized training in the art of dressing wounds.

Other Details: Characters with First Aid can dress wounds, apply healing balms, and generally tend to the immediate needs of critical injuries. The primary goal is to stabilize the health of injured characters so their conditions don't worsen before getting more in-depth medical treatment. The effects of First Aid depend on the type of injuries incurred, and are described under their various headings in the Character Conditions section of The Rules Reference.

Flinging Grapnel

Prerequisites: This gift may be learned independent of any class with one month of training.

Description: A character with this Gift gains an Edge on throwing grapnel. (See Throwing Grapnel in The Rules Reference for details.)

Florentine-Style Fencing

Prerequisites: This gift is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Florentine-Style Fencing is a fighting style focused on the best techniques of fluid attack and defense with a blade in each hand. It is a fencing proficiency that focuses on the use of a Proportional Sword in each hand, or a Proportional Sword in one hand and an Undersize Blade Weapon in the other. (See the Glossary in The Rules Reference for the exact meaning of these terms.) For example, a human fighter may wield a Cruciform Sword in each hand, or they may use a Rapier in the right hand and a Dagger in the left.

Duration: Indeterminate. The character may use a Florentine fighting style for as long as they wish.

Other Details: The benefits of using two weapons in this way are described under Dual Weapon Fighting in the Combat Rules in The Rules Reference.

Forgoing Damage with ...

Prerequisites: This Gift can only be acquired by gaining a class that grants it. It cannot be learned otherwise.

Description: This Gift allows a character to avoid inflicting damage when they take particular care in using a specific weapon.

Other Details: The gift is always given for use with a particular type of Entrapment Weapon. For example, a character may gain Forgoing Damage with Shepherd's Crooks or Forgoing Damage with Whips.

To use this ability, the player must state that they are avoiding delivering damage to their target prior to making their Attack Roll. If their attack strikes, the weapon delivers 0 Damage, but all of the weapon's other effects are imposed on the target as normal.

Gifts~G

Grassland Wisdom

Prerequisites: This gift can be learned independent of any class with one month of training.

Description: Grassland Wisdom provides a character with an education in wilderness survival in plains, savannas, and other grassland areas. It gives them an edge in surviving within and traveling through any such environments, such as the Plains Wilderness environment described in The Overlord's Omnibus.

Other Details: Grassland Wisdom grants an Edge on all Wilderness Survival Rolls dealing with grasslands.

Gifts~H

Haggling

Prerequisites: This gift may be learned independent of any class with two months of training.

Description: Characters possessing this gift train in the techniques needed to obtain good deals in trade negotiations.

Other Details: This gift can only be used when Bandyng Words where the negotiated stakes include the winner getting an unreasonably good deal on buying, selling, or bartering an item with the loser being unaware they were taken for a fool until it has a dramatically detrimental impact on a future conflict.

Whenever the haggler makes a Bandyng Words roll against their foe, handle the roll as normal, initially. That is, roll the d20, and, informed by the result, state what the haggler says. However, if they say something that is complimentary of the item they are selling, or derogatory of the item they are buying, give them an Edge. (Overlord's discretion) That is, roll *another* d20 and take the better result to determine how effective their words are. The Edges on subsequent rolls will continue only as long as the speaker keeps satisfying these conditions.

Half-Sword Fencing

Prerequisites: This gift is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Half-Sword Fencing is a gift that trains exclusively in proportional and oversize swords. It is a Medieval fencing style developed specifically to combat opponents wearing plate armor.

Duration: Indeterminate. The character may use this fighting style for as long as they wish.

Other Details: Plate has an exceptionally high Ward, but a “half-sword” thrusting attack aimed at the joints and spaces between plates is quite effective. Half Sword Fencing is a technique where the swordsman actually grips the blade of their sword. (Obviously, this can only be done while wearing sturdy gauntlets.) Often, the blade is gripped with the off-hand to provide extra leverage and support in a thrusting attack. At other times, the swordsman will use both hands to grip the blade and attack with the hilt as if wielding a hammer or mace. This fighting style demands both hands, so a combatant using it must forgo the use of a shield or buckler. The sword itself must also have a stiff blade, so puncture swords, such as small swords and rapiers, cannot be used with this fencing style.

A character's Attack Bonus when using this style equals their rank in an appropriate sword, plus Tempo and Vigor adjustments.

For example, Nick the Knight uses a Medium Longsword with this fighting style and has a Vigor of 5. Through much diligence, Nick attained 8th rank in Medium Longsword

(having a tempo of +4), giving them an overall Attack Bonus of +17 (8+5+4).

The big advantage of the style is the emphasis it places on multiple modes of attack using a single sword. The skill teaches how to better take advantage of three basic attack modes:

1. Cutting or Chopping attacks with the edge of the blade (the weapon's standard attack mode).
2. Blunt attacks delivered with the side of the blade or the hilt. These are known as “strikes”, and deliver Blunt Damage rather than the weapon's normal damage type.
3. “Half-sword” thrusting attacks supported with the off-hand gripping the blade. The off-hand guides the blade to a location between the plates of the opponent's armor, allowing the attack to circumvent the armor's Ward entirely. These attacks can only be delivered with pointed weapons against opponents with plate or plate-mail armor, and inflict Puncturing Damage.

A combatant using this fighting style may choose any one of these attack modes on any given attack.

Heat Sense

Prerequisites: This gift is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Heat Sense is the ability to sense infrared light. To creatures with Heat Sense, any object significantly warmer than its surrounding environment softly glows.

Other Details: Unfortunately, the heat of a single candle flame or the light of the sun easily overwhelms this sensitivity and renders it useless as long as it is present. So, it is not often helpful in brightly lit situations. Even so, it is exceptionally useful in the dark; the silhouette of an assassin skulking in a dark corner stands out like a beacon against a normal room-temperature background.

Heroic Bloodline

Prerequisites: This gift may only be granted by a character's Ancestry. It cannot be learned.

Description: A character with this Gift has a divine ancestor, which grants them improved mental or physical characteristics

Other Details: A character with this gift may add +1 to any single Basic Attribute of their choice (TN, ST, AG, CR, PC, HT, or IN). This choice must be made upon character generation and thereafter cannot be changed.

Since the bonus is an addition to the character's fundamental Baseline Attribute, and is not merely a magical bonus, it is also added to the Attribute's Baseline Damper. Thus, the character will still be able to raise their Attribute to be 3 more than the modified Baseline before they must expend additional Attribute Bonuses to do so. (See Basic Attributes in The Rules Reference for details.)

Holding Breath

Prerequisites: This gift can only be learned by gaining a class that grants it.

Description: This is a gift that is hard earned. The trades of some individuals necessitates they hold their breath for extended periods. One of the most famous examples of this ability is the unbelievable underwater constitution of pearl divers. Over the course of years, the lung capacities of these individuals slowly increases so that they can take deep breaths of air which sustain them for impressive periods.

Affected Area: Self. *Preparation:* None.

Other Details: Any character having this Gift is able to hold their breath for one minute without difficulty. Further, any such character is Highly Resistant against all Suffocating effects.

Holding Liquor

Prerequisites: This gift may be picked up by any humanoid character with one month's ... er ... training.

Description: Characters with this Gift cross swords with alcohol to a far greater degree than the average person. In doing so, they develop a Resistance to all Intoxicating effects.

Hollow from Behind

Prerequisites: This gift is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This gift allows sunlight to pass straight through a character's body when they face directly away from the sun. What this means is that, in direct sunlight, the character is invisible from behind. More importantly, though, the sunlight does the character no harm even if they are otherwise Highly Sensitive to it. This fact can prove to be a handy defense when one is unexpectedly caught outside at sunrise.

Other Details: A character can walk slowly and cautiously in this state to keep their back always sun-ward facing until they reach a shady location. However, participating in combat while retaining this orientation is virtually impossible. If a character insists on trying to do both at once, they suffer an Extreme Drawback on all Conflict Rolls involving combat.

This gift does not affect light sources other than sunlight. So, in a room lit entirely by candle-light, a character with this gift appears no different than anyone else. However, in circumstances where a mixture of sunlight and other light sources are present, the character appears ghostly from behind and quite solid from the front. In other words, the character has an eerie hollow appearance.

Hovering

Prerequisites: This gift is a natural ability granted by a character's race and lineage. It cannot be learned

Description: Characters with this Gift gain the Move Mode of Hover.

Other Details: Hovering enables a character to fly at a maximum Hovering Speed equal to their Raw Speed plus 10 and a minimum Hovering Speed of 0. In other words, Hovering allows a character to remain stationary in the air while flying.

For further details on how to handle Hovering flight, see Hovering Caveats in the Flying Limitations section of The Rules Reference.

Gifts~I

Immunity to ...

Prerequisites: This gift is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: A character with this gift is completely impervious to all repercussions of a specific type of effect, including Damage and/or Setback.

Other Details: The gift is always given with reference to one or more effect types. For example, a character may gain Immunity to Poisons, Immunity to Freezing Effects, or Immunity to Natural Weather.

Invisible Net

Prerequisites: This gift is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Invisible Net causes the targeted net to completely vanish from sight. In all other respects, the net is unaltered.

Action Time: 1 Action to cause a net to vanish. Actually attacking with the net requires a separate Assault Action.

Affected Area: One net *Range:* Touch.

Setback Cost: 2 per Round.

Duration: Heartfelt. The power lasts as long as the net is proximate to the caster, the caster is mindful of it, and the caster continues to expend its required Setback Cost every Round. While the magic is in effect, anyone other than the caster possessing the net must treat it as a magic item when considering their Magic Limit.

Preparation: The character must touch the net they wish to make disappear.

Conflict Rolls: If the attacker using the net is visible to the target, the target suffers from a Drawback (rather than the Extreme Drawback that would be warranted by invisibility if the aggressor themselves were completely unseen).

Other Details: The net may be wielded by anyone, using their own skill with the weapon.

Note that the magic of this gift makes the net truly invisible. Its magic is no mere illusion. So, Disbelief has no effect on it.

Gifts~J

Jousting

Prerequisites: This gift may be learned independent of any class with two months of training. However, the student must be at least 5th rank in Riding Equines, or Riding Equine-like Mounts.

Description: Jousting is the ability to pummel a mounted opponent while riding and utilizing melee weapons to knock them from their steed. It trains in the use of Proportional and Oversize Melee Weapons while mounted.

Duration: Instantaneous. *Range:* Melee.

Affected Area: One mounted individual.

Preparation: The jouster must be mounted and possess a melee weapon or polearm with which to attack.

Other Details: Since Jousting is used in mounted combat, in virtually all cases, a Jousting attack consists of a Riding roll of some sort followed by a weapon Attack Roll. These two rolls are chained together by having the Margin of the Riding roll feed directly into the Attack Roll.

If the jouster strikes an unmounted opponent, the weapon delivers damage normally. However, if they strike a mounted opponent, the weapon delivers basic damage as normal, but the Margin of the Attack Roll is not inflicted as Internal Damage. Instead, it is applied as Footing Setback. If either the target's Fate Points or Hit Points fall to zero as a consequence, the target falls off their mount.

Juggling

Prerequisites: This gift may be learned independent of any class with one month of training.

Description: Characters possessing this Gift can sustain several objects in the air simultaneously by catching them and tossing them sequentially. These entertainers truly seem magical as they apparently defy gravity with their skills.

Affected Area: At a minimum, a character with this Gift can Juggle three items at once. At most, the character can juggle a number of items equal to their Craftiness.

Duration: Indefinite. The performer may continue juggling as long as they like until the end of the current Scene.

Preparation: The character must either arrange the items to be juggled before themselves, or have them easily accessible on their person (such as knives in sheaths).

Conflict Rolls: Juggling can be useful in situations where attracting and keeping attention is important. For example, a juggler can aid an ally picking pockets in a crowd by distracting the audience. Whenever a person uses Juggling to distract the attention of one or more people, they suffer from a Drawback on any Conflict Rolls involving Perception.

Gifts~K

Keen Hearing

Prerequisites: This gift is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Characters with this gift have unusually sensitive ears.

Other Details: Characters with this gift gain an Edge on all Conflict Rolls that could be aided by the sense of hearing. This includes Searching rolls and Perception Checks to pick up on sounds.

Keen Smelling

Prerequisites: This gift is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Characters with this gift have unusually sensitive noses.

Other Details: Characters with this gift gain an Edge on all Conflict Rolls that could be aided by the sense of smell. This includes Tracking, Identifying Concoctions, Identifying Poisons, and Perception Checks to pick up on smells.

Gifts~L

Long Jumping

Prerequisites: This gift may be learned independent of any class with one month of training.

Description: Characters possessing this Gift gain an Edge on all Conflict Rolls involving jumping. (See Jumping in The Rules Reference for details.)

Gifts~M

Magic Sense

Prerequisites: This gift can only be acquired by gaining a class that grants it. It cannot be learned otherwise.

Description: Magic Sense allows a character to discern the magical aura surrounding spells, runes, and relics. When the character pauses and concentrates, they will see a faint aura emanating from any magic within plain sight.

Affected Area: Self. *Setback Cost:* 1

Duration: 1 Round *Range:* 40 feet

Preparation: None.

Other Details: No Conflict Roll is needed to succeed.

Marine Wisdom

Prerequisites: This gift can be learned independent of any class with one month of training.

Description: Marine Wisdom instructs its students in the grueling survival techniques demanded by water environments, including both fresh water and salt water. It gives them an edge in surviving within and traveling through any such environments, such as the various water-based Wilderness Challenge Scenarios described in The Overlord's Omnibus.

It also deals with the myriad bits of knowledge of how to sail a vessel across an ocean, including the arts of tying knots, hoisting sails, basic navigation, and the like. Buried within the lore are hidden nuggets of wisdom that have delivered many a sailor through puzzling trials. Much of the lore deals with the most urgent and pressing matters faced by sailors every day. The limericks can help guide a sea captain through shallow reefs and help them avoid some of the nastier sea monsters.

One of the most important issues dealt with Marine Wisdom is the topic of the weather. Although your character cannot touch a modern-day meteorologist in forecasting with this lore, it does provide some rules of thumb for them to live by. A character with Marine Wisdom may attempt to predict the weather in their immediate surroundings.

Other Details: Marine Wisdom grants an Edge on all Wilderness Survival rolls dealing with marine environments, including both salt-water and fresh-water.

Medieval-Style Fighting

Prerequisites: This gift is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Medieval-Style Fighting is a physically demanding fighting style used by combatants of the Middle Ages. It focuses on armed combat against well-armored opponents. The style allows the combatant to wield any two close combat weapons simultaneously, with the caveat that, at most, only one of which may be an Oversize weapon. Commonly, one of the two wielded weapons is a shield.

Ability Type: Lethal Force

Duration: Indeterminate. The character may use this fighting style for as long as they wish.

Other Details: If two weapons are wielded, the benefits of using two weapons in this way are described under Dual Weapon Fighting in the Combat Rules section of The Rules Reference.

Moss Weaving

Prerequisites: This gift is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Characters possessing this gift are able to use the Weaving skill to weave fresh green moss into a high quality felt-like cloth. The color of this moss felt ranges from bright green to dull brown.

Other Details: Anyone wearing a full suit of clothes or long cloak fashioned from moss gains an Edge when performing the skill of Rural Stealth.

Motion Sensitivity

Prerequisites: This gift is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Motion Sensitivity provides a keen visual awareness of all things moving. While the haphazard swirl of a fly buzzing around a trashcan in the alleyway across the street would be far beneath the notice of any normally sighted creature, a being with motion sensitivity would easily spot the flying insect. It is this sensitivity that allows a cat to find the meanderings of a goldfish endlessly fascinating and which draws the attention of a soaring hawk to the mad dash of a field mouse racing through the grass.

Other Details: Unfortunately, motion sensitivity comes at its own cost. Creatures that are sensitive to motion tend to naturally be insensitive to things that are immobile.

Any creature with motion sensitivity gets an Edge when sensing moving objects. Unfortunately, they also gain a Drawback to see anything stationary. So, a character with Motion Sensitivity gets an Edge when spotting sneaking characters when they move even slightly, even if that movement is nothing more than breathing. However, they suffer from a Drawback on spotting anything remaining completely still.

Mountain Wisdom

Prerequisites: This gift can be learned independent of any class with one month of training.

Description: Mountain Wisdom provides an education in wilderness survival in hilly and mountainous areas. With Mountain Wisdom, your character has a keen eye for spotting safe routes through jagged terrain and knows the best survival techniques when scaling cliffs and escarpments. It gives them an edge in surviving within and traveling through any such environments, such as the Mountain Wilderness environment described in The Overlord's Omnibus.

Other Details: Mountain Wisdom grants an Edge on all Wilderness Survival rolls dealing with mountain and hilly environments.

Mystical Beckoning

Prerequisites: This gift is a natural ability granted by a character's magical aptitude. It cannot be learned.

Description: Only characters with this gift are able to use mystical powers.

Other Details: Note that this is not the only prerequisite to use mystical powers. To do so, a character must also possess a soul, which implies they are mortal.

Gifts~N

Night Vision

Prerequisites: This gift is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Creatures with Night Vision have eyes that are adapted to seeing in the dark hours of the night under the stars.

Other Details: Like day-sighted creatures, a creature with Night Vision is blind in total darkness. However, night-sighted eyes can see perfectly to any distance in any area illuminated with Dim Light (equal to that of a clear moonlit night) and can see to a distance of 20 feet in Scant Light (equivalent to starlight on a moonless night).

A creature with Night Vision also sees well in brightly lit conditions, although they can see no further than a day sighted character in those cases.

Unfortunately, the ability to see at night has a cost. A night-sighted creature is totally colorblind at night and has limited ability to see colors in the day. In bright light, it can sense the basic colors of red, green, yellow, orange, blue, brown, and violet (as well as a nearly infinite range of gray).

However, it is incapable of sensing subtle variations of these hues. Thus, a member of a night-sighted race can distinguish a ruby from an emerald, but cannot distinguish a garnet from a ruby or a peridot from an emerald from color alone.

Because of this, characters with Night Vision neither gains an Edge nor suffers from a Drawback when using skills where perceiving colors is of benefit (such as Identifying Concoctions, Identifying Poisons, etc.)

The cultures of the night-sighted races produce artwork that is colorful but simple. Sweeping patterns containing two or three colors are common. Naturalistic paintings are less so, but are still reasonably prevalent. Such paintings tend to be primitives, where the leaves of trees and the petals of flowers are depicted with a single homogeneous color. Many of the night-sighted races are excellent weavers, expertly generating textiles with intricate patterns and a playful exploration of texture.

It is not possible to have Night Vision along with any other vision type (e.g. Day Vision, Dark Vision, etc.) as the vision types are exclusive to one another. If a character somehow gains Night Vision through any means, magical or otherwise, they automatically forego their normal vision

type as long as they possess it. (It is possible to combine it with weaker Sense types, though, such as Heat Sense.)

Noble Bearing

Prerequisites: This gift may only be granted by a character's Social Status. It cannot be learned.

Description: A character with this Gift conveys a sense of authority to anyone they talk to.

Other Details: Whenever a person with this gift attempts to use their Bandyng Words skill to Pry, they are entitled to an Edge on their Conflict Roll.

Gifts~O

Old-Style Fencing

Prerequisites: This gift is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Old-Style Fencing is the form from which the Florentine, French, German, Italian, and Spanish styles derive. It incorporates training in all sword types. The Old-Style itself is derived from earlier Medieval fighting styles that focused on using a single sword or a sword and shield, and was especially popular in England. It is a fairly brute-force technique relying heavily on the physical strength of the combatant. Practitioners of this style are limited to using a single proportional or oversize sword. If a shield is used when practicing this style, it must be an Undersize Shield.

Ability Type: Lethal Force

Duration: Indeterminate. The character may use this fighting style for as long as they wish.

Other Details: The character's Attack Bonus when using this fighting style equals their weapon rank rank plus Tempo and Vigor adjustments.

For example, Benny the Barbarian uses a Medium Longsword with this fighting style. Through much diligence, Benny attained 6th rank in Medium Longsword (having a Tempo of +4) and a Vigor of 3. Consequently, their Attack Bonus would equal +13 (6+3+4) when using Medium Longsword with this fighting style.

If an Undersized Shield is used in conjunction with a sword using this style, the combatant can coordinate their actions with both hands. This effectively increases the combatant's overall Parry by one.

The big advantage of the style is that it allows multiple modes of attack using a single sword. The skill teaches how to better take advantage of four basic attack modes, any of which may be used by the combatant:

1. Chopping attacks with the edge of the blade (with weapons that have an edge). For edged weapons, this attack mode delivers Chopping Damage.

2. Slicing attacks with the edge of the blade (with weapons that have an edge). This attack mode delivers Cutting Damage.

3. Striking attacks with the flat of the blade or hilt, which count as Blunt Damage.

4. Stabbing (or thrusting) attacks with the end of the blade (with weapons that are pointed). This attack mode delivers Puncturing Damage.

Being able to select which type of damage is delivered can be a significant benefit against creatures that are immune to one type or another. So, a swordsman may choose to exclusively use striking attacks on skeletons so that their damage always counts as Blunt Damage, circumventing their resistance to cutting attacks.

Occult Beckoning

Prerequisites: This gift is a natural ability granted by a character's magical aptitude. It cannot be learned.

Description: A character with this gift is capable of casting occult spells, or magic spells requiring the knowledge of one or more Occult Lore to learn.

Other Details: Not applicable

Opportune Edge on ...

Prerequisites: This gift is a natural ability (generally granted by a familiar). It cannot be learned.

Description: This gift is always limited to one or more Conflict Roll types. When a character must make a Conflict Roll of the stated type, they may gain an Edge on the roll, if desired. For example, a person may possess the gift Opportune Edge on Sneaking Rolls. In that case, whenever they make a Conflict Roll involving Sneaking, or one of the skills that default to Sneaking, they may opt to gain an Edge on that roll.

Setback Cost: The character sustains 2 Setback every Round the gift provides an Edge to a Conflict Roll. Note that this Setback Cost is only paid once on any given Round, even if the gift assists in multiple Conflict Rolls during that Round.

Other Details: The character can delay the decision as to whether they are going to take advantage of this gift's benefits until after initially rolling dice on a given Conflict Roll, in order to potentially improve the outcome after the fact.

Opportune Speed

Prerequisites: This gift is a natural ability (generally granted by a familiar). It cannot be learned.

Description: This gift gives the character a temporary Speed boost. When a character attempts to push themselves beyond their normal Speed, this gift allows them to move 10 feet further than they otherwise would be able to on a given Move action.

Setback Cost: The character sustains 2 Setback every Round the gift provides them with a Speed boost. Note that this Setback Cost is only paid once on any given Round, even if the gift assists in multiple Move actions during that Round.

Gifts~P

Pagan Beckoning

Prerequisites: This gift is a natural ability granted by a character's magical aptitude. It cannot be learned.

Description: A character with this gift is capable of casting pagan spells, or magic spells requiring the Pagan Disciplines of Fortune, Judgment, or Observance.

Other Details: To cast spells from a particular spell category, such as Battle, Healing, or Wrath, the character must somehow obtain the gifts associated with them (e.g. Casting Pagan Battle Spells, Casting Pagan Healing Spells, Casting Pagan Wrath Spells, etc.)

Paired Shooting

Prerequisites: This gift can only be obtained by gaining a class that grants it.

Description: This gift allow a character to fire two projectiles simultaneously, each targeting a different foe standing within 10 feet of one another. Such an attack is performed at the character's normal Attack Bonus with the weapon, but counts as an individual attacking a group (See Group Conflict Rolls in The Rules Reference for details). Note that this trick can only be used with shot weapons when loaded (knocked) with two projectiles. Note that this ability cannot be used with crossbows, unless the crossbow is specially made to fire two bolts simultaneously.

Palm Reading

Prerequisites: This gift may be learned independent of any class with one month of training.

Description: A character with this Gift knows the rules and superstitions surrounding the lines of the human palm. Supposedly, a person that is able to read palms can reveal a person's destiny. Sorrowfully, while palm readers can spot the onset of arthritis, they otherwise make woefully inaccurate predictions about the future. However, after conversing a short time with a customer, the palm reader can make perceptive guesses on what their attentive questioner wants to hear. In this way they make quick friends and big tips.

Other Details: While a palm reader examines a person's palm, they have an Edge on all Banding Words rolls involving manipulation with that person. To do so, the beguiler must have ample opportunity to talk, compliment, and persuade. This requires at least 15 minutes to accomplish.

Play by Ear

Prerequisites: This gift can only be obtained by gaining a class that grants it.

Description: Characters with this Gift may perform a piece of music after having heard it being performed.

Other Details: This Gift allows a character to forego purchasing or otherwise obtaining a written musical score for compositions that they have personally heard.

Pontificating

Prerequisites: This gift may be learned independent of any class with one month of training.

Description: A character with this gift has memorized a religious phrase for just about any occasion. If they want to justify some action or silence an opponent debating with them, they may resort to this tact. Since the phrase may be taken out of context, its meaning can be easily warped to suit the speaker's desires. Any religious follower unschooled in the finer points of theology can be manipulated by the proffered doctrine. Whether a speaker resorts to the hypocrisy of abusing their own religion's holy texts for personal gain, though, is purely up to the individual. Certainly not all those using this gift do so.

Other Details: This gift applies whenever the pontificator uses sacred doctrine to sway a follower of their faith. In this case, they are entitled to an Edge on their Bandyng Words rolls.

Pressing Advantage with ...

Prerequisites: This gift can only be obtained by gaining a class that grants it.

Description: This gift gives the practitioner techniques that enable them to take advantage of slight openings to slightly increase their attacking performance.

Other Details: This gift is always limited to a single melee weapon type. For example, a person may possess the gift Pressing Advantage with Swords. When such a person wields a weapon of the appropriate type, their Tempo with that weapon increases by 2 points whenever they have an Edge with it. However, this benefit is not cumulative. A second Edge does not increase the bonus to +4.

Gifts~Q

Quick-Drawing with ...

Prerequisites: This gift can only be obtained by gaining a class that grants it.

Description: Characters with this Gift can draw their weapon without expending an Action or Reaction. That is, it costs them nothing to unsheathe a weapon.

Other Details: The gift is always given for use with a particular type of weapon. For example, a character may gain Quick-Drawing with Crossbows or Quick-Drawing with Swords.

Assuming they are conscious and capable of drawing their weapon, a character with this Gift has the benefit of a quick-drawn weapon's Parry against all of the attacks of the first Round, even if they are Surprised.

A weapon may be quick drawn only if it is At Hand. That is, it is in a sheath at the character's side, slung over a shoulder, or otherwise available to be readied at a moment's notice.

Gifts~R

Raising Morale

Prerequisites: This gift may be learned independent of any class with one month of training.

Description: Eloquent with speech, characters possessing this gift train in the techniques needed to lift the spirits and morale of companions.

Other Details: Whenever a person with this gift attempts to use Bandyng Words, they are entitled to an Edge on any Conflict Roll in which they are attempting to rally their allies.

Rapid Mending

Prerequisites: This gift is a magical ability gained at birth. It cannot be learned.

Description: Characters with this gift heals broken bones and severe physical handicaps at an accelerated rate.

Other Details: Broken bones will set themselves and be fully mended in one week. Even if a character is physically maimed, their body will restore itself to proper health in short order. The Conflict Roll penalties of a maiming will lessen by one point per week of rest until fully healed. At this point, all other effects caused by the maiming, if any, will have been rectified.

Reading and Writing ...

Prerequisites: The ability to read and write using a single alphabet may be learned independent of any class with one month of training.

Description: This gift gives a character the ability to read and write using a specific writing system.

Other Details: Although most people read and write in today's society, only lucky individuals learned this in ancient times. Therefore, written messages may seem like scribbling to many characters even though the people playing them are quite literate.

Sometimes, this Gift is gained for a specific alphabet, such as Reading and Writing Nordic Runes. (Note that ciphers of various writing systems can be found in The Codex of Cultures for groups that want to add a touch of authenticity to the game.)

The Reading and Writing Table details the writing system most commonly used for a given language. Note that some languages use more than one writing system.

The Occult Script writing system may also be learned by gaining this Gift. However, Occultists are particularly secretive concerning this writing style. Typically, Occult Script can only be learned by gaining a class that specifically teaches it. However, it may be learned otherwise if a rebellious instructor is available to teach it, or a text is found describing it. (The symbols used in The Occult Script writing system can be found in The Oculus of Occultism.)

The level of understanding imbued by this gift is limited to translating sounds to and from written text and providing a very crude understanding of what is written.²³ However, this gift does not, in itself, make a character sufficiently fluent in any particular language to carry on a conversation (for that, you need one of the Speaking.... gifts). So, if a character can read the script in which a message is written, but cannot speak its language, translating the script will be arduous at best.

For example, the English text of this book is written using the Latin alphabet. French and Spanish are also written using the Latin alphabet. So, an English speaker that does not know French or Spanish will probably do a passable job of sounding out sentences written in French or Spanish. And, since languages that share a writing system often have similar words, they could take a reasonable stab at guessing their meaning. But, that doesn't mean they could carry on a conversation in French or Spanish just because they know how to sound out Latin letters.

During play, we can increase immersion by simulating this experience using cipher tables. So, the Overlord may hand out messages written in Cuneiform, Hieroglyphics, Nordic Runes, or any of the other various scripts provided in the game. These are actually just English messages to which a cipher has been applied. That way, the messages look like

the authentic writing of a particular culture, but players aren't actually expected to learn any new languages to read them. In game terms, any player whose character can read and write using a given writing script is allowed to decipher the messages written in that script to glean their meaning using the various cipher tables provided throughout the game.

Reading and Writing Table

Alphabets	Languages
Arabic Script	Arabic; Persian; sometimes Egyptian
Aramaic Script	Aramaic; Hebrew
Coptic Script	Egyptian
Cuneiform	Aramaic; Persian
Cyrillic Script	Slavic; sometimes Persian
Gothic Script	Germanic, Latin, Old English
Greek Script	Egyptian; Gaulish; Greek; sometimes Latin
Hebrew Script	Hebrew
Hieroglyphics	Egyptian
Latin Script ²⁴	Gaelic; Germanic; High Latin; Old English; Romance
Nordic Runes	Germanic
Oghamic Script	Brittonic; Gaelic

Reading and Writing an Archaic Script

Prerequisites: This gift may be learned independent of any class with two months of training. (Note that the instructor must be fluent in the script as well, which can be quite rare with archaic languages.)

Description: This gift enables a character to read and write using a single ancient alphabet that has fallen out of use but was once common in the game world.

Other Details: The Overlord has control over what archaic languages exist in their world.²⁵ The choice of the specific alphabet that the character learns by gaining this gift is up to the player.

This gift only allows a character to learn an "archaic" script. That is, a dead alphabet from a culture that faded out long

23 For game simplicity, if a character can read and write using a given alphabet, it is assumed they can glean the gist of any content written with that alphabet. So, there is an admittedly unrealistic disconnect in the game between spoken words and written words.

24 Note that the Latin script has no cipher table, since you wouldn't be able to read the words you are reading right now without already knowing it. In other words, English text uses the Latin alphabet.

25 For those playing in the world of Zyx, the archaic scripts are: Arabic, Cuneiform, Gothic, Hebrew, and Hieroglyphics.

ago. It does not allow them to learn a language commonly used in the game world during the time in which the character finds themselves. (For that, you need the gift [Reading and Writing a Common Language](#).)

The ability to read and write a script does not automatically convey the ability to speak in any specific language.

Reading and Writing a Common Script

Prerequisites: This gift may be learned independent of any class with two months of training.

Description: A character with this gift can read and write using a single commonly-used alphabet. Thus, a character with this gift may comprehend most phrases written with it.

Other Details: Every time this gift is “regained” in picking up a new class, the character learns the basics of a new common script.

This Gift only allows a character to learn a “common” alphabet²⁶. That is, an alphabet currently in popular use in the game world. It does not allow them to learn the archaic script of a long dead culture. (For that, you need the gift [Reading and Writing an Archaic Language](#).)

The ability to read and write using a script does not automatically convey the ability to speak any specific language. For that, you need the Gift of [Speaking ...](#) in a language.

Reading Lips

Prerequisites: This gift may be learned independent of any class with one month of training.

Description: A character with this gift can understand a speaker's words without actually hearing them, provided they have a clear view of their lips.

Other Details: This gift confers no ability to understand languages other than those already known by the lip reader.

Reconnoitering

Prerequisites: This gift may be learned independent of any class with one month of training.

Description: Characters with this gift have special training on how military fortifications are organized and how to avoid being spotted by regular patrols. As such, any time a character with this gift is within a military installation or in an area that they know has regular patrols, they gain an Edge on all [Sneaking](#) rolls (including [Urban Stealth](#) and [Rural Stealth](#)).

Reduced Encumbrance in ...

Prerequisites: This gift can only be obtained by gaining a class that grants it.

Description: Characters with this gift train extensively in a specific armor type. This training reduces the Encumbrance Values for these armor types by one point. (See [Body Armor](#) in the [Equipment](#) section for the various Armor types.) Any class possessing this gift lists the types of armor to which it applies (e.g. [Reduced Encumbrance in Mail Armor](#)).

Other Details: Note that this Gift does not stack. That is, if a character has both the Gift of [Reduced Encumbrance in Mail Armor](#) and [Reduced Encumbrance in Viking Armor](#), the character gains the benefit of only one of them when wearing Viking Armor, even though Viking Armor is a type of Mail armor.

There are a few other details to note concerning some of the different types of armor:

[Reduced Encumbrance in Mail Armor](#)

Mail Armor refers to any armor suit that includes a Mail Shirt (a [Hauberk](#) or [Haubergeon](#)) either long or short-sleeved, fashioned from Chain-Mail or Banded armor and which lacks a breastplate. These include full suits of Banded or Chain-Mail armor, as well as Celtic and Viking Armor suits.

[Reduced Encumbrance in Plate Armor](#)

Plate Armor refers to any armor suit that includes a plate breastplate and helm, and which has mail or plate pieces covering the arms and legs. These include full Plate armor as well as Plate-Mail and [Mail and Breastplate](#) armor.

Regeneration

Prerequisites: This gift is a magical ability granted to a character by a deity. It cannot be learned.

Description: Characters with this gift heal at a remarkable rate.

Other Details: Hit points lost due to physical damage are regained at a rate of one point per hour of rest.

Ricocheting

Prerequisites: This gift can only be obtained by gaining a class that grants it.

Description: This gift allow a character to bounce a projectile off of a smooth brick, stone, or metal surface to strike an otherwise inaccessible target. The wall the projectile ricochets off of must be hard and relatively smooth, such as a wall or ceiling of brick or worked stone, (Natural cave walls and cliff faces are too rough to allow a marksman to reasonably predict how the projectile will bounce off them.) Under these conditions, the character has their normal Attack Bonus with the Range Weapon used.

²⁶ For those playing in the world of Zyx, the common scripts are: Aramaic, Coptic, Cyrillic, Greek, Latin, Nordic Runes, and Oghamic.

Royal Bearing

Prerequisites: This gift may only be granted by a character's Social Status. It cannot be learned.

Description: A character with this Gift conveys a sense of superiority and barely subdued danger to anyone listening.

Other Details: Whenever a person with this gift attempts to use Bandyng Words to intimidate, they are entitled to an Edge on their Conflict Roll.

Gifts~S

Scaling

Prerequisites: This gift may be learned independent of any class with one month of training.

Description: A character with this Gift gains an Edge whenever they climb any surface. (See Climbing in The Rules Reference for details.)

Semi-Divine Bloodline

Prerequisites: This gift may only be granted by a character's Ancestry. It cannot be learned.

Description: A character with this Gift has a divine parent, which grants them improved mental or physical characteristics

Other Details: A character with this gift may add +2 to any single Baseline Attribute (TN, ST, AG, CR, PC, HT, or IN). This choice must be made upon character generation and thereafter cannot be changed.

Since the bonus is an addition to the character's fundamental Baseline Attribute, and is not merely a magical bonus, it is also added to the Attribute's Baseline Damper. Thus, the character will still be able to raise their Attribute to be 3 more than the modified Baseline before they must expend additional Attribute Bonuses to do so. (See Basic Attributes in The Rules Reference for details.)

Semi-Divine Mending

Prerequisites: This gift is a magical ability granted to a character by a deity. It cannot be learned.

Description: Characters with this gift heals broken bones and severe physical handicaps at a nearly god-like rate. Broken bones will set themselves and be fully mended in one day. Even if a character is physically maimed, their body will restore itself to proper health within a week.

Other Details: The Conflict Roll penalties of a maiming will lessen by one point per day of rest until fully healed. At this point, all other effects caused by the maiming, if any, will have been rectified.

Semi-Divine Regeneration

Prerequisites: This gift is a magical ability granted to a character by a deity. It cannot be learned.

Description: Characters with this gift heal at a nearly god-like rate.

Other Details: Hit points lost due to physical damage are regained at a rate of one point per five minutes of rest.

Shield Formation

Prerequisites: This gift can only be acquired by gaining a class that grants it. It cannot be learned otherwise.

Description: Shield Formation enables a fighter to use their own shield to help protect a neighboring comrade.

Other Details: Only shields that are proportional or oversize to the sheltered neighbor may be used in this fashion. A proportional shield provides a +1 defensive bonus while an oversize or larger shield provides a bonus of +2. The companion must maintain a position next to the fighter's shield arm and must face in the same general direction. Any deviation from this formation means the companion loses this defensive benefit.

Sign Language

Prerequisites: This gift may be learned independent of any class with one month of training.

Description: A character with this gift can quietly communicate with other "signers" through hand signals.

Other Details: Many dialects of sign language exist, but a character knowing one dialect can easily pick up others in a single day, if they have a tutor.

Sleepless

Prerequisites: This gift is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Characters with this gift have no need for sleep. Further, they are immune to all effects that induce sleep, magical or otherwise.

Other Details: Not applicable

Sniping with ...

Prerequisites: This Gift may be learned independent of any class with one month of training.

Description: This Gift allows a character to gain an Extreme Edge on their Attack Roll when they take particular care in using a range weapon to hit a target that is moving in a predictable fashion.

Other Details: The Gift is always given for use with a particular type of Range Weapon. For example, a character may gain Sniping with Bows or Sniping with Throwing Daggers.

Sniping can only be used against stationary targets or targets with slow, predictable movement. It cannot be used against an opponent actively engaged in melee. Such targets are almost always either Surprised or bound in some fashion.

To use this ability, the character must take an additional Action above and beyond what is normally required in using their Range Weapon. When they do so, the character gains an Extreme Edge on their next Attack.

Speaking ...

Prerequisites: Speaking a single language may be learned independent of any class with two months of training. (Note that the instructor must be fluent in the language as well, which can be quite rare with dead languages.)

Description: This gift enables a character to speak a single specified language.

Other Details: This Gift always specifies the language that the character learns. So, it may be granted as Speaking Arabic, or Speaking Germanic.

The ability to speak a language does not automatically convey the ability to read and write that language.

Since the real world has an over-abundance of languages, the game treats entire language groups as individual languages. So, this Gift actually grants the ability to speak any language within a language group. The various language groups within the game are listed on the Languages Table. So, if a character knows the Germanic language, they can readily communicate with any character speaking any of the languages listed in that group.

Languages Table

Language (Group)	Incorporates Real-World Languages
Ancient Egyptian	Ancient Egyptian
Arabic	Arabic, Berber, Kurdish, Turkish
Aramaic	Aramaic
Arcanum	None ²⁷
Brittonic	Breton, Cornish, Welsh
Coptic	Modern Egyptian
Gaelic	Irish, Scottish, Manx
Gaulish	Gaulish
Germanic	Finnish, Gothic, Icelandic, Old Danish, Old High German, Old Norse
Greek	Greek
Hebrew	Hebrew; Yiddish
High Latin	High Latin - as opposed to Romance (Vulgar Latin)
Old English	Old English
Persian	Old Persian, Middle Persian, Modern Persian
Romance (aka. Vulgar Latin)	French, Italian, Portuguese, Spanish (all derived from Vulgar Latin)
Slavic	Macedonian, Polish, Romanian, Russian, Ukrainian, Serbian

²⁷ Also known as Proto, Arcanum is the universal language spoken by early man before splitting into myriad dialects after the mythological fall of the Tower of Babel. The game adopts Arcanum as the language of spell-casting.

Speaking an Archaic Language

Prerequisites: This gift may be learned independent of any class with two months of training. (Note that the instructor must be fluent in the language as well, which can be quite rare with dead languages.)

Description: This gift enables a character to speak a single ancient language that has fallen out of use but was once common in the game world.

Other Details: The Overlord has control over what archaic languages exist in their world.²⁸ The choice of the specific language that the character learns by gaining this gift is up to the player.

This gift only allows a character to learn an “archaic” language. That is, a dead language from a culture that faded out long ago. It does not allow them to learn a language commonly spoken in the game world during the time in which the character finds themselves. (For that, you need the gift [Speaking a Common Language](#).)

The ability to speak a language does not automatically convey the ability to read and write that language.

Speaking a Common Language

Prerequisites: This gift may be learned independent of any class with two months of training.

Description: A character with this gift is able to obtain a working vocabulary in one common tongue. Thus, a character with this gift may understand most sentences and phrases in a language after totally devoting two months to learning it.

Other Details: If a character remains abroad, they will be able to fluently converse with the inhabitants within a year. Of course, only intense study can wipe all traces of accent from the character's speech. Every time the gift is “regained” in picking up a new class, the character learns the basics of a new common language (although they retain a heavy accent).

This Gift only allows a character to learn a “common” language²⁹. That is, a language currently in popular use in the game world. It does not allow them to learn the archaic language of a long dead culture. (For that, you need the gift [Speaking an Archaic Language](#).) Note that all characters start out knowing the common native tongue of their land of origin.

The ability to speak a language does not automatically convey the ability to read and write that language. For that, you need the Gift of [Reading and Writing ...](#) in a writing system common to that language.

Superb Balancing

Prerequisites: This gift can only be obtained by gaining a class that grants it.

Description: A character with this gift has developed an unusually high sense of balance. When necessary, they can easily remain standing on a narrow ledge or cross a chasm bridged by a narrow log.

Other Details: When in combat, the extensive balancing training gives a character with this Gift a bonus of +2 on their Defense. Unfortunately, a character cannot use this gift when encumbered by armor or shield. Likewise, wielding any oversize weapon negates the effectiveness of this gift.

Swampland Wisdom

Prerequisites: This gift can be learned independent of any class with one month of training.

Description: [Swampland Wisdom](#) provides your character with an education in wilderness survival in marshes, bogs, and swamps. They have a keen eye for spotting quicksand, swamp gas and other hazards of the area and has an excellent survival instinct when traveling in this dangerous environment. It gives them an edge in surviving within and traveling through any such environments, such as the [Swamp Wilderness](#) environment described in [The Overlord's Omnibus](#).

Other Details: [Swampland Wisdom](#) grants an Edge on all [Wilderness Survival](#) rolls dealing with swamps and marshy environments.

Swimming

Prerequisites: This gift may be learned by anyone with one week's training, provided the trainer already possesses this gift.

Description: It is assumed that all heroes know how to swim, to some degree. An [Athletics](#) roll can be used in any conflict where swimming is involved (see [Athletics](#) in [The Rules Reference](#) for details). Characters with this gift, though, are quite experienced swimmers, and gain an Edge on all Conflict Rolls involving movement in water.

Other Details: Although characters with this gift can never out-race sharks, they can stroke their way through the waves faster than most land dwelling swimmers. In fact, a person with this gift can swim at a rate of 10 less than their normal Speed (to a minimum of 5), assuming they wear no encumbering armor. Characters lacking this gift, or which are encumbered by armor are limited to Creeping (Speed of 5).

All movements of water-bound characters are severely slowed. If combat is attempted, all Conflict Rolls involving combat suffer from an Extreme Drawback. This Drawback is not applied to any creature native to a watery realm (i.e. mermaids, barracudas, etc.).

²⁸ For those playing in the world of Zyx, the archaic languages are: Ancient Egyptian, Arabic, Arcanum, Hebrew, and High Latin.

²⁹ For those playing in the world of Zyx, the common languages are: Aramaic, Brittonic, Coptic, Gaelic, Gaulish, Germanic, Greek, Old English, Persian, Romance, and Slavic.

A character may swim long distances depending on their endurance. For every quarter mile swum by a character, they must make a Toughness Check. The first quarter mile is made against a Threshold of 10. The second is against a Threshold of 11. The third is against a Threshold of 12, etc. On the first failed check, roll percentile dice to determine the fraction of the quarter mile actually swum by the character before they must stop from exhaustion.

Calm water poses little threat to a character with the Gift of Swimming. However, even an Olympic swimmer would soon drown if they tried the breaststroke armored in plate-mail. No character can swim encumbered by armor or heavy equipment. In fact, even skilled swimmers find it difficult to keep their heads above water when encumbered by only their clothes.

Sword Throwing

Prerequisites: This gift may be learned independent of any class with one month of training.

Description: Once per Scene, this gift allows a character to throw their sword in a controlled manner up to a distance of 40 feet. (This is intended as a bit of occasional dramatic flair, not as a primary attack mode.)

Other Details: The Attack Bonus when throwing a sword equals the character's normal rank in the weapon plus Acumen Adjustments.

Gifts~T

Taunting

Prerequisites: This gift may be learned independent of any class with one month of training.

Description: Eloquent with speech, characters possessing this gift train in the techniques needed to infuriate those listening with jeers and insults.

Other Details: This gift can only be used in Banding Words contests where the negotiated stakes include the target being mocked into physically attacking the speaker against their better judgment. (See Mocking under Banding Words in The Rules Reference for details of how these contests play out.)

Whenever the taunter makes Banding Words rolls against their foe, handle them as normal, initially. That is, roll the d20, and, informed by the result, state what the taunter says. However, if they say something that is *grossly* demeaning of their opponent, (Overlord's discretion) give the taunter an Edge. That is, roll *another* d20 and take the better result to determine how effective their words are. Success indicates the target must escalate the conflict to physical force, and must initially attack the speaker. After combat is engaged, though, the target may defend itself and attack as it deems best to win the battle.

Once the target escalates to physical violence, further Tauntings are ineffective.

Tightrope Walking

Prerequisites: This gift may be learned independent of any class with one month of training.

Description: This Gift grants an Edge on any Balancing rolls when walking across a tightrope.

Tommy-Knocking

Prerequisites: This gift is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: A number of mine-dwelling faery races are known to hammer on rock walls with their picks for hours on end without making the slightest bit of headway in producing ore. This is known as Tommy-Knocking. In actuality, Tommy-Knocking is a long-distance means of communication, similar to modern-day Morse Code.

Other Details: The knocking sounds produced can travel for up to 5 miles through solid rock. To do so, they must place their ear on a stone wall carved directly in bedrock. If the stone has a high content of metal ore, the sound is magically amplified and can be heard from twice the normal distance. This property is often used to great effect by miners trying to locate ore veins.

Tumbling

Prerequisites: This gift may be learned independent of any class with one month of training.

Description: A character with this gift has trained their reflexes to react quickly when falling. These reflexes often save a character from extensive injuries when falling from tightropes, covered pits, and high balconies.

Other Details: The first 20 feet in any fall causes no damage to a character with Tumbling. Thus, a tumbler falling 50 feet takes damage for only a 30 foot fall.

Gifts~U

Uncanny Scrambling

Prerequisites: This gift can only be acquired by gaining a class that grants it. It cannot be learned otherwise.

Description: A character with this Gift has a remarkably adroit ability to twist, dodge, and wind their way through chaotic melee situations.

Other Details: Any time a character with this Gift is targeted by a Reaction Attack, they gain an Edge on the roll.

Underworld Wisdom

Prerequisites: This gift can be learned independent of any class with one month of training.

Description: Underworld Wisdom provides your character with an education in wilderness survival in caves, caverns, abandoned mines, and other subterranean settings. They have a keen eye for spotting common hazards of the underground and has an excellent survival instinct when traveling in this dangerous environment. It gives them an edge in surviving within and traveling through any such environments, such as the Underworld Wilderness environment described in The Overlord's Omnibus.

Other Details: Underworld Wisdom grants an Edge on all Wilderness Survival rolls dealing with caves and other underworld environments.

Gifts~V

Virtuoso with ...

Prerequisites: This gift can only be acquired by gaining a class that grants it or through a character's race and lineage. It cannot be learned otherwise.

Description: A virtuoso is a person that is accomplished in a particular musical instrument, or in voice.

Other Details: This gift is often tied specifically to a particular instrument when granted (such as Virtuoso with Fiddle). When this is done, the character has no choice in the instrument they must select as a virtuoso instrument. However, this gift is sometimes granted as Virtuoso an instrument of their choice. In that case, the player may select an instrument (or voice) of their choice in which their character may become superbly talented. One additional instrument may be selected every time the Virtuoso gift is earned. Taking the same instrument twice has no additional benefits over selecting it once. Further, the Virtuoso benefit can only be applied once to any given score, even if it is being performed by multiple instruments in which the performer(s) are Virtuosos.

This gift can potentially grant the musician an Edge when using some musical skill (e.g. any skill defaulting to the Music skill). To gain this Edge, they must play an instrument in which they are a Virtuoso, and that instrument must have a Quality Level at least as high as the Skill Rank at which they are performing. They may perform at a lower Skill Rank than they are entitled to if desired, in order to gain the Edge that a lower Quality Level instrument would provide.

For example, Michael the Maestro is a Virtuoso with Fiddle, and he is playing their beloved violin in their rendition of Toe Tapping Tune. Michael is 8th rank in Playing String Instruments. Unfortunately, their violin is only 6th Quality Level. In order to gain the Edge that being a Virtuoso with Fiddle allows, Michael's skill rank is limited by the Fiddle's Quality Level. Thus, he gains the Edge only if he plays the

violin at 6th skill rank or less. He may, instead, opt to perform at their full Skill Rank, but forgoes the Edge their high-quality violin would otherwise give him.

If a character is a Virtuoso with Singing, assume the Quality Level of their voice equals their own Quality Level.

Gifts~W

Water Breathing

Prerequisites: This gift is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This gift allows a character to breathe water.

Other Details: It is assumed that all avatars with this gift can also breathe air. If a water-breathing monster cannot breathe air, its description will explicitly say so.

If a water-breathing creature has the ability of speech, then it is assumed that it can speak under water as well.

Water Walking

Prerequisites: This gift is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: A character with this gift is able to walk across the surface of water as easily as if it were land. They do not necessarily have to do so, though. If a water walking character chooses, they may submerge themselves by slowly sinking beneath the water's surface. Or, conversely, a submerged character with this gift may choose to begin water walking, in which case they will slowly rise from the water's rippling surface. As they do so, the water covering their body beads up and falls away, leaving them and their clothing perfectly dry.

Other Details: This gift does not, in itself, bestow the gift of Swimming. But, for obvious reasons, the gift of Swimming often accompanies the Water Walking gift.

Wilderness Wisdom

Prerequisites: This gift can only be acquired by gaining a class that grants it. It cannot be learned otherwise.

Description: Wilderness Wisdom provides an education in how to live off the land in the wilderness of virtually any climate and habitat. Further, the student of Wilderness Wisdom understands the interwoven dependencies the wild creatures have with their environments. It gives them an edge in surviving within and traveling through any such environments, such as the myriad Wilderness environments described in The Overlord's Omnibus.

Other Details: The student of Wilderness Wisdom learns of the many creatures that populate the wilderness and can identify most of them by their tracks and mating calls. Any character with this lore hearing the chirp, roar, or snort or seeing the claw print or hoof print of a creature may attempt to identify the species that produced it.

Wilderness Wisdom grants an Edge on all Wilderness Survival rolls. This bonus can potentially stack with other bonuses granted by other Gifts intended for travel through specific environments (such as Arctic Wisdom, Mountain Wisdom, Swampland Wisdom, Woodland Wisdom, etc.)

Woodland Wisdom

Prerequisites: This gift can be learned independent of any class with one month of training.

Description: Woodland Wisdom provides an education in wilderness survival in forests, jungles, and other wooded areas. It gives them an edge in surviving within and traveling through any such environments, such as the Forest Wilderness and Jungle Wilderness environments described in The Overlord's Omnibus.

Other Details: Woodland Wisdom gains an Edge on all Wilderness Survival rolls dealing with forest and jungle environments.

Skill Domains

Skills are abilities in which a character may gain ranks, or higher and higher degrees of proficiency, by spending Experience Points (XP). Skill Domains are categories of skills. There are eight Skill Domains in Mythmagica: Academic, Eldritch, Fantasia, Martial, Mystic, Occult, Pagan, and Trade.

A number of skills in Mythmagica are very broad in their applicability. Other skills are far more narrow in scope, and are specializations of other, broader skills. A skill that is a specialization of a broader skill is known as a Derived Skill. Skills that aren't specializations of other skills are called Root Skills.

A handful of Root Skills are so ubiquitous in society that all sentient characters are assumed to possess them. These skills are: Ballistics, Jack-of-all-Trades, Knowledge, Melee, Searching, Sneaking, and Trickery. Because these skills are so widely useful, they have very large Bases. What this means, of course, is that it is very expensive to gain ranks in them. On the other hand, many other skills are specializations of these basic skills having more focused utility. Consequently, these Derived Skills have smaller Bases, allowing ranks to be gained in them far more cheaply.

The actions of Derived Skills can be attempted even by characters that don't possess them directly by defaulting to another skill that the character does possess. To do so, you must use the skill listed in that skill's "Defaults to" attribute in lieu of the skill itself. Often, specialized skills default to one of the highly general skills described previously. It is possible that a skill default to more than one other skill. In that case, it is the player's choice as to which of the listed skills they wish to use as the default.

Skill Rolls

When determining whether a character can perform a task dealing with a skill they possess, they must make a Conflict Roll with pertinent attribute adjustments against a Threshold based on the difficulty of the task at hand. (Conflict Rolls involving skills are often referred to as Skill Rolls.) For many situations, the Thresholds for various degrees of difficulty can be found in the skill descriptions themselves. However, for unusual cases, the Overlord may set the Threshold using their own judgment. The Overlord Fiat Threshold Table in The Rules Reference provides guidance in this regard.

The Margin of the Skill Roll determines how well the character succeeds. Most skills describe how the Margin affects the outcome. In other cases, the outcome can be gauged according to the Degree of Success Guidance Table, also found in The Rules Reference.

Scoped Skills

Some skills descriptions have names containing ellipses (...), such as the Shift to ... Form skill. When characters gain such a skill, though, the ellipses are always filled in with a limited scope to which the skill applies. Often these skills have scopes that limit them to a particular category of creature, such as a Shift to Forest Animal Form skill. Any such skills are known as Scoped Skills.

The most abstract creature categories are Ilk and Kin. But, these are extremely general categories. The Ilk categories are: Constructs, Eidolons, Elementals, Living, and Undead. Kins are categories within Ilks. For example, Ghosts, Revenants, and Spectres are Kins within the Ilk of Undead.

A Scoped Skill may, occasionally, rise to the breadth of an entire Kin. But, only in extremely rare circumstances will it rise to the level of an Ilk. They never cross Ilks. Scoped Skills are almost always limited to a limited subset of a given Kin. They may apply to a fairly broad Menagerie, or list, of creatures; a narrower, but still somewhat broad, Stock of creatures; or a single Strain of creature. (These are described in more detail below.)

It is possible for a character to have several Scoped Skills of the same type, each specifying its own limitations. So, a sprite character could have both Shift to Wee Bee Form and Shift to Feline-Like Form skills. The character would have to gain ranks in each independently.

However, if a character gains a new Scoped Skill that entirely encompasses a Scoped Skill they already possess, the XP spent on the skill with the more limited scope may be harvested and applied to the skill with the broader scope, if desired. For example, suppose a character had spent 256 XP in Riding Equines, when they gained a class that granted them the skill of Riding Equine-Like Mounts. In that case, the character may harvest the XP spent in Riding Equines, and apply those XP to Riding Equine-Like Mounts instead.

Strains

A Strain is a single specific shape and size of creature. You can think of it as largely equivalent to a species in modern terms. The primary distinction is that mythology and folklore allow for inter-mixing between all creatures, whereas modern science sets inter-species boundaries where different varieties can no longer produce offspring. To avoid offending the delicate sensibilities of society, humanoid Strains are called Races. But, a Race is a Strain, pure and simple.

A Strain Skill is one that applies to a single Strain (or species) of creature. Often, the size category is missing for Strain skills. In such cases, the size is assumed to be the caster's current size. For example, a Medium-sized character with the Shift to Mouse Form skill would imply the character could transform into a Medium-sized mouse. It would be possible for a Strain skill to allow a character to transform into a smaller mouse, but it would need to specify the size explicitly (e.g. Shift to Wee Mouse Form).

Stocks

Stock skills apply to a specific range of Strains within a given Kin. When a character is given a Stock skill, it is always accompanied by a one or two word description of the kinds of creatures to which the skill can be applied. Usually, if a creature is included in a Stock, its description in one of the monster supplements will have a keyword indicating it is a member of that Stock. However, a Stock Skill will never specify a keyword that ends in "-like", such as Equine-like or Feline-like. Those keywords are reserved for Menagerie skills.

A variety of Stock types are listed below. These should give you a sense of how broad a category may be and still be classified as a "Stock". The game is not restricted to these, however.

It is also quite possible that a skill may be more restricted than what is specified. For example, an Enthrall Lizard skill may appear in a future supplement that would be more appropriate for a lizard-man race to possess than would be a more broadly defined Enthrall Reptile skill.

Example Stocks

Arachnids

Any creature with an exoskeleton, eight legs, and purely arachnid characteristics. This includes Scorpions and Spiders, but not Arachnidae (a man/spider hybrid).

Automatons

A purely mechanical creature constructed from inert materials and animated through the use of magic. These include Bronze Bulls, Golden Dogs, Bronze Eagles, and Golden Maidens. It does not include Gargoyles, Golems, and undead Skeletons.

Birds

Any creature with purely bird-like characteristics. This includes Eagles, flamingos, and hummingbirds, but not Hippogriffs and Harpies.

Bats

Any creature with purely bat-like characteristics. This includes Bats of all sizes, but not Vampires.

Bugs

Any creature purely having characteristics you would associate with land-based creepy-crawlies that you might find under a rock in the real world. These include worms, insects, spiders, centipedes, and the like. It would not include things like Arachnidae, since that is a mixture between human and spider.

Canines

Any creature with purely canine characteristics. This includes Dogs, Wolves, Wargs, and Cerberuses. However, it would not include the race of Hermanubis, since that is a hybrid of Dog and Human.

Daevas

Daevas are middle-eastern beings akin to angels and demons, but which often display strong elemental aspects. Many are said to be formed from pure elemental smoke or fire, while others are distinctly demonic. They often have ambiguous loyalties. Some are helpful; some are tricksters; others are downright diabolical. Their forms are often humanoid, but many have two, four, or even more wings. All are magical to varying degrees, and many have impressive shape-shifting capabilities. Efrif, djinn, and marids are all daevas.

Dragons

Any magical creature with purely reptilian characteristics. Dragons commonly have either a poisonous bite or fiery breath. Wyverns, Amphiptere, Heraldic Dragons, Hydras, and Sea Serpents are all dragons. However, Chimeras, Crocodiles, and Renenutets are not.

Equines

Any creature with purely horse-like characteristics. This includes zebras, mules, horses, and donkeys. It does not include Centaurs, Unicorns, Bugganes, and Kelpies as those are hybrid species.

Felines

Any creature with purely cat-like characteristics. This includes house cats, tigers, panthers, bobcats, leopards, and jaguars. It does not include Griffins, Manticores, and Ubasti, as those creatures are hybrids.

Grotesques

Any living creature transmogrified into living stone through the use of magic ritual. These include Gargouilles, Petrified Wargs, Stony Eagles, and Winged Humanoid Grotesques. It does not include Animated Statues, or Golems.

Humanoids

Any creature with a head, torso, two hands, two arms, and two legs that walks upright.

Reptiles

Any non-magical creature with purely reptilian characteristics, such as being cold-blooded and covered in scales. This includes such creatures as Snakes, Lizards, Crocodiles, and Chameleons. It does not include Chimeras, Tawareti, Dragons, and Gargoyles.

Menageries

Within the game, a Menagerie is broad category of creature which is specified in one of three ways:

1. A keyword description ending in “-like”. For example, the categories of Canine-like, Equine-like, and Feline-like are all Menageries.
2. An explicit list of creatures, which supposedly have some characteristic in common, such as a mutual environment. In its [Glossary](#), [The Rules Reference](#) contains definitions for [Arctic Animal](#), [Forest Animal](#), [Grassland Animal](#), [Jungle Animal](#), [Swampland Animal](#), and the like. Each of these definitions contains example lists, each of which is a Menagerie.

A variety of Menageries descriptors are listed below. These should give you a sense of how broad a category may be and still be classified as a “Menagerie” skill. The game is not restricted to these, however.

Example Menagerie Types**Arachnid-like**

Any creature with some distinctive arachnid (spider-like) characteristics. An arachnid's eight legs are its most identifiable feature. Arachnid-like creatures include large scorpions, spiders, and arachnidae. It would not include huge beetles, large ants, and centipedes.

Barnyard Animals

Any creature commonly raised on farms or ranches. The forms are constrained to the sizes that these creatures normally take. This includes cows, chickens, pigs, goats, geese, horses, sheep, and donkeys. It would not include rats or foxes since they are not purposefully raised as livestock, even though they frequently appear on farms.

Bird-like

Any creature with feathers and also a beak, raptor claws, or webbed feet. So, having webbed feet, wings, or a beak alone is insufficient to qualify as bird-like. To be bird-like, it must have feathers. Bird-like creatures includes giant eagles, flamingos, hummingbirds, griffins, hippogriffs, and harpies. It does not include Rugen Dwarfs, pegasi, platypuses, angels, winged lions, and turtles.

Bug-like

Any creature with some distinctive characteristics of a worm, insect, spider, or centipede. These include dragonflies, large tarantulas, arachnidae, ta-bit-jet, and huge scorpions.

Canine-like

Any creature with some distinctive canine characteristics. This includes dogs, wolves, werewolves, wargs, cerberuses, and Hermanubi.

Dragon-like

Any magical or monstrous creature with some distinctive dragon characteristics. This includes wyverns, large lizards, amphiptere, huge serpents, heraldic dragons, chimeras, hydras, naga, and sea serpents. It would not include common cobras and lizards.

Equine-like

Any creature with some distinctive horse-like characteristics. This includes zebras, mules, centaurs, bugganes, unicorns, kelpies, and donkeys.

Feline-like

Any creature with some distinctive cat-like characteristics. This includes tigers, panthers, griffins, bobcats, manticores, ubasti, leopards, and jaguars.

Reptile-like

Any creature having some reptilian characteristics. This includes such creatures as giant snakes, chimeras, cobras, lizards, tawareti, lizardmen, dragons, crocodiles, reneutets, and chameleons.

Skill List

The following table provides a general overview of Mythmagica's skill hierarchy. The table has eight broad skill Domains. Within each Domain are a number of Root Skills. These are fundamental skills that, in themselves, cover a wide range of capability. Skills defaulting to a Root Skill are listed in the two columns to its right. The capabilities of any derived skill may be provided by a more general skill from which it is derived, either directly or indirectly. Root skills are the most general type of skill, and do not default to anything. Root skills possessed by all characters are listed in *italics*.

Skill List

Skill Domains	Root Skills	Derived Skills	More Derived Skills
Academic	<u>Knowledge</u>	Acting ← <u>Imitating Voices</u> <u>Anatomy</u> <u>Appraising</u> <u>Beast Lore</u> <u>Daeva Lore</u> <u>Demon Lore</u> <u>Desert Lore</u> <u>Dragon Lore</u> <u>Equine Lore</u> <u>Etiquette</u> <u>Faery Lore</u> <u>Forest Lore</u> <u>Gem Lore</u> <u>Ghost Lore</u> <u>Guild Lore</u> <u>Herb Lore</u>	<u>History</u> <u>Leather Lore</u> <u>Library Research</u> <u>Mechanism</u> <u>Military Conventions</u> <u>Mountain Lore</u> <u>Metal Lore</u> <u>Navigating</u> <u>Philosophy</u> <u>Plains Lore</u> <u>Seafaring Lore</u> <u>Stone Lore</u> <u>Street Smarts</u> <u>Swamp Lore</u> <u>Theology</u> <u>Wood Lore</u>
Eldritch	<u>Glamour</u>	<u>Balderdash</u> <u>Façade</u> <u>Guise</u> ← <u>Guise of ...</u> <u>Magnify</u> ← <u>Magnify Self</u>	<u>Tickle</u> <u>Vanish</u>
	<u>Natural Sortilege</u>	<u>Bound</u> <u>Calm Winds</u> <u>Faery Dew</u> <u>Faery Heft</u> <u>Forging Glass</u> <u>Foxfire</u> <u>Icy Glaze</u> <u>Moon Glow</u> <u>Nauseous Fumes</u> <u>Raise Mist</u>	<u>Rubbery Face</u> <u>Sprinkle Pixie Dust</u> <u>Spry Iron Boots</u> <u>Steam Bath</u> <u>Tarnkappe</u> <u>Unbind</u> <u>Waken Carbuncle</u> <u>Waken Quartz</u> <u>Whirlwind</u>
	<u>Preternatural Sortilege</u>	<u>Bumble</u> <u>Dream Speak</u> <u>Enthrall ...</u> ← <u>Bewitch ...</u> ← <u>Lure ...</u> <u>Evoke Nightmare</u> <u>Faery Stroke</u>	<u>Otherworld Sojourn</u> <u>Sprinkle Faery Dust</u> <u>Summoning Whistle</u> <u>Startle</u> <u>Vampiric Revival</u>
	<u>Transmogrify</u>	<u>Deflate ...</u> <u>Deflate Self</u> <u>Inflate ...</u>	<u>Inflate Self</u> <u>Shift to ... Form</u>
	<u>Vex</u>	<u>Blighting Touch</u> <u>Fiery Touch</u> <u>Frostbite</u>	<u>Frosty Touch</u> <u>Impish Pinch</u>
Fantasia	<u>Artistry</u>	<u>Beautifying Ceramics</u> <u>Beautifying Gemstones</u> <u>Beautifying Glass</u> <u>Beautifying Metal</u> <u>Embossing Leather</u>	<u>Embroidery</u> <u>Illustration</u> <u>Scrimshaw</u> <u>Sculpting Stone</u> <u>Sculpting Wood</u>
	<u>Music</u>	<u>Playing Brass Instruments</u> <u>Playing Percussion Instruments</u> <u>Playing String Instruments</u>	<u>Playing Woodwind Instruments</u> <u>Singing</u>

Skill Domains	Root Skills	Derived Skills	More Derived Skills
Martial	<i>Ballistics</i>	All Range Weapons	
	<i>Melee</i>	All Melee Weapons	Pankration
	<i>Strong-Arming</i>	Grappling	Pummeling
	<i>Trickery</i>	All Entrapment Weapons Disarming Opponents	Grabbing and Snatching Maneuvering
Trade	Beast Handling	Husbandry Riding ...	Training ...
	<i>Jack-of-all-Trades</i>	Assembling Blowing Glass Bone Working Curing Cutting Gemstones Disguising Forging Documents Forging Metal Gadgetry ←Disarming Traps ←Opening Locks ←Setting Booby Traps ←Setting Rural Traps ←Setting Structural Traps	Gardening Harvesting Leather Working Mining Pottery Quartering Smelting Stone Working Tailoring Tinkering Weaving Wood Working
	Physic	Bloodletting Brainwashing Concocting Hallucinogenic Poisons Concocting Herbal Balms Concocting Toxic Poisons	Herbal Remedy Identifying Concoctions ←Identifying Poisons Mending Stunning
	<i>Searching</i>	Finding Secret Stuff Foraging	Prospecting Tracking
	<i>Sneaking</i>	Covering Tracks Hiding in Crowds Picking Pockets	Rural Stealth Sleight of Hand Urban Stealth

Academic Domain

This section describes the various non-magical, or mundane, islands of knowledge available to characters. In effect, these lores provide a gauge on how much a character knows about a certain topic.

All Academic Lores are similar in nature, in terms of how they are handled in the game. The unique characteristics of each are listed with the individual descriptions in the section hereafter. However, most share the following common characteristics, which have been omitted from the descriptions for brevity. Any deviations from these are listed in the individual explanations:

Action Time: When used to answer questions posed concerning a topic covered by the lore, most questions can be answered with 5 seconds thought. More complex questions may take minutes or hours to come to a conclusion, depending on the difficulty. The most convoluted questions may even require a library.

Academic Skills

Academic Skills~A

Acting

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Acting is the skill of pretending to be someone you are not. While this is most often used merely to entertain, it can be used to trick others into giving a character what they want without resorting to other means of persuasion.

Defaults To: Knowledge

Ability Type: Utilitarian

Affected Area: Self *Base:* 8

Duration: Unlimited. *Range:* 0

Preparation: Acting often requires a disguise. Further, if the character is trying to mimic the demeanor and mannerisms of a specific individual, they must have previously observed that person for an extended period. If they are merely trying to take on a generic familiar role, such as a beggar or guard, then no additional preparation is necessary.

Conflict Rolls: Any wary observer doubting the actor's authenticity is entitled to an Avoidance Roll with Intelligence and Perception Adjustments against a Threshold of 10 plus the performer's rank in Acting plus Charisma. If this roll succeeds, the actor is revealed as phony. Note that trying to trick someone into believing the actor is a specific person they know well will automatically fail if the actor reveals their face.

Anatomy

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Anatomy is a lore that provides a basic understanding of the organs and muscles of the body. To gain this knowledge, the student performs many dissections of a variety of animal species. While the goals of such study usually centers around furthering the knowledge of human (or demi-human) anatomy, the lore obviously teaches the internal structures of many creatures. This experience can often be generalized to provide insight into the anatomies of newly encountered beasts.

Defaults To: Knowledge *Base:* 4

Ability Type: Utilitarian

Other Details: Any character trying to answer a question concerning a creature's anatomy must make a Skill Roll with Intelligence Adjustments as described under Obtaining Answers using Character Knowledge in The Rules Reference. The results of the roll determine how the question is answered, as described under Knowledge.

Appraising

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: With Appraising, a character estimates a monetary value for items. In doing so, they consider the materials from which the article was made and the quality and difficulty of craftsmanship.

Defaults To: Knowledge *Base:* 12

Ability Type: Utilitarian

Action Time: 1 minute

Affected Area: One item

Range: 5 feet or less

Duration: Instantaneous.

Preparation: The appraiser must have good lighting conditions and must not be otherwise distracted.

Conflict Rolls: If the appraiser has a rank in this skill greater than or equal to the Quality Level of the item they are appraising, they automatically succeed without the need for a Conflict Roll.

Otherwise, they must make a Skill Roll with Perception and Intelligence Adjustments. The Threshold they must overcome is based on the apparent rarity of the item. The more rare, the more difficult it is to appraise as shown on the Appraising Threshold Table. To the Base Threshold value provided on the table, add the Quality Level of the item to arrive at the overall Threshold. The Overlord should make this a Hidden Roll, as allowing the appraiser to know whether they succeeded or failed on the roll may give them too much information.

On any success (including any automatic success in cases where no roll is needed), the appraiser correctly determines

whether the item is authentic or fake, whether it is likely to be cursed or not, and its exact Quality Level. On any failure, the Overlord should choose one of the following complications:

- The appraiser believes the item to be a fake when it isn't, and improperly gauges its value and Quality Level based on this misinformation.
- The appraiser believes the item to be authentic, when it is a fake, and improperly gauges its value and Quality Level based on this misinformation.
- The appraiser misses an important fact about the item, such as it being cursed in some way. They gauge the item's value without taking this unknown fact into account, but gauge its Quality Level correctly.
- The appraiser incorrectly gauges the item's Quality Level to be up to 4 levels higher or lower than its actual Quality Level (Overlord discretion). Consequently, they incorrectly estimate its monetary value as well.

Appraising Threshold Table

Approximate True Value	Base Threshold
Common everyday item (clothing, food, or tools, etc.)	0
Specialty item (folk art, quilt, items that would be common except for some additional artistic adornment, etc.)	5
Uncommon item (ornate furniture, silver tea service, perfumes, silks, spices, etc.)	10
Rare item (work of art by an unknown crafter)	15
One-of-a-kind item that is comparable to other rare items (sculpture or painting by a known artist who made other similar works)	20
One-of-a-kind item that is so unique there is no direct comparison to any other item (unique ancient relic)	25

Other Details: Characters explicitly possessing the Appraising skill are assumed to have memorized the Base Prices of a wide variety of items. (Assume they know the Base Prices of all the items listed in The Overlord's Omnibus.) Given the Base Price and Quality Level of an item, its monetary value can be determined. (Again, see Pricing Goods and Services in The Overlord's Omnibus for details.)

It is assumed that characters are able to appraise the value of any tools used in the practice of skills they possess, any products that their skills produce, and any materials needed

to create those products. Similarly, they have memorized their Base Prices. To appraise any such item, the player may use the rank in the appropriate skill to perform the appraisal in lieu of their rank in the Appraising skill itself. So, a character that has ranks in wielding longsword has sufficient knowledge of longswords to appraise their value using their Longsword rank. Similarly, a miner could use their Mining skill to appraise the value of the gems and ores they dig out of the ground, and a lapidary could appraise the values of both cut and uncut gems using their Cutting Gemstones skill. In essence, all skills can default to Appraising when used to determine the value of a related item.

Academic Skills~B

Beast Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Beast lore studies the habitats, eating habits, mating requirements, and training aptitudes of the world's more ferocious creatures. It also studies their strengths and weaknesses, and can provide clues concerning the best way to kill or capture them. As students of the lore are most interested in the practical uses to which "monsters" and other wild animals can be put, Beast Lore is focused mainly on this area. It does not delve into the identification and care of humanoid or sentient races. Nor does it deal with the variety of undead creatures that may be encountered.

Defaults To: Knowledge (when answering questions about a creature's characteristics), Tracking (when attempting to track a beast through its native environment).

Ability Type: Utilitarian *Base:* 4

Conflict Rolls: Any character trying to answer questions about a non-humanoid living creature must make a Skill Roll with Intelligence Adjustments as described under Obtaining Answers using Character Knowledge in The Rules Reference. The results of the roll determine how the question is answered, as described under Knowledge.

Academic Skills~D

Daeva Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Daeva Lore studies the legends and lore of Daevas, both astral and elemental. These include Efrif, Djinn, Marids, Shavatin, and others.

A character having 8th rank in Daeva Lore as well as the gift Familiar Bonding can choose a firebird as a familiar. As long as they serve as familiars, firebirds grant their masters Resistance to Dreadful and Entrancing Effects and the Gift of Opportune Edge on Conflict Rolls against Musical Effects.

Defaults To: Knowledge (when answering questions dealing with daevas)

Ability Type: Utilitarian *Base:* 4

Conflict Rolls: Any character trying to answer questions about a daeva must make a Skill Roll with Intelligence Adjustments as described under Obtaining Answers using Character Knowledge in The Rules Reference. The results of the roll determine how the question is answered, as described under Knowledge.

Demon Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Demon Lore studies the diabolical actions, forms, and legends associated with evil spirits. It deals with the dangers of making contracts with these horrible disloyal creatures and the terrible punishments that have been exacted from those that trusted them in the past.

A character having 5th rank in Demon Lore as well as the gift Familiar Bonding can choose an imp as a familiar. This is dangerous, however, because the imp will seize control of its master's mind if their Willpower ever falls below that of the imp. If this happens, the imp will kill its former master and devour or enslave their fleeing spirit. The risk may be worth it, though. Anyone with an Imp familiar calculates the Setback they sustain from spell-casting as if they had a 4 greater Intelligence. This gains them nothing if Intelligence is not factored into the calculation, of course. But, many spells are greatly benefited from this boon.

Defaults To: Knowledge *Base:* 4

Ability Type: Utilitarian

Conflict Rolls: Any character trying to answer questions about a demon or devil must make a Skill Roll with Intelligence Adjustments as described under Obtaining Answers using Character Knowledge in The Rules Reference. The results of the roll determine how the question is answered, as described under Knowledge.

Desert Lore

Prerequisites: This lore can be learned independent of any class, but requires one month of training to do so. The instructor must have attained at least 5th rank in the lore.

Description: Desert Lore instructs its students in the grueling wilderness survival techniques demanded by a harsh desert environment. A desert lore pupil understands the delicate and tightly interwoven dependencies each desert plant and animal has with its environment.

The student of Desert Lore also learns of the many creatures that populate such regions and can identify most of them by their tracks and mating calls. Any character with this lore encountering the chirp, roar, snort, claw print, or hoof print of a desert dwelling creature may attempt to identify the species that produced it.

Defaults To: Foraging (when seeking food and water in the desert), Knowledge (when answering questions dealing with the desert and its inhabitants), Tracking (when attempting to follow a desert creature in its native environment)

Ability Type: Utilitarian *Base:* 4

Other Details: Any character with this lore may attempt to answer questions concerning the desert and the flora and fauna found there. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in the Obtaining Answers using Character Knowledge section of The Rules Reference. The results of the roll determine how the question is answered, as described under Knowledge.

Dragon Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Dragon Lore studies every detail of the lives of the most feared of reptiles. It delves deeply into their natural habitats, eating habits, poisons, breath weapons, mating requirements, and hoarding practices. This knowledge can be put to great use when plundering a dragon's hoard or stealing a few of its prized eggs for later hatching. The knowledge can also be used track a dragon.

A character having 8th rank in Dragon Lore as well as the gift Familiar Bonding can choose a tarragon dragon as a familiar. As long as they serve as familiars, tarragons grant their masters Resistance to Scorching Effects and the Gift of Opportune Edge on Conflict Rolls against Magic. In addition, a tarragon familiar imparts the permanent ability of Procure Dragon Sight as the Occult spell, along with its inherent problems.

Defaults To: Knowledge (when answering questions dealing with dragons), Tracking (when attempting to follow a dragon in its native environment)

Ability Type: Utilitarian *Base:* 4

Conflict Rolls: Any character trying to answer questions about a dragon must make a Skill Roll with Intelligence Adjustments as described under Obtaining Answers using Character Knowledge in The Rules Reference. The results of

the roll determine how the question is answered, as described under Knowledge.

Academic Skills~E

Equine Lore

Prerequisites: This lore can be learned independent of any class, but requires one month of training to do so. The instructor must have attained at least 5th rank in the lore.

Description: Equine Lore studies every detail of the lives of horses and creatures having horse-like characteristics. It delves deeply into their natural habitats, eating habits, mating requirements, and behaviors. This knowledge can be put to great use when battling a demonic Nightmare or when attempting to capture a Pegasus for training.

Defaults To: Knowledge (when answering questions dealing with equine-like creatures), Tracking (when attempting to follow an equine-like creature in its native environment)

Ability Type: Utilitarian *Base:* 4

Conflict Rolls: Any character trying to answer questions about an equine-like creature must make a Skill Roll with Intelligence Adjustments as described under Obtaining Answers using Character Knowledge in The Rules Reference. The results of the roll determine how the question is answered, as described under Knowledge.

Etiquette

Prerequisites: This lore may be learned independent of any class with one month of training. The instructor must have attained at least 5th rank in the lore.

Description: A character with Etiquette knows which fork to use when eating their salad. Their teachers informed them exactly how low to bow to a duchess, duke, prince, or earl. Characters with this Gift possess the social grace of small talk, an unusual form of communication in which nothing is actually said. They know the proper steps for a least some ballroom dances and quickly learns the social faux pas of the local barony. Most important, even if they cannot read and write, they have a most impressive flowery signature.

Defaults To: Knowledge *Base:* 4

Ability Type: Non-Lethal Force

Conflict Rolls: Any character trying to answer questions about proper social behaviors in any given situation may obtain the answer as described under Obtaining Answers using Character Knowledge in The Rules Reference. The results of the roll determine how the question is answered, as described under Knowledge.

Whenever a person with this lore attempts to use Banding Words to persuade in a social setting of high society, they may chain the results of an Etiquette roll into a subsequent Banding Words roll. (See Chaining Conflict Rolls in The Rules Reference.) To do so, the beguiler must have ample opportunity to talk, compliment, and persuade. This requires at least 15 minutes to accomplish.

Academic Skills~F

Faery Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Faery Lore studies the origins, behavior, and appearance of the wide variety of faeries existing in the world. Despite modern misconceptions about faeries, this lore covers topics ranging over far more than just the flighty elves, pixies, and sprites often found in forests. It also delves deeply into the darker faery species spoken about in folklore, such as goblins, bugaboos, and kelpies.

A character having 5th rank in Faery Lore as well as the gift Familiar Bonding can choose one of the following faeries as a familiar: Alf Sprite, Blackberry Bramble Sprite, Blackthorn Sprite, Bluebell Sprite, or Hyter Sprite. As long as they serve as familiars, these sprites grant their masters Resistance to Deluding and Entrancing Effects and the Gift of Opportune Edge on Conflict Rolls against Fantasia Magic. (See Celtic Creatures and Nordic Nightmares for descriptions of these Sprites.)

Defaults To: Knowledge *Base:* 4

Ability Type: Utilitarian

Conflict Rolls: Any character trying to answer questions about a faery must make a Skill Roll with Intelligence Adjustments as described under Obtaining Answers using Character Knowledge in The Rules Reference. The results of the roll determine how the question is answered, as described under Knowledge.

Forest Lore

Prerequisites: This lore can be learned independent of any class, but requires one month of training to do so. The instructor must have attained at least 5th rank in the lore.

Description: Forest Lore provides an education in wilderness survival in forests and wooded areas. The student of forest lore understands the interwoven dependencies the woodland animals have with their wooded abode.

The student of Forest Lore also learns of the many creatures that populate such regions and can identify most of them by their tracks and mating calls. Any character with this lore hearing the chirp, roar, or snort or seeing the claw print or hoof print of a forest dwelling creature may attempt to identify the species that produced it.

Defaults To: Foraging (when seeking food and water in the forest), Knowledge (when answering questions dealing with the forest and its inhabitants)

Ability Type: Utilitarian *Base:* 4

Other Details: Any character with this lore may attempt to answer questions concerning a forest and the flora and fauna found there. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in the Obtaining Answers using Character Knowledge section of The Rules

Reference. The results of the roll determine how the question is answered, as described under Knowledge.

Academic Skills~G

Gem Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Gem Lore studies the quality, texture, and crystalline structure of the various natural minerals commonly considered gemstones. A pupil of this lore is given a cursory knowledge of the origins of the stones, centering around what rock formations are likely to contain them and delves somewhat into the best techniques to use in cutting them to bring out their natural beauty. The lore also explores the innate magical properties which gemstones are commonly believed to possess.

What most characters would identify as a highly prized emerald could be identified as being merely a peridot. Even better, a gemstone mistaken as a sapphire could be discerned to be a rare blue diamond.

Magic items are often encrusted with gemstones that act as material components for the powers enchanted therein. These often provide clues of the item's abilities. If a character with Gem Lore carefully inspects a magic item encrusted with gemstones, allow them a Skill Roll (as described above). Success indicates they gain some insight into the item's abilities (i.e., deals with "fire," "horses," "good health," "luck," etc.)

Defaults To: Knowledge *Base:* 4

Ability Type: Utilitarian

Conflict Rolls: Any character trying to answer questions about a gemstone must make a Skill Roll with Intelligence Adjustments as described under Obtaining Answers using Character Knowledge in The Rules Reference. Overcoming a Success Threshold of 20 can identify most gemstones. However, some extremely rare gems (adamantite, morganite, heliodor, etc.) can be correctly categorized only by beating a Threshold of 30 or more. The results of the roll determine how the question is answered, as described under Knowledge.

Ghost Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Ghost Lore studies the origins, behavior, and appearance of the multitudinous variety of undead found in the world. It delves into the habitats and unpleasant feeding habits of these horrid abominations.

Defaults To: Knowledge *Base:* 4

Ability Type: Utilitarian

Conflict Rolls: Any character with this skill trying to answer questions about an encountered undead must make a Skill Roll with Intelligence Adjustments as described under

Obtaining Answers using Character Knowledge in The Rules Reference. The results of the roll determine how the question is answered, as described under Knowledge.

Allow one such roll for every group of similar creatures encountered. For example, one roll is allowed when a character spots a group of 3 ghouls. (They do not get 3 separate rolls in attempting to identify each ghoul individually.)

Guild Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: This lore teaches your character various tales and myths concerning the most successful thieves of history. With it, you learn some of their techniques and are presented puzzles that are seemingly unsolvable by ordinary means. As ranks in Guild Lore improve, the solutions to these puzzles become obvious, since you learn the specialties of the various underground organizations located in areas where the legends supposedly take place.

Defaults To: Knowledge *Base:* 4

Ability Type: Utilitarian

Conflict Rolls: As your character gains ranks in this lore, your character learns how to recognize and/or politely contact the members of the criminal organizations that exist in various cities. When your character encounters a symbol representing one of these organizations (i.e., a yellow, heel-less boot on a cobbler shop sign), they are entitled to a Skill Roll with Intelligence Adjustments as described under Obtaining Answers using Character Knowledge in The Rules Reference to determine whether they recognize the symbol for what it is. The results of the roll determine how the question is answered, as described under Knowledge.

If your character has found an organization's trademarks, but has never had dealings with them in this area in the past, a Pure Success on the Skill Roll indicates that your character knows the proper "etiquette" to use in contacting the organization without arousing suspicion. (Such as walking around the block three times wearing a pink carnation in your lapel.)

A Pure Failure indicates your character has "out of date" information. The sign and/or contact information was altered unbeknownst to your character due to some weaselly, blabber-mouthed snitch. Using the outdated information is likely to draw great suspicion and danger from the contacted criminal organizations rather than aid.

Academic Skills~H**Herb Lore**

Prerequisites: This lore can be learned independent of any class, but requires one month of training to do so. The instructor must have attained at least 5th rank in the lore.

Description: Herb Lore gives an education in identifying a wide range of fauna for their medicinal and nutritional values. It also teaches where herbs can be found in the wilderness, how to grow them, and how to harvest them once found.

Defaults To: Foraging (when searching for herbs), Gardening (when growing herbs), Knowledge (for answering questions about herbs), and Harvesting (when cutting herbs)

Ability Type: Utilitarian *Base:* 4

Conflict Rolls: Any character with this lore may attempt to answer questions concerning a natural herb. To do so, they must make a Skill Roll with Intelligence Adjustments as described under Obtaining Answers using Character Knowledge in The Rules Reference. The results of the roll determine how the question is answered, as described under Knowledge.

History

Prerequisites: This lore may be learned independent of any class with one month of training. The instructor must have attained at least 5th rank in the lore.

Description: History is the study and interpretation of the past. When important events occur, they are chronicled by the historians of the day and preserved for future generations, so that the lessons learned from the past are not forgotten. Students of History, then, can draw upon this knowledge to apply it to their modern-day problems.

Defaults To: Knowledge *Base:* 4

Ability Type: Utilitarian

Conflict Rolls: Any character with this lore may try to answer some question concerning historical people, places, or events. In doing so, they must make a Skill Roll with Intelligence Adjustments as described under Obtaining Answers using Character Knowledge in The Rules Reference. The results of the roll determine how the question is answered, as described under Knowledge.

Academic Skills~I**Imitating Voices**

Prerequisites: If gained out-of-class, training requires an intensive two-month course of study under someone who has attained at least 5th rank in this skill.

Description: With Imitating Voices, a character can disguise their voice to sound like that of another.

Ability Type: Utilitarian

Defaults To: Acting *Base:* 16

Duration: Unlimited. *Range:* 0

Action Time: Variable. However, this skill is one that can often be used in conjunction with other skills without additional delay.

Affected Area: All creatures of Simpleminded intellect or better within speaking distance.

Preparation: To use this skill, the character must have heard the imitated person in conversation for at least 10 minutes. After this, the imitator must practice the voice over a 24 hour period.

Conflict Rolls: Any wary observer doubting the perpetrator's authenticity is entitled to a Perception Check against a Threshold of 10 plus the actor's rank in Imitating Voices. If this roll succeeds, the performer is revealed as phony. If it fails, the Margin may be chained into a subsequent skill, such as Banding Words. Note that trying to trick someone into believing the imitator is a specific person they know well will automatically fail if the imitator reveals their face.

Academic Skills~K

Knowledge

Prerequisites: None. All player character races possess this skill. In fact, any creature that can talk or read possesses it.

Description: Knowledge is a very broad skill covering any situation where a player wants to determine whether their character knows some bit of common knowledge (it does not cover occult knowledge of any kind). It is intended to be used as a fall-back skill when a character has no other appropriate common lore to use. So, it can be used in place of other any common lore such as Anatomy, Guild Lore, and Philosophy.

To use this skill in lieu of a common lore, a character uses their Knowledge rank as their skill rank and calculates all roll bonuses accordingly.

It is also assumed that characters possess knowledge pertaining to skills they possess, any products that their skills produce, and any materials needed to create those products. To do so, the player may use the rank in the appropriate skill in lieu of their rank in the Knowledge skill itself. So, a character that has ranks in shooting long bow has sufficient knowledge of long bows to discuss their merits and drawbacks, will be able to talk at length about how best to aim in strong wind conditions, and generally bore the heck out of anyone having zero interest in the subject. Similarly, a Puffer can use their Curing skill to answer questions about the quality of hides, and an artist could use their Sculpting Stone skill to talk about the quality of the gargoyles adorning the town cathedral. In essence, all skills can default to Knowledge when used to answer questions closely related to their domain.

Ability Type: Utilitarian *Base:* 96

Affected Area: Self *Defaults To:* None

Duration: Instantaneous *Range:* 0

Action Time: Variable. The action time depends on the act being performed. Most questions can be answered with a moment's contemplation (5 seconds). However, more involved puzzles can take minutes, hours, or even days to investigate (Overlord's discretion).

Preparation: Most questions can be answered without any form of preparation. However, obscure or involved queries may require the aid of pen and parchment, or even the availability of a library to resolve.

Conflict Rolls: To answer a question dealing with mundane matters, a character must make a Skill Roll with Intelligence Adjustments as described under Obtaining Answers using Character Knowledge in The Rules Reference.

On a Pure Success, the character has a firm grasp of the subject, may answer the posed question with confidence, and may provide additional useful details concerning the topic. Further, the Overlord is encouraged to provide suggestions on how this information pertains to the current situation. On a Bare Success, the character vaguely recalls an answer to the posed question, but has insufficient knowledge of the

subject to go into any more detail concerning the matter without further education. Further, the Overlord should present this information as bare facts without pointing out how it may or may not apply to the character's current difficulties.

On any Failure, though, things get even more interesting. The character fails to recall the desired information. But, it doesn't end there. They also recall some new valid tidbit of information indicating that the character's situation is more dire than they realized. Here are some example failure results:

- This is the mating season for dragons. So, it's likely the one you're facing has a mate nearby.
- The rats of these sewers carry the plague.
- This bog is riddled with plots of quicksand.
- The boss of the thieves guild in this town is the brother of the magistrate. Anybody crossing either one of them tends to disappear.
- The centipedes in this swamp hunt in swarms.
- The wolves of this land are often lycanthropes. So, it's likely that this pack has at least one werewolf.
- The crocodiles in this river are anthropomorphic, and hunt in groups.
- The trees of this forest sometimes walk about.
- A battle was fought on this field long ago. It is said to be haunted.
- The mermaids in these waters are allied with the sirens, and often lead sailors to their doom.

Other Details: If the Overlord has a difficult time dreaming up a fitting bit of doom and gloom, they should feel free to ask the players to help them in fleshing out the lore of the world. Further, the Overlord is highly encouraged to incorporate the information obtained from failed rolls into the ongoing story, at the first dramatically appropriate opportunity.

Academic Skills~L

Leather Lore

Prerequisites: This lore can be learned independent of any class, but requires one month of training to do so. The instructor must have attained at least 5th rank in the lore.

Description: Leather Lore deals with the qualities and uses of various forms of leather. The skins and pelts of different animals have widely varying characteristics. Some are thin and supple while others are thick and hard. Certain leathers are excellent for the production of hats while others are more suited to armor. The lore also teaches its pupils the techniques needed to tan leather from raw pelts.

Defaults To: Curing (when tanning leather), Knowledge (when answering questions about leather)

Ability Type: Utilitarian *Base:* 4

Conflict Rolls: Any character with this lore may attempt to identify the creature from which a sample of leather was taken. In doing so, they must make a Skill Roll with Intelligence Adjustments as described under Obtaining Answers using Character Knowledge in The Rules Reference. The results of the roll determine how the question is answered, as described under Knowledge.

Library Research

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill. Also, the character must already be able to read and write.

Description: Library Research is a skill that enables a character to find pieces of information within the books of a library.

Defaults To: Knowledge *Base:* 4

Ability Type: Utilitarian *Range:* Touch

Duration: Instantaneous. *Affected Area:* Self

Action Time: Research can take anywhere from hours to days to weeks or more, depending on the obscurity of the information sought and the quality of the library used.

Preparation: The practitioner must have access to a library to perform their research.

Conflict Rolls: Before any attempt can be made, the Overlord must determine a proper Threshold that the researcher must overcome to uncover the information. Obviously, the size and quality of the library is a big factor in this decision. Just as important is the obscurity and availability of the sought knowledge. The Skill Threshold should be determined appropriately.

One good way to determine the Threshold is to consider each piece individually. To do this, first determine how commonly known the information is throughout the world. A widely known piece of information would have a Threshold of 10. A somewhat obscure bit of knowledge would have a Threshold of 20. A long forgotten piece of archaic trivia might have a Threshold of 30 or more. (The secret of how to transform lead into gold would easily have a Threshold of 100 or higher. In fact, the Overlord would be quite justified to simply decide that there is no way that any similarly world-altering piece of information can be gleaned from any literary search.) Once the Overlord had decided on the initial Threshold, they should adjust it according to the library's completeness. A small private library may increase the Threshold by 5 to 10 points while a voluminous government-sponsored library may lower the threshold by the same amount.

Once the Threshold is determined, the character must make a Skill Roll with Intelligence adjustments. Success indicates the researcher uncovered the information they sought and can chain the Margin into a subsequent Banding Words roll, if desired.

Academic Skills~M

Mechanism

Prerequisites: This lore can be learned independent of any class, but requires one month of training to do so. The instructor must have attained at least 5th rank in the lore.

Description: A pupil of this lore studies the basic mechanics and dynamics involved in the design of mechanical devices. As the technological level dealt with in this game is relatively low, the contraptions covered by this lore are somewhat limited. Mechanism lore deals with devices made up of simple levers, gears, springs, wheels, weights, and catches.

Defaults To: Knowledge *Base:* 4

Ability Type: Utilitarian

Action Time: The more complicated the device, the longer an analysis and/or design of a mechanism will take. For most devices, one hour of diagramming is sufficient.

Conflict Rolls: Any character with this lore may attempt to analyze an encountered mechanism. In doing so, they must make a Skill Roll with Intelligence Adjustments as described under Obtaining Answers using Character Knowledge in The Rules Reference. The results of the roll determine how the question is answered, as described under Knowledge.

Other Details: The quality of complex mechanisms greatly depends on the skill of the designer. (These include any devices with gears, bearings, and/or springs.) For any such contraptions, the Quality Levels of the fashioned components are limited by the rank of the designer in this skill. Note that the designer does not need to be the same individual that actually fashions the device's components. As such, a single design can be re-used on any number of devices. Needless to say, the best designs (blueprints) are often closely guarded secrets.

A character possessing this lore is able to determine and diagram the basic principles involved in a working device. Of course, diagramming any device requires the character to be able to view its internal working parts. Further, any diagrams and/or blueprints made from reverse engineering a device in this way will necessarily be limited by the knowledge of the character creating them. As such, any such design has a Quality Level limited by the analyzer's rank in this skill. With these instructions, a skilled smith or watchmaker should be able to reproduce the device at a Quality Level limited by that of the reverse engineered design.

Metal Lore

Prerequisites: This lore can be learned independent of any class, but requires one month of training to do so. The instructor must have attained at least 5th rank in the lore.

Description: Metal Lore studies the inherent properties (magical or otherwise) of the many alloys, ores, and base metals used in the manufacture of civilization's most important tools. It allows a student to identify metals and their ores, and provides general knowledge of what is required to smelt them (Although, the exact know-how of what is needed to construct a furnace that can withstand the extreme temperatures involved and how to finely control those temperatures to attain the desired results demands the Smelting skill.)

Defaults To: Knowledge *Base:* 4

Ability Type: Utilitarian

Conflict Rolls: A character with this lore may attempt to answer questions concerning a sample of metal or metallic ore. In doing so, they must make a Skill Roll with Intelligence Adjustments as described under Obtaining Answers using Character Knowledge in The Rules Reference. The results of the roll determine how the question is answered, as described under Knowledge.

Overcoming a threshold of 10 can identify most common metals. However, alchemical metals and alchemical alloys (tanium, lumina, true bronze, candidum, nobilium, etc.) can be correctly categorized only by beating a Threshold of 25 or more.

Military Conventions

Prerequisites: This lore can be learned independent of any class, but requires one month of training to do so. The instructor must have attained at least 5th rank in the lore.

Description: A student of Military Conventions learns the standard military practices of armies and navies. While this body of lore does not make any leader a military genius, it can often aid them in avoiding obvious mistakes.

Defaults To: Knowledge *Base:* 4

Ability Type: Utilitarian

Conflict Rolls: Any character with this lore may attempt to classify a battle maneuver they witness, identify the likely purpose of various tents and structures within a military base, ascertain the likely routes of military patrols in their area, and answer other military-related questions. In doing so, they must make a Skill Roll with Intelligence Adjustments as described under Obtaining Answers using Character Knowledge in The Rules Reference. The results of the roll determine how the question is answered, as described under Knowledge.

Mountain Lore

Prerequisites: This lore can be learned independent of any class, but requires one month of training to do so. The instructor must have attained at least 5th rank in the lore.

Description: Mountain Lore provides an education in wilderness survival in hilly and mountainous areas. With mountain lore, your character has a keen eye for spotting safe routes through jagged terrain and knows the best survival techniques in the harsh climes of snow-capped mountain peaks.

Mountain Lore also teaches the many creatures that populate such regions and can allow your character to identify most of them by their tracks and mating calls.

Defaults To: Foraging (when seeking food and water in the mountains), Knowledge (when answering questions dealing with the mountains and its inhabitants)

Ability Type: Utilitarian *Base:* 4

Other Details: Using this lore, a character can identify the mountain species producing a chirp, roar, or snort or a claw print or hoof print. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in the Obtaining Answers using Character Knowledge section of The Rules Reference. The results of the roll determine how the question is answered, as described under Knowledge.

Academic Skills~N

Navigating

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: With this ability, your character can read their approximate location from the positions of the stars in the night sky. They can also locate their position on a map, and can even create accurate maps while exploring using their measurements as a guide.

Creating a map requires the character to possess several utensils. They must own dividers, a drafting compass, a magnetic compass, and a magnifying glass. Ink, quills, and parchment are also important. The rank of the character in Navigating and the amount of time spent drafting determines the accuracy of their work. Using a sextant obviously improves the quality of the map created.

Defaults To: Knowledge

Ability Type: Utilitarian *Base:* 4

Action Time: 1 minute *Range:* 0

Duration: Instantaneous. *Affected Area:* Self

Preparation: The character must possess a sextant or other similar navigation device.

Conflict Rolls: A Skill Roll with Intelligence Adjustments indicates whether your character determines their location to within 50 miles. The Threshold that must be overcome is at

the Overlord's discretion based on how clearly the stars can be seen as shown on the [Navigation Threshold Table](#).

Navigation Threshold Table

Difficulty	Thresholds
Clear Night	10
Partly Cloudy	15
Cloudy	20
Very Cloudy	30
Completely Overcast	N/A (no roll needed)

Failure indicates that the character has miscalculated their position. In this case, your character believes their location to be anywhere up to 500 miles from their actual position in a random direction. Allow only one roll per night when the stars are visible.

Academic Skills~P

Philosophy

Prerequisites: This lore can be learned independent of any class, but requires one month of training to do so. The instructor must have attained at least 5th rank in the lore.

Description: This is a relatively broad lore, covering topics of ethics, morals, mathematics, logic, law, and the sciences (such as they are).

Defaults To: [Knowledge](#) *Base:* 4

Ability Type: Utilitarian

Action Cost: The more complicated the philosophical question, the longer an analysis takes. For most questions, one hour of discussion with the interested parties is sufficient. However, more complex questions may take days of research in a library to produce an answer. And, of course, even this may prove insufficient if a courtroom is involved.

Conflict Rolls: Whenever a character with this lore wishes to find justification for any proposed action or philosophical opinion, they must make a Skill Roll with Intelligence Adjustments as described under [Obtaining Answers using Character Knowledge](#) in [The Rules Reference](#).

A successful roll indicates the character finds a path of reason that places their viewpoint in a higher position than their opponent's. The results of the roll determine how the question is answered, as described under [Knowledge](#).

If legal argument must be taken to a courtroom, which must be done in criminal cases, a similar process ensues, albeit with the Charisma adjustments of the various lawyers replacing the Intelligence adjustments used in the more intellectual debates of civil matters.

Other Details: Descriptions of various topics covered by Philosophy follow:

Philosophy of Law

[Philosophy](#) gives a character knowledge of the legal systems of many lands. Further, it allows them to quickly ascertain and adapt to the laws of the lands they visit. The legal code of virtually all nations began as a simple collection of a relatively few basic tenants. The major legal contract that permeated and guided medieval law, for example, was the contract made between lord and vassal. The vassal agreed to serve the lord in some fashion, and the lord gave the vassal something of value in return (often the use of land to farm). Unfortunately, as the ages progressed, this deceptively simple legal arrangement grew more and more complicated. As marriages between the daughters and sons of various lords took place, the previous legal arrangements became interwoven. The families of once powerful lords would lose stature while those of others grew. An ancient contract between an earl and their subordinate count would remain legally binding even after the count's family was raised to the title of duke or king.

In short, the legal arrangements binding ancient societies together are a morass of legal precedents. Given a sufficiently skilled lawyer, anything can be justified in these archaic legal systems. There are only two defenses against a legal argument:

- Acquire the services of a lawyer more skilled at finding legal precedents than your opponent.
- Maintain a bigger army than your opponent.

Note that this process is never applicable in determining questions between a lord and their direct vassals. There is no more legally binding contract in medieval law, especially if the agreement was made personally by the lord and their subordinate. Of course, if the lord allows their vassal's son to marry their daughter the situation can quickly change.

Philosophy of Logic

[Philosophy of Logic](#) is the study and philosophy of deductive and inductive reasoning. Anyone with [Philosophy](#) has learned to recognize simple logical fallacies and how to tear down irrational arguments. Complex arguments can be similarly analyzed, given sufficient time, so that their logical structures are laid bare within a cold dispassionate framework consisting of inference rules. Such a structure can show an argument to be valid, given that the premises upon which the argument is based are accepted. It can also show any logical gaps in the argument's reasoning.

Philosophy of Mathematics

[Philosophy](#) allows characters to easily handle the arithmetic functions of addition, subtraction, multiplication, and division. They understand fractions and can even deal in rudimentary algebra. A student of [Philosophy](#) can never be fooled by a play on numbers by anyone without this lore.

[Philosophy of Mathematics](#) is a highly-structured field of knowledge where conclusions can be derived in a symbolic fashion from a given set of assumptions. The assumptions are provided with a stylized set of symbols that are

manipulated in ways that change the symbolic representation of the assumptions at any given step but do not alter their underlying meaning. In a mathematical system, the manipulations are proven to introduce no new information into the equations. Therefore, if the initial assumptions are valid, the conclusions that are drawn are equally valid. In other words, we're talking math here.

Given the nerdy nature of a great many role-players, it is extremely important that we make a point here. For those engineers, computer scientists, physicists, and other geeky folk playing this game (a title which the author and many of its play-testers hold proudly)—you already know far more math than your character will ever dream of learning.

Mathematics covers arithmetic (adding, subtracting, multiplying, etc.), basic geometry (circles, lines, ellipses, cones, etc.), basic trigonometry (angles, triangles, etc.), and set theory (an apple is contained within the set of all fruit).³⁰

Plains Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Plains Lore provides your character with an education in wilderness survival in plains and grassland areas. He is taught the interwoven dependencies the grazing animals have with their environment. He also learns of the many creatures that populate these regions and can identify most of them by their tracks and mating calls.

Defaults To: Foraging (when seeking food and water in the plains), Knowledge (when answering questions dealing with the plains and its inhabitants)

Ability Type: Utilitarian *Base:* 4

Other Details: When a character with Plains Lore hears the chirp, roar, snort or sees the claw print or hoof print of a plains dwelling creature, they may attempt to answer questions about the species that produced it. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in the Obtaining Answers using Character Knowledge section of The Rules Reference. The results of the roll determine how the question is answered, as described under Knowledge.

Academic Skills~S

Seafaring Lore

Prerequisites: This lore can be learned independent of any class, but requires one month of training to do so. The instructor must have attained at least 5th rank in the lore.

Description: Seafaring Lore is mainly a vast collection of superstition and rhyme dealing with sailing and the sea. A character with Seafaring Lore can attempt to identify any encountered sea-dwelling creature encountered.

Defaults To: Foraging (when acquiring food from the ocean), Knowledge (when answering questions dealing with the mountains and its inhabitants)

Ability Type: Utilitarian *Base:* 4

Other Details: Using this lore, a character can identify the oceanic species from its audible calls, from the brief sight of a fin or tail breaking the surface, or from a water blow as it takes a breath. In doing so, he must make a Skill Roll with Intelligence Adjustments as described in Obtaining Answers using Character Knowledge under the Conflict Rolls section of The Rules Reference. The results of the roll determine how the question is answered, as described under Knowledge.

Stone Lore

Prerequisites: This lore can be learned independent of any class, but requires one month of training to do so. The instructor must have attained at least 5th rank in the lore.

Description: Stone Lore studies the quality, texture, and structure of various natural minerals and rock. With this lore, your character learns of the many rock formations that contain the more common minerals. In addition, they have deep insight into the natural processes that form and shape stone. This learning often gives them an uncanny instinct about how a given rock will fracture when placed under stress.

Defaults To: Knowledge *Base:* 4

Ability Type: Utilitarian

Conflict Rolls: A character with this lore may attempt to identify a sample of stone, ore, or mineral. In doing so, he must make a Skill Roll with Intelligence Adjustments as described in the Obtaining Answers using Character Knowledge section of The Rules Reference. The results of the roll determine how the question is answered, as described under Knowledge.

Overcoming a threshold of 10 can identify most common minerals. However, some extremely rare minerals and ores (oriculture, lumina ore, etc.) can be correctly categorized only by beating a Threshold of 30 or more.

³⁰ It does NOT cover calculus, differential equations, metric spaces, and non-euclidean geometry. In fact, it does not even cover analytical geometry! Believe it or not, it wasn't until the brilliant mathematician and philosopher Rene Descartes combined algebra with the Cartesian coordinate system in the 17th century that we could use algebraic expressions to describe geometric figures such as parabolas and circles. We've come a long way, baby!

Street Smarts

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Street Smarts refers to a broad knowledge of the local personalities in a given city or town. With this knowledge, a person with Street Smarts can spot when something is slightly out of sync with their understanding of the local political realities. For example, suppose someone describes how the local fence ripped them off by not giving them a fair deal on traded “merchandise.” A person with Street Smarts will be able to form an educated opinion on the likelihood of this having occurred. It has nothing to do with whether the person is lying or telling the truth. If a street-wise listener hears the complaint, they will be able to make a judgment call as to the validity of the argument based on the fence’s reputation on the street. Similarly, if an undercover town guard disguised as a beggar is trying to trick a street-smart thug into confessing to some crime, the thug may sense that something is amiss before blabbing about their latest exploits. They may notice that their new acquaintance doesn’t speak the street slang quite correctly or they may have simply heard rumors of cops disguising themselves as beggars to waylay innocent thugs.

Defaults To: Knowledge *Base:* 4

Ability Type: Utilitarian

Conflict Rolls: A person with Street Smarts is entitled to a Skill Roll with Intelligence adjustments to try and discern some hint that the person they are speaking with is being disingenuous. The Threshold they must overcome equals 10 plus the speaker’s Intelligence plus any ranks they have in Street Smarts. A character with Street Smarts can also answer general questions about the internal politics of the police force and underworld organizations in the town or city in which they live. To do so, they must make a Skill Roll as described under Obtaining Answers using Character Knowledge in The Rules Reference. The results of the roll determine how the question is answered, as described under Knowledge.

Swamp Lore

Prerequisites: This lore can be learned independent of any class, but requires one month of training to do so. The instructor must have attained at least 5th rank in the lore.

Description: Swamp Lore provides your character with an education in wilderness survival in marshes, bogs, and swamps. He has a keen eye for spotting quicksand, swamp gas and other hazards of the area and has an excellent survival instinct when traveling in this dangerous environment.

Your character also learns of the many creatures that populate such regions and can identify most of them by their tracks and mating calls.

Defaults To: Foraging (when seeking food and water in the swamp), Knowledge (when answering questions dealing with the swamp and its inhabitants)

Ability Type: Utilitarian *Base:* 4

Other Details: Any character with this lore may attempt to answer questions concerning survival in the swamp and identification of the flora and fauna found there. A chirp, roar, snort, claw print, or hoof print of a swamp-dwelling creature provides your character with all the information they need to identify the species that produced it. In doing so, they must make a Skill Roll with Intelligence Adjustments as described in the Obtaining Answers using Character Knowledge section of The Rules Reference. The results of the roll determine how the question is answered, as described under Knowledge.

Academic Skills~T

Theology

Prerequisites: This lore can be learned independent of any class, but requires one month of training to do so. The instructor must have attained at least 5th rank in the lore.

Description: Theology provides your character with a background in the heroic legends and religious beliefs of many cultures. In every culture, the legends surrounding its gods provide important clues about the foundations of the society’s laws and traditions. In addition, the artwork of all such cultures is highly influenced by the actions of its legendary heroes.

Defaults To: Knowledge *Base:* 4

Ability Type: Utilitarian

Conflict Rolls: Occasionally your character will encounter a relic or sculpture that they believe could give them a vital clue to the successful completion of their current goal. Unfortunately, they are often unable to read the inscriptions engraved on or surrounding the item in question. With knowledge of Theology, however, they may still be able to glean some useful information from its makeup and decorative artwork. In doing so, they must make a Skill Roll with Intelligence Adjustments as described under Obtaining Answers using Character Knowledge in The Rules Reference. The results of the roll determine how the question is answered, as described under Knowledge.

If the character lived within a culture that espoused the religion in question for an extended period, or is personally a follower of it themselves, they gain an Edge on their Theology roll.

The Threshold they must overcome depends on the obscurity of the legends and figures that the artwork depicts. Overcoming a Threshold of 10 or less (depending on the quality of the artwork) can identify artwork depicting a god in their classic pose (i.e., Zeus readying a lightning bolt). Scenes that portray nearly forgotten heroes demand much higher thresholds to identify. The Threshold required to

identify any artifact is entirely dependent on the Overlord's discretion.

Other Details: In many circumstances, obscure artwork tends to provide the most useful information for practitioners of this Lore. For example, suppose a party of adventurers discovers a large cavern underneath a decaying Babylonian temple. The cavern appears to have an exit which is blocked by a large boulder on which a word is inscribed.

Unfortunately, none of the adventurers are capable of reading ancient cuneiform. Upon a more careful search, the group finds a small doll-like figure partially buried in the mud at the boulder's base. The priest of the party, well versed in Theology, identifies the tiny figurine as Ali Baba. Immediately recognizing the significance, they loudly exclaim "Open Sesame!" The group cheers as the ancient barrier grumbles and rolls aside to reveal a dank, dark passage beyond.

Academic Skills~W

Wood Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Wood Lore studies the quality and grain structure of various forms of wood. While most students of this lore have a tremendous respect for the forests from which wood is extracted, the lore itself mainly deals with the uses to which a particular species of wood should be placed. (It should not be confused with Woodland Wisdom.) With this lore, your character learns the best woods to use in crafting bows and carving staves.

Defaults To: Foraging (when attempting to locate a specific type of tree or arboreal creature), Knowledge (when attempting to answer questions about types of wood), Harvesting (when attempting to harvest a branch from a tree)

Ability Type: Utilitarian *Base:* 4

Conflict Rolls: A character with this lore may attempt to identify a sample of wood. In doing so, they must make a Skill Roll with Intelligence Adjustments as described under Obtaining Answers using Character Knowledge in The Rules Reference. The results of the roll determine how the question is answered, as described under Knowledge.

Overcoming a threshold of 10 can identify most common wood types. However, some extremely rare woods can be correctly categorized only by beating a Threshold of 25 or more. These include samples taken from faery trees like an elder tree, birch tree spirit, old man willow, and similar creatures.

Eldritch Domain

“Any sufficiently advanced magic is indistinguishable from nature.”

- Oberon, King of Elfs

The Eldritch Domain deals with the abilities intrinsic to all the myriad beasts of creation. It is the world's built-in magic system, borne from raw Chaos at the beginning of time during the genesis of all things. As such, it is the oldest magic that exists. It is untamed, weird, bizarre, spooky, and inexplicable. It has been indirectly harnessed in various ways, though, through the arcane, artistic, and pagan arts.

The Cost of using Eldritch Skills

Many Eldritch Skills have an associated Setback Cost, which is felt in the form of Voluntary Setback. This is a cost, in Fate Points, that must be expended for the skill to work. This cost works the same way as it does for all magical abilities in the game, as described in [The Foundation of Magic](#) section of [The Rules Reference](#).

Using Eldritch Skills in Combat

Eldritch skills are usually natural abilities inherent to a creature, although some classes teach their practitioners some of these arts. Eldritch skills may be performed in any situation without penalty to the practitioner, including combat. However, an Eldritch skill's effects will suffer from a Drawback on all Conflict Rolls involving the skill for each blow striking the practitioner during the Go phase prior to activating it.

Eldritch Skills

Eldritch Skills~B

Balderdash

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This skill charms a small rock or pebble with a phantasmal illusion that makes it appear to grow in size and weight. Each boulder has an apparent diameter of up to 1 foot per skill rank, although the perpetrator may make it smaller if desired.

Since the prankster is aware of the true nature of the rock, they can manipulate it with the same ease as any other normal stone. Thus, they can hurl it from a sling with the same Attack Bonus as they would have with any such stone. Unfortunately, being a mere glamour, it cannot deliver any more physical damage than would ordinarily be delivered by the small stone on which the glamour is placed. However, it additionally delivers an amount of Tormenting Setback to the target equal to 1 per 2 skill ranks. The inflicted Setback is felt by the target as added pain. Of course, the sight of a boulder being thrown by use of a sling would hardly be believable to any creature having greater than a Simpleminded intellect.

Balderdash can also make excellent camouflage for those having enough skill ranks to summon an illusory boulder large enough to encompass their entire body. Of course, the unexpected appearance of a boulder may itself raise suspicion for anyone highly familiar with the area.

The boulders may be lifted and thrown by any creature that believes itself capable of performing such a feat. Thus, a giant could pick up some of the illusory boulders and hurl them if they chose. Of course, since the practitioner knows the phantasm is fake, the giant is unlikely to use them to any great advantage as a counter-attack.

Note that phantasms, such as Balderdash, are ineffective against mindless creatures.

Defaults To: Glamour *Base:* 12

Action Time: 1 Action. *Range:* Touch

Ability Type: Non-Lethal Force

Setback Cost: 8 minus Intelligence (minimum of 2).

Affected Area: One small stone or pebble.

Duration: Proximate. Balderdash lasts while the caster is present, although it may be dismissed at any time by the invoker. It is automatically terminated by any actions that demonstrate unequivocally the illusion's true nature.

Preparation: The character must possess a small stone on which to place the glamour.

Conflict Rolls: Any character doubting the authenticity of the Phantasm is entitled to an Avoidance Roll with Intelligence Adjustments against a Threshold equal to 10 plus the skill rank of the Balderdash to Disbelieve it. (Since allowing a player to roll the dice in these situations may unfairly provide them with information as to the true nature of what their character sees, the Overlord should personally roll the Conflict Roll in these cases.) If the glamour is successfully disbelieved, it is briefly seen as a momentary flurry of butterflies, colorful sparks, or other startling display before dissipating.

Bewitch ...

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Other than the differences listed herein (most notably, the reduced duration), this skill works identically to the skill Enthrall....

Defaults To: Enthrall.... *Base:* 4

Action Time: 1 Assault Action.

Setback Cost: 7 minus Intelligence (minimum of 2).

Duration: Instantaneous; Brittle. The Setback-inducing effects of the spell are Instantaneous. However, if the target is Overcome by the spell, the caster retains influence over the target only until the target unwillingly sustains Damage and/or Setback.

Other Details: The type of creature to which the skill applies is specified at the time at which the skill is gained. For example, a character may acquire the skill Bewitch. Humanoids. In that case, they would be able to temporarily entrance any humanoid creature.

Blighting Touch

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: With the slightest touch, this skill delivers Blighting damage to the target creature. Thus, if any such creature strikes the caster with one of its natural weapons, or the caster strikes the creature directly with one of their natural weapons, the creature sustains the stated Blighting damage. The magic only effects plants and vegetal creatures (such as Willow Tree Man, Anthropomorphic Bramble, Hungry Grass, etc), and creatures closely tied to plants (such as Oakman and Dryad).

Ability Type: Lethal Force

Defaults To: Vex *Base:* 6

Action Time: 1 Action. *Range:* Melee

Preparation: None

Setback Cost: 6 minus Intelligence (minimum of 2).

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time.

Affected Area: The spell imbues the caster with a magical touch, which affects any plant or vegetal creature touching or being touched by them. Needless to say, the spell does no harm to the caster.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, it does require the caster to make physical contact with the target. This requires they be struck by a foe's natural weapon, or make an attack that involves directly touching the target. (Natural Attacks, Pummeling, Grappling, Pankration, and Touch Attacks are examples of such attacks.)

Every time the caster touches their target in such an attack, the spell delivers an amount of Blighting Damage equal to one per 2 spell ranks (in addition to any damage normal for the attack mode, if any). The same is true if the caster is touched directly with a natural weapon. This damage cannot be absorbed by armor.

Further, this spell transforms the roll's Margin into magically induced Blighting Damage (whether the attack was made by the caster against a foe or by a foe against the caster). For example, suppose the caster's natural weapon normally delivers 3 Blunt Damage plus Internal Damage equal to the Margin. For the spell duration, their attacks deliver 3 Blunt Damage plus Blighting Damage equal to the Margin plus the aforementioned bonus.

Other Details: The Quality Level of all non-animate plants and crops touched by blight is reduced by 1 per spell rank. If this reduces the Quality Level of a plant to 0, it dies.

This spell is considered to be a Woe effect. It will fail if the caster already has a Woe effect on them.

Bound

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Bound allows a character to jump great distances.

Defaults To: Natural Sortilege *Base:* 4

Ability Type: Utilitarian *Range:* 0

Affected Area: Self *Conflict Rolls:* None

Duration: Instantaneous *Action Time:* 1 Action

Setback Cost: 6 minus Intelligence (minimum of 2).

Other Details: The caster may jump a total of 5 feet per skill rank horizontally or half that distance vertically. Of course, the caster can jump a distance of less than the maximum. Alternately, the caster may leap down from a height of 10 feet per skill rank without injury, assuming the act was an intentional leap rather than an unplanned fall.

Bumble

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This skill magically puts the targeted creature off balance. Their actions become clumsy as their feet seem to get in each other's way, causing them to stumble and totter when performing the most basic acts.

Ability Type: Non-Lethal Force

Defaults To: Preternatural Sortilege

Affected Area: One creature *Range:* Melee

Action Time: 1 Action *Preparation:* None

Base: 12

Setback Cost: 7 minus Intelligence (minimum of 2).

Duration: Once cast, the spell lasts until the caster touches another creature.

Conflict Rolls: After the spell is cast, the character must make a Touch Attack against the target's Stability. If successful, the target sustains Footing Setback equal to half the skill rank plus the roll's Margin. Further, the target suffers from a Drawback on physical Actions for one Round.

Eldritch Skills~C

Calm Winds

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Calm Winds allows a character to magically lower the winds in the affected area to a dead calm.

Defaults To: Natural Sortilege *Base:* 12

Ability Type: Utilitarian *Range:* 40 feet

Action Time: 1 Action *Preparation:* None

Setback Cost: 10 minus Intelligence (minimum of 2).

Affected Area: 5 foot radius per skill rank.

Duration: Proximate. The winds remain calm in the Affected Area as long as the caster remains Proximate to the area, although the caster may cancel the effect at any time.

Conflict Rolls: If there is no opposing magic or other force attempting to increase the winds, the effect is automatic. Further, no new winds may arise in the Affected Area for its entire duration, whether magical or otherwise.

Each magical wind effect already within the Affected Area at the time of casting must make an Avoidance Roll (using the spell rank as its Quality Level). The spell must beat a Threshold equal to 10 plus the practitioner's Calm Winds rank. Failure indicates the opposing wind magic is negated within the Affected Area. Any such winds outside the Affected Area are unaffected, even if produced by a spell whose winds were calmed within the area.

Eldritch Skills~D

Deflate ...

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Deflate ... magically shrinks a creature and all equipment it carries. It shrinks them by up to one Size Category per 3 skill ranks, as specified by the caster. The skill is limited to shrinking creatures of Large size and smaller, though. See Enlarging and Shrinking in the Polymorphism section of The Foundation of Magic, in The Rules Reference for the effects this has on the creature.

Subsequent uses of the skill on an already deflated creature will further reduce the creature in size, although it is not possible to shrink a creature to be smaller than Wee.

Ability Type: Utilitarian *Base:* 16

Defaults To: Transmogrify *Range:* 80 feet

Affected Area: One creature *Preparation:* None.

Action Time: 1 Assault Action.

Setback Cost: 6 minus Intelligence (minimum of 2).

Duration: Proximate. The spell lasts while the caster is present, although they may dismiss it at any time.

Conflict Rolls: If the targeted creature is unwilling, it is entitled to an Avoidance Roll with Heart adjustments against a Threshold equal to 10 plus the skill rank plus the caster's Heart to avoid the effects.

Other Details: This skill applies to a specific type of creature. The exact nature of the allowable creatures will be specified at the time the skill is gained. For example, a character may obtain the skill Deflate Bugs. In that case, the practitioner would be able to deflate any creature that qualifies as a Bug.

All deflated weapons that deliver damage (including natural weapons) have their Damage and Parry values reduced by 1 point, although no such weapon will ever deliver less than 1 point on any given blow. Deflated entrapment weapons similarly have their Setback values lowered by 1 (to a minimum of 1). All deflated weapons have their Tempos increased by 1, though.

If a deflated character drops an item that was also deflated, the item remains in its deflated state until the end of the spell Duration.

Deflate Self

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Deflate Self allows a character to shrink themselves.

Ability Type: Utilitarian

Defaults To: Transmogrify *Base:* 8

Affected Area: Self *Range:* 0

Action Time: 1 Action.

Setback Cost: 6 minus Intelligence (minimum of 2).

Duration: Persistent. The spell lasts until the caster dismisses it.

Other Details: Aside from the exceptions listed above, Deflate Self works identically to the skill Deflate....

Dream Speak

Prerequisites: This skill is present in most humanoid races (those that dream). But, it normally lies dormant in most individuals until awakened. It cannot be learned otherwise.

Description: This spell enables the invoker to send a short message into the dreams of another, whose true name they know.

Defaults To: Preternatural Sorilege

Ability Type: Discourse *Action Time:* 5 minutes

Range: Unlimited. *Base:* 12

Duration: 1 Round. *Conflict Rolls:* None.

Affected Area: One living creature.

Setback Cost: 5 minus Intelligence (minimum of 2).

Preparation: The invoker goes into a trance, during which they must speak aloud the true name of the target, followed by the message they wish to convey. The message can have a length of no more than about a dozen words. Needless to say, if a creature has not been given a true name or never sleeps, they cannot be contacted in this way. (A person's true name is their full official name, usually given to humanoids shortly after birth in a religious ceremony – such as the Pagan spell Rite of Passage.)

Other Details: The message will be delivered the next time the target falls asleep (or immediately, if they are already asleep). The invoker will appear in their dreams in a recognizable form, loudly speak the target's name, deliver the message, and fade away. The spell provides no means for the target to respond. The target will not awaken immediately, but will do so when they normally would. At that point, the message will be in the forefront of their mind.

Eldritch Skills~E

Enthrall ...

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This skill enables the practitioner to convince creatures of a specific type that they are an ally. The type of creature to which the skill applies is specified at the time at which the skill is gained. For example, a character may acquire the skill Enthrall Felines. In that case, they would be able to charm creatures with purely cat-like characteristics (such as bobcats, panthers, and lions).

Ability Type: Non-Lethal Force

Defaults To: Preternatural Sorilege *Base:* 16

Action Time: 1 Assault Action. *Range:* 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2).

Affected Area: One creatures of the specified type. The ability only works on creatures having Levels less than or equal to the spell rank.

Preparation: The character must make eye contact with the target.

Conflict Rolls: The target is entitled to an Avoidance Roll with Willpower Adjustments against a Threshold equal to 10 plus the skill rank plus the caster's Charisma. Failure indicates the target sustains Entrancing Setback equal to half the skill rank plus the roll's Margin.

Until (and if) they are Overcome by the spell, their loyalties have not yet switched to that of the perpetrator, so they can still strike out against their would-be enslaver. If the target is Overcome by the spell, its Fate Points are immediately set to 1 (giving it some ability to act). Thereafter, they view their enthraller as an ally.

Duration: The Setback inducing effect is Instantaneous. Although, if the target is Overcome by the spell, it falls under the caster's control as described by the Entranced condition (described under Character Conditions in The Rules Reference). The Duration of this control depends on the target's Glory Status as provided on the Enthrall Aftereffects Table.

While the creature is bound to their service, the caster must treat the spell as a Spellbinding against their Magic Limit. Although, they may cancel the spell at any time.

Entrhall Aftereffects Table

Target's Glory Status	Aftereffect
1-4	Brittle. The Entrancement lasts only until the target unwillingly sustains Damage and/or Setback.
5	Proximate. The Entrancement lasts while the target is Proximate to the caster.
6	Enduring. The Entrancement lasts continually.

Other Details: Note that this spell has no effect on Mindless creatures.

Evoked Nightmare

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This skill allows a character to enter into the dreams of another to startle, terrify, and mentally torture them. While the nightmare commences, the perpetrator demands something from the target, such as verbally asking questions they want answered. Consequently, the skill can make verbal demands and extract information only from individuals that understand the invoker's speech.

Defaults To: Preternatural Sorilege *Base:* 10

Ability Type: Non-Lethal Force *Range:* Touch

Action Time: 1 Assault Action

Setback Cost: 7 minus Intelligence (minimum of 2).

Affected Area: One living sentient creature that is either sleeping or otherwise unconscious.

Duration: The magical effects last until the target breaks away from the nightmare, although the nightmare may be canceled at any time by the invoker.

Preparation: The invoker must lightly sit on the chest of the target for the entire duration.

Conflict Rolls: Once the practitioner enters their target's dreams, they inject terrifying visions into them. To determine if the target is overwhelmed by these fears, they are entitled to an Avoidance Roll with Willpower Adjustments against a Threshold equal to 10 plus the practitioner skill rank plus Charisma.

If the nightmare incorporates the target's greatest fear, they suffer from a Drawback.

If the target has personally overcome the torture of this skill from the practitioner without consequence, they gain an Edge.

On a Bare Success, the practitioner chooses one of the options below. On a Pure Success, they choose two.

- The practitioner is blocked from incorporating the target's greatest fear in any future nightmare attempts against the target.
- The practitioner suffers Tormenting Setback equal to the target's Willpower plus the roll's Absolute Margin. *This option may be selected multiple times. If this drops the practitioner's Fate Points to 0, they have an emotional breakdown until the end of the Scene.*
- The target turns the nightmare on the practitioner, allowing the target to immediately instigate a nightmare of their own against their torturer. In this case, use the target's Level as their rank in this skill.
- The target wakes up in a cold sweat.

On a Pure Failure, the target must choose two options from the list below. On a Bare Failure, they must choose one.

- The target provides a true answer to a question posed by the practitioner or agrees to perform some action specified by the practitioner upon waking. (The practitioner decides which.) If the later option is chosen, the target is thereafter compelled to attempt the action as stated, believing it to be their own idea (whether they remember having agreed to do so in their dreams or not). After the first attempt, whether successful or not, the compulsion is satisfied and the character need not make any further attempts.
- The target sustains Tormenting Setback equal to the practitioner's Willpower plus the roll's Margin. *This option may be selected multiple times, but if the target is Overcome by the spell, they have an emotional breakdown and the practitioner gets to select one of the other options from this list.*
- The target reveals to their torturer their greatest fear, and gains the Trait "_____ is my Greatest Fear", (pick something). *This option is only available if the target does not already possess the Trait.*
- The target will forget all that they dreamed about while sleeping upon waking, although they will inexplicably feel uneasy. *This option is only available once per sleep cycle.*

Eldritch Skills~F

Façade

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Façade gives a character the ability to change the appearance of an area. It can quickly create an illusory Figment of virtually anything. Any such illusion has a bark that's worse than its bite, though, as no such Figment can deliver Damage or Setback in any way.

Ability Type: Utilitarian

Defaults To: Glamour *Base:* 16

Action Time: 1 Action *Preparation:* None

Setback Cost: 8 minus Intelligence (minimum of 2).

Range: The practitioner must touch the area. However, the illusion itself may be viewed by anyone.

Affected Area: All creatures within visual range observe the illusion. The illusion itself must be confined to a volume equal to one 5-foot cube per 2 spell ranks. (So, 1 at 1st, 2 at 3rd, 3 at 5th, etc.) These cubes may be arranged however desired by the caster, but must be contiguous to one another.

Duration: Proximate. Façade lasts while the caster is present, although they may dismiss it at any time.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, it is insubstantial, and any direct contact with it will reveal its illusory nature. A hand would pass right through it without resistance.

Other Details: The created illusion must be relatively static in nature. That is, it may contain the illusion of a fire, but the fire can not spread. It may contain the illusion of a horse contentedly munching on oats in a stable, but the horse cannot romp about, nor can it react to the actions of those that encounter it.

Note that an illusory wall cannot prevent a tossed stone from passing through it and an illusory bridge cannot support the weight of the lightest feather.

Further, while the mirages produced by this skill can tantalize the senses and mislead the unwary, they are insufficiently potent to inflict pain or ecstasy. So, a campfire purely conjured by this skill may appear to warm the hands, but it can never burn them. On the other hand, a fireplace and cottage summoned to surround a *real* campfire will do nothing to prevent the real flames from burning anyone that ventures too near. So, the potency of a Façade can be greatly enhanced by clever use of the natural terrain.

Finally, Façade is ineffective against mindless creatures.

Faery Dew

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Faery Dew is a fine spray of refreshing water bursting with life-giving energy that some faeries use to perform their woodland chores. Its effects vary based on what the dew is sprinkled over.

Ability Type: Non-Lethal Force

Defaults To: Natural Sortilege *Base:* 12

Preparation: None *Range:* 0

Action Time: 1 Assault Action

Setback Cost: 6 minus Intelligence (minimum of 2).

Affected Area: The dew sprays out in a 10-foot long cone having a base diameter of 5 feet.

Duration: Instantaneous. The dew's magical properties last only briefly, so it cannot be stored up.

Conflict Rolls: When sprinkled over undead creatures, the fairy dew's life-giving energy acts to counteract their unnatural state. Whenever Faery Dew is used in this way, every undead creature within the affected area must make an Avoidance Roll with Heart Adjustments against a Threshold equal to 10 plus the spell rank. Failure indicates the undead sustains Quieting Setback equal to 2 per spell rank plus the roll's Margin. Success indicates they sustain half this amount. If the target's Fate Points fall to zero as a consequence, it falls into a state of Torpor.

Other Details: When sprayed over flowers, it brings forth unripened fruits, vegetables, seeds, or nuts (of the type normally associated with the flowering plant).

When sprinkled over seeds, faery dew causes them to sprout. Subsequent sprays invigorate the flora so they grow incrementally into lush green healthy adult plants. It generally takes about 5 treatments to bring a flower or garden plant from a seedling to a mature adult.

Faery Heft

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Faery Heft gives a character aid in carrying heavy objects for brief periods.

Ability Type: Utilitarian

Defaults To: Natural Sortilege *Base:* 12

Affected Area: Self *Range:* 0

Action Time: 1 Action *Preparation:* None.

Setback Cost: 2 per Minute

Duration: Heartfelt. The power lasts as long as the caster is mindful of it and continues to expend its Setback Cost every Minute.

Conflict Rolls: The boost does not affect Conflict Rolls or Hit Points in any way.

Other Details: The practitioner is able to lift and carry objects as if they have had a Strength equal to one per 2 skill ranks, regardless of what their Strength actually is. Oddly enough, due to the bizarre logic of faery magic, the skill does not actually change the character's Strength. It only has an effect for purposes of lifting and carrying. Note that multiple uses do not stack. So, a second invocation of Faery Heft would not assist a character any further.

Faery Stroke

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: With the slightest touch, this skill delivers Maladive Setback to the target creature, inducing partial paralysis. Thus, if any such creature strikes the caster with one of its natural weapons, or the caster strikes the creature directly with one of their natural weapons, the creature sustains the stated Setback.

Ability Type: Non-Lethal Force

Defaults To: Preternatural Sorilege

Action Time: 1 Action *Range:* Melee

Preparation: None *Base:* 16

Setback Cost: 7 minus Intelligence (minimum of 2).

Affected Area: The spell imbues the caster with a magical touch, which affects any creature touching or being touched by them. Needless to say, the spell does no harm to the caster.

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, it does require the caster to make physical contact with the target. This requires they be struck by a foe's natural weapon, or make an attack that involves directly touching the target. (Natural Attacks, Pummeling, Grappling, Pankration, and Touch Attacks are examples of such attacks.)

Every time the caster successfully touches their target in one of their Assault Actions, the spell delivers an amount of Maladive Setback equal to one per 2 spell ranks (in addition to any Damage and/or Setback normal for the attack mode, if any). On a Pure Success, the target also suffers from a Drawback on all Conflict Rolls involving Agility until the end of the next Round. Further, the Setback is similarly delivered if the caster is touched directly with a natural weapon (the Drawback in this case is not imposed). The Maladive Setback cannot be absorbed by armor. If the target is Overcome by the spell, they fall to the ground paralyzed for the remainder of the Scene.

Further, this spell transforms the roll's Margin into magically induced Maladive Setback (whether the attack was made by the caster against a foe or by a foe against the caster). For example, suppose the caster's natural weapon normally delivers 3 Blunt Damage plus Internal Damage equal to the Margin. For the spell duration, their attacks deliver 3 Blunt Damage plus Maladive Setback equal to the Margin plus the aforementioned bonus.

Other Details: This spell is considered to be a Woe effect. It automatically fails if the caster already has a Woe effect on them.

Fiery Touch

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: With the slightest touch, this skill delivers intense Scorching damage to the target creature. Thus, if any such creature strikes the caster with one of its natural weapons, or the caster strikes the creature directly with one of their natural weapons, the creature sustains the stated Scorching damage. This damage cannot be absorbed by armor.

Ability Type: Lethal Force

Defaults To: Vex *Base:* 12

Preparation: None. *Range:* Melee

Action Time: 1 Action

Setback Cost: 6 minus Intelligence (minimum of 2).

Affected Area: The spell imbues the caster with a magical touch, which affects any creature touching or being touched by them. Needless to say, the spell does no harm to the caster.

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time.

Conflict Rolls: The spell does not allow a Conflict Roll to avoid the spell's effects. However, it does require the caster to make physical contact with the target. This requires they be struck by a foe's natural weapon, or make an attack that involves directly touching the target. (Natural Attacks, Pummeling, Grappling, Pankration, and Touch Attacks are examples of such attacks.)

Every time the caster touches their target in such an attack, the spell delivers an amount of Scorching Damage equal to one per 2 spell ranks (in addition to any damage normal for the attack mode, if any). The same is true if the caster is touched directly with a natural weapon. This damage cannot be absorbed by armor.

Further, this spell transforms the roll's Margin into magically induced Scorching Damage (whether the attack was made by the caster against a foe or by a foe against the caster). For example, suppose the caster's natural weapon

normally delivers 3 Blunt Damage plus Internal Damage equal to the Margin. For the spell duration, their attacks deliver 3 Blunt Damage plus Scorching Damage equal to the Margin plus the aforementioned bonus.

Further, this spell is considered a Woe effect. It automatically fails if the caster already has a Woe effect on them.

Forging Glass

Prerequisites: A character must have a Brawn of at least 0 to learn this skill. Although the skill can theoretically be learned, the Rugen Dwarfs guard the secrets of Forging Glass jealously and will never agree to train outsiders.

Description: This skill allows a character to forge items from glass.

Defaults To: Natural Sortilege *Base:* 4

Ability Type: Utilitarian *Range:* Touch.

Affected Area: One glass item. *Duration:* Permanent.

Conflict Rolls: None

Setback Cost: 12 minus Intelligence (minimum of 2).

Action Time: One hour per skill rank of the item being forged.

Preparation: The character must have a working forge with bellows and standard blacksmith gear (anvil, hammer, etc.). Further, the fire must be fueled magically. Coal or elder wood may be used. It must have a Quality Level equal to or greater than that of the material being forged.

Other Details: As is commonly known, most glass is created by melting sand at high temperature, adding various powders to add coloring, and shaped by glass blowing. The result is a lovely but highly fragile material that shatters easily. However, the Rugen Dwarfs learned how to produce a form of non-brittle glass known as Resilient Glass. Unfortunately, Resilient Glass is difficult to shape. In order to do so, you must use the skill of Forging Glass.

Further, a character with this skill may repair a glass magic item without damaging its magical properties provided they have the required ranks needed to work the material from which the item is crafted.

A character may also use this skill to repair damage done to glass armor. If the armor has only a single point of damage, they may fix it in the field. More extensive damage requires a workshop.

Beginning practitioners of this trade (those below 2nd rank) are only able to form the brittle glass wares that can be produced by traditional glass blowing techniques.

At 2nd rank, glass smiths are capable of producing a lovely form of red glass known as Rügen glass. Rügen glass is commonly used in the manufacture of crystal bells, since it has the fortitude to be repeatedly and vigorously rung. Small bladed weapons, such as daggers, can be reliably fashioned from Rügen glass. The material is not strong enough for use

in larger weapons, but is well suited for the arms and armor of sprites.

At 4th rank, a glass smith can start forging Obsidianus. Also known as glassteel, Obsidianus is an opaque black glass which is forged from obsidian. Properly forged Obsidianus has the strength of common steel and can retain a razor's edge indefinitely.

At 6th rank, a glass smith can start forging semiprecious gemstone glass, also known as simply Semiprecious Glass. Semiprecious Glass is glass forged from semiprecious gemstones. The Quality Level of the resulting glass is limited to that of the gemstone type being used. Further, at 6th rank, a glass smith is capable of forging gemstone glass from gem types having a maximum Quality Level of 12 or less. So, when a glass smith first starts being able to produce Semiprecious Glass, they can fashion it from semiprecious gemstones such as garnet, amber, amethyst, rose quartz, moonstone, pearl, spinel, topaz, and tourmaline. The resulting glass is no stronger than the original gemstone from which it was produced, although it is far less brittle. Its properties are more than adequate for the arms and armor of sprites.

At 8th rank, a glass smith is able to forge Meteoric Glass, which has the strength of Meteoric steel. This is a bright-green translucent glass that is produced from naturally occurring glass nodules found in sandy deserts where meteors have fallen. Needless to say, Meteoric Glass is quite rare. Since Meteoric Glass was originally flash formed with incredibly intense heat, it is believed that residual elemental fire spirits are trapped within its substance. Whether this is true or not, armor fashioned from Meteoric Glass retains its absorptive qualities even against beings capable of passing through pure earth, such as earth elementals.

At 10th rank, a glass smith is able to forge Petrified Lightning, or fulgurite. It is a type of glass formed when lightning and thunder strike desert sands.

At 12th rank, a glass smith is able to forge high-grade Gemstone Glass. That is, glass forged from almost all of the most valuable gemstone types. Specifically, at 12th rank, a glass smith can forge Gemstone Glass from gems having a Quality Level no greater than 16. So, they can create ruby glass, emerald glass, opal glass, and sapphire glass.

Finally, at 14th rank, a glass smith is able to forge Adamant from adamas (diamond). Adamant is a remarkably durable material from which some of the best weapons are produced. Indeed, many deities are known to prize adamantite weapons, and they are a very finicky bunch indeed. Adamant is usually crystal clear or smoky black, but is sometimes translucent light yellow or pale blue. In all cases, Adamant retains the glittering sparkle and fire of diamond.

Foxfire

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: When cast over a mushroom or other fungus, this magical skill causes it to glow with a faint, cold light. The light has a pale yellow, pink, or purple tint. The specific hue tends to enhance the mushroom's own natural coloration.

Defaults To: Natural Sortilege *Base:* 8

Ability Type: Utilitarian *Range:* 0

Preparation: None *Conflict Rolls:* None

Action Time: 1 Action

Setback Cost: 6 minus Intelligence (minimum of 2).

Affected Area: A single use of this skill will affect all of the fungi within an area of 1 foot radius per spell rank.

Duration: Special. The light will last as long as the mushroom is alive. If a Foxfire mushroom is left undisturbed, it will survive for several months. If one is picked, it will survive for about a week before expiring.

Other Details: At night, a single Ultratiny-sized Foxfire mushroom will illuminate the surrounding area with Dim Light to a range of 5 feet per 2 skill ranks, and double that distance with Scant Light.

Frostbite

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This magical skill produces a narrow jet of super-cooled air directed at the caster's target.

Ability Type: Lethal Force

Defaults To: Vex *Base:* 20

Duration: Instantaneous *Range:* 80 feet

Affected Area: One creature

Action Time: 1 Assault Action

Setback Cost: 7 minus Intelligence (minimum of 2).

Preparation: The invoker must take a deep breath and blow.

Conflict Rolls: Allow the target an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. A failed roll indicates the target sustains Freezing Damage equal to 1 point per 2 spell ranks plus the roll's Margin. Success indicates they sustain half this amount.

Frosty Touch

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: With the slightest touch, this skill delivers intense Freezing Damage to the target creature. Thus, if any such creature strikes the caster with one of its natural weapons, or the caster strikes the creature directly with one of their natural weapons, the creature sustains the stated Freezing damage. This damage cannot be absorbed by armor.

Ability Type: Lethal Force

Defaults To: Vex *Base:* 12

Preparation: None. *Range:* Melee

Action Time: 1 Action

Setback Cost: 6 minus Intelligence (minimum of 2).

Affected Area: The spell imbues the caster with a magical touch, which affects any creature touching or being touched by him. Needless to say, the spell does no harm to the caster.

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time.

Conflict Rolls: This ability requires the caster to make physical contact with the target. This requires they be struck by a foe's natural weapon, or make an attack that involves directly touching the target. (Natural Attacks, Pummeling, Grappling, Pankration, and Touch Attacks are examples of such attacks.)

Every time the caster touches their target in such an attack, the spell delivers an amount of Freezing Damage equal to one per 2 spell ranks (in addition to any damage normal for the attack mode, if any). The same is true if the caster is touched directly with a natural weapon. This damage cannot be absorbed by armor.

Further, this spell transforms the roll's Margin into magically induced Freezing Damage (whether the attack was made by the caster against a foe or by a foe against the caster). For example, suppose the caster's natural weapon normally delivers 3 Blunt Damage plus Internal Damage equal to the Margin. For the spell duration, their attacks deliver 3 Blunt Damage plus Freezing Damage equal to the Margin plus the aforementioned bonus.

Other Details: This spell is considered a Woe effect. It automatically fails if the caster already has a Woe effect on them.

Eldritch Skills~G**Glamour**

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Glamour allows a character to craft illusions of just about anything they can dream up. It may change a dog's appearance into that of a dragon or transform a simple wooden stick to look like an enchanted sword. Glamour can morph a modest campsite to seem like a small cottage or make it disappear altogether under a canopy of dense thorny underbrush. What it cannot do is give an illusory tiger a bite that actually rends flesh or provide a stick with the balance and keen edge of an enchanted sword. An illusory roof cannot keep out the rain, nor can a summoned thorn prick those that touch it and draw real blood.

Glamour is purely a trick of the mind. It does not produce actual light displays (akin to Science Fiction holograms), nor does it project real sound (like a modern day stereo). So, it is not possible to use Glamour to light a dark room or break a wine glass by cranking up the volume on a high-pitched tone.

Glamour is incredibly flexible. But, the potency of an illusion is limited by the skill rank. So, an illusory goblin swordsman fights at a Level equal to the illusion's skill rank. An illusory lightning bolt affects the target at a skill rank equal to that of the illusion's skill rank as well. So, while Glamour is highly adaptable to many situations, it is severely limited in its potency. Its flexibility comes at the price of an exceedingly high Base cost to gain ranks. Other illusory skills that default to Glamour have much lower Bases, but they are also far more constrained in what they can do. Further, since weaving an illusion is a craft that plays against the mind, illusions of all sorts are ineffective against mindless creatures.

Glamour can create any type of illusion at the caster's discretion, be it a Delusion, Figment, or Phantasm. (See the Illusions heading under The Foundation of Magic in The Rules Reference for complete details on the various illusion types.) Details about how Glamour specifically works with these individual illusion types are listed below.

Defaults To: None

Base: 256

Preparation: None.

Setback Cost: 7 minus Intelligence (minimum of 2).

Delusions

Delusions are illusions that trick the mind of a single target. Such an illusion can fool the senses of the target in pretty much any way. It may convince the target that the caster is actually their spouse, or give them the absolute belief that they are trapped in an impenetrable cage. It could impose the idea that the target is caught in an arctic blizzard, that their

skin is crawling with ants, or their hair is on fire. Delusions can be all kinds of unpleasant.

Further, Delusions cannot be dispelled through Disbelief.

Action Time: 1 Assault Action *Range:* 80 feet

Ability Type: Lon-Lethal Force

Affected Area: One creature.

Duration: Instantaneous, with potential Aftereffects.

Conflict Rolls: The target of a Delusion is allowed an Avoidance Roll with Willpower Adjustments against a Threshold of 10 plus the spell rank. If roll fails, they sustain Deluding Setback equal to 1 point per 2 spell ranks plus the roll's Margin. Success indicates the target sustains half this amount. If this brings the target's Fate Points to 0, a debilitating illusion of the caster's choosing is placed in the target's mind that Incapacitates it while it is Overcome. Otherwise, a brief mental flash appears in its mind, foreshadowing its fate should it fall prey to the spell. However, in this case, the mental image quickly fades. Further, the target gains the Temporary Trait of "Experiences Sporadic Mental Flashes" until the end of the current scene.

Figments

Figments are relatively static illusions that alter the appearance of an area. They can be made to appear as solid and opaque as any real object, and can thereby obscure anything behind it. So, illusory walls and bridges are considered Figments. Such an illusion may include relatively slight movement, such as the branches and leaves of an illusory tree waving gently in the wind. But, any such movement must be repetitive, and cannot actually move the illusion to a different location.

Figments are purely visual and auditory, although even these characteristics are limited. A light source figment can never blind anyone observing it, and the sound produced by a figment cannot deafen those hearing it. Further, figments cannot provide tactile sensations, nor induce pain or ecstasy. The hand of anyone trying to touch a Figment will pass right through it while feeling nothing, revealing its insubstantial nature. In essence, Figments are effectively treated as if they are holograms, even though they are mental trickery. Once a figment is established, even the caster cannot see through it (unless it is a Figment of glass or other translucent object that anyone can see through).

Ability Type: Utilitarian

Action Time: 1 Action *Range:* 40 feet

Affected Area: A Figment illusion affects a spherical volume in a fixed location having a radius of up to ten feet.

Duration: Proximate. The illusion lasts while the caster is nearby, although they may dismiss it at any time.

Conflict Rolls: Figments can inflict no direct harm, either as Damage or Setback. They are pure trickery. On the other

hand, they cannot be dispelled through Disbelief. As such, Figments do not generally require Conflict Rolls.

Phantasms

Phantasm illusions created by Glamour may accost any or all of the senses, up to the point of pain or ecstasy, depending on how they are used. A Glamour Phantasm can not only alter the appearance of an item or creature, it can make it seem larger or smaller, or make it disappear altogether. So, a character can make themselves invisible with Glamour (as described in the Vanish skill). But, as soon as they do anything that demonstrates their presence, such as opening a door or attacking a guard, the ruse automatically fades as it has been unequivocally demonstrated as false.

Any damage delivered by a Phantasm is inflicted in the form of Tormenting Setback, although the target may believe it to have burned their skin or gashed their leg. Consequently, a Phantasm cannot actually kill, but it can defeat a foe if the target sustains enough Setback to be Overcome.

Only creatures that the caster has personally seen may be created with Glamour as Phantasmal illusions. If this is done, all of its characteristics, including its modes of movement and combat prowess, will be mimicked by the spell. To determine its illusory stats, look up its description in the appropriate monster reference, and use the example having the highest Level less than or equal to the spell rank. If no such example exists, the spell cannot create an illusion of the creature. As stated above, though, any injuries inflicted by the Phantasmal creature will be felt by its foes as Torment Setback instead of Damage.

Ability Type: Lon-Lethal Force

Action Time: 1 Assault Action *Range:* 40 feet

Affected Area: A Phantasm can alter the appearance of a single creature or item of Large size or smaller, or conjure an illusion of a single creature or item with the same size restrictions. The illusion affects any creature (with a mind) close enough to be within its normal sensing range.

Duration: Proximate. The Phantasm lasts while the caster is nearby, although they may dismiss it at any time. Further, on any successful Disbelief attempt, the illusion disperses with a momentary flurry of butterflies, colorful sparks, or some other startling display. While the Phantasm exists, the caster must treat it as a Spellbinding.

Conflict Rolls: Any character doubting a Phantasm's authenticity is entitled to a Disbelief Roll with Intelligence Adjustments against a Threshold equal to 10 plus the skill rank of the illusion. (Since allowing a player to roll the dice in these situations may unfairly provide them with information as to the true nature of what their character sees, the Overlord should make it a Hidden Roll in these cases.)

While the Phantasm persists, the caster has mental control over it, and may redirect its actions without any verbal commands. Even so, the caster must expend an Action to do so. For example, if the caster had previously instructed a goblin phantasm to attack one foe, but wants it to redirect its

attacks to another creature, they would have to expend an Action to change the illusory goblin's working orders.

Guise

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This magical skill gives a character the ability to change their appearance. They may change themselves into another race, morph their facial features to match those of someone they know, alter the cut of their suit to better fit the prevalent fashion sense of the ball they are attending, or even appear like another species altogether. In fact, they may even change their apparent size to be larger or smaller by up to one Size Category.

Ability Type: Utilitarian *Base:* 32

Defaults To: Glamour *Range:* 0

Action Time: 1 Action *Preparation:* None

Setback Cost: 6 minus Intelligence (minimum of 2).

Affected Area: Self. The illusion affects all creatures observing the practitioner.

Conflict Rolls: The illusion is a Phantasm. As such, any creature that Disbelieves the illusion is entitled to an Avoidance Roll with Willpower Adjustments. If any creature succeeds on the roll, the illusion is dispelled in a flurry of butterflies, bubbles, sparks, or other spectacular display.

Other Details: Other than the exceptions listed above and the limitation that the illusion only alters the appearance of the target, Guise works identically to the skill of Glamour.

While Guise is also perfectly capable of transforming a character into a ferocious lion, it is incapable of providing the character with the massive bite and vicious claws inherent to that form. While it could allow the trickster to sprout the wings of an angel, it cannot give them the ability to fly.

Note that Guise is ineffective against mindless creatures.

Guise of ...

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This skill allows a character to create the illusion that their body has another form. Other than the differences listed herein, this skill is identical to the skill of Guise.

Ability Type: Utilitarian *Action Time:* 1 Action

Defaults To: Guise *Base:* 8

Setback Cost: 6 minus Intelligence (minimum of 2).

Other Details: This skill is always limited in the illusions which the character can create. These restrictions are always specified when the skill is obtained. For example, a character

might have the skill Guise of Feline-like Creature or Guise of Fire to indicate the character can only disguise themselves as a creature with some cat-like features, or as fire, respectively. Or, they might have the skill Guise of Forest Animal to indicate the character can only disguise themselves as a Forest Animal, a Menagerie list provided in the Glossary section of The Rules Reference. Otherwise, this skill works in a manner identical to the Guise skill with the exceptions listed herein.

It is possible for a character to possess this skill multiple times, each with its own specified limitations. In this case, the character needs to gain ranks in each independently.

For more information see the Phantasms section under The Foundation of Magic, in The Rules Reference.

Eldritch Skills~I

Icy Glaze

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This spell creates a sheet of hazardously slippery ice covering a hard surface.

Ability Type: Non-Lethal Force

Defaults To: Natural Sortilege *Base:* 16

Action Time: 1 Assault Action *Range:* 40 feet

Setback Cost: 7 minus Intelligence (minimum of 2).

Affected Area: The icy sheet is one-eighth of an inch thick and covers a square area 10 feet on each side.

Duration: Genesis. The spell instantly generates a glaze of ice. If the air temperature remains below freezing, the ice may last indefinitely even after the caster leaves the vicinity. Otherwise, it melts as normal ice, which means it will persist for a few hours at room temperature. If heated magically, it will melt considerably faster.

Preparation: The invoker must take a deep breath and blow. They exhale a misty fog that condenses onto the targeted area.

Conflict Rolls: This spell imposes the Slick Terrain Condition over the entire Affected Area (as described in The Rules Reference). See Area Conditions in The Rules Reference for details.

Other Details: Multiple castings are not cumulative in a given area.

Impish Pinch

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: With the slightest touch, this skill delivers Crushing Damage to the target creature's body in the form of a pinch so excruciating and severe that it causes bruising. If any creature strikes the caster with one of its natural weapons, or the caster strikes the creature directly with one of their natural weapons, the creature sustains the stated Damage.

Ability Type: Lethal Force

Defaults To: Vex *Base:* 12

Preparation: None *Range:* Melee

Action Time: 1 Action

Setback Cost: 6 minus Intelligence (minimum of 2).

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time.

Affected Area: The spell imbues the caster with a magical touch, which affects any fleshy creature touching or being touched by them. That is, the spell affects any creature in the monster supplements having the keyword "fleshy". So, elementals, ghosts, and other spirits are unaffected by this skill. Needless to say, the spell does no harm to the caster.

Conflict Rolls: This ability requires the caster to make physical contact with the target. This requires they be struck by a foe's natural weapon, or make an attack that involves directly touching the target. (Natural Attacks, Pummeling, Grappling, Pankration, and Touch Attacks are examples of such attacks.)

Every time the caster touches their target in such an attack, the spell delivers an amount of Crushing Damage equal to one per 2 spell ranks (in addition to any damage normal for the attack mode, if any). The same is true if the caster is touched directly with a natural weapon.

Further, this spell transforms the roll's Margin into magically induced Crushing Damage (whether the attack was made by the caster against a foe or by a foe against the caster). For example, suppose the caster's natural weapon normally delivers 3 Blunt Damage plus Internal Damage equal to the Margin. For the spell duration, their attacks deliver 3 Blunt Damage plus Crushing Damage equal to the Margin plus the aforementioned bonus.

Other Details: The Crushing Damage induced by this spell cannot be absorbed by armor.

This spell is considered a Woe effect. It automatically fails if the caster already has a Woe effect on them.

Inflate ...

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Inflate magically enlarges a creature and all equipment it carries. It enlarges them by up to one Size Category per 3 skill ranks, up to a maximum size of Large. As such, the skill is limited to enlarging creatures of Medium size and smaller, though. See [Enlarging](#) and [Shrinking](#) in the [Polymorphism](#) section of [The Foundation of Magic](#), in [The Rules Reference](#) for the effects this has on the creature.

Ability Type: Utilitarian

Defaults To: [Transmogrify](#) *Base:* 16

Affected Area: One creature *Range:* 80 feet

Action Time: 1 Assault Action *Preparation:* None.

Setback Cost: 7 minus Intelligence (minimum of 2).

Duration: Proximate. The spell lasts while the caster is present, although they may dismiss it at any time.

Conflict Rolls: If the targeted creature is unwilling, it is entitled to an Avoidance Roll with Heart adjustments against a Threshold of 10 plus the invoker's skill rank plus Heart to avoid the effects.

Other Details: This skill applies to a specific type of creature. The exact nature of the allowable creatures will be specified at the time the skill is gained. For example, a character may obtain the skill [Inflate Bird-like Creatures](#). In that case, the practitioner would be able to enlarge any creature with feathers.

All inflated weapons that deliver damage (including natural weapons) have their Damage and Parry values increased by 1 point. Similarly, inflated entrapment weapons similarly have their Setback values increased by 1. All deflated weapons have their Tempo decreased by 1, though.

Subsequent uses of the skill on an already inflated creature will further enhance the creature's size, provided they are currently of Medium size or smaller.

Inflate Self

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This skill enables the practitioner to increase their own size.

Ability Type: Utilitarian

Defaults To: [Transmogrify](#) *Base:* 8

Affected Area: Self *Range:* 0

Action Time: 1 Action

Setback Cost: 6 minus Intelligence (minimum of 2).

Other Details: Aside from the exceptions listed herein, [Inflate Self](#) works identically to the skill [Inflate ...](#).

Eldritch Skills~L

Lure ...

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This skill is a specialized form of bewitchment that fixates the target's mind on the invoker to such an extent that it feels compelled to follow the caster wherever they go. Other than the details described herein, this skill works identically to the [Bewitch ...](#) skill.

Ability Type: Non-Lethal Force

Defaults To: [Bewitch ...](#) *Base:* 2

Action Time: 1 Assault Action *Range:* 80 feet

Setback Cost: 7 minus Intelligence (minimum of 2).

Affected Area: One creature of simpleminded intellect or better.

Conflict Rolls: The target is entitled to an Avoidance Roll with Willpower Adjustments against a Threshold equal to 10 plus the skill rank plus the Charisma of the invoker. If failed, the target suffers from a Drawback due to their intense focus on the lure. Further, they sustain Entrancing Setback equal to half the skill rank plus the roll's Margin. If the target is Overcome as a consequence, it is compelled to follow the invoker wherever they desire. Of course, the overall consequences that this entails cannot exceed those listed on the [Guts and Glory Tables](#) corresponding to the target's current Glory Status.

Duration: Maelstrom; Brittle. The Setback-inducing effects are Instantaneous. The imposed Drawback lasts as long the target participates in a conflict. It ends as soon as a few minutes pass since their previous Conflict Roll. If the target is Overcome by this spell, they are lured until the end of the current Scene, or until they unwillingly sustain Damage and/or Setback, whichever comes first. The effect may be dismissed at any time by the charmer.

Other Details: The type of creature to which the skill applies is specified at the time at which the skill is gained. For example, a character may acquire the skill [Lure Humanoids](#). In that case, they would be able to temporarily lure any humanoid creature.

The enthralled creature is generally aware of its surroundings and will not willingly follow into areas that are obviously suicidal. However, the target does feel a strong sense of kinship with the invoker, and will trust their judgment in finding a safe route through potentially dangerous environs. Further, the target does not feel any compunction to blindly obey the perpetrator's orders, other than those that enable them to continue following.

Eldritch Skills~M**Magnify**

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This magical skill gives a character the ability to make something seem larger through the power of illusion.

Ability Type: Utilitarian

Defaults To: Glamour *Base:* 16

Preparation: None *Range:* Melee

Action Time: 1 Action

Affected Area: One item or creature

Setback Cost: 6 minus Intelligence (minimum of 2).

Duration: Proximate. The spell lasts while the caster is present, although they may dismiss it at any time.

Other Details: The practitioner may increase the apparent size of the target by up to one Size Category for every three skill ranks. (The size categories are: Zot, Wee, Ultratiny, Tiny, Small, Medium, Large, Great, Epic, Colossal, and Astronomical.) In general, each Size Category will approximately double the height, width, and depth of the target.

As this change in appearance is only illusory, the target's stats are completely unaffected.

Other than the exceptions listed above and the limitation that the illusion only affects the target's apparent size, Magnify works identically to the skill of Glamour.

Magnify Self

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This magical skill gives a character the ability to make themselves and all the equipment they carry seem bigger through the power of illusion.

Defaults To: Magnify or Glamour *Base:* 8

Ability Type: Utilitarian *Range:* 0

Affected Area: Self *Preparation:* None

Action Time: 1 Action

Setback Cost: 6 minus Intelligence (minimum of 2).

Duration: Proximate. The spell lasts while the caster is present, although they may dismiss it at any time.

Other Details: This skill can only alter the caster's own apparent size. It cannot target other creatures or items.

Other than the exceptions listed herein, Magnify Self works identically to the skill of Magnify.

Moon Glow

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Moon Glow summons a soft halo around the character with the general appearance of moonlight.

Ability Type: Utilitarian

Defaults To: Natural Sortilege *Base:* 8

Affected Area: Self. *Range:* 0

Preparation: None. *Conflict Rolls:* None

Action Time: 1 Action

Setback Cost: 6 minus Intelligence (minimum of 2).

Duration: Special. The effect lasts until daylight, or until the invoker cancels the effect, which may be done at any time.

Other Details: Treat the soft light given off by the effect as Dim Light to a radius of 5 feet per 2 skill ranks, and double that distance with Scant Light. Note that the skill may be purposefully utilized at a lower skill rank to produce less light, if desired.

Eldritch Skills~N**Natural Sortilege**

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This skill teaches a wide range of sometimes bizzare magical techniques that influence the physical world.

Defaults To: None *Base:* 256

Ability Type: Utilitarian *Action Time:* Variable

Affected Area: Variable *Range:* Variable

Preparation: Variable *Duration:* Variable

Conflict Rolls: Variable

Other Details: Natural Sortilege is a sort of chicken-and-egg skill in that a practitioner of Natural Sortilege may perform any skill that they have personally witnessed themselves that defaults directly or indirectly to Natural Sortilege. In so doing, the Duration, Range, and other characteristics will match those of the derived skill being mimicked.

Nauseous Fumes

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This skill causes a cloud of vapors to billow forth around the invoker. Those caught in the area violently wheeze, cough, and gag. The invoker and creatures that are immune to toxic poisons are unaffected.

Ability Type: Non-Lethal Force

Defaults To: Natural Sortilege *Base:* 16

Preparation: None. *Range:* 0

Action Time: 1 Assault Action

Setback Cost: 7 minus Intelligence (minimum of 2).

Affected Area: The fumes radiate to a radius of 5 feet around the caster. It takes a full Round for them to build up in a given area, though. So, the caster must remain still for the fumes to take effect. If he moves, they will dissipate in a given area within 1 Round.

Duration: Maelstrom. The spell lasts as long the caster participates in a conflict. It ends as soon as a few minutes pass since the caster's previous Conflict Roll. Although, the caster may cancel the spell at any time. While the spell is in effect, the caster must treat the spell as a Spellbinding when considering their Magic Limit.

Conflict Rolls: Any breathing creature in the Affected Area must make an Avoidance Roll with Toughness Adjustments against a Threshold of 10 plus the invoker's skill rank. These rolls must be made every round they remain in the area to fight off nausea. Upon the first failure of any such roll, the creature suffers from a Drawback on all Conflict Rolls until the end of the Scene. Once a roll is failed, no further rolls of this type are needed, as multiple failures are not cumulative.

Other Details: This spell is considered a Nimbus Effect. It automatically fails if the caster already has a Nimbus Effect on them.

Eldritch Skills~O

Otherworld Sojourn

Prerequisites: This skill can only be through a character's race and lineage, or through a class that grants it. It cannot be learned otherwise.

Description: Otherworld Sojourn allows a character to find a magical winding path through fog and mist that leads between the material realm and the Otherworld, also known as the Dream World or the Astral Plane.

Ability Type: Utilitarian

Defaults To: Preternatural Sortilege

Preparation: None *Base:* 64

Action Time: 5 minutes *Conflict Rolls:* None

Setback Cost: 18 minus Intelligence (minimum of 2).

Range: All individuals traveling with the invoker must remain within 20 feet at all times.

Affected Area: The invoker may lead up to one character per skill rank, including themselves, into the Otherworld.

Duration: Instantaneous. Once the travelers pass from one realm into the other, they will remain there until they make a similar journey back.

Other Details: Otherworld Sojourn raises a deep mist similar in all respects to the skill Raise Mist.

Throughout the entire invocation, the character and their entourage slowly travel, witnessing brief fading glimpses of both worlds through the mists as they go. At the beginning of the journey, the scenery will usually be recognizable as that of the land of origin. As it continues, though, the infrequent sights of the destination realm will become more and more common and those of the origin realm less so. Finally, at the journey's end, the troupe will find themselves completely in the target realm.

The journey may take place over water or land. Throughout the trip, the invoker must focus all their concentration on the path forward through the mist. As such, they must remain silent. Any distractions will cause them to lose their way, leaving the travelers back in the land from which their journey began.

If the crossing is made over water, the group will most likely need to travel by row-boat, as the mists require absolute dead calm. There cannot be even the lightest breeze to trouble the waters. Further, the trip can only be made on a sizable body of water, as the voyagers must have sufficient space to wander to-and-fro through the mists at the invoker's direction. Finally, the lake must contain at least one island, as islands and their surrounding waters form a natural ring, which helps to attract and retain Neart, the magical energy of all life.

If the expedition is made over land, the trek must start and end at a liminal site, or a place of natural power that stands on the threshold between worlds. Often, these places are ancient megaliths, such as Stonehenge, or burial mounds, such as a dolmen or cromlech. Such sites are generally comprised of stone columns laid out in a circular pattern, which helps to collect and retain vast stores of Neart. If no such structure is available, a ring of mushrooms or trees may suffice, if they are well established and have grown in place for many years. Finally, natural caves can sometimes be used as well, provided it contains a (seemingly) bottomless pit and the passages within are intertwined and wander and branch through the earth for miles.

Eldritch Skills~P

Preternatural Sortilege

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This skill teaches a wide range of sometimes bizarre magical techniques that influence the metaphysical world.

Ability Type: Utilitarian

Defaults To: None

Action Time: Variable

Base: 256

Affected Area: Variable

Range: Variable

Preparation: Variable

Duration: Variable

Other Details: Preternatural Sortilege is a sort of chicken-and-egg skill in that a practitioner of Preternatural Sortilege may perform any skill that they have personally witnessed themselves that defaults directly or indirectly to Preternatural Sortilege. In so doing, the Duration, Range, and other characteristics will match those of the derived skill being mimicked.

Eldritch Skills~R

Raise Mist

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Raise Mist gives a character the ability to summon a misty wet fog.

Defaults To: Natural Sortilege

Base: 32

Ability Type: Utilitarian

Range: 0

Action Time: 20 minutes

Setback Cost: 2 every 20 minutes

Affected Area: ¼ mile radius per skill rank.

Duration: Heartfelt. The spell lasts as long as the caster is mindful of it and continues to expend its Setback Cost every 20 minutes.

Preparation: The character must meditate outside in silence for the entire invocation. To raise a mist, the air must be dead calm. Further, while mists can always be raised over water, they cannot always be summoned over land. If raised over ground, the area must be sufficiently damp to provide moisture for the mist. The morning dew of temperate regions is adequate for this task. However, desert areas have no such advantage. Mists can always be raised from areas in which rain has recently fallen.

Conflict Rolls: If there is no opposing magic or other force attempting to suppress the mist, the effect is automatic. Otherwise, the character must make a Skill Roll with Heart adjustments against a Threshold equal to 10 plus the opponent's Level plus Heart. If successful, the invoker gains

control of the fog conditions. Otherwise, their opponent does so.

Other Details: Anyone in the affected area will be unable to see for more than a distance of 10 feet. As a consequence, all range weapons are penalized as if the attacker were blind (see Fighting Blind in the Combat Rules). Attacks made from a range of 5 feet or less (e.g. melee attacks) are completely unaffected. However, targets between 5 and 10 feet away quickly fade away as the distance increases. Thus, attacks made from this range suffer from a Drawback.

Rubbery Face

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This skill gives a character the ability to flex and contort their face in a manner almost like rubber. This ability allows the performer to distort their own facial features so that they are no longer recognizable as themselves.

Ability Type: Utilitarian

Defaults To: Natural Sortilege *Base:* 24

Affected Area: See below. *Range:* 0

Action Time: 1 Action

Preparation: None

Setback Cost: 6 minus Intelligence (minimum of 2).

Duration: Persistent. The character's face may be held in an altered state as long as desired.

Conflict Rolls: Anyone viewing the character and knowing their normal appearance may make an Avoidance Roll with Intelligence and Perception Adjustments against a Threshold of 10 plus the actor's skill rank plus Charisma. Success indicates the viewer recognizes the character.

Other Details: Although the skill does not provide enough control for the invoker to actually make their face look like a particular person, it is sufficient to act as an effective disguise.

Eldritch Skills~S

Shift to ... Form

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: The Shift to ... Form³¹ skill allows a character to transform their own body and any equipment they carry into another form.

Ability Type: Utilitarian

Defaults To: Transmogrify *Base:* 16

Affected Area: Self *Range:* 0

Action Time: 1 Action *Conflict Rolls:* None

Setback Cost: 6 minus Intelligence (minimum of 2).

Duration: Persistent. The altered form lasts indefinitely, although the caster may dismiss it at any time. Reverting back to the original form requires the same amount of time as the original transformation.

Other Details: There are a number of issues dealing with transforming into a different shape. Each issue is dealt with under its own heading. For more information see the Polymorphism section of The Foundation of Magic, in The Rules Reference.

Target Form

This skill is always limited in the forms to which the character can transform. These restrictions always accompany this skill. For example, a character might have the skill Shift to Bird-like Form, or Shift to Canine-like Form, to indicate the character can only shift into creatures with distinctive bird-like or canine-like features, respectively. Sometimes, the available forms are listed as an explicit Menagerie. That is, it is provided as a named list of possible forms. For example, the skill Shift to Barnyard Animal Form would allow a character to transform into any of the forms provided on the Barnyard Animal list provided in The Rules Reference.

Form Limitations

Regardless of the form specifications, a character can only transform into creatures that they have personally seen before. You may assume that your character has already encountered at least one of the more common strains satisfying the skill's restrictions. They may start out with first-hand knowledge of several creature types, assuming they are all extremely common (rabbits, goats, donkeys, chickens, etc.) However, your character must have first-hand

experience with unusual creatures to be able to transform into them (tiny elephants, large badgers, etc.)

Further, the basic composition of the new form must be similar to that of the character's natural form. In other words, if a character is made up of living flesh and blood, then they can only transform into living flesh and blood creatures. So, if a living dwarf has the ability to transform into a Tiny Dove, they can only transform into a *living* Tiny Dove. They cannot transform into an *undead* Tiny Dove. If the dwarf happens to be undead, though, the opposite is true.

The transformation allowed by this ability is imperfect. The most obvious evidence of this is that the eyes of a shifted character do not change in appearance at all. A person familiar with the character in their normal form may recognize them in their altered form merely by making eye-contact. While the Shift to ... Form ability excels at making sweeping changes to a character's body, it lacks the fine control necessary for subtle modifications. So, a character cannot use this skill to make themselves look like another person. Similarly, a character that shifts themselves into a wolf will look like exactly the same wolf the next time they shift to that form.

Target Size

If a Size Category of the target form is not specified in the skill name, it is assumed the character will change to a Size Category that most closely matches their normal size. So, if the character is Small, and the monster supplement containing the description of the target creature form does not provide a Small size example, but does have a Medium size example, then the character transforms into the target form as a Medium size.

If the Size Category is specified in the skill name, then the character can only transform into creatures of that size and form. So, an Elf with the ability Shift to Tiny Bird-like Form could transform into a tiny-sized dove, but could not shift into a large-sized griffin. If the shifting ability is specified as a Menagerie list, that is a predefined list of forms, then the Menagerie list will, itself, specify the Size Categories available for each form in the list. For example, if a character possesses the skill Shift to Forest Animal Form, then they can alter their form and size to any of those listed on the Forest Animal list provided in the Glossary section of The Rules Reference.

In no case can a character transform into anything smaller than Wee or larger than Large.

Gaining Ranks

It is possible for a character to possess this skill multiple times, each with its own specified limitations. In this case, the character needs to gain ranks in each independently.

Target Stats

The Level of the new form is limited by the shape-shifter's rank in this skill. To determine the stats of the new form,

31 The term "Shift" comes from folklore, where it was believed that certain faery races would don a cloak, or *shift*, made from the skin of the creature to which it wished to transform. For example, selkies are a water-dwelling faery race that don the skins of seals in order to transform into them. If a selkie's shift is stolen, the selkie will be unable to transform. As such, shape-shifting is often viewed in the same manner as putting on a disguise

look up the creature's description and find the example having the highest Level that is less than or equal to the skill rank. If no such example exists, then the character cannot transform into that shape.

Once you have found the appropriate creature example, the transformed state will (mostly) use those stats. The only basic attribute the shape-shifter retains in their new form is Intelligence. All other basic attributes are adopted from the target form. Similarly, the Level of the target form is adopted.

Magic Abilities

A transformed character does not gain any of the magical abilities attributed to that creature. Specifically, they do not gain any ability specifically listed as a power similar to some other spell, Eldritch skill, or Fantasia skill. (An ability is magical if it has a Setback Cost associated with it.) For example, if a creature's description specifies an ability similar to the Occult spell Invoke Medium Cone of Grim Acid, then a character transformed into that form will lack that magical ability. The shape-shifter gains all of the creature's other abilities and limitations, though, including senses, Immunities, and Sensitivities.

Sustained Damage

Any damage sustained in the shape-shifted state transfers directly to the natural state, and visa-versa. The transfer is done on a fractional basis. So, if a character is down to half Hit Points when they shift, then they polymorphed state will similarly be down to half of the Hit Points of the transformed shape.

Spell-Casting in the Target Form

Spell-casting and other skills may be used in the transformed state only if the form allows for it. For example, if a character wishes to cast a magic spell with verbal requirements, they may do so only if the shape-shifted form has the physical ability to speak.

Sprinkle Faery Dust

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This spell instantly creates and dispenses a single, short-lived dose of Faery Dust, with the same power as that as described in The Wicked Workshop. In brief, Faery Dust is a glittering magical powder that some faeries use to perform their woodland chores. Its effects vary based on what the dust is sprinkled over.

Ability Type: Non-Lethal Force *Range:* 0

Defaults To: Preternatural Sorilege *Base:* 12

Action Time: 1 Assault Action

Setback Cost: 7 minus Intelligence (minimum of 2).

Affected Area: The dust sprays out in a 20-foot long cone having a base diameter of 10 feet.

Duration: Instantaneous. The dust's magical properties last only briefly, so it cannot be stored up.

Preparation: None

Sprinkle Pixie Dust

Prerequisites: This gift is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This spell instantly creates and dispenses a single, short-lived dose of Pixie Dust, with the same power as that described in The Wicked Workshop. In brief, Pixie Dust is a glittering magical powder that pixies use to perform their woodland chores. Its effects vary based on what the dust is sprinkled over.

Ability Type: Non-Lethal Force (unless the target happens to be a plant, in which case it is Lethal Force)

Defaults To: Natural Sorilege *Base:* 12

Preparation: None *Range:* 0

Action Time: 1 Action

Setback Cost: 7 minus Intelligence (minimum of 2).

Affected Area: The dust sprays out in a 20-foot long cone having a base diameter of 10 feet.

Duration: Instantaneous. The dust's magical properties last only briefly, so it cannot be stored up.

Spry Iron Boots

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This skill magically increases the land Speed of the invoker when running by 5 feet per 2 skill ranks. So, the caster's Running Speed increases by 5 at 1st rank, 10 at 3rd, 15 at 5th, etc.

Ability Type: Utilitarian *Base:* 4

Defaults To: Natural Sorilege *Range:* 0

Affected Area: Self *Conflict Rolls:* None

Action Time: 1 Action

Setback Cost: 2 per Round

Duration: Heartfelt. The power lasts as long as the caster is mindful of it and continues to expend its Setback Cost every Round.

Preparation: The invoker must wear a pair of iron or steel boots.

Other Details: The boots themselves make very heavy stomping footsteps while the ability is in effect. So, a character cannot sneak while utilizing this ability.

Startle

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This skill allows the invoker to induce fear in any creature they surprise. The affected targets will run for the hills if possible, but will engage in combat and fight for their lives otherwise. While under the influence of this skill's effects, a character cannot perform any actions requiring intense concentration, such as spell-casting.

Defaults To: Preternatural Sortilege

Ability Type: Non-Lethal Force

Setback Cost: 6 minus Intelligence (minimum of 2).

Range: speaking distance

Action Time: 1 Assault Action *Base:* 8

Affected Area: This skill will affect any surprised creature within range observing the invoker. (Creatures immune to the effects of mental spells are unaffected.)

Duration: Unstable. The effect lasts in each target until it succeeds on a recurring Avoidance Roll to overcome it (as described below).

Preparation: The invoker must do something to cause their quarry to jump. For example, they may suddenly leap into view of their surprised quarry and give them a cold piercing stare. Alternately, the invoker may stick out their tongue, bug out their eyes, pull down their lower eyelids with their fingers, and stretch out the edges of their mouth with their fingers. Jumping up and down and wagging one's tongue back and forth while screaming "BOO-BOOGITTY-BOO!" helps augment the effect as well.

Conflict Rolls: Any Surprised characters seeing the invoker must make Avoidance Rolls with Heart Adjustments against a Threshold equal to 10 plus the invoker's skill rank plus Heart. Failure indicates the target flees for its life if possible. Otherwise, the character suffers from a Drawback from fear. Characters startled in this way are entitled to a similar Avoidance Roll on every Round to calm down and overcome the effect.

Steam Bath

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Steam Bath allows a character to create a hot steamy fog.

Defaults To: Natural Sortilege *Base:* 16

Ability Type: Non-Lethal Force *Range:* 0 feet

Action Time: 1 Assault Action

Setback Cost: 10 minus Intelligence (minimum of 2).

Affected Area: A circle having a radius of 5 feet per skill rank centered around the heat source onto which the invoker spits.

Duration: Proximate. The steam persists as long as the caster is present, although they may cancel it at any time.

Preparation: The character must spit on an open flame, hot coal, heated stone, hot stove, or other heat source.

Other Details: Anyone in the affected area will be unable to see for more than a distance of 10 feet. As a consequence, all range weapons are penalized as if the attacker were blind (see Fighting Blind in the Combat Rules section of The Rules Reference). Attacks made from a range of 5 feet or less (e.g. melee attacks) are completely unaffected. However, targets between 5 and 10 feet away quickly fade away as the distance increases. Thus, attacks made from this range suffer a Drawback.

Summoning Whistle

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Summoning Whistle sends a magical message to the target creature, telling it that the invoker wants it to approach or remain ready at hand. Further, it gives the summoned creature a general feeling of the summoner's location.

Defaults To: Preternatural Sortilege

Ability Type: Utilitarian *Conflict Rolls:* None

Duration: Instantaneous. *Action Time:* 1 Action

Range: 1 mile per skill rank. *Base:* 8

Setback Cost: 6 minus Intelligence (minimum of 2).

Affected Area: 1 creature that is familiar with the invoker.

Preparation: The invoker speaks the name of the creature they wish to summon and emit a whistle noise. If they whisper the name and give a low whistle, the creature will understand that the invoker wishes it to approach their position and remain within a mile or so. If they speak the name with a moderately loud whistle, it will comprehend the invoker's desire for it to remain close at hand, or approximately within 100 yards. A shouted name and a loud whistle indicates the summoned creature should immediately approach with all haste.

Other Details: The magic of the skill does not exert any magical influence or charm which compels the creature to obey the invoker's wishes. So, this ability is only useful on creatures that are already friendly to the summoner.

Eldritch Skills~T**Tarnkappe**

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: A tarnkappe is a hooded red cloak. Anyone with this skill can imbue such a cloak with the ability to allow sunlight and ultra-violet light to completely pass through the wearer unimpeded. In the absence of any light source other than sunlight, this has two important effects. The first is that any person wearing a tarnkappe is completely invisible to others. The second is that the wearer of the cloak sees nothing but absolute and total darkness that even Dark Vision cannot penetrate (as the tarnkappe is also invisible to ultra-violet light). So, tarnkappes are known as both "cloaks of invisibility" and "cloaks of darkness".

Many faery creatures are turned to stone by sunlight. For them, tarnkappes are invaluable life-savers at those embarrassing, "oops, I didn't realize it was time for the sun to rise" moments. Of course, anyone absentmindedly leaving their tarnkappe in the closet at home is out of luck.

The charm has no effect on any illumination other than sunlight, though. So, if there is another light source nearby, such as a torch, then the person wearing the tarnkappe will be able to see anything illuminated by it. Further, the person wearing the tarnkappe will have a ghostly appearance, as the torch light will reflect off of the cloak normally while the sunlit terrain behind them can still be seen as well.

Obviously, in the total absence of sunlight a tarnkappe acts like any normal cloak.

Ability Type: Utilitarian *Base:* 20

Defaults To: Natural Sortilege *Range:* 0

Affected Area: Self *Action Time:* 1 Action

Setback Cost: 6 minus Intelligence (minimum of 2).

Duration: Persistent. The tarnkappe retains its power as long as the character wears it.

Preparation: The character must be wearing a long hooded red cloak that completely covers them from head to foot with the hood raised

Conflict Rolls: In situations where the only source of illumination is sunlight and a tarnkappe wearer gets into melee, then both the wearer and their assailant must use the rules for fighting blind when combating one another since neither can see the other. In situations where there is some other light source, Conflict Rolls are unaffected.

Other Details: A tarnkappe acts as a perfect defense against the sunlight summoned by magical spells, as long as the skill rank of the tarnkappe equals or exceeds the skill rank of the sunlight. If the sunlight skill exceeds that of the tarnkappe, however, the sunlight affects the tarnkappe's wearer as if its rank were reduced by an amount equal to the Tarnkappe rank. So, a person wearing a 6th rank tarnkappe that is struck

by a 9th rank Rays of Dawn spell is affected as if the Rays of Dawn spell were only 3rd rank. Note that ordinary sunlight is considered to have a skill rank of 1 and affects creatures sensitive to sunlight once per Round.

Tickle

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This skill creates the tactile illusion of fingers and feathers tickling all of the more sensitive parts of the target's body. They will squirm and dance with tears streaming down their smiling face as they try to escape from the tickling influence. Other than the restriction that this illusion is limited to the tactile sensation of tickling, and the exceptions listed above, this skill is identical to the skill of Glamour.

Ability Type: Non-Lethal Force

Defaults To: Glamour *Base:* 12

Preparation: None *Range:* 10 feet

Action Time: 1 Assault Action

Setback Cost: 7 minus Intelligence (minimum of 2).

Affected Area: One living humanoid creature.

Duration: Instantaneous. However, if the target is Overcome by the spell, the Aftereffects last until the end of the current Scene.

Conflict Rolls: The target must make an Avoidance Roll with Willpower adjustments against a Threshold equal to 10 plus the invoker's skill rank plus Charisma. A failed roll indicates the target suffers from a non-cumulative Drawback from squirming and laughter. Further, it sustains Deluding Setback equal to half the skill rank plus the Margin of the Avoidance Roll. Success indicates the target sustains half this amount and avoids the spell's other effects. If the target is Overcome by the spell as a consequence, they fall to the ground in a state of uncontrollable hysterical laughter. If it makes dramatic sense, the target may eventually pass out from lack of oxygen due to their inability to breathe.

Trance

Prerequisites: This skill can only be through a character's race and lineage, or through a class that grants it. It cannot be learned otherwise.

Description: With this ability, the practitioner goes into a state of deep meditation in order to seek spiritual guidance to gain information about a subject of interest.

It should be noted that trances specifically do not apply to puzzles. If an Overlord introduces a puzzle to the players, they expect the players to figure it out on their own without crutches.

Ability Type: Utilitarian

Defaults To: Preternatural Sorilege

Action Time: 20 minutes. *Base:* 16

Affected Area: One conflict. *Range:* Unlimited.

Duration: Instantaneous.

Setback Cost: 6 minus Intelligence (minimum of 2).

Preparation: The practitioner must put themselves into a deep state of meditation. During this time, they are unaware of their surroundings, and should be treated as if asleep. A single attack against them will immediately bring them out of the trance.

Other Details: This ability allows the practitioner to petition astral spirits to answer questions concerning a conflict in which they are involved.

To determine whether the practitioner gains a gut feeling about some aspect of the conflict in question, they must make a Skill Roll with Heart Adjustments. If used to glean information about an individual foe, the Threshold that must be overcome equals 10 plus the subject's Level and Heart. If used to gain information on an opposing faction, make a Group Conflict Roll, where the larger the group, the easier it is to garner information about them (see Group Conflict Rolls in The Rules Reference for details). If used on an item that is the primary subject of a conflict, the Threshold that must be overcome equals 10 plus the subject's Level.

Success indicates the practitioner gains some insight into the subject of interest. The player may therefore gain truthful answers to allowable questions about the subject. A Pure Success indicates the character may ask two questions. A Bare Success indicates they may only ask one question. Normal failure indicates the practitioner gets no sense about the subject. Natural Failure implies that the practitioner gains misleading answers to two of the allowable questions. Since the practitioner may gain unfair knowledge about the truthfulness of the answer if they roll the dice themselves, the Overlord should make it a Hidden Roll.

If the subject is an item, or non-player character, the Overlord will answer the questions. If the subject is an Avatar, the person playing that character should answer. When a misleading answer is indicated, the person answering the question should strive to make the answer as

believable as possible, while simultaneously being as misleading as possible.

Note: Successful trances don't lie. For example, suppose you successfully use Trance to determine what it would take to convince a character to do something. In that case, there is no need to thereafter make a roll to determine if they would actually agree to it. Since your Trance has already told you what it would take, if you offer the stated requirements, they will agree to those terms automatically.

Questions about an Individual

The following are the allowable questions concerning an individual involved in the conflict of interest:

- How can I get a message to him/her/it?
- Is this foe the instigator of the conflict, or is he/she/it working for someone?
- What would it take to convince him/her/it to agree to X?
- What is particularly dangerous about them?

Questions about a Faction

The following are the allowable questions concerning a faction involved in the conflict:

- How can I contact the nearest member of this faction?
- Who is this faction's greatest enemy?
- Who is this faction allied with?
- Who is the faction's leader?
- What should I be particularly wary of in dealing with this faction?

Questions about an Item

The following are the allowable questions concerning an item that is a central focus of the conflict:

- What is the item's approximate value and age?
- What culture or province did the item originate from?
- For what purpose was this item most recently used?
- How does this item pertain to our current goals and circumstances?

Transmogrify

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: The Transmogrify skill is an exceptionally broad ability allowing a character to transform the shape and size of a target creature into virtually anything. Oddly enough, it is not a skill that any avatar possesses, for the simple fact that it must be an inherent ability of the character's race, and no available character race possesses it.

The concept of transmogrifying is so important, and so involved, that it has been given its own section under Polymorphism in The Foundation of Magic of The Rules Reference. See that description for further details.

Ability Type: Utilitarian if used as a disguise. It is considered Non-Lethal Force if used directly against a non-willing creature.

Defaults To: None *Base:* 4096

Affected Area: One creature *Range:* Touch

Setback Cost: 7 minus Intelligence (minimum of 2).

Action Time: 1 Assault Action

Duration: Proximate. The spell lasts while the caster is present, although they may dismiss it at any time.

Preparation: To transmogrify a creature into a particular form, the character must have personally seen a living example of that form in the past.

Conflict Rolls: If the target is unwilling, it is entitled to an Avoidance Roll with Heart and Toughness adjustments against a Threshold equal to 10 plus the skill rank plus the invoker's Willpower to avoid the effects.

Eldritch Skills~U

Unbind

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This skill allows a character to unbuckle buckles, untie knots, and loosen buttons. All such fasteners on a single target creature will come loose. Note that this skill is ineffective against complex fasteners, such as locks, or fasteners made from iron.

Ability Type: Non-Lethal Force

Setback Cost: 7 minus Intelligence *Base:* 8

Defaults To: Natural Sortilege *Range:* Touch

Action Time: 1 Assault Action *Preparation:* None

Affected Area: The (non-iron) buckles, knots, and buttons of the garments of a single creature.

Duration: Instantaneous. The fastener will remain loosened until someone re-fastens it.

Conflict Rolls: The caster must make a Skill Roll with Acumen adjustments against the target's Stability to touch them. A successful roll indicates the fasteners on the target's body come loose. Assuming they are clothed with standard garments (blouse, pants, shoes, etc.), their garments will either hang loose, or fall away and hinder them. In this case, the target sustains Footing Setback equal to 1 per 2 skill ranks plus the roll's Margin. Once the target's fasteners are unbound in this fashion, though, a second use of the skill will have no effect until the target refastens everything. Further, the target will suffer from a Drawback on all physical actions until the offending clothing is either removed or refastened. A single Action is required to do either.

Eldritch Skills~V

Vampiric Revival

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This skill allows a character to magically revive themselves by drinking living blood.

Defaults To: Preternatural Sortilege

Ability Type: Utilitarian *Base:* 20

Action Time: 1 Action *Range:* Touch

Duration: Instantaneous.

Setback Cost: 6 minus Intelligence (minimum of 2).

Affected Area: The healing powers of the skill only affect the invoker. The damaging properties affect one living humanoid creature that is either incapacitated or otherwise immobile.

Preparation: The invoker must suck or otherwise drink blood taken directly from the wound of a living humanoid.

Conflict Rolls: The target is entitled to an Avoidance Roll with Heart Adjustments against a Threshold equal to 10 plus the practitioner's skill rank plus Heart. Success indicates they resist the effect entirely.

Other Details: The amount of Damage healed for the practitioner equals half the skill rank plus the Margin of the Conflict Roll. This ability can only heal the blood sucker's Hit Points to its normal maximum. Beyond that, there is no benefit.

The blood drain has the opposite effect on the target. The target sustains Bleeding Damage equal to the amount of Damage gained by the practitioner. The practitioner's revival is limited by how many Hit Points the target has left. So, if the target drops to zero Hit Points before the full amount of blood is drawn, the practitioner only heals as much as is available to be drawn.

Vanish

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This magical skill gives a character the ability to make themselves invisible. The invisibility is merely illusory, however, and is far from perfect. In fact, the illusion does not affect any observer's peripheral vision. It only affects direct sight. So, an observer may see something out of the corner of their eye, only to find nothing there when they look directly at it.

Ability Type: Utilitarian

Defaults To: Glamour *Base:* 24

Affected Area: Self *Range:* 0

Action Time: 1 Action *Preparation:* None

Conflict Rolls: None.

Setback Cost: 6 minus Intelligence (minimum of 2).

Duration: Brittle. Any action drawing attention to the practitioner automatically negates the effect. So, if the character opens a door or attacks someone physically, they will immediately become visible to anyone observing the event. Otherwise, Vanish lasts until the end of the scene in which it was invoked, although the caster may cancel it at any time.

Other Details: A character with this skill may attempt to Vanish at any time. However, it cannot be invoked while any creature looks directly at the practitioner. So, if the character is in the presence of others, they must run around a corner or otherwise briefly break the line of sight to disappear.

Since it is essentially an illusion, this skill cannot work on mindless creatures or those that are otherwise unaffected by illusions. Further, if a vanished character is within another character's field of view, and that character suspects their presence, the suspecting character is entitled to a Conflict Roll with Intelligence adjustments against a Threshold of 10 plus the spell rank of the Vanish. Success indicates the illusory invisibility is dispelled.

Vex

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This skill teaches the carnage-based (damaging) magical torments of faerie magic.

Ability Type: Lethal Force

Defaults To: None *Base:* 160

Affected Area: Variable *Action Time:* Variable

Preparation: Variable *Range:* Variable

Duration: Variable *Conflict Rolls:* Variable

Setback Cost: Variable

Other Details: Vex is a sort of chicken-and-egg skill in that a practitioner of Vex may perform any skill that they have personally witnessed themselves that defaults directly or indirectly to Vex. In so doing, the Duration, Range, and other characteristics will match those of the derived skill being mimicked.

Eldritch Skills~W

Waken Carbuncle

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Waken Carbuncle enables a character to bring forth light from a single carbuncle stone. Any gemstone with a reddish color is considered to be a carbuncle, so rubies, garnets, and red sapphires may all be used as the focus of this skill.

Defaults To: Natural Sortilege *Base:* 5

Ability Type: Utilitarian *Range:* Touch

Action Time: 1 Action *Conflict Rolls:* None

Setback Cost: 6 minus Intelligence (minimum of 2).

Affected Area: This skill wakens the inherent magical powers of a single carbuncle stone. Once awakened, the carbuncle stone will give off a reddish light. Treat this as Dim Light to a radius of 5 feet per 2 skill ranks and as a Scant Light to twice that distance.

Duration: Proximate. The light persists while the caster is present, although they may cancel the effect at any time. For the spell duration, the carbuncle must be treated as a magic item when considering its possessor's Magic Limit.

Preparation: The invoker must blow on a carbuncle stone they cup in their hand as if blowing on a dying ember to re-ignite its fire. The skill rank of the resulting magic is limited by both the skill rank of the practitioner and the Quality Level of the carbuncle.

Waken Quartz

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: Waken Quartz enables a character to bring forth light from a single clear quartz crystal.

Defaults To: Natural Sortilege *Base:* 5

Ability Type: Utilitarian *Range:* Touch

Action Time: 1 Action *Conflict Rolls:* None

Setback Cost: 6 minus Intelligence (minimum of 2).

Affected Area: This skill wakens the inherent magical powers of a single quartz crystal. Once awakened, the crystal emits white light. If the crystal has been extracted from the earth, it gives off Dim Light to a radius of 5 feet per 2 skill ranks and Scant Light to twice that distance. If it remains embedded within the bedrock, it gives off Bright Light to a radius of 5 feet per 2 skill ranks and Dim Light to twice that distance.

Duration: Proximate or Brittle. The light of a crystal extracted from the ground persists while the caster is present, although they may cancel the effect at any time. For the spell duration, any such crystal must be treated as a magic item when considering its possessor's Magic Limit. If the crystal is awakened while still embedded within the bedrock in which it grew, the crystal retains its glow for months even after the caster departs. Unfortunately, if it is thereafter extracted, it loses its brilliance immediately.

Preparation: The invoker must blow on an uncut clear quartz crystal as if blowing on a dying ember to re-ignite its fire. The skill rank of the resulting magic is limited by both the skill rank of the practitioner and the Quality Level of the quartz.

Whirlwind

Prerequisites: This skill is a natural ability granted by a character's race and lineage. It cannot be learned.

Description: This skill allows a character to transform themselves and their equipment into a raging, gusty, whirlwind.

Defaults To: Natural Sortilege *Base:* 12

Ability Type: Utilitarian *Range:* 0

Action Time: 1 Assault Action *Preparation:* None.

Setback Cost: 4 per Round

Affected Area: Self. The whirlwind covers an area having a radius of 5 feet plus one foot per skill rank.

Duration: Fixated. This spell lasts until the caster stops concentrating on it, casts another Fixated spell, performs an Assault Action, or stops paying the required Setback Cost.

Other Details: While transformed into a whirlwind, treat the character as an Anemoi Gas Elemental, along with all the durabilities that creature possesses. To determine their Combat Characteristics, look up the stats of an Anemoi Gas Elemental in The Tome of Terrors. Use the example having the same Size Category as the character that has the highest Level less than or equal to the spell rank. If no such example exists, the spell fails.

The transformed character does not gain the magical abilities of an Anemoi. However, they do form a swirling vortex of wind. The gales kick up dust and sand, tear leaves from trees, and even snap small branches. As a character gains ranks in the skill, they are able to generate more and more powerful winds. Further, since the character has transformed themselves into a miniature cyclone, they can fly through the air at rate indicated by the Anemoi description.

It is worth noting that any light, including sunlight, will pass completely through a character in this form. Even characters that are unusually Sensitive to Sunshining Effects have nothing to fear from the Sun's rays while in this state.

Since a whirlwind cannot talk and has no hands, any spell-casting requiring verbal or gestural components is impossible in this form.

Conflict Rolls: Every Round, all affected creatures must make an Avoidance Roll with Agility and Toughness Adjustments against a Threshold equal to 10 plus the skill rank. Failure indicates they sustain Flaying damage equal to half the skill rank plus the roll's Margin. Success indicates they sustain half this amount. In either case, the Damage may be further reduced by Ward.

Fantasia Domain

The Fantasia Domain deals with all of the various forms of artistic expression. This includes artwork, music, dance, poetry, theater, and others, although the game currently only supports rules for the endeavors of artistry and music.

How Fantasia Magic Works

A practitioner of Fantasia has the ability to intermingle their own spirit with another soul or spirit in a profoundly intimate way. By so doing, a subtle bond is created between the two that allows for a metaphysical form of emotional communication and influence. The means by which this is accomplished is through artistic works, be they through music, dance, poetry, or actual physical artwork. (Only the aspects of music and artwork are covered in this book, but other avenues of expression may find their way into future supplements.) The greater a person's mastery in the artistic arenas, the greater their impact.

The use of Fantastic Powers is inherently an act of communication. However, the connection is at an emotional level, and so does not generally require words to be spoken. Of course, Fantastic Powers based on music often utilize lyrics and, at the very least, require delivery through sound.

Gaining New Fantastic Disciplines

There are a sizable number of Fantastic Disciplines. Artistry, Sculpting Stone, Music, and Playing Woodwind Instruments are a few skills falling into this category. Some Fantastic Disciplines are granted by specific races. Otherwise, they can only be gained by obtaining a class that grants them. Ranks in these skills are earned by spending XP just like any other Skill.

Although anyone can create and perform artistic works, only special individuals can use them to evoke magical Fantastic effects. To do so, a character must first possess the gift Fantasia Beckoning.

The Magic of Music

Like other art forms in this game, music can summon powerful magical forces. It has the potential to invoke panic in an enemy, courage in an ally, or joy in an audience. Although essentially anyone can learn to play a musical instrument, only those possessing the Fantasia Beckoning gift may use their ability to invoke magical powers through music, which is their primary in-game use.

The music system is set up around five categories of musical instrument, including brass, percussion, string, woodwind, and voice. Each of these represents a musical discipline. As ranks in these disciplines are gained, a character gains greater mastery in the music they play using instruments of the specified type. To invoke magical effects, however, a character must somehow obtain and learn musical scores, or compositions. Each score can be performed only by a subset

of the instrument types. So, gaining mastery in only a single instrument limits a musician's potential.

Each different score specifies the effects it produces. However, musicians do not gain ranks in individual scores. Rather, the rank of the instrument used to perform the score determines the rank at which the piece is performed.

The music of Fantasia magic provides an avenue to introduce a recommended sound-track into Mythmagica. Although historians have found some examples of ancient musical scores, most ancient music has almost entirely been lost. Because of this (and due to the author's love of classical music), a Classical symphonic sound-track was mostly recommended. Clearly, a lone musician playing in a group of wayward adventurers cannot hope to play an entire symphony. However, we're talking *magic* here. From afar, any lone musician sounds like just any other individual performing alone. However, any creatures affected by the magic of a Fantasia score hear echos of a full orchestra in their minds, which is what gives the magic its potency.

Gaining New Musical Scores

The Fantastic Disciplines based on Artistry (those involved in the creation of beautiful works of art) are used directly. That is, there are no artistic "Powers" based on these disciplines.

However, the Musical Disciplines (such as Singing, Playing String Instruments, Playing Percussion Instruments, and the like) exist to support a variety of powers to achieve various effects. These powers are called Musical Scores, and they include abilities such as Toe Tapping Tune, Lullaby Theme, Saber Dance, and others.

A musician gains a new Musical Score by either finding the score written down on parchment, or by learning it directly from someone else who already knows the score. There is no limit to the number of Musical Scores a musician may learn.

However, there *is* a limit to the number of musical scores that a character can imbue with magic. They gain one such score for every rank in an instrument type. And, that score must be one playable by that form of instrument. If they wish to play a particular score with two different instrument types, they must select that score twice: once for each instrument. For example, suppose a musician wants to play the score Lullaby Theme, which can be performed using either Singing or Playing String Instruments. To gain it, they decide to gain a rank in Singing, and perform it vocally for a while. Later, they decide that they would like to accompany their own voice by playing a violin at the same time. To do so, they gain a rank in Playing String Instruments, and select Lullaby Theme as one of the scores they can play with that skill.

Gaining Ranks in Musical Scores

Each Musical Score can be performed only by a limited number of instruments. The rank at which a musician performs a Musical Score is determined by the rank of the instrument used in performing it.

Note that gaining a rank in any instrument only requires the character to expend the appropriate XP on the instrument. It does not require any further training from a more experienced tutor.

The Cost of Using Fantastic Abilities

The energy required to use a Fantastic ability comes from the caster's own spirit, which is felt in the form of Setback. Setback is taken from the character's Fate Points. The amount of Setback felt equals the ability's Setback Cost minus their Intelligence, to a minimum of 0. So, a Fantastic Artist with a very high Intelligence may suffer no ill effects when using a Musical Score.

Fantastic Artists cannot cast themselves down to 0 Fate Points. Any such attempt will fail.

Performing Musical Scores in Combat

Even the best musician has a difficult time performing their best when someone is trying to drive a sword through their gut. If a character insists that the "show must go on" in combat, the effects of their music suffer from a Drawback for every blow the musician takes during the previous Round.

Further, if the musician is using an instrument in their performance, they suffer from a Drawback against all attacks targeting them. They suffer no such Drawback while singing, though.

Edges in Regions of Cooperating Scores

If more than one musician simultaneously performs the same score within a given scene, the performer with the lower performance rank gives an Edge to the performer with the higher performance rank. An additional Edge is given to the highest ranked performer for every doubling of the number of performers. So, an entire symphony can provide quite a boost to a lead musician.

Interestingly enough, this rule may apply to a single performer. If a musician plays an instrument that does not require the use of their mouth (such as when playing a guitar), the musician may sing and accompany themselves with their instrument. Only scores that may be performed both by singing and the specified instrument may take advantage of this fact, however. (Note that Dancing can potentially be used as a Percussion instrument when accompanying oneself. See Dancing for details.)

Finally, a character that accompanies themselves needs to expend Setback only once, as per the score's description. So, the accompaniment costs no additional Setback.

Discord in Regions of Competing Scores

If two or more different musical scores are performed simultaneously within a given scene, the region where the Affected Areas of the two competing scores overlap has the effect of Discord rather than the effects normally associated with either score. The resulting Discord is performed at the highest rank of all musicians, and should be treated as a Cooperating Score (as described above). See the Discord score description in the Musical Scores section for details.

Fantasia Skills

Fantasia Skills~A

Artistry

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under an artist who has attained at least 5th rank in Artistry. But, the magical effects of the skill can only be enacted by those having the Fantasia Beckoning gift.

Description: Artistry is a very broad skill covering all aspects of adding decoration to items, from painting to carving or engraving decorations in all potential mediums.

Ability Type: Utilitarian *Base:* 32

Affected Area: One item *Defaults To:* None

Duration: Permanent. *Range:* Touch

Conflict Rolls: None

Action Time: Variable, depending on the item being crafted. In general, creating a work of art requires at least an hour, and may take days or weeks.

Preparation: The artist must have materials, a work area, and tools appropriate for the materials used in the piece being worked.

Other Details: Few characters gain high proficiency in general Artistry directly. However, it acts as the basis for a number of other skills. This results in most artists specializing in one or more mediums, such as Sculpting Wood or Beautifying Gemstones.

Although virtually anyone can pick up the Artistry skill and the various skills that default to it, individuals with the gift of Fantasia Beckoning can use it to imbue items with magical properties, which is the primary in-game use of the skill. Characters without Fantasia Beckoning may create works of art. But, their works are not inherently magical.

The focus of Artistry is on the creating beautify. An artistic work may be fashioned directly from raw materials, or it may be an embellishment of an already existing item, which may have a practical use in itself, such as a sword or boots.

Artists often view themselves as collaborating with the materials they are working. Rather than meticulously plan every brush stroke or hammer strike, they try to connect with their materials on a spiritual level and reveal the hidden vitality trapped within. In essence, artists are analogous to midwives helping to bring new beauty into the world.

At the lower ranks, an artist is able to create lovely works of art, but has not attained sufficient mastery to truly connect with the elemental spirits of their work.

At 5th rank, an artist with Fantasia Beckoning gains the ability to waken the dormant elemental spirits in their pieces, if they so choose. Since any work of art is a collaboration between the creator and their creation, the result incorporates some of the artist's personality and spirit or soul as well. This gives them some limited ability to transfer their own

skills and powers to the spirit housed within the piece. The result is the creation of a new permanent magic item that houses, or binds, a weak elemental spirit within it. This elemental provides the item with “eyes” and “ears” and gives the possessor access to the item’s powers.

With this skill, an artist with Fantasia Beckoning can imbue an item with a single ability that they personally possess. This ability must be one of the following: a skill (including Eldritch and musical skills), an occult spell, a pagan spell, a mystic power, or a weapon proficiency. However, it cannot be the Artistry skill itself, nor any skill directly or indirectly defaulting to Artistry. Thus, one cannot create a hammer imbued with the skill Beautifying Metal, since Beautifying Metal defaults to Artistry.

Who Can Use a Beautified Item?

An artistic item imbued with a non-magical skill can be used by anyone. Similarly, anyone can use an Artistic item imbued with a magical ability that only affects the user.

However, if the imbued skill is a magical ability that targets anything other than the user, then the user must have whatever Beckoning Gift is associated with the imbued magical ability. For example, suppose an Artistry item is imbued with the Pagan spell Healing Touch, which allows the user to heal someone other than themselves. In that case, only characters with the Pagan Beckoning gift could use the item.

At What Rank is the Skill Used?

The rank of the imbued ability is limited by the Quality Level of the materials used in its construction. So, if a necklace is crafted from gems having a Quality Level of 7 and lumina having a Quality Level of 12, the Quality Level of the resulting jewelry will, at most, be 7, the lowest Quality Level of all materials used in its construction. The Quality Level is further limited by the artist’s rank in Artistry or their rank in the imbued ability, whichever is lowest. For example, suppose an artist obtains a shepherd’s crook of Quality Level 9 and decides to enhance its beauty by engraving intricate patterns along its length. While doing so, they imbue the weapon with their own skill of Maneuvering. Further, suppose their rank in Artistry equals 5 and their rank in Maneuvering is 7. In that case, the crook would be end up with a Quality Level of 5, since that is the lowest rank involved in the entire process of creation. The rank at which the imbued skill is used always equals the item’s Quality Level. So, the crook’s Maneuvering skill would be used at 5th rank.

What are the Costs of Using the Item’s Magical Abilities?

Generally, an individual who possesses an Artistry item gains the skill imbued into it when activated, and may use that skill in non-conflict circumstances with whatever cost is required by the skill. If it is a normal Academic, Martial, or Trade Skill, that means there is no cost for using the item

outside of a conflict. Thus, a character could use a knife imbued with the Wood Working skill to carve a flute from a piece of wood without expending Setback. However, if the imbued skill is an Eldritch skill or other ability that requires a Setback Cost, then the user must pay that Setback Cost themselves whenever they use the item. So, if a character had a cloak imbued with the Eldritch skill Whirlwind, and used it to transform themselves into a swirling vortex of wind, they must expend the Setback required by that spell when they do so.

Further, in stressful circumstances (essentially any situation in which a Conflict Roll is required) the user must expend a minimum of 2 points of Setback every Round the imbued skill is used in a Conflict Roll. So, if a character has lock picks imbued with the Opening Locks skill, they lose 2 Setback whenever they use the picks in an attempt to open a lock. Note that the Setback Cost is only paid once on any given Round, even if the item's abilities are used in multiple Conflict Rolls during that Round.

How Does the User Get the Item to Work?

The artist that beautifies the item must state exactly what triggers it to work. Each such item must have a trigger that readies, or starts, its function, and possibly another that terminates it. For items such as wands, command words spoken by the wielder are commonly used as activation triggers although almost any easily observable event could be chosen (e.g. putting a ring on a finger or donning a helmet). Similarly, another command word or action can optionally be specified to terminate the item's powers (e.g. taking a ring off a finger or removing a helmet).

The triggering mechanisms work because of the elemental spirit bound to the item. The artist simply gives this bound spirit its "working instructions." However, the elemental can only interpret actions it observes. Consequently, triggering by thought alone is impossible in items made through Artistry.

Examples

1) Suppose a Rugen Dwarf with Fantasia Beckoning beautifies glass slippers from glass of Quality Level 9 that are charmed with the skill Deflate Self. Further, assume the dwarf has a rank of 7 in Beautifying Glass and a rank of 5 in Deflate Self. If so, the shoes would magically allow the wearer to use Deflate Self at a skill rank of 5 (the minimum of 5, 7 and 9) when triggered. Also, since Deflate Self has a Setback Cost, the wearer must sacrifice the required Setback whenever they use the power. Deflate Self has no skill prerequisites, so anyone could use this item.

2) Suppose a human priest with Fantasia Beckoning carves a lovely holy symbol from wood of Quality Level 8 and imbues it with the Healing spell Healing Touch. Further, assume the artist has rank 6 in Sculpting Wood and rank 7 in Judgment. Given all this, the holy symbol will cast Healing Touch at a maximum rank of 6 (the minimum of 6, 7 and 8). Since Healing Touch is a Pagan spell, only individuals with the gift of Pagan Beckoning could use the item.

3) Suppose a Svartálfar elf with Fantasia Beckoning forges a Medium Longsword from steel of Quality Level 7 and imbues it with their own fighting prowess with the weapon. Further, assume the elf was 8th rank in Beautifying Metal and 9th rank in wielding Medium Longsword. This means that anyone who has no training in Medium Longsword would wield the weapon at a weapon rank of 7 (the minimum of 7, 8, and 9). However, anyone using the weapon in battle would have to expend 2 points of Setback every time they used it in an Attack Roll.

4) Suppose a Troll with Fantasia Beckoning sculpts a beautiful fiddle from wood of Quality Level 9 and imbues it with their own skill in Playing String Instruments. Further, assume they are 10th rank in Sculpting Wood and 8th rank in Playing String Instruments. That means that anyone who has no training in Playing String Instruments can play the fiddle at a rank of 8 (the minimum of 8, 9, and 10). Of course, the produced music will have magical effects only if the performer has the gift of Fantasia Beckoning themselves.

Fantasia Skills~B

Beautifying Ceramics

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under an artist who has attained at least 5th rank in this skill. But, the magical effects of the skill can only be enacted by those having the Fantasia Beckoning gift.

Description: This skill enables the practitioner to augment ceramics with beautiful glazes and to create mosaics from ceramic fragments.

Defaults To: Artistry

Base: 2

Ability Type: Utilitarian

Conflict Rolls: None

Action Time: The artistry takes a few hours to a day or two, depending on the size of the piece and the intricacy of its design. The drying and firing process for glazes takes a day or two, while the creation of mosaics require anywhere from a day to several weeks, depending on the size of the work.

Preparation: Glazing requires a kiln of some sort to be available to fire the artwork. Mosaics require little more than glazed ceramic pieces, some form of mortar, and a surface onto which the mosaic can be laid.

Other Details: Aside from the modifications above and the fact that Beautifying Ceramics only grants a character the ability to work with ceramics, this skill is identical to the skill of Artistry. So, the artist may create beautiful glazes on pottery and mosaics on walls. As ranks are gained in the skill, the artist is better able to imbue their work with magical powers as described under Artistry.

Beautifying Gemstones

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under an artist who has attained at least 5th rank in this skill. But, the magical effects of the skill can only be enacted by those having the Fantasia Beckoning gift.

Description: A character using this skill transforms cut gemstones into beautiful works of art.

Ability Type: Utilitarian *Conflict Rolls:* None
Defaults To: Artistry *Base:* 2

Action Time: Beautifying a gemstone takes a few hours to a day or two, depending on the size of the stone.

Preparation: The gem cutter must have proper polishing and engraving tools and good lighting conditions.

Other Details: Aside from the modifications above and the fact that Beautifying Gemstones only grants a character the ability to polish and sculpt gems, this skill is identical to the skill of Artistry. So, the gem cutter may polish and shape beautiful agates, amethysts, emeralds, sapphires, rubies, diamonds and other precious and semi-precious gems.

As ranks are gained in the skill, a gemstone artist with Fantasia Beckoning is better able to imbue their work with magical powers in the process as described under Artistry.

Further, a gemstone worker with Fantasia Beckoning has the option of causing some of the gems they beautify to glow. (See the The Gem Beautifying Process section of The Wicked Workshop for details.)

Beautifying Glass

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under an artist who has attained at least 5th rank in this skill. But, the magical effects of the skill can only be enacted by those having the Fantasia Beckoning gift.

Description: Beautifying Glass provides the skills necessary to etch glass with intricate designs and create mosaic-like stained glass windows.

Defaults To: Artistry *Base:* 2
Ability Type: Utilitarian *Conflict Rolls:* None

Action Time: The artistry takes a few hours to a day or two, depending on the size of the piece and the intricacy of its design.

Preparation: The artist must have tools and a work area sufficient to shape the materials being used. For stained glass windows, this means they need the use of cutting tools, a large flat surface, and a heat source sufficient to melt lead and tin. For Resilient Glasses, such as adamant, obsidianus, and the like, they also need sufficient ranks in the skill Forging Glass.

Other Details: Aside from the modifications listed herein and the fact that this skill only grants a character the ability to work with the various form of glass, it is identical to the Artistry skill.

Beautifying Metal

Prerequisites: This skill can be learned by characters who have attained at least 5th rank in Artistry, but only from an instructor who is 5th rank or greater in Beautifying Metal.

Description: This skill enables the practitioner to etch, engrave, gild, plate, and polish items crafted from metal with intricate designs and textures.

Defaults To: Artistry *Base:* 2
Ability Type: Utilitarian *Conflict Rolls:* None

Action Time: The artistry takes a few hours to a day or two, depending on the size of the piece and the intricacy of its designs.

Preparation: The artist must have tools and a work area sufficient to work the materials being used. For hard metals, such as iron, steel, and most of the alchemical metals, this means they need the use of a forge.

Other Details: Aside from the modifications above and the fact that Beautifying Metal only grants a character the ability to work metals, this skill is identical to the skill of Artistry. Unfortunately, this skill alone only provides sufficient training to allow the crafter to work with soft metals such as silver, gold, and copper. However, this skill may also be used in conjunction with Forging Metal to beautify harder metals, such as iron, steel, lumina, and the like. If a casting process is desired instead (to fashion sculptures using a lost wax technique), Beautifying Metal may be used in conjunction with Smelting to melt and cast iron or rare alchemical metals. In any case, as ranks are gained in the skill, the artist is better able to imbue their work with magical powers as described under Artistry.

Further, magical artwork may emit a soft light, as described in the Beautifying Metal section of The Wicked Workshop.

Fantasia Skills~E

Embossing Leather

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under an artist who has attained at least 5th rank in this skill. But, the magical effects of the skill can only be enacted by those having the Fantasia Beckoning gift.

Description: With this skill, an artist can create lovely patterns and designs on leather goods. So, the artist may take a plain items such as shoes, hats, gloves, and saddles and transform them into remarkable works of art. As ranks are gained in the skill, the artist is better able to imbue their work with magical powers as described under Artistry. Note that items that naturally come as multiple pieces (such as gloves, boots, and shoes), will count as a single magic item if all pieces are crafted from the same hide of leather.

Ability Type: Utilitarian *Conflict Rolls:* None
Defaults To: Artistry *Base:* 2

Action Time: Depending on the size and intricacy of the piece being worked, crafting a leather sculpture can take anywhere from a few hours (shoes) to several days (a saddle).

Preparation: The artist must have leather-working tools and a work area sufficient to shape the materials being used.

Generally, this involves a number of various sized knives, mallets, stamps, awls, and bevels. Also, water to soften the leather is usually needed.

Other Details: Aside from the modifications above and the fact that Embossing Leather only grants a character the ability to work with various forms of leather, this skill is identical to the skill of Artistry.

A magically embossed leather garment or other item automatically form fits itself to its wearer. This ability is limited, though. An embossed leather item will fit any creature of the size category for which it was originally fashioned, or one Size Category larger or smaller. But, it cannot change the item's size beyond this.

Embroidery

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under an artist who has attained at least 5th rank in this skill. But, the magical effects of the skill can only be enacted by those having the Fantasia Beckoning gift.

Description: Embroidery enables the practitioner to create lovely patterns and designs on textile goods. So, the artist may take plain items such as cloaks, hats, gloves, dresses, and other garments and transform them into remarkable works of art. As ranks are gained in the skill, the artist is better able to imbue their work with magical powers as described under Artistry. Note that items that naturally come as multiple pieces (such as gloves, boots, and shoes), will count as a single magic item if all pieces are crafted from the same bolt of textile.

Ability Type: Utilitarian *Conflict Rolls:* None

Defaults To: Artistry *Base:* 2

Action Time: Embellishing a garment or quilt with embroidery can take anywhere from a few hours to a several weeks, depending on the size and how elaborate its design is.

Preparation: Embroidery generally requires proper scissors, needle, thread, and a textile item to embellish.

Other Details: Aside from the modifications above and the fact that Embroidery only grants a character the ability to adorn textiles and soft, light leather, this skill is identical to the skill of Artistry.

A magical garment adorned with Embroidery automatically form fits itself to its wearer. This ability is limited, though. An embroidered item will fit any creature of the size category for which it was originally fashioned, or one Size Category larger or smaller. But, it cannot change the item's size beyond this.

Fantasia Skills~I

Illustration

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under an artist who has attained at least 5th rank in this skill. But, the magical effects of the skill can only be enacted by those having the Fantasia Beckoning gift.

Description: This skill allows the practitioner to create beautiful two-dimensional artwork.

Defaults To: Artistry *Conflict Rolls:* None

Ability Type: Utilitarian *Base:* 8

Action Time: Creating an illustration can take anywhere from a few hours to a day or two or even longer, depending on the size of the piece, the medium, and the intricacy of its design.

Preparation: As this skill enables a character to create pictures in a variety of media, the preparations may vary quite a bit. Drawings require paper and pencil or pens. Paintings demand canvas, paints, paintbrushes, and easel. Tattoos require needles, special inks, and a great deal of trust by the recipient.

Other Details: Aside from the modifications above and the fact that Illustration only grants a character the ability to create works of art in two dimensions, it is identical to the Artistry skill. So, the artist may create paintings, sketches, maps, drawings, embroidery, and other pictures on flat (or relatively flat) surfaces. As ranks are gained in the skill, the artist is better able to imbue their work with magical powers as described under Artistry.

Fantasia Skills~M

Music

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under an artist who has attained at least 5th rank in Music. The magical effects of musical scores based on this discipline can only be enacted by those having the Fantasia Beckoning gift.

Description: Music is a very broad skill covering all aspects of musical composition and performance. A person gaining ranks directly in Music learns a wide variety of musical genres and instrument forms. They may perform any musical discipline that defaults to it. This gives a musician great breadth in their ability to perform.

Ability Type: Utilitarian. However, the Musical Scores this ability are used to perform can have any Ability Type.

Defaults To: None *Base:* 64 *Range:* 30 feet.

Conflict Rolls: Variable (based on Musical Scores)

Duration: Variable. Most musical performances take a few minutes to perform, although much longer pieces are

possible. By repeating various passages, a competent performer can draw out a composition as long as desired.

Preparation: The musician must have appropriate instruments to perform a piece of music. Or, if the piece is purely vocal, must have a well rested singing voice.

Other Details: If the practitioner has Fantasia Beckoning, they may select one musical score per skill rank gained directly in this skill. They may imbue these scores with the magical effects stated in their descriptions, using any instrument appropriate for playing it. They will play the piece at a rank equal to the specific instrument skill they possesses, such as Playing Woodwind Instruments, or their rank in Music, whichever is greater.

For example, suppose a character picked up the Music Score of Saber Dance as a pick for Music, which can be played by Brass, Percussion, or Woodwind. Further, let's suppose the character has 8th rank in Brass, 5th rank in Music, and 0 ranks in both Percussion and Woodwind. In this case, the character can perform Saber Dance at 8th rank when using a Brass instrument, and 5th rank when using either a Percussion or Woodwind instrument. In the later two cases, they are defaulting to their Music rank.

Fantasia Skills~P

Playing Brass Instruments

Description: Playing Brass Instruments bestows upon the practitioner the ability to perform musical pieces on any form of brass instrument. These include trumpets, french horns, bugles, trombones, tubas, coronets, and flugelhorns. Note that the instrument does not actually need to be made of brass to be considered a brass instrument. Rather, the term refers to the brassy sound the instrument makes.³² So, a hunting horn fashioned from the horn of a ram or a conch shell blown by a Triton are both considered brass instruments.

Defaults To: Music *Base:* 16

Conflict Rolls: Variable (based on Musical Scores)

Preparation: The musician must possess a brass musical instrument, such as a bugle, trumpet, or horn.

Other Details: If the practitioner has Fantasia Beckoning, they may select one brass instrument score per skill rank. They may imbue these scores with the magical effects stated in their descriptions.

Other than the differences listed above, this skill is identical to Music.

Playing Percussion Instruments

Description: Playing Percussion Instruments bestows upon the practitioner the ability to perform musical pieces on any form of percussion instruments. These include drums,

xylophones, triangles, gongs, bells, chimes, rattles, and cymbals.

Defaults To: Music *Base:* 16

Conflict Rolls: Variable (based on Musical Scores)

Preparation: The musician must possess a percussion musical instrument, such as a drum, cymbals, tambourine, or xylophone.

Other Details: If the practitioner has Fantasia Beckoning, they may select one percussion instrument score per skill rank. They may imbue these scores with the magical effects stated in their descriptions.

Other than the differences listed above, this skill is identical to Music.

Playing String Instruments

Description: Playing String Instruments bestows upon the practitioner the ability to perform musical pieces on any form of string instrument. These include basses, violins, cellos, harps, lutes, and guitars.

Defaults To: Music *Base:* 16

Conflict Rolls: Variable (based on Musical Scores)

Preparation: The musician must possess a string instrument, such as a violin, cello, viola, or bass.

Other Details: If the practitioner has Fantasia Beckoning, they may select one string instrument score per skill rank. They may imbue these scores with the magical effects stated in their descriptions.

Other than the differences listed above, this skill is identical to Music.

Playing Woodwind Instruments

Description: Playing Woodwind Instruments bestows upon the practitioner the ability to perform musical pieces on any form of woodwind instrument. These include bassoons, clarinets, saxophones, flutes, pipes, oboes, and bagpipes.

Defaults To: Music *Base:* 16

Conflict Rolls: Variable (based on Musical Scores)

Preparation: The musician must possess a woodwind instrument, such as a flute, pipe, clarinet, or oboe.

Other Details: If the practitioner has Fantasia Beckoning, they may select one woodwind instrument score per skill rank. They may imbue these scores with the magical effects stated in their descriptions.

Other than the differences listed above, this skill is identical to Music.

³² The brassy tonal quality of these instruments is due to the way in which they are played: by tightly pursing the lips while blowing the instrument.

Fantasia Skills~S

Scrimshaw

Prerequisites: If gained out-of-class, training requires one-month course of study under an artist who has attained at least 5th rank in this skill. But, the magical effects of the skill can only be enacted by those having the Fantasia Beckoning gift.

Description: This skill enables a character to engrave beautiful works of art on ivory, horn, bone, shell, claws, antlers and similar media.

Defaults To: Illustration *Base:* 2

Ability Type: Utilitarian *Conflict Rolls:* None

Action Time: Etching a scrimshaw illustration into ivory, horn, or similar medium can take anywhere from a few hours to a day or two or even longer, depending on the size of the piece, the medium, and the intricacy of its design.

Preparation: This skill requires a character to have a sharp metal etching instrument.

Other Details: Aside from the modifications above and the fact that Scrimshaw only grants a character the ability to create images on the materials listed above, it is identical to the Illustration skill. As ranks are gained in the skill, the artist is better able to imbue their work with magical powers as described under Artistry.

Sculpting Stone

Prerequisites: If gained out-of-class, training requires a one-month course of study under an artist who has attained at least 5th rank in this skill. But, the magical effects of the skill can only be enacted by those having the Fantasia Beckoning gift.

Description: This skill enable an artist to craft beautiful works of art from marble, granite, limestone, jade, soapstone, or other rock types. The skill incorporates fashioning, engraving, and polishing stone. As ranks are gained in the skill, the artist is better able to imbue their work with magical powers as described under Artistry.

Defaults To: Artistry *Base:* 2

Ability Type: Utilitarian *Conflict Rolls:* None

Action Time: Crafting a stone sculpture is a time consuming process. It generally takes several days to a week or two, depending on the size of the piece and the intricacy of its design.

Preparation: The artist must have tools and a work area sufficient to shape the materials being used. Generally, this involves a number of various sized hammers and chisels.

Other Details: Aside from the modifications above and the fact that Sculpting Stone only grants a character the ability to work with stone, this skill is identical to the skill of Artistry. Unfortunately, this skill alone only provides sufficient training to allow the crafter to work with soft stones (also known as carving stones). These include

alabaster, soapstone, jade, and similar stones. Harder stones, such as are used as construction materials for buildings, require the skill of Stone Working to fashion. So, this skill can be used in conjunction with Stone Working to fashion great works of architectural art from stones such as marble and granite.

Sculpting Wood

Prerequisites: If gained out-of-class, training requires a one-month course of study under an artist who has attained at least 5th rank in this skill. But, the magical effects of the skill can only be enacted by those having the Fantasia Beckoning gift.

Description: This skill enables an artist to craft beautiful works of art from wood. The skill incorporates shaping, engraving, and polishing wood. As ranks are gained in the skill, the artist is better able to imbue their work with magical powers as described under Artistry.

Defaults To: Artistry *Base:* 2

Ability Type: Utilitarian *Conflict Rolls:* None

Action Time: Depending on the hardness of the wood and the size and intricacy of the piece, crafting a wooden sculpture takes anywhere from a few hours to several days.

Preparation: The artist must have wood-working tools and a work area sufficient to shape the materials being used. Generally, this involves a number of various sized knives, hammers, and chisels.

Other Details: Aside from the modifications above and the fact that Sculpting Wood only grants a character the ability to work with various forms of wood, this skill is identical to the skill of Artistry. Unfortunately, this skill alone only provides sufficient training to allow the crafter to work with soft woods such as pine, spruce, and cedar. Harder woods require the skill of Wood Working to fashion. So, this skill can be used in conjunction with Wood Working to fashion works of art from ironwood, mahogany, walnut, and other hard woods.

Singing

Description: Singing bestows upon the practitioner the ability to perform any form of vocal musical piece.

Defaults To: Music *Base:* 16

Conflict Rolls: Variable (based on Musical Scores)

Preparation: The musician must have a mouth, vocal chords, and the general ability to speak. (This should include virtually all character races and lineages, with the exception of the Killmoullis.)

Other Details: If the practitioner has Fantasia Beckoning, they may select one vocal (singing) score per skill rank. They may imbue these scores with the magical effects stated in their descriptions.

Other than the differences listed above, this skill is identical to Music.

Musical Scores Table

Musical Scores	Required Rank	Allowable Instruments
<u>Discord</u>	1	Brass, Percussion, String, Woodwind
<u>Drinking Song</u>	1	Singing
<u>Frightful Tune</u>	1	Singing, String, Woodwind
<u>Uplifting Dance</u>	1	Singing, String, Woodwind
<u>Military Charge</u>	2	Brass, Percussion
<u>Fanfare</u>	3	Brass
<u>Harmonic Chorus</u>	3	Singing
<u>Sneaky Song</u>	3	Singing
<u>Flowery Dance</u>	4	Percussion, Woodwind
<u>Saber Dance</u>	4	Brass, Percussion, Woodwind
<u>Lamenting Tune</u>	5	Singing, String
<u>Pied Piper Tune</u>	5	Woodwind
<u>Song of the Fey</u>	5	Singing
<u>Toe Tapping Tune</u>	5	Brass, String, Woodwind
<u>Dance of the Dead</u>	6	String, Woodwind
<u>Lullaby Theme</u>	6	Singing, String
<u>Pastoral Theme</u>	6	String, Woodwind
<u>Profound Theme</u>	6	Singing
<u>Vivid Theme</u>	6	Singing, Brass, Percussion, String, Woodwind
<u>War Theme</u>	6	Percussion
<u>Airy Melody</u>	7	Woodwind, Singing
<u>Animating Dance</u>	7	String, Woodwind
<u>C above High C</u>	7	Singing
<u>Earthy Melody</u>	7	Percussion, String
<u>Fiery Melody</u>	7	Brass, Percussion
<u>Fluid Melody</u>	7	String, Woodwind
<u>Haunting Melody</u>	7	Brass, Percussion, String, Woodwind
<u>Love Theme</u>	8	Singing, String, Woodwind
<u>Siren's Song</u>	8	Singing
<u>Stormy Dance</u>	8	Brass, Percussion, String, Woodwind
<u>Drubbing Beat</u>	9	Percussion
<u>Funeral Opus</u>	9	Brass, Percussion, String, Woodwind
<u>Lulling Refrain</u>	9	Singing, String, Woodwind
<u>Melancholy Refrain</u>	9	Singing, String, Woodwind
<u>Somber Refrain</u>	9	Singing, String, Woodwind
<u>Vivid Refrain</u>	9	Singing, Brass, Percussion, String, Woodwind
<u>Winding Dance</u>	10	Brass, String, Woodwind
<u>Frantic Opus</u>	11	Brass, String, Woodwind
<u>Heavenly Opus</u>	11	Brass, String, Singing, Woodwind
<u>Infernal Opus</u>	11	Brass, Percussion, String, Singing, Woodwind

Musical Scores Table

Musical Scores	Required Rank	Allowable Instruments
<u>Marching Opus</u> <u>Trumpet of Jericho</u>	11	Brass, Percussion, Singing, Woodwind Brass
<u>Dreamy Reverie</u>	12	Singing, String

Musical Scores

Musical Scores are musical pieces that imbue a musician's work with magical effects. In all cases, the rank of a Musical Score is determined by the rank of the instrument (or voice) being used to perform the piece.

Mythmagica provides general descriptions for compositions as a basis for its music system. Most of these are accompanied with recommendations for pieces that could be used in a classical soundtrack. For example, we suggest “The Can-Can” as a piece to use for a “Toe Tapping Tune”. This is to help provide suggestions of what is audibly going on in the game world. That way, all of the players can join in the fun by improvising actions appropriate to the music.

Don't feel constrained by Mythmagica's soundtrack, though. If you'd rather replace “The Can-Can” with “The Macarana” or “Gangnam Style” to get the same effects, by all means do so. Or, perhaps you'd like to replace “Danse Macabre” with “Thriller”. It's all good. The point is that stating a specific piece of music during the game helps players role play. When you do, everyone at the table knows whether its more appropriate for their characters to do the moonwalk like Michael Jackson in “Billie Jean”, or strike a disco pose like John Travolta in “You Should be Dancing”. If you can't come up with a substitution that is cool and fun for a given scene, then you can always fall back to the default classical soundtrack listed herein.

Airy Melody

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 7th rank in Playing Woodwind Instruments or Singing.

Description: Airy Melody is an energetic and tumultuous composition evoking the mental image of gusty winds. As such, it is representative of the element of Air, and is anathema to the element of Earth.

Range: 5 feet per skill rank

Ability Type: Non-Lethal Force

Affected Area: See below

Action Time: 1 Action per Round

Setback Cost: 2 per Round

Duration: Laborious+Fixated. The spell lasts until the musician stops performing the score, casts another spell, performs an Assault Action, or stops paying the required Setback Cost.

Preparation: The musician must perform on a string instrument for the entire duration. They may not engage in any other activities while doing so.

Conflict Rolls: See Below

Other Details: Any magic associated with the element of Air is augmented by an Edge from this musical score. This pertains to any Occult spell requiring the Occult Lores of Air, Hot, Jupiter, Sky, Spring, Summer, Wet, or Wind. It also pertains to all Electrical, Sonic, Suffocating, and Wind effects.

Next, this score imposes a Drawback on Earth effects within range. This pertains to any Occult spell requiring the Occult Lores of Autumn, Cold, Dry, Earth, Gaia, Land, Matter or Winter to cast. It also pertains to all Blighting, Freezing, Poison, and Plant Growth effects.

Further, the music of this score invigorates Air Elementals. Air Elementals have the Keywords of Elemental and Aerial. Any such creatures within range gain an Edge on all actions. The score can provide, at most, a single Edge or Drawback on any given Conflict Roll.

Classical Soundtrack: Spring (from “The Four Seasons” by Antonio Vivaldi)

Animating Dance

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 7th rank in Playing String Instruments or Playing Woodwind Instruments.

Description: This score imbues a performer's music with magical reverberations that compel a nearby non-magical item to dance and act under the musician's control. The item must be made of ceramic, glass, leather, metal, stone, textile, or wood. However, its motions are jerky and rhythmic, as if it were a marching soldier.

Action Time: 1 Action per Round

Setback Cost: 10 minus Intelligence (minimum of 2).

Range: 5 feet per skill rank

Ability Type: Utilitarian *Conflict Rolls:* None

Affected Area: One non-magical object of Large size or smaller within range, such as a wooden table or chair.

Duration: Laborious+Brittle. The spell lasts until the musician stops performing the score, casts another spell, performs an Assault Action, or the object is Overcome or moves out of Range.

Preparation: The character must possess a string or woodwind instrument and must play it for the entire duration.

Other Details: After the music starts, one of the available nearby items animates on the next Round, assuming there are any available.

To determine the Combat Characteristics of the object, look up the stats of an Anthropomorph of the corresponding material having the appropriate size in The Tome of Terrors. Use the example having the highest Level that is less than or equal to the musician's rank in the instrument they are using. If no such example exists, then the object cannot be animated by this score. However, set the newly animated creature's Hit Points and Fate Points both to 1.

Since the newly animated object is under the performer's control, they may spend Guts points on any Conflict Rolls involving it. If slain, the musician may animate another object the next Round, assuming another undamaged specimen is available. Once a given object has been risen and fallen, though, it can no longer be animated in this fashion for the remainder of the Scene.

Classical Soundtrack: March of the Toy Soldiers (from The Nutcracker Suite by Pyotr Ilyich Tchaikovsky)

C above High C

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 7th rank in Singing.

Description: This "score" is really nothing more than a long high-pitched sound produced by the musician's voice. The sound it produces delivers Sonic damage.

Action Time: 1 Assault Action

Setback Cost: 6 minus Intelligence (minimum of 2).

Ability Type: Lethal Force *Range:* 0 feet

Duration: Instantaneous.

Affected Area: Any creature within 100 yards will hear the note. However, only those within a cone 20 feet long having a base diameter of 10 feet are affected by the deafening affects and Sonic damage.

Preparation: The character must merely open their mouth and sing in a loud voice.

Conflict Rolls: All creatures in the Affected Area must make Avoidance Rolls with Agility and Toughness Adjustments against a Threshold equal to 10 plus the musician's instrument rank. On a failure, the target sustains Sonic Damage equal to 2 per score rank plus the roll's Margin. A Pure Failure indicates the creature is also deafened until the end of the Scene. Success indicates the creature is not deafened and sustains only half damage.

Dance of the Dead

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 6th rank in Playing String Instruments or Playing Woodwind Instruments.

Description: Dance of the Dead imbues a performer's music with magical reverberations that compel a nearby dead body to rise and dance under the musician's control. However, its motions are jerky and rhythmic, making what would normally be fluid acts seem clumsy and bumbling as if the carcass was being manipulated like a marionette.

Action Time: 1 Action per Round

Setback Cost: 10 minus Intelligence (minimum of 2).

Range: 5 feet per skill rank

Ability Type: Utilitarian *Conflict Rolls:* None

Affected Area: One humanoid corpse of the performer's choosing within range.

Duration: Laborious+Brittle. The spell lasts until the musician stops performing the score, casts another spell, performs an Assault Action, or the animated Undead is Overcome or moves out of Range.

Preparation: The character must possess a string or woodwind instrument and must play it for the entire duration. They cannot perform any other actions.

Other Details: After the music starts, one of the available corpses rises as a revenant on the next Round, assuming there are any available.

To determine the combat characteristics of the undead, look up the stats in The Tome of Terrors. If flesh remains on the corpse, it rises as a Common Revenant. Otherwise, it rises as a Common Skeleton. Use the example having the highest Level that is less than or equal to the musician's rank in the instrument they are using. However, set the newly risen Revenant's Hit Points and Fate Points both to 1.

Since the newly risen revenant is under the performer's control, they may spend Guts points on any Conflict Rolls involving it. If slain, the musician may raise another corpse the next Round, assuming another cadaver is available. Once a given corpse has been risen and fallen, though, it can no longer be animated in this fashion.

Unfortunately, any revenant moving out of range will immediately fall to the ground as a lifeless corpse. The same happens to the dancing cadaver if the musician stops performing.

Classical Soundtrack: Danse Macabre (by Camille Saint-Saëns)

Discord

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 1st rank in Playing Brass Instruments, Playing Percussion Instruments, Playing String Instruments, or Playing Woodwind Instruments.

Description: Discord gives a character the ability to induce anxiety and a general low-level of fear and panic in those hearing the music they play on their panpipes. It works in much the same way as the background music in a horror movie.

Ability Type: Non-Lethal Force

Range: 5 feet per skill rank

Action Time: 1 Action per Round

Setback Cost: 6 minus Intelligence (minimum of 2).

Affected Area: All creatures hearing the music within range, excluding the performer and up to another 1 creature per 3 spell ranks of the performer's choosing. (So, the performer may choose to exclude 1 creature at 1st spell rank, 2 at 4th spell rank, 3 at 7th, etc.)

Duration: Laborious+Unstable. The spell lasts until the musician stops performing the score, casts another spell, or performs an Assault Action. Further, the effect of the spell lasts on any individual target only until they succeed on their periodic Conflict Roll.

Preparation: The musician must perform discordant music.

Conflict Rolls: When the magic is invoked, and every Round thereafter, all targets must make Avoidance Rolls with Heart Adjustments against a Threshold of 10 plus the instrument rank. Success indicates a target is not affected by the music's agony-inducing effects, and need not make any more rolls for the invocation's remaining duration. Failure indicates the target sustains Tormenting Setback equal to half the spell rank plus the Conflict Roll's Margin. On a Pure Failure, the target suffers from a Drawback on all Conflict Rolls involving their Heart until the end of the next Round. If the

target is Overcome as a consequence of this spell, it flees in agony from the cacophony.

Classical Soundtrack: Every time the author played trumpet in high school.

Dreamy Reverie

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 12th rank in Playing String Instruments or Singing.

Description: A Dreamy Reverie is an ethereal composition evoking daydreams. It allows the performer and their companions to make the journey into dreams a reality by giving physical passage to or from the Astral Plane, also known as Dreamland.

Ability Type: Utilitarian

Action Time: 3 minutes

Duration: Instantaneous.

Range: 10 foot radius.

Conflict Rolls: None

Setback Cost: 20 minus Intelligence (minimum of 2).

Affected Area: The spell allows passage to and from the Astral Plane for up to 1 creature per 2 spell ranks, including the performer.

Preparation: The musician must locate an underground cave system with maze-like twisting passages. While walking through these passages with their companions, the musician must perform to the score's completion. At that point, the passage to the Realm of Dreams will be complete.

Other Details: This form of traveling between the Astral and Mortal Realms is inexact. Usually, it takes the performer fairly near to their desired destination, and almost always gets them to the desired realm (the Abyss, Elysium, Tartarus, the Land of Fey, Heaven, Hell, etc). However, the precise locations at which the travelers enter the Astral Plane or return to the Mortal Realm are purely the Overlord's decision, based on what they believe to be the most dramatically appropriate. When in doubt, entry into Limbo, the portion of the Astral Realm that is between all others provides the greatest flexibility, since it is adjacent to all realms. But, be warned! Anything and everything can happen in the Land of Dreams.

Classical Soundtrack: Deux Arabesques (by Claude Debussy); Gymnopedie (by Erik Satie); Hymn of the Cherubim (by Pyotr Ilyich Tchaikovsky)

Drinking Song

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 1st rank in Singing.

Description: A Drinking Song is a song that is simple enough for even highly intoxicated performers to learn and sing. It has an exceedingly catchy and long-lasting tune, and compels those singing it to continue doing so. For example:

*99 bottles of beer on the wall,
99 bottles of beer!
Take one down, pass it around,
98 bottles of beer on the wall ...*

Action Time: 1 Minute

Setback Cost: 10 minus Intelligence (minimum of 2).

Ability Type: Non-Lethal Force

Range: 20 feet

Affected Area: All living sentient creatures within range having a Simpleminded or greater intellect who have had an alcoholic drink within the past half-hour.³³

Duration: Special. The effects last until the end of the Scene as long as *someone* is still singing its tune.

Preparation: The performer must personally start the round of singing. They may engage in other activities with a Drawback while doing so, as long as they do not require Verbal components.

Conflict Rolls: Every Round, any targeted creature must make an Avoidance Roll with Willpower adjustments against a Threshold of 10 plus the instrument rank plus the musician's Charisma. Success indicates the creature is unaffected by the music on this Round, but must continue making rolls thereafter. Failure indicates it suffers from inebriation effects, causing it to suffer from a Drawback on all Conflict Rolls involving Agility. Further, the target sustains Intoxicating Setback equal to half the spell rank plus the roll's Margin. All affected creatures must make one such Avoidance Roll every Round.

Other Details: The magic of the spell compels any affected creature to join in and continue singing the song. When this happens, that individual expands the Affected Area (at the same spell rank) to include a 15 foot radius around them as well. Further, as more and more singers join, the rules concerning Group Conflict Rolls kick in, giving the ever-growing crowd of singers more and more Edges in compelling others to join (see Group Conflict Rolls in The Rules Reference for details).

Once the initial performer has at least one person joining the revelry, the spell takes on a life of its own. Even if they stop singing themselves, the spell continues as long as there is at least one person singing its lyrics.

If an affected creature's Fate Points fall to zero as a consequence of this spell, it falls to the ground unconscious.

The musician suffers from a Drawback on all other actions while performing.

Classical Soundtrack: 99 Bottles of Beer (Anonymous)

Drubbing Beat

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 9th rank in Playing Percussion Instruments.

Description: This score has the effect of suppressing any Occult and Pagan spells within its reach.

Ability Type: Non-Lethal Force

Range: 5 feet per skill rank *Conflict Rolls:* None

Action Time: 1 Action per Round

Setback Cost: 2 per Round

Affected Area: All Occult and Pagan spells whose Affected Areas lie within range.

Duration: Laborious+Fixated. The spell lasts until the musician stops performing the score, casts another spell, performs an Assault Action, or stops paying the required Setback Cost.

Preparation: The musician must perform for the entire duration. They may perform no other actions while doing so.

Other Details: All Occult and Pagan spells targeted by the score have their spell ranks cut in half as long as the musician keeps performing. So, a 10th rank spell is reduced to having the effect of a 5th rank spell.

Classical Soundtrack: Beethoven's Fifth Symphony (by ... ummm ... Ludwig van Beethoven)

³³ Yes, that's a lot of constraints, but creatures satisfying all of them do tend to congregate.

Earthy Melody

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 7th rank in Playing Percussion Instruments, or Playing String Instruments.

Description: An Earthy Melody is a piece that evokes the mood of a traveler exploring the cavernous passages and rooms of a subterranean palace. As such, it is representative of the element of Earth, and is anathema to the element of Air.

Ability Type: Non-Lethal Force

Range: 5 feet per skill rank

Affected Area: See below

Action Time: 1 Action per Round

Setback Cost: 2 per Round

Duration: Laborious+Fixated. The spell lasts until the musician stops performing the score, casts another spell, performs an Assault Action, or stops paying the required Setback Cost.

Preparation: The musician must perform for the entire duration. They may not engage in any other activities while doing so.

Conflict Rolls: See below.

Other Details: Any magic associated with the element of Earth is augmented by an Edge from this musical score. This pertains to any Occult spell requiring the Occult Lore of Autumn, Cold, Dry, Earth, Gaia, Land, Matter or Winter. It also pertains to any spell having a Blighting, Freezing, Plant Growth, or Poison effect.

Next, all effects based on Air within the Affected Area suffer from a Drawback. These include any Occult spell requiring the Occult Lore of Air, Hot, Jupiter, Sky, Spring, Summer, Wet, or Wind to cast. It also pertains to all Electrical, Sonic, Suffocating, and Wind effects.

Further, the music of this score invigorates Earth Elementals. Earth Elementals have the Keywords of Elemental and Tellurian in their descriptions. Any such creatures within range gain an Edge on all actions.

The score can provide, at most, a single Edge or Drawback on any given Conflict Roll.

Classical Soundtrack: In the Hall of the Mountain King (from “Peer Gynt” by Edvard Grieg); Salve Regina (Gregorian Chant of the Middle Ages by anonymous)

Fanfare

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 3rd rank in Playing Brass Instruments.

Description: A Fanfare is a loud, brassy musical composition intended to wake up its audience and grab their attention.

Ability Type: Utilitarian

Range: 5 feet per skill rank

Action Time: 1 Action per Round

Setback Cost: 2 per Round

Affected Area: All willing creatures hearing the music within range.

Duration: Laborious+Fixated. The spell lasts until the musician stops performing the score, casts another spell, performs an Assault Action, or stops paying the required Setback Cost.

Preparation: The performer must play a brass or percussion instrument. They must perform for the entire duration.

Conflict Rolls: All affected creatures within range gain an Edge on Conflict Rolls against Sedating and other sleep-inducing effects.

Classical Soundtrack: Sinfonie de Fanfares (by Jean-Joseph Mouret); Toreador (by George Bizet)

Fiery Melody

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 7th rank in Playing Brass Instruments or Playing Percussion Instruments.

Description: A Fiery Melody is a dark and bold composition evoking the image of burning flames. As such, it is representative of the element of Fire, and is anathema to the element of Water.

Ability Type: Non-Lethal Force

Range: 5 feet per skill rank

Affected Area: See below

Action Time: 1 Action per Round

Setback Cost: 2 per Round

Duration: Laborious+Fixated. The spell lasts until the musician stops performing the score, casts another spell, performs an Assault Action, or stops paying the required Setback Cost.

Preparation: The musician must perform for the entire duration. If they use voice only, they may engage in other activities at a Drawback while doing so.

Conflict Rolls: See below.

Other Details: Any magic associated with the element of Fire is augmented by an Edge from this musical score. This pertains to any Occult spell requiring the Occult Lore of

Autumn, Dry, Fire, Hot, Plasma, Summer, or Sun. It also pertains to all Scorching effects.

Next, all effects based on Water within the Affected Area suffer from a Drawback. This pertains to any Occult spell requiring the Occult Lores of Cold, Fluid, Moon, Sea, Spring, Water, Wet, Winter to cast. It also pertains to all Freezing effects.

Further, the music of this score invigorates Fire Elementals. In the monster supplements, Fire Elementals have the Keywords of Elemental and Phlogiston. All Fire Elementals within range gain an Edge on all actions.

The score can provide, at most, a single Edge or Drawback on any given Conflict Roll.

Classical Soundtrack: Magic Fire Music (from The Valkyrie, the second of 4 Operas comprising The Ring of the Nibelung, by Richard Wagner); Prelude No. 2 in C Sharp Minor, Op. 3 (by Sergei Rachmaninoff)

Flowery Dance

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 4th rank in Playing Percussion Instruments or Playing Woodwind Instruments.

Description: Flowery Dance entices the inanimate flowers, vines, and grasses of the immediately surrounding area to uproot themselves and dance.

Ability Type: Utilitarian

Range: 5 feet per skill rank

Conflict Rolls: None.

Action Time: 1 Action per Round

Setback Cost: 2 per Round

Affected Area: All inanimate plants of size Small or Tiny within range.

Duration: Laborious+Fixated. The spell lasts until the musician stops performing the score, casts another spell, performs an Assault Action, or stops paying the required Setback Cost. (For a complete rearrangement of the flora, a minimum of a 1 minute performance is required.)

Preparation: The character must possess a percussive or woodwind instrument and must play it for the entire duration. The performing musician suffers from a Drawback on all other actions while performing.

Other Details: A musician playing Flowery Dance can command Tiny and Small plants to frolic and prance. The plants act in a playful manner while doing so, and cannot be commanded to attack. However, they can be instructed to perform any number of simple, non-confrontational tasks (such as picking all the apples from an apple tree.) They are limited in what they can accomplish individually. But, all the plants in the Affected Area are animated. So, collectively, they may be able to accomplish a great deal. (At the Overlord's discretion.) At the end of the performance, the plants will re-root themselves, if possible. They may be rearranged however the musician desires.

If forced into combat, the plants will scatter until they leave the Affected Area. They will not attack. If you need their stats, treat them as Wooden Anthropomorphs of Level of 0, each having a single Hit Point and a single Fate Point.

Classical Soundtrack: Dance of the Sugar Plum Fairy (from The Nutcracker Suite by Pyotr Ilyich Tchaikovsky); Minuetto (by Luigi Boccherini)

Fluid Melody

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 7th rank in Playing String Instruments or Playing Woodwind Instruments.

Description: A Fluid Melody is a mellow winding musical piece evoking the slow swirls of tranquil water. As such, it is representative of the element of Water, and is anathema to the element of Fire.

Ability Type: Non-Lethal Force

Range: 5 feet per skill rank

Affected Area: See below

Action Time: 1 Action per Round

Setback Cost: 2 per Round

Duration: Laborious+Fixated. The spell lasts until the musician stops performing the score, casts another spell, performs an Assault Action, or stops paying the required Setback Cost.

Preparation: The musician must perform for the entire duration. They may not engage in any other activities while doing so.

Conflict Rolls: See below.

Other Details: Any magic associated with the element of Water is augmented by an Edge from this musical score. This pertains to any Occult spell requiring the Occult Lores of Cold, Fluid, Moon, Sea, Spring, Water, Wet, or Winter. It also pertains to all Freezing Effects.

Next, all effects based on Fire within the Affected Area suffer from a Drawback. This pertains to any Occult spell requiring the Occult Lores of Autumn, Dry, Fire, Hot, Plasma, Summer, or Sun to cast. It also pertains to all Scorching effects.

Further, the music of this score invigorates Water Elementals. In the monster supplements, Water Elementals have the Keywords of Elemental and Aqueous. All Water Elementals within range gain an Edge on all actions.

The score can provide, at most, a single Edge or Drawback on any given Conflict Roll.

Classical Soundtrack: Aquarium (from "The Carnival of Animals" by Camille Saint-Saëns); The Fountain (by Marcel Lucien Grandjany)

Frantic Opus

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 11th rank in Playing Brass Instruments, Playing String Instruments, or Playing Woodwind Instruments.

Description: This score is an extremely quick and chaotic piece. As such, its music is uplifting to all Daemons, including Celestial Eidolons and Demons, and is anathema to all Exalted Eidolons, including Angels and Devils.

Ability Type: Non-Lethal Force

Range: 5 feet per skill rank

Action Time: 1 Action per Round

Setback Cost: 2 per Round

Affected Area: All Exalted Beings hearing the music within range.

Duration: Laborious+Fixed. The spell lasts until the musician stops performing the score, casts another spell, performs an Assault Action, or stops paying the required Setback Cost.

Preparation: The musician must perform for the entire duration. They may not engage in any other activities while doing so.

Conflict Rolls: See below.

Other Details: All magic associated with Chaos is augmented with an Edge from this musical score. This includes all Occult spells requiring the Occult Lore of Chaos. It also gives an Edge to all Maladive and Rotting effects.

Next, all effects based on Law within the Affected Area suffer from a Drawback. This pertains to any Occult spell requiring the Occult Lore of Law to cast, as well as all Fettering and Petrifying effects.

The score can provide, at most, a single Edge or Drawback on any given Conflict Roll.

Further, this score may have additional effects, depending on the type of creature hearing it:

Daemons

A Daemon is an Eidolon (Astral Being) associated with the Faction of Chaos, including Celestial Eidolons and Demons. All Daemons within range gain an Edge on all actions.

Exalted Eidolons

An Exalted Eidolon is an Astral Being associated with the Faction of Law, including Angels and Devils. When the magic is invoked, and every Round thereafter, all Exalted Eidolons must make Avoidance Rolls with Willpower Adjustments against a Threshold equal to 10 plus the instrument rank plus the musician's Charisma. Failure indicates the target sustains Enervating Setback equal to half the skill rank plus the Conflict Roll's Margin. On a Pure Failure, the target also suffers from a Drawback on all Conflict Rolls involving their Willpower until the end of the next Round. If the target's Fate Points drop to zero as a

consequence of this spell, it is banished back to its Astral Plane of origin for 1,001 days.

Classical Soundtrack: Flight of the Bumblebee (by Nikolai Rimsky-Korsakov)

Frightful Tune

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 1st rank in Playing String Instruments, Playing Woodwind Instruments, or Singing

Description: This score³⁴ gives a character the ability to induce anxiety and a general low-level of fear and panic in living creatures.

Ability Type: Non-Lethal Force

Range: 5 feet per skill rank

Action Time: 1 Action per Round

Setback Cost: 10 minus Intelligence (minimum of 2).

Affected Area: All creatures hearing the music within range, excluding the performer and up to another 1 creature per 3 spell ranks of the performer's choosing. (So, the performer may choose to exclude 1 creature at 1st spell rank, 2 at 4th spell rank, 3 at 7th, etc.)

Duration: Laborious+Unstable. The spell lasts until the musician stops performing the score, casts another spell, or performs an Assault Action. Further, the effect of the spell lasts on any individual target only until they succeed on their Conflict Roll.

Preparation: The musician must perform the bold music throughout the duration.

Conflict Rolls: When the magic is invoked, and every Round thereafter, all targets must make Avoidance Rolls with Willpower Adjustments against a Threshold equal to 10 plus the instrument rank plus the musician's Charisma. Success indicates a target is not affected by the music's panic-inducing effects, and need not make any more rolls for the invocation's remaining duration. Failure indicates the target sustains Dreadful Setback equal to half the skill rank plus the Conflict Roll's Margin. On a Pure Failure, the target also suffers from a Drawback on all Conflict Rolls involving their Willpower until the end of the next Round. If the target's Fate Points drop to zero as a consequence of this spell, it flees in panic for the remainder of the scene.

Classical Soundtrack: Mars, The Bringer of War (from "The Planets" by Gustav Holst); Sacrificial Dance (from "The Rite of Spring" by Igor Stravinsky)

Funeral Opus

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 9th rank in Playing Brass Instruments, Playing Percussion Instruments, Playing String Instruments, or Playing Woodwind Instruments.

³⁴ The Greek God Pan was said to induce panic in anyone who heard him playing his flutes.

Description: This score imbues the performer's melody with the haunting sound of death, which calls the spirits of any undead creatures toward their graves. It vexes these troubled spirits to such a degree that they must fight to maintain their grasp on the mortal realm to avoid slipping away entirely.

The musician suffers from a Drawback on other actions while performing.

Ability Type: Non-Lethal Force

Range: 5 feet per skill rank

Action Time: 1 Action per Round

Setback Cost: 8 minus Intelligence (minimum of 2).

Affected Area: All undead creatures hearing the music within range.

Duration: Laborious+Unstable. The spell lasts until the musician stops performing the score, casts another spell, or performs an Assault Action. Further, the effect of the spell lasts on any individual target only until they succeed on their periodic Conflict Roll.

Preparation: The character must possess a brass, percussion, string, or woodwind instrument and must play it for the entire duration.

Conflict Rolls: Any affected undead creature must make an Avoidance Roll with Willpower adjustments every Round against a Threshold equal to 10 plus the instrument rank. The Threshold it must overcome equals 10 plus the instrument rank plus the musician's Charisma.

Failure indicates it gains the temporary trait "sluggish". Further, the target suffers Quieting Setback equal to half the skill rank plus the Conflict Roll's Margin. If a creature is Overcome by the effect, it falls into a state of Torpor. Corporeal undead collapse to the ground and remain completely still. Non-corporeal undead simply fade from view. Neither will return to their normal state until the next sun down unless disturbed.

Classical Soundtrack: Funeral March (by Frédéric Chopin)

Harmonic Chorus

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 3rd rank in Singing.

Description: A Harmonic Chorus inspires groups to work together as a team.

Range: 5 feet per skill rank.

Ability Type: Utilitarian

Action Time: 1 Action per Round

Setback Cost: 2 per Round

Affected Area: All living creatures of Simpleminded intelligence or above.

Duration: Laborious+Fixated. The spell lasts until the musician stops performing the score, casts another spell, performs an Assault Action, or stops paying the required Setback Cost.

Preparation: The musician must perform for the entire duration. The performer may engage in other activities at a Drawback, as long as they don't require Verbal components.

Conflict Rolls: All affected creatures gain an Edge on all Group Conflict Rolls. (See Group Conflict Rolls in The Rules Reference for details.)

Other Details: The musician may engage in other activities while singing, as long as they do not include verbal components, but suffers from a Drawback on all other actions while doing so.

Classical Soundtrack: Dies Irae (from "Messa da Requiem" by Giuseppe Verdi)

Haunting Melody

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 7th rank in Playing Brass Instruments, Playing Percussion Instruments, Playing String Instruments, or Playing Woodwind Instruments.

Description: A Haunting Melody enhances Sorcerous and Necromantic magic.

Range: 5 feet per skill rank.

Ability Type: Utilitarian

Action Time: 1 Action per Round

Setback Cost: 2 per Round

Affected Area: All sentient beings within range that hear the music.

Duration: Laborious+Fixated. The spell lasts until the musician stops performing the score, casts another spell, performs an Assault Action, or stops paying the required Setback Cost.

Preparation: The musician must perform for the entire duration. They may not perform other actions while doing so.

Conflict Rolls: See below.

Other Details: All Necromancy and Sorcery magic is augmented with an Edge from this musical score. This includes all Occult spells requiring the Occult Lore of Bile, Blood, Body, Bone, Dry, Flesh, Rest, or Spirit. It also gives an Edge to all Acid, Bleeding, Maladive, Starving, Toxic, and Web effects. The music can provide, at most, a single Edge on any given Conflict Roll.

Further, this score may have additional effects, depending on the type of creature hearing it:

Bat-Like, Rat-Like, and Spider-Like Creatures

The spell gives an Edge to all physical actions of Rats, Bats, Spiders, and any creatures with traits of those creatures. In the monster supplements, these creatures have one of the following Keywords: bat, bat-like, rat, rat-like, spider, spider-like.

Undead

The spell gives an Edge to all magical spells and effects of undead creatures. In the monster supplements, these creatures have the Undead Keyword.

Classical Soundtrack: Toccata and Fugue in D Minor (by Johann Sebastian Bach)

Heavenly Opus

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 11th rank in Playing Brass Instruments, Playing String Instruments, Playing Woodwind Instruments, or Singing.

Description: This score is a remarkably heartening symphony. Its music is uplifting to Paragons, including Angels and Celestials, and is anathema to all Hellions, including Demons and Devils.

Ability Type: Non-Lethal Force

Range: 5 feet per skill rank

Action Time: 1 Action per Round

Setback Cost: 2 per Round

Affected Area: See below.

Duration: Laborious+Fixated. The spell lasts until the musician stops performing the score, casts another spell, performs an Assault Action, or stops paying the required Setback Cost.

Preparation: The musician must perform throughout the duration.

Conflict Rolls: See below.

Other Details: The effects of this score depend on the type of creature hearing it:

Paragon

A Paragon is an Eidolon (Astral Being) associated with the Faction of Good, including Angels and Celestials. All Paragons within range gain an Edge on all actions.

Hellion

A Hellion is an Eidolon (Astral Being) associated with the Faction of Evil, including Devils and Demons. When the magic is invoked, and every Round thereafter, all targets must make Avoidance Rolls with Willpower Adjustments against a Skill Threshold equal to 10 plus the instrument rank plus the musician's Charisma. Failure indicates the target sustains Enervating Setback equal to half the skill rank plus the Conflict Roll's Margin. Further, they gain the Temporary Trait of "Wincing in holy torment". On a Pure Failure, the target also suffers from a Drawback on all Conflict Rolls involving their Willpower until the end of the next Round. If the target's Fate Points drop to zero as a consequence, it is banished back to its Astral Plane of origin for 1,001 days.

All Other Creatures

All other creatures are unaffected by the music.

Classical Soundtrack: Ode to Joy (Symphony No. 9 by Ludwig van Beethoven); Hallelujah Chorus (from "Messiah" by George Frideric Handel)

Infernal Opus

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 11th rank in Playing Brass Instruments, Playing Percussion Instruments, Playing String Instruments, Playing Woodwind Instruments, or Singing.

Description: This score is a foreboding composition. Its music is uplifting to Hellions, including Demons and Devils, and is anathema to all Paragons, including Angels and Celestials.

Ability Type: Non-Lethal Force

Range: 5 feet per skill rank

Action Time: 1 Action per Round

Setback Cost: 2 per Round

Affected Area: See below.

Duration: Laborious+Fixated. The spell lasts until the musician stops performing the score, casts another spell, performs an Assault Action, or stops paying the required Setback Cost.

Preparation: The musician must perform throughout the duration.

Conflict Rolls: See below.

Other Details: All Black and Demonology magic is augmented with an Edge from this musical score. This includes all Occult spells requiring the Occult Lore of Blood, Chaos, Fire, Pentacle, or Spirit. It also gives an Edge to all Bleeding, Maladive, Tormenting, and Toxic effects. The music can provide, at most, a single Edge on any given Conflict Roll.

Further, this score may have additional effects, depend on the type of creature hearing it:

Hellion

A Hellion is an Eidolon (Astral Being) associated with the Faction of Evil, including Devils and Demons. All Hellions within range gain an Edge on all actions.

Paragon

A Paragon is an Eidolon (Astral Being) associated with the Faction of Good, including Angels and Celestials. When the magic is invoked, and every Round thereafter, all Paragons must make Avoidance Rolls with Willpower Adjustments against a Threshold equal to 10 plus the instrument rank plus the musician's Charisma. Failure indicates the target sustains Enervating Setback equal to half the skill rank plus the Conflict Roll's Margin. Further, they gain the Temporary Trait of "Wincing in unholy torment". On a Pure Failure, the target also suffers from a Drawback on all Conflict Rolls involving their Willpower until the end of the next Round. If the target's Fate Points drop to zero as a consequence, it is banished back to its Astral Plane of origin for 1,001 days.

Classical Soundtrack: Night on Bald Mountain (by Modest Mussorgsky)

Lamenting Tune

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 5th rank in Singing or Playing String Instruments.

Description: Lamenting Tune is a musical piece with a sad, melancholy melody. The score gives a performance an unnaturally depressing influence. So, any actions the listeners may be attempting at the time (e.g. combat) are hindered as they become forlorn. Their motions drag, making what would normally be fluid acts clumsy and stumbling. In extreme cases, where the musician completely out-classes their opponent, the target despondent and completely unable to do anything.

Range: 5 feet per skill rank

Ability Type: Non-Lethal Force

Action Time: 1 Action per Round

Setback Cost: 10 minus Intelligence (minimum of 2).

Affected Area: All living creatures hearing the music within range having a Simpleminded intellect or better, excluding the performer and up to another 1 creature per 3 spell ranks of the performer's choosing. (So, the performer may choose to exclude 1 creature at 1st spell rank, 2 at 4th spell rank, 3 at 7th, etc.)

Duration: Laborious+Unstable. The spell lasts until the musician stops performing the score, casts another spell, or performs an Assault Action. Further, the effect of the spell lasts on any individual target only until they succeed on their periodic Conflict Roll.

Preparation: The character must perform throughout the entire duration, although they may accompany their voice with an instrument to gain an Edge, if desired. If performing with voice only, the musician may engage in other activities, as long as they do not include verbal components, but suffers from a Drawback while doing so.

Conflict Rolls: Any targeted creature must make an Avoidance Roll with Willpower adjustments every Round. Each such creature is entitled to a bonus on its Avoidance Roll equal to the amount of damage it has sustained since the previous roll, if any. The Threshold it must overcome equals 10 plus the instrument rank plus the musician's Charisma.

Success indicates the creature is thereafter unaffected by the music for the remainder of the duration.

Failure indicates it gains the temporary trait "Depressed". Finally, the target sustains Dreadful Setback equal to half the spell rank plus the roll's Margin. On a Pure Failure, the target also suffers from a Drawback on all Conflict Rolls involving their Willpower until the end of the next Round. If a creature's is Overcome by the spell, it sits down regardless of circumstances and weeps uncontrollably. If left alone, it will continue weeping in this fashion until the end of the scene, even if the music stops. If attacked, though, it will flee.

Classical Soundtrack: Greensleeves (Anonymous)

Love Theme

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 8th rank in Playing String Instruments, Playing Woodwind Instruments, or Singing.

Description: This score imbues the performer's music with emotions of romance and love.

Ability Type: Non-Lethal Force

Range: 5 feet per skill rank

Action Time: 1 Action per Round

Setback Cost: 10 minus Intelligence (minimum of 2).

Affected Area: All living humanoids within range who are sexually attracted to the musician's gender. The performer is excluded from its influence and may choose to exclude another 1 creature per 3 spell ranks of the their choosing. (So, the performer may choose to exclude 1 creature at 1st spell rank, 2 at 4th spell rank, 3 at 7th, etc.)

Duration: Laborious+Unstable. The spell lasts until the musician stops performing the score, casts another spell, or performs an Assault Action. Further, the effect of the spell lasts on any individual target only until they succeed on their periodic Conflict Roll.

Preparation: The musician must perform throughout the duration. They cannot perform other actions while doing so.

Conflict Rolls: When the magic is invoked, and every Round thereafter, all targets must make Avoidance Rolls with Willpower Adjustments against a Threshold equal to 10 plus the instrument rank plus the musician's Charisma. Success indicates a target is not affected by the music's love-inducing effects, and need not make any more rolls for the invocation's remaining duration. Failure indicates the target sustains Entrancing Setback equal to the skill rank plus the Conflict Roll's Margin, and gains the Temporary Trait of "Finds ____ oddly appealing", where the blank is the performer's name. On a Pure Failure, the target also suffers from a Drawback on all Conflict Rolls involving their Willpower until the end of the next Round.

If a target's Fate Points drop to zero as a consequence, they temporarily fall hopelessly in love with the performer, gaining the Temporary Trait of "In Rapt Adoration of ____", where the blank is the performer's name. Further, the target's Fate Points are set to 1 (giving them some ability to act). The charmed target is not under the musician's control. But, they will defend the performer with their lives, if necessary. If no threats to the performer or themselves exist, they will slowly approach the performer in rapt awe. Anyone else exhibiting the same behavior, though, will be seen as an enemy suitor for the performer's affections and immediately attacked.

Other Details: If the music stops, so does the loyalty of any target that has fully succumbed to the music's influence. Further, they will fall unconscious from the emotional strain for the remainder of the scene.

Classical Soundtrack: Love Theme (from the “Romeo and Juliet Overture” by Pyotr Ilyich Tchaikovsky)

Lullaby Theme

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 1st rank in Singing or Playing String Instruments.

Description: A lullaby is a soothing piece of music intended to lull the listener to sleep.³⁵ This score gives a performer's lullabies an unnaturally soothing influence. So, any actions the listeners may be attempting at the time (e.g. combat) are hindered as they become drowsy and placated. Their motions become sluggish, making what would normally be fluid acts clumsy and bumbling. In extreme cases, where the musician completely out-classes their opponent, the target may be completely put to sleep.

Range: 5 feet per skill rank

Ability Type: Non-Lethal Force

Action Time: 1 Action per Round

Setback Cost: 8 minus Intelligence (minimum of 2).

Affected Area: All living creatures hearing the music having a Simpleminded intellect or better within range, excluding the performer and up to another 1 creature per 3 spell ranks of the performer's choosing. (So, the performer may choose to exclude 1 creature at 1st spell rank, 2 at 4th spell rank, 3 at 7th, etc.)

Duration: Laborious+Unstable. The spell lasts until the musician stops performing the score, casts another spell, or performs an Assault Action. Further, the effect of the spell lasts on any individual target only until they succeed on their periodic Conflict Roll.

Preparation: The character must either sing or possess a string instrument. They must perform for the entire duration and may accompany their voice with an instrument, if desired. If performing with voice only, the musician may engage in other activities, as long as they do not include verbal components, but suffers from a Drawback while doing so.

Conflict Rolls: Any affected creature must make an Avoidance Roll with Willpower adjustments every Round. The Threshold it must overcome equals 10 plus the instrument rank plus the musician's Charisma.

Success indicates the creature is unaffected by the music for the remainder of the duration. Failure indicates it gains the temporary trait “drowsy and sluggish”. Further, the target suffers Sedating Setback equal to the skill rank plus the Conflict Roll's Margin. On a Pure Failure, the target also suffers from a Drawback on all Conflict Rolls involving their Willpower until the end of the next Round. If a creature's Fate Points are pushed to zero, it falls completely asleep and will remain that way until the end of the Scene.

Classical Soundtrack: Lullaby (by Johannes Brahms)

Lulling Refrain

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 9th rank in Singing or Playing String Instruments.

Description: A Lulling Refrain is a repetitive composition that calms the listener's nerves. Any creature falling under its influence suffers from a Drawback against all Sedating Effects.

Range: 5 feet per skill rank

Ability Type: Non-Lethal Force

Action Time: 1 Action per Round

Setback Cost: 8 minus Intelligence (minimum of 2).

Affected Area: All living creatures hearing the music within range, excluding the performer and up to another 1 creature per 3 spell ranks of the performer's choosing. (So, the performer may choose to exclude 1 creature at 1st spell rank, 2 at 4th spell rank, 3 at 7th, etc.)

Preparation: The character must either sing or possess an appropriate instrument. They must perform for the entire duration and may accompany their voice with an instrument, if desired. If performing with voice only, the musician may engage in other activities, as long as they do not include verbal components, but suffers from a Drawback while doing so.

Conflict Rolls: Any affected creature must make an Avoidance Roll with Willpower adjustments every Round. Each such creature is entitled to a bonus on its Avoidance Roll equal to the amount of Damage it has sustained since the previous roll, if any. The Threshold it must overcome equals 10 plus the instrument rank plus the musician's Charisma.

Duration: Laborious / Maelstrom. The spell lasts until the musician stops performing the score, casts another spell, or performs an Assault Action. All Sentient creatures in the area must continue making Conflict Rolls as long as the musician keeps performing the score, until they fail. On any such failure, the creature falls under the music's influence for the remainder of the conflict, regardless of whether the musician keeps performing the score or not. The effect lasts on each one individually until a few minutes pass since their previous Conflict Roll.

Classical Soundtrack: Nocturne in C# minor (by Chopin); Fur Elise (by Beethoven)

³⁵ The Celtic god Manannan once gave the hero Cormac mac Airt a silver branch with three golden apples that produced magical music that lulled injured and sick people to sleep.

Marching Opus

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 11th rank in Playing Brass Instruments, Playing Percussion Instruments, Playing Woodwind Instruments, or Singing.

Description: This score is a musical piece composed to inspire loyalty to a nation or other faction. Its music is inspiring to all Exalted Eidolons, including Angels and Devils, and is anathema to all Daemons, including Demons and Celestials.

Ability Type: Non-Lethal Force

Range: 5 feet per skill rank

Affected Area: See below.

Action Time: 1 Action per Round

Setback Cost: 2 per Round

Duration: Laborious+Fixed. The spell lasts until the musician stops performing the score, casts another spell, performs an Assault Action, or stops paying the required Setback Cost.

Preparation: The musician must perform for the entire duration. They may not engage in any other activities while doing so.

Conflict Rolls: See below.

Other Details: This score's effects depend on the type of creature hearing it:

Exalted Eidolons

An Exalted Eidolon is an Astral Being associated with the Faction of Law, including Angels and Devils. All Exalted Eidolons within range gain an Edge on all actions.

Daemons

A Daemon is an Eidolon (Astral Being) associated with the Faction of Chaos, including Celestials and Demons. When the magic is invoked, and every Round thereafter, all Daemons must make Avoidance Rolls with Willpower Adjustments against a Skill Threshold of 10 plus the instrument rank plus the musician's Charisma. Failure indicates the target sustains Enervating Setback equal to half the skill rank plus the Conflict Roll's Margin. On a Pure Failure, the target also suffers from a Drawback on all Conflict Rolls involving their Willpower until the end of the next Round. If the target's Fate Points drop to zero as a consequence, it is banished back to its Astral Plane of origin for 1,001 days.

All Other Creatures

All other creatures are unaffected by this music.

Classical Soundtrack: Dance of the Knights (by Sergey Prokofiev); The 1812 Overture (by Pyotr Ilyich Tchaikovsky)

Melancholy Refrain

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 9th rank in Singing, Playing Brass Instruments, Playing String Instruments, or Playing Woodwind Instruments.

Description: A Melancholy Refrain is an introspective composition that evokes the listener's emotions. Any creature falling under its influence suffers from a Drawback against all Dreadful and Entrancing Effects.

Range: 5 feet per skill rank

Ability Type: Non-Lethal Force

Action Time: 1 Action per Round

Setback Cost: 8 minus Intelligence (minimum of 2).

Affected Area: All creatures hearing the music within range, excluding the performer and up to another 1 creature per 3 spell ranks of the performer's choosing. (So, the performer may choose to exclude 1 creature at 1st spell rank, 2 at 4th spell rank, 3 at 7th, etc.)

Preparation: The character must either sing or possess an appropriate instrument. They must perform for the entire duration and may accompany their voice with an instrument, if desired. If performing with voice only, the musician may engage in other activities, as long as they do not include verbal components, but suffers from a Drawback while doing so.

Conflict Rolls: Any affected creature must make an Avoidance Roll with Willpower adjustments every Round. The Threshold it must overcome equals 10 plus the instrument rank plus the musician's Charisma.

Duration: Laborious / Maelstrom. The spell lasts until the musician stops performing the score, casts another spell, or performs an Assault Action. All Sentient creatures in the area must continue making Conflict Rolls as long as the musician keeps performing the score, until they fail. On any such failure, the creature falls under the music's influence for the remainder of the conflict, regardless of whether the musician keeps performing the score or not. The effect lasts on each one individually until a few minutes pass since their previous Conflict Roll.

Classical Soundtrack: Nocturne Op. 20 in C Sharp Minor (by Frédéric Chopin); Prelude Op. 28 No. 4 (by Frédéric Chopin)

Military Charge

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 2nd rank in Playing Brass Instruments or Playing Percussion Instruments.

Description: A Military Charge is an extremely bright and rapid piece intended to give the impression of a fast charge.

Ability Type: Utilitarian

Range: 5 feet per skill rank *Conflict Rolls:* None

Action Time: 1 Action per Round

Setback Cost: 2 per Round

Affected Area: All creatures hearing the music within range that are allied with the performer.

Duration: Laborious+Fixated. The spell lasts until the musician stops performing the score, casts another spell, performs an Assault Action, or stops paying the required Setback Cost.

Preparation: The performer must play a brass or percussion instrument. They must perform for the entire duration, but may perform it while running at a full tilt.

Other Details: All affected creatures have their Speeds increased by 5 per 2 spell ranks. (So, 5 at 1st rank, 10 at 4th rank, 15 at 7th rank, etc.) In addition, all affected creatures gain an Edge on Chasing Rolls.

The effects are automatic on willing creatures.

Classical Soundtrack: March of the Swiss Soldiers (from the William Tell Overture by Gioachino Rossini); Ride of the Valkyries (from The Valkyrie, the second of 4 Operas comprising The Ring of the Nibelung, by Richard Wagner)

Pastoral Theme

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 1st rank in Playing String Instruments or Playing Woodwind Instruments.

Description: A Pastoral Theme is a composition reminiscent of rural life, peace, and tranquility. It gives a performer's music an unnaturally soothing influence on savage beasts. So, any other actions the target may be attempting at the time (e.g. combat) are hindered as it becomes drowsy and placated. Their motions become sluggish, making what would normally be fluid acts clumsy and stumbling. In extreme cases, where the musician completely out-classes a beast, the target may be completely put to sleep.

Action Time: 1 Action per Round

Setback Cost: 8 minus Intelligence (minimum of 2).

Range: 5 feet per skill rank

Ability Type: Non-Lethal Force

Affected Area: All living creatures within range hearing the music having less than a Simpleminded intellect within range, excluding the performer and up to another 1 creature per 3 spell ranks of the performer's choosing. (So, the performer may choose to exclude 1 creature at 1st spell rank, 2 at 4th spell rank, 3 at 7th, etc.).

Duration: Laborious+Unstable. The spell lasts until the musician stops performing the score, casts another spell, or performs an Assault Action. Further, the effect of the spell lasts on any individual target only until they succeed on their periodic Conflict Roll.

Preparation: The character must play a string or woodwind instrument. They must perform for the entire duration and may perform no other actions while doing so.

Conflict Rolls: All targeted creatures must make Avoidance Rolls with Willpower adjustments every Round against a Threshold equal to 10 plus the instrument rank. Each is entitled to a bonus on its Avoidance Roll equal to the amount of damage it has sustained since the previous roll, if any. The Threshold it must overcome equals 10 plus the instrument rank plus the musician's Charisma. Success indicates the beast is unaffected by the spell for the remainder of the duration. Failure indicates it gains the temporary trait "drowsy and sluggish". Further, the target suffers Sedating Setback equal to the skill rank plus the Conflict Roll's Margin. On a Pure Failure, the target also suffers from a Drawback on all Conflict Rolls involving their Willpower until the end of the next Round. If a creature's Fate Points are pushed to zero, it falls completely asleep for the remainder of the Scene.

Classical Soundtrack: Call to the Cows (from the "William Tell Overture" by Gioachino Rossini); Morning Mood (by Edvard Grieg)

Pied Piper Tune

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 5th rank in Playing Woodwind Instruments.

Description: Pied Piper Tune draws affected creatures to its sound. They will move toward it at the greatest possible speed. When they are within 5 feet of either the musician or some other creature that has been similarly drawn, they will join in the performance in whatever manner they are able, even if that only means humming, clapping, squeaking, or merely tapping one's claw on the ground.

If the lead musician marches away, the affected creatures will follow.

Ability Type: Non-Lethal Force

Action Time: 1 Action per Round

Setback Cost: 12 minus Intelligence (minimum of 2).

Range: The effects are felt at a distance of 5 feet per skill rank from any and all participating creatures.

Affected Area: The performer may alter the tune to target either humanoid children, or living Nonsapient creatures of size small or smaller. To be affected, a creature must be within range and hear the music.

Duration: Laborious+Unstable. The spell lasts until the musician stops performing the score, casts another spell, or performs an Assault Action. Further, the effect of the spell lasts on any individual target only until they succeed on their periodic Conflict Roll.

Preparation: The musician must play for the entire duration.

Conflict Rolls: Any affected creature must make an Avoidance Roll with Willpower Adjustments on every Round against a Threshold equal to 10 plus the instrument rank plus the musician's Charisma. Success indicates the creature is unaffected by the spell for the remainder of the duration. Those failing sustain Entrancing Setback equal to half the skill rank plus the roll's Margin and gain the temporary trait of "Entranced by Music". On a Pure Failure, the target also suffers from a Drawback on all Conflict Rolls involving their Willpower until the end of the next Round. If this lowers the target's Fate Points to 0, it falls under the music's spell and runs in a straight line toward the sound of the music to the best of its ability. Thereafter, it will peaceably follow along with the crowd as long as the music plays, ignoring all other considerations.

As soon as the music stops, any creature fully entranced by the music will fall unconscious from the mental strain for the remainder of the Scene.

Classical Soundtrack: Bolero (by Maurice Ravel)

Profound Theme

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 6th rank in Singing.

Description: This piece is a technically difficult, sorrowful, and exceedingly sweet melody. If performed well, it gives the listener a kind of teary euphoria and awe that any music could sound so profound.

Range: 5 feet per skill rank

Ability Type: Non-Lethal Force

Action Time: 1 Action per Round

Setback Cost: 8 minus Intelligence (minimum of 2).

Affected Area: All creatures hearing the music having a Simpleminded intellect or better within range who are otherwise not engaged in any aggressive activity.

Duration: Laborious+Unstable. The spell lasts until the musician stops performing the score, casts another spell, or performs an Assault Action. Further, the effect of the spell lasts on any individual target only until they succeed on their periodic Conflict Roll.

However, if a creature is Overcome by the spell, it sheds a few tears from the experience and permanently gains the Trait "Highly Regards _____", where the blank is the performer's name. Further, it suffers from a Drawback on all future Conflict Rolls against the performer using musical scores or Banding Words. At that point, its Fate Points are set to 1 (allowing it some ability to act). The Duration of this influence depends on the creature's Glory Status as provided on the Profound Theme Aftereffects Table.

Profound Theme Aftereffects Table

Target's Glory Status	Aftereffect
1-4	The influence lasts only until the end of the current Scene.
5	The influence lasts while the creature is Proximate to the performer.
6	The influence is Enduring.

While the creature is under the musician's influence, it must treat the spell as a Spellbinding against their Magic Limit.

Preparation: The performer must sing for the entire duration. They may not engage in any other activities while doing so.

Conflict Rolls: Any targeted creature must make an Avoidance Roll with Willpower adjustments every Round. The Threshold it must overcome equals 10 plus the performer's instrument rank plus their Charisma. Success indicates the creature is unaffected by the music for the remainder of the duration. Failure indicates it gains the temporary trait "teary eyed". Further, the target suffers Entrancing Setback equal to the skill rank plus the Conflict Roll's Margin. On a Pure Failure, the target also suffers

from a Drawback on all Conflict Rolls involving their Willpower until the end of the next Round.

Classical Soundtrack: Nessun Dorma (“None shall Sleep” from Turandot by Giacomo Puccini); Oh, my Beloved Father (“O Mio Babbino Caro” by Giacomo Puccini)

Saber Dance

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 4th rank in Playing Brass Instruments, Playing Percussion Instruments, or Playing Woodwind Instruments.

Description: This spell causes a Saber (Scimitar) to dance in the air and strike at opponents.

Action Time: 1 Action per Round

Setback Cost: 8 minus Intelligence (minimum of 2).

Ability Type: Lethal Force

Affected Area: One saber

Duration: Laborious+Fixed. The spell lasts until the musician stops performing the score, casts another spell, performs an Assault Action (other than attacking with the animated sword), or stops paying the required Setback Cost.

Range: The sword must remain within 5 feet per skill rank of the performer.

Preparation: The Sabre must be of a Size Category the Musician is capable of wielding. Further, they must continue performing while manipulating the sword in-air. They cannot engage in other activities while doing so. If they ever pause, the Sabre will immediately fall to the ground.

Conflict Rolls: For every swing taken, the performer must make an Attack Roll. The blade has an Attack Bonus equal to the spell rank plus the caster's Acumen Adjustment plus the Sabre's Tempo. Like any normal blade, the animated weapon is capable of delivering its normal Basic Damage plus Internal Damage. However, it does not deliver additional Strength damage. (The caster may expend Guts points to ensure it strikes its target, if applicable.)

The performer has only a fairly clumsy control over the weapon. Ordinarily, this would mean that they have a Drawback when using it to strike. However, the weapon is also hovering in the air, which means it almost always can be elevated a few feet to give it an Edge for height. Normally, this height Edge balances the Drawback it suffers from its clumsy movement. In low-ceiling environments, though, where the weapon can gain no such height Edge, its attack suffers from a Drawback.

Other Details: The Musician must concentrate on the weapon while controlling it, and must expend an Assault Action when striking with it. In controlling the weapon's movement, the performer makes vague gestures with their musical instrument while performing, appearing to nudge the sword in a desired direction.

The musician must continue performing while manipulating the sword in-air. They cannot engage in other Assault Actions while doing so, although they may perform other

actions as long as they do not hinder their performance in any way.

The blade moves at a Speed equal to the musician's normal Speed, but may rise into the air as if it had the Gift of Hovering. However, the musician must take separate Move Actions when moving either themselves or the dancing weapon.

The magic causing the blade to dance allows it to strike creatures that can be hit only by magical weapons.

The weapon may be attacked. In such cases, it has a Defense and Stability as if it were being wielded by the caster in combat. Further, the caster may spend Guts points in preventing it from being struck, if applicable. Treat it as if it is a mook. That is, if it ever gets hit or fails a Conflict Roll, the spell immediately terminates and the weapon falls to the ground, but is otherwise unharmed.

Classical Soundtrack: Sabre Dance (by Aram Khachaturian)

Siren's Song

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 8th rank in Singing.

Description: This score imbues the caster's voice with the ability to entrance the listener. Any living creature hearing the music is drawn to the sweet melody.

Ability Type: Non-Lethal Force

Range: 5 feet per skill rank

Action Time: 1 Action per Round

Setback Cost: 10 minus Intelligence (minimum of 2).

Affected Area: All living creatures within range hearing the music, excluding the performer and up to another 1 creature per 3 spell ranks of the performer's choosing. (So, the performer may choose to exclude 1 creature at 1st spell rank, 2 at 4th spell rank, 3 at 7th, etc.).

Duration: Laborious+Unstable. The spell lasts until the musician stops performing the score, casts another spell, or performs an Assault Action. Further, the effect of the spell lasts on any individual target only until they succeed on their periodic Conflict Roll.

Preparation: The character must possess a percussive or woodwind instrument and must play it for the entire duration. The performer may engage in other activities at a Drawback, as long as they don't require Verbal components.

Conflict Rolls: Every affected creature must make an Avoidance Roll with Willpower Adjustments every Round against a Threshold of 10 plus the performer's rank in Singing plus their Charisma. Success indicates they avoid the effects and need make no further rolls for the score's Duration. Failure indicates the target sustains Entrancing Setback equal to the roll's Margin plus 1 per 2 spell ranks. On a Pure Failure, the target also suffers from a Drawback on all Conflict Rolls involving their Willpower until the end of the next Round. If the target is Overcome by the spell, the defeated creature will become entranced and will go to any length to approach the singer. Its approach will be in the

fastest mode available to the charmed being. Once the creature comes within 10 feet of the caster, it will simply stand in a daze listening to the hypnotic solo until the music ends. Once it does, the creature will fall unconscious due to the mental strain until the end of the Scene.

Other Details: Every living creature within range hearing the song gains the Temporary Trait of “Fascinated”.

Classical Soundtrack: The Flower Duet aria (from the Madame Butterfly opera by Giacomo Puccini)

Sneaky Song

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 3rd rank in Singing.

Description: When a musician quietly hums this piece while sneaking, the magic of the score actually dampens sounds around the performer.

Ability Type: Utilitarian *Range:* 0 feet

Affected Area: 20 foot radius centered on the performer.

Action Time: 1 Action per Round

Setback Cost: 2 per Minute

Duration: Laborious+Fixated. The spell lasts until the musician stops performing the score, casts another spell, performs an Assault Action, or stops paying the required Setback Cost.

Preparation: The musician must perform for the entire duration. They may engage in other activities while humming without hindrance, as long as they do not include verbal components.

Conflict Rolls: If the performer and their companions are sneaking, they gain an Edge on all Conflict Rolls involving Sneaking or skills that default to Sneaking (Rural Stealth, Urban Stealth, etc.). Note that the magic of the music only allows it to be heard within the Affected Area. So, the music itself will not give away the presence of anyone using it to skulk around.

Other Details: The score reduces the volume of all sounds around the performer. This has the effect of giving an Edge against all other Musical Scores performed by another musician, and against any spell delivering its effects through sound (e.g. spell that inflict Sonic Damage).

Classical Soundtrack: Pizzicato (from “Silvia” by Léo Delibes)

Somber Refrain

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 9th rank in Singing, Playing Brass Instruments, Playing Percussion Instruments, Playing String Instruments, or Playing Woodwind Instruments.

Description: A Somber Refrain is a repetitive melancholy composition, often performed at funerals. Any undead creature falling under its influence suffers from a Drawback against all Enervating Effects.

Range: 5 feet per skill rank

Ability Type: Non-Lethal Force

Action Time: 1 Action per Round

Setback Cost: 8 minus Intelligence (minimum of 2).

Affected Area: All undead creatures hearing the music, excluding the performer and up to another 1 creature per 3 spell ranks of the performer’s choosing. (So, the performer may choose to exclude 1 creature at 1st spell rank, 2 at 4th spell rank, 3 at 7th, etc.).

Preparation: The character must either sing or possess an appropriate instrument. They must perform for the entire duration and may accompany their voice with an instrument, if desired. If performing with voice only, the musician may engage in other activities, as long as they do not include verbal components, but suffers from a Drawback while doing so.

Conflict Rolls: Any affected undead must make an Avoidance Roll with Willpower adjustments every Round. The Threshold it must overcome equals 10 plus the instrument rank plus the musician’s Charisma.

Duration: Laborious / Maelstrom. The spell lasts until the musician stops performing the score, casts another spell, or performs an Assault Action. All Sentient creatures in the area must continue making Conflict Rolls as long as the musician keeps performing the score, until they fail. On any such failure, the creature falls under the music’s influence for the remainder of the conflict, regardless of whether the musician keeps performing the score or not. The effect lasts on each one individually until a few minutes pass since their previous Conflict Roll.

Classical Soundtrack: Concerto for Strings in E Minor (by Vivaldi); Lacrimosa (by Mozart)

Song of the Fey

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 9th rank in Singing.

Description: This piece is a composition representative of the inexplicable ways of the fay, and thereby uplifts faery creatures and their magic.

Range: 5 feet per skill rank

Ability Type: Utilitarian

Affected Area: See below

Action Time: 1 Action per Round

Setback Cost: 2 per Round

Duration: Laborious+Fixated. The spell lasts until the musician stops performing the score, casts another spell, performs an Assault Action, or stops paying the required Setback Cost.

Preparation: The musician must perform for the entire duration. They may not engage in any other activities while doing so.

Conflict Rolls: See below.

Other Details: Any faery or illusion-based magic is augmented with an Edge from this musical score. This includes all Eldritch skills used by faery creatures, and to all Occult spells requiring the Occult Lores of Autumn, Gaia, Hearing, Smell, Spring, Summer, Touch, Vision, or Winter. It also pertains to all other magic having an illusory effect.

Further, this score has additional effects, depending on the type of creature hearing it.

Faeries

In the monster supplements, faeries have the Keyword of Faery. All Faery Creatures within range gain an Edge on all actions.

All Other Creatures

All other affected creatures gain an Edge on Conflict Rolls against magical attacks from undead creatures.

Classical Soundtrack: Scarborough Fair (Celtic folk song by Anonymous)

Stormy Dance

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 8th rank in Playing Brass Instruments, Playing Percussion Instruments, Playing String Instruments or Playing Woodwind Instruments.

Description: A Stormy Dance is an extremely tumultuous composition that evokes the mental image of a gusty lightning storm. While playing, winds swirl around the performer, building into a tornado-like vortex.

Ability Type: Lethal Force

Range: 5 feet per skill rank

Action Time: 1 Action per Round

Setback Cost: 2 per Round

Affected Area: This spell creates hurricane force winds in a 20 foot tall cylinder around the performer having a radius of 5 feet per spell rank. If the musician moves, the vortex moves with him. Being at its center, though, they are unaffected.

Duration: Laborious+Fixated. The spell lasts until the musician stops performing the score, casts another spell, performs an Assault Action, or stops paying the required Setback Cost.

Preparation: The performer must possess a brass instrument. They must perform for the entire duration, although they may Move while doing so.

Conflict Rolls: The strong winds buffet everyone in the Affected Area except the musician. Anyone being pummeled by the winds suffers a Drawback on all physical actions. Similarly, any arrows or bolts shot through the affected area suffer from an Extreme Drawback in hitting their targets.

Other Details: The performer must have at least 5 feet of open space around them on all sides, or the storm will terminate. (Creatures or other items may occupy that space without it affecting the spell as long as the air can circulate.

However, the musician cannot have their back up against a wall.)

The wind disperses noxious fumes, poisonous gas, or any such gaseous clouds in 1 Round. Similarly, any vaporous creature (such as an occultist using the spell Vaporous Form) is blown out of the Affected Area within 1 Round and sustains 2 Blunt Damage per spell rank.

Finally, any non-magical fires in the Affected Area will be extinguished.

Classical Soundtrack: The Storm (from the “William Tell Overture” by Gioachino Rossini)

Toe Tapping Tune

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 5th rank in Playing Brass Instruments, Playing String Instruments, or Playing Woodwind Instruments.

Description: Toe Tapping Tune compels those hearing it to dance. So, any other actions they may be attempting at the time (e.g. combat) are hindered as their bodies twist and contort to the music's beat. While their deeds are definitely impaired, though, the magic is not so strong that it completely overrides what they are doing. Rather, their motions become jerky and rhythmic, making what would normally be fluid acts clumsy and bumbling.

Action Time: 1 Action per Round

Setback Cost: 10 minus Intelligence (minimum of 2).

Range: 5 feet per skill rank

Ability Type: Non-Lethal Force

Affected Area: All living sentient creatures within range having a Simpleminded or greater intellect, excluding the performer and up to another 1 creature per 3 spell ranks of the performer's choosing. (So, the performer may choose to exclude 1 creature at 1st spell rank, 2 at 4th spell rank, 3 at 7th, etc.).

Duration: Laborious+Unstable. The spell lasts until the musician stops performing the score, casts another spell, or performs an Assault Action. Further, the effect of the spell lasts on any individual target only until they succeed on their periodic Conflict Roll.

Preparation: The character must possess a string or woodwind instrument and must play it for the entire duration.

Conflict Rolls: At the end of the performer's Turn every Round, any targeted creature (other than the musician) must make an Avoidance Roll with Willpower adjustments against a Threshold of 10 plus the instrument rank plus the musician's Charisma. Success indicates a target is not affected by the music's effects, and need not make any more rolls for the invocation's remaining duration. Failure indicates the creature has difficulty controlling its limbs as they take on minds of their own trying to dance, step, skip, wave, and hop to the music's rhythm. Any creature failing this roll suffers from a Drawback on all Conflict Rolls involving Agility. Further, they sustain Fatiguing Setback

equal to half the skill rank plus the roll's Margin. On a Pure Failure, the target also suffers from a Drawback on all Conflict Rolls involving their Willpower until the end of the next Round. If a creature is Overcome by the music, it will fall to the ground exhausted.

Classical Soundtrack: The Can-Can (by Jacques Offenbach)

Trumpet of Jericho

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 11th rank in Playing Brass Instruments.

Description: This "score" is really nothing more than a long blaring note from a trumpet, bugle, or other brass instrument that starts out relatively loud and builds to a reverberating crescendo. The sound it produces delivers Sonic damage.

Ability Type: Lethal Force

Duration: Instantaneous

Action Time: 1 Assault Action

Setback Cost: 10 minus Intelligence (minimum of 2).

Range: 0 feet. The base of the cone of sound originates from the musician's instrument.

Affected Area: Any creature within half a mile will hear the note. However, only those within a cone 40 feet long having a base diameter of 20 feet are affected by the deafening and Sonic damage.

Preparation: The character must play a brass instrument.

Conflict Rolls: All creatures in the Affected Area must make Avoidance Rolls with Agility and Toughness Adjustments against a Threshold equal to 10 plus the instrument rank. On a failure, the score delivers Sonic Damage equal to 2 per score rank plus the roll's Margin. On a Pure Failure, the creature is also deafened until the end of the Scene. Success indicates the creature is not deafened and sustains only half damage.

Uplifting Dance

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 1st rank in Playing String Instruments, Playing Woodwind Instruments, or Singing.

Description: With this score, the musician may lift a single object into the air and move it slowly at will.³⁶ While airborne, the object will slightly sway and bob to the slow rhythm of the music.

Ability Type: Utilitarian

Range: 5 feet per skill rank

Action Time: 1 Action per Round

Setback Cost: 2 per Minute

Affected Area: One item. See below for weight limitations.

Duration: Laborious+Fixated. The spell lasts until the musician stops performing the score, casts another spell, performs an Assault Action, stops paying the required Setback Cost, or loses sight of the target item.

Preparation: The musician must perform for the entire duration. They may perform no other actions while doing so.

Uplifting Dance Capacity Table

Power Rank	Lift Capacity (lbs.)
1	2
2	3
3	4
4	6
5	8
6	12
7	16
8	24
9	32
10	48
11	64
12	96
13	126
14	192
15	256*
16	384*

* Weight continues doubling every 2 ranks.

Conflict Rolls: The levitated object does not move fast enough to swing it as a weapon, nor does this score provide any skill in attack. However, the object may be levitated above a target and released with an abrupt halt to the music. This will cause the object to fall on the target from above. If this is done, the musician should make an Attack Roll using their Ballistics skill to strike the target.

Other Details: The power can only target inanimate objects. While levitated, the object has a maximum Speed of 25 feet per Move Action expended by the musician. The weight of the objects lifted is limited by the power rank according to the Uplifting Dance Capacity Table.

Classical Soundtrack: Air on a G String (by Bach)

³⁶ In Greek mythology, Amphion played music on his golden lyre, a gift from his lover Hermes, to manipulate stones to construct the walls of Thebes.

Vivid Refrain

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 9th rank in Singing, Playing Brass Instruments, Playing Percussion Instruments, Playing String Instruments, or Playing Woodwind Instruments.

Description: A Vivid Refrain is a repetitive light and lively composition, intended to paint a mental picture in the listener's mind. Any creature falling under its influence suffers from a Drawback against all Deluding Effects.

Range: 5 feet per skill rank

Ability Type: Non-Lethal Force

Action Time: 1 Action per Round

Setback Cost: 8 minus Intelligence (minimum of 2).

Affected Area: All Sentient creatures hearing the music, excluding the performer and up to another 1 creature per 3 spell ranks of the performer's choosing. (So, the performer may choose to exclude 1 creature at 1st spell rank, 2 at 4th spell rank, 3 at 7th, etc.).

Preparation: The character must either sing or possess an appropriate instrument. They must perform for the entire duration and may accompany their voice with an instrument, if desired. If performing with voice only, the musician may engage in other activities, as long as they do not include verbal components, but suffers from a Drawback while doing so.

Conflict Rolls: Any affected creature must make an Avoidance Roll with Willpower adjustments every Round. The Threshold it must overcome equals 10 plus the instrument rank plus the musician's Charisma.

Duration: Laborious / Maelstrom. The spell lasts until the musician stops performing the score, casts another spell, or performs an Assault Action. All Sentient creatures in the area must continue making Conflict Rolls as long as the musician keeps performing the score, until they fail. On any such failure, the creature falls under the music's influence for the remainder of the conflict, regardless of whether the musician keeps performing the score or not. The effect lasts on each one individually until a few minutes pass since their previous Conflict Roll.

Classical Soundtrack: The Blue Danube (by Johann Strauss)

Vivid Theme

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 6th rank in Singing, Playing Brass Instruments, Playing Percussion Instruments, Playing String Instruments, or Playing Woodwind Instruments.

Description: This musical score paints a clear mental picture in the minds of the audience.

Ability Type: Non-Lethal Force

Range: 5 feet per skill rank

Action Time: 1 Action per Round

Setback Cost: 10 minus Intelligence (minimum of 2).

Affected Area: All living creatures hearing the music within range, excluding the performer and up to another 1 creature per 3 spell ranks of the performer's choosing. (So, the performer may choose to exclude 1 creature at 1st spell rank, 2 at 4th spell rank, 3 at 7th, etc.).

Duration: Laborious+Unstable. The spell lasts until the musician stops performing the score, casts another spell, or performs an Assault Action. Further, the effect of the spell lasts on any individual target only until they succeed on their periodic Conflict Roll.

Preparation: The musician must perform the bold music throughout the duration.

Conflict Rolls: When the magic is invoked, and every Round thereafter, all targets must make Avoidance Rolls with Willpower Adjustments against a Threshold equal to 10 plus the instrument rank plus the musician's Charisma. Success indicates a target is not affected by the music's effects, and need not make any more rolls for the invocation's remaining duration. Failure indicates the target sustains Deluding Setback equal to the skill rank plus the Conflict Roll's Margin. On a Pure Failure, the target also suffers from a Drawback on all Conflict Rolls involving their Willpower until the end of the next Round. If the target's is Overcome as a consequence, they stand in rapturous ecstasy for the remainder of the Scene.

Classical Soundtrack: Claire de Lune (by Claude Debussy); Entry of the Gladiators (by Julius Fucik); Russian Dance (from The Nutcracker Suite by Pyotr Ilyich Tchaikovsky)

War Theme

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 1st rank in Playing Percussion Instruments.

Description: This skill gives a character the ability to induce anxiety and a general low-level of fear and panic in living creatures.

Ability Type: Non-Lethal Force

Range: 5 feet per skill rank

Action Time: 1 Action per Round

Setback Cost: 10 minus Intelligence (minimum of 2).

Affected Area: All living creatures hearing the music within range, excluding the performer and up to another 1 creature per 3 spell ranks of the performer's choosing. (So, the performer may choose to exclude 1 creature at 1st spell rank, 2 at 4th spell rank, 3 at 7th, etc.).

Duration: Laborious+Unstable. The spell lasts until the musician stops performing the score, casts another spell, or performs an Assault Action. Further, the effect of the spell lasts on any individual target only until they succeed on their periodic Conflict Roll.

Preparation: The musician must perform the bold music throughout the duration.

Conflict Rolls: When the magic is invoked, and every Round thereafter, all targets must make Avoidance Rolls with Willpower Adjustments against a Threshold equal to 10 plus the instrument rank plus the musician's Charisma. Success indicates a target is not affected by the music's panic-inducing effects, and need not make any more rolls for the invocation's remaining duration. Failure indicates the target sustains Dreadful Setback equal to the skill rank plus the Conflict Roll's Margin. On a Pure Failure, the target also suffers from a Drawback on all Conflict Rolls involving their Willpower until the end of the next Round. If the target's Fate Points drop to zero as a consequence, it flees in panic for the remainder of the scene.

Classical Soundtrack: O Fortuna (from "Carmina Burana" by Carl Orff); Symphony no. 9 in E minor ("From the New World" by Antonin Dvorak)

Winding Dance

Prerequisites: To learn this score, a character must have the Fantasia Beckoning gift and must attain 10th rank in Playing Brass Instruments, Playing String Instruments, or Playing Woodwind Instruments.

Description: A Winding Dance entices the flowers, vines, and grasses of the immediately surrounding area to begin to rhythmically weave and sway while rooted to the ground in their original locations. Other than commanding the plants to uproot themselves and move to a different place, a musician playing a Winding Dance can command the plants into action. Vines can be commanded to cover a wall for easy climbing, flowers can be told to bloom, and grasses can be made to weave their way around the feet of foes.

Range: 5 feet per skill rank

Ability Type: Utilitarian

Action Time: 1 Action per Round

Setback Cost: 10 minus Intelligence (minimum of 2).

Affected Area: All plants of size Small or smaller within range.

Duration: Laborious+Unstable. The spell lasts until the musician stops performing the score, casts another spell, or performs an Assault Action. Further, the effect of the spell lasts on any individual target only until they succeed on their periodic Conflict Roll.

Preparation: The character must possess a string or woodwind instrument and must play it for the entire duration. The musician suffers from a Drawback on all other actions while performing.

Conflict Rolls: If the animated plants are used to grasp and hinder foes, any foe within range must make an Avoidance Roll with Vigor adjustments every Round against a Threshold of 10 plus the instrument rank plus the musician's Charisma. Success indicates the creature may expend a Reaction to move out of the area. Failure indicates the foe sustains Fettering Setback equal to half the spell rank plus the roll's Margin. On a Pure Failure, the target's Speed is reduced to 0 until the end of the next Round. If the foe is Overcome as a consequence of this spell, their body is firmly entangled and held to the ground for the remainder of the Scene.

Classical Soundtrack: Waltz of the Flowers (from The Nutcracker Suite by Pyotr Ilyich Tchaikovsky)

Martial Domain

The Martial Domain deals with all of the skills needed to participate in brutal hack and slash warfare.

Martial Skills

Ballistics

Prerequisites: None. All characters capable of throwing or shooting a weapon possess this skill.

Description: This skill is a very general crude range fighting style possessed by all characters used as a fall-back skill when a character has no other appropriate range skill to use. It covers the use of all Range weapons, including any rock, lamp, or vase that may be handy.

Ability Type: Lethal Force (for range weapons primarily delivering damage)

Defaults To: None *Base:* 96

Duration: Instantaneous. *Preparation:* None.

Range: Variable. The range depends on the weapon used.

Affected Area: Variable. The affected area depends on the weapon used

Conflict Rolls: To use this skill, a character uses their Ballistics rank as their weapon rank and calculates all Roll Bonuses accordingly. For improvised weapons, such as bottles and rocks, the Overlord should estimate appropriate Tempo, Range, and Damage values. To help out in this regard, the Improvised Ballistic Weapons Table provides some examples.

Disarming Opponents

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: A character with this skill may attempt to disarm an armed adversary. Disarming an opponent involves twisting, parrying, and manipulating the foe's weapon in hand with the character's own weapon to wrench it from their grasp.

Ability Type: Non-Lethal Force

Defaults To: Trickery *Base:* 6

Duration: Instantaneous

Range: Melee (The instigator must use their weapon to engage that of their opponent.)

Affected Area: One opponent wielding a weapon.

Preparation: The practitioner must use their own weapon to manipulate that of their opponent in order to force them to lose their grasp. To use this skill, a character must normally use a weapon of equal or greater size than the targeted weapon. However, if the character wields two weapons (through the use of Florentine or other similar fighting style), they may disarm weapons have a size category one greater.

Conflict Rolls: Allow the target an Avoidance Roll with Craftiness adjustments. They must overcome a Threshold of 10 plus the disarmer's skill rank and Craftiness. A failed roll indicates the disarming character threw the adversary's weapon out of arm's reach. Make a Weighted Direction Roll to determine the direction the weapon was thrown (see The Rules Reference for details) The weapon is thrown a distance of 5 feet out of Reach of the disarmed character (10 feet for Medium-sized characters). Further, the Margin of the Conflict Roll is applied to the target as Footing Setback.

Improvised Ballistic Weapons Table

Weapon Name	Damage per Blow	Range [✂]	Tempo	Size
Bottle	3	short	+4	S
Branch or Stick	4	short	+4	M
Burning Oil Flask / Lamp	3/2/1 Δ	very short	+2	S
Chair or Stool	5	very short	+2	M
Rock, Small	3	short	+5	S
Rock, Large	6	very short	+2	L
Rock, Medium	4	short	+4	M
Serving Tray	3	very short	+4	M
Spittoon	4	very short	+4	M
Vase	3	short	+4	S

[✂] Short range is 80 feet. Very short range is 40 feet.

Δ 3+Margin on the 1st round, 2+Margin the 2nd, 1+Margin the 3rd.

Other Details: To disarm an adversary, a character must use a weapon over which they have gained sufficient mastery. In other words, their rank in wielding the weapon must be greater than or equal to their rank in this skill. If it is not, they can use this skill at a rank only equal to that attained in the weapon's use.

Grabbing and Snatching

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: This ability allows a character to wrest an item from its possessor's body without any attempt to do so clandestinely. The skill involves two steps: grabbing and then snatching. An item can be grabbed only if it is within plain sight. Any such item can actually be removed from the target's possession only if it satisfies one of the following criteria:

- The item is slung over the possessor's shoulder by a single strap.
- The item is worn by the possessor without fasteners such as buttons, laces, buckles, etc.
- The possessor is holding it in their hand(s), and they are Surprised.

Ability Type: Non-Lethal Force

Defaults To: Trickery *Base:* 8

Affected Area: One mark *Range:* Touch

Duration: Instantaneous.

Preparation: The perpetrator must either approach their victim unnoticed (possibly by using Urban Stealth, Hiding in Crowds, Sneaking), or by quickly closing the distance with them. In the later case, they must have at least a 10 foot straight path free of obstructions to rapidly approach their target.

Conflict Rolls: The grabber must make a Grabbing Attack. The Attack Bonus on this roll equals the Grabbing and Snatching rank plus Vigor plus the Tempo of the perpetrator's Natural Weapon. This roll must beat the target's Level plus Perception. Failure indicates the perpetrator fails to grab the item. Success indicates they get a grip on it. On a Pure Success, the item is removed from the target's possession if it satisfies one of the aforementioned criteria. Otherwise, the situation transitions into a Grappling contest.

Grappling

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Grappling is the skill of wrestling and overbearing opponents through training and strength.

Ability Type: Non-Lethal Force

Defaults To: Strong-Arming *Base:* 12

Affected Area: One creature. *Range:* Touch.

Duration: Instantaneous.

Preparation: The grappler must use both hands in their assault.

Conflict Rolls: The grappler must make an initial Grabbing Attack against the target's Stability to grab hold of the target. The Attack Bonus on this roll equals the Grappling rank plus Vigor plus the Tempo of the character's Natural Weapon. If successful, the grappler grabs hold of its target and delivers Footing Setback equal to their Craftiness (if positive) plus the Margin of the Conflict Roll. On a Natural Success, the Setback doubles.

Thereafter, the creature must then make a Fettering Attack Roll every Round thereafter. The bonus on this roll equals their Grappling rank plus Vigor, and it must beat the target's Stability.

Success indicates that the target sustains Fettering Setback equal to the aggressor's Toughness plus Craftiness (if the sum is positive) plus the roll's Margin. Further, it delivers Crushing Damage equal to the aggressor's Strength (again, if positive).

A Natural Success indicates the Damage and Setback are doubled. Further, the aggressor may pick one of the following options:

- Wrench something from the target's hand, which tumbles out of reach. *This option may only be selected if the target is grasping something in their hand. The object will tumble 10 feet. Make a Weighted Direction Roll to determine where it lands. If multiple objects are held, the aggressor chooses which one is liberated.*
- Jockey both the aggressor and/or the target one step in directions of the aggressor's choosing, provided they are adjacent to one another. *(The aggressor may choose to swap positions with the target, if desired.)*

On a Pure Success, the aggressor may choose to break away from any physical hold their opponent has on them, if any.

A Bare Failure on the Fettering Attack Roll indicates that no Damage and Setback is delivered on that attack, but the grip still holds.

A Pure Failure indicates the hold is broken and the target escapes the grasp.

Skill Domains (Martial)

Maintaining a grip in this way requires the grappler to expend an Assault Action. While the grip holds, neither combatant can Move away from their opponent.

If one or the other combatants successfully breaks free from a grappling contest, then a Grabbing Roll is required for either combatant to resume grappling.

Other Details: The skill of Grappling demands that the grappler's hands (or grabbing appendage) be free for grabbing, twisting, pulling, and pushing on their opponent's body. It is impossible for either the grappler or their target (the "grapplee") to attack with oversize weapons while so engaged. Keeping this restriction in mind, the grapplee has the option to fight back however they choose, including attacking with their own, separately rolled, Grappling skill. If the grapplee attacks back with a melee weapon, the grappler's Defense is unchanged, but the grapplee gains an Edge.

Further, a non-grappling assailant attacking someone engaged in Grappling has a danger of striking the other combatant instead. In this case they have two options:

- Take extra care in their attacks to forego any chance of hitting the other combatant, but suffer from a Drawback in their Attack Roll when doing so.
- Strike the other combatant on any Pure Failure on their Attack, as described under Friendly Fire in The Rules Reference.

combination of aggressive attacks, feints, and dodges to trick and persuade an enemy. A skilled practitioner can make their opponent believe that taking a step or two in a particular direction will give them an advantage when, in fact, that is what the manipulator wants them to do.

Ability Type: Non-Lethal Force

Defaults To: Trickery

Base: 12

Affected Area: One creature

Range: Melee.

Duration: Instantaneous

Preparation: None.

Conflict Rolls: The practitioner must make a Skill Roll with Vigor and Tempo Adjustments against the opponent's Stability. On any success, the target sustains Footing Setback equal to the practitioner's Craftiness (if positive) plus the roll's Margin. Further, the aggressor and/or the target may be Jockeyed 5 feet in the directions of the aggressor's choosing. (The aggressor may choose to swap positions with the target, if desired.)

On a Natural Success, the Setback delivered by the attack is doubled.

Other Details: Maneuvering ordinarily uses a combination of sweeps, dodges, and feints to unbalance and manipulate the target, which may or many not make physical contact with it. If the aggressor eschews touching the target (perhaps because the target has a defensive spell that would harm the aggressor upon contact), they may forego doing so, but suffers from a Drawback on the Conflict Roll.

Maneuvering

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Maneuvering allows a character to manipulate either their own position within a conflict relative to an opponent, or that of a foe. In either case, they use a

Melee

Prerequisites: None. All characters capable of wielding a weapon possess this skill.

Description: This skill is a very general crude melee fighting style possessed by all characters used as a fall-back skill when a character has no other appropriate melee skill to use.

Improvised Melee Weapons Table

Weapon Name	Damage per		Tempo	Size
	Blow	Parry		
Bottle	3	2	+4	S
Branch or Stick	4	4	+3	M
Broken Bottle	4	2	+5	S
Broken Sword Hilt	3	3	+3	S
Chair or Stool	5	4	-1	M
Hot Poker	4	3	+3	M
Moneybag	3	1	+4	S
Serving Tray	3	5	+4	M
Spittoon	4	2	+4	M
Table [↗]	7	6	-3	L
Torch	3 (+3 fire)	2	+4	M

[↗] Can only be used (overturned) intermittently at opportune moments.

It covers the use of all melee weapons, including any stick, chair, or bottle that may be handy.

Ability Type: Lethal Force

Base: 96

Defaults To: None

Duration: Instantaneous.

Range: Melee

Preparation: None.

Affected Area: Variable. The affected area depends on the weapon used, but is most commonly a single target creature.

Conflict Rolls: To use this skill, a character uses their Melee rank as their weapon rank and calculates all Roll Bonuses accordingly. For improvised weapons, such as table legs and broken bottles, the Overlord should estimate appropriate Tempo, Parry, and Damage values. To help out in this regard, the Improvised Melee Weapons Table provides some examples.

Pankration

Prerequisites: This skill is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Pankration³⁷ is a fighting style that originated in ancient Greece. It is a style that trains in open and closed fist punches, kicks, and throws. (There were actually two forms of the style, one of which also incorporated wrestling. Since grappling is written up as a different skill, this write-up forgoes that aspect in favor of keeping the mechanics as simple as possible.) In its purest form, Pankration fighters combat their opponents without weapons or armor. In fact, in the ancient Olympic games, the pankratists fought nude. However, the fighting style also includes the use of Undersize and Proportional Short Swords, Falcatas, and Shields, and all types of Spear.

Ability Type: Lethal Force

Base: 20

Defaults To: Melee

Affected Area: Self

Range: Melee

Preparation: See below. *Conflict Rolls:* See below.

Duration: Indeterminate. The character may use this fighting style for as long as they wish.

Other Details: Some armor may be used with this fighting style. But, it cannot be overly cumbersome. The armor's overall Encumbrance value cannot exceed 4. Traditionally, a helmet, breastplate, and greaves are worn.

At their option, a pankratist can make an attack with a Mixed Attack Mode using a combination of a Melee

Weapon and their Natural Weapons, or entirely forego the use of a Melee weapon and throw their opponent.

Mixed Attack Mode

In this attack mode, Pankration uses a Shield, Falcata, Short Sword, or Spear along with their Natural Weapons. The character's Attack Bonus equals their rank in Pankration plus Vigor adjustments plus the lower Tempo of their Melee Weapon and their Natural Weapon. Their Parry equals the higher of the two.

The Damage of the Mixed Attack Mode equals the Melee Weapon's Damage plus half that of the Natural Weapon, plus Strength and Internal Damage.

Throw

A throw can only be done on a character who is not already Prone. When instigating a throw, the pankratist's Attack Bonus equals their rank in Pankration plus Vigor adjustments plus their Natural Attack's Tempo. This roll is made against the target's Stability. A successful throw delivers no Damage. But, on a successful attack, the target suffers Footing Setback equal to 4 plus the aggressor's Craftiness (if positive) plus the Conflict Roll's Margin. Further, the target may be moved 5 feet in the direction of the aggressor's choosing.

On a Natural Success, the target is Knocked Prone.

Pummeling

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Pummeling is the skill of using one's Blunt natural weapons to greatest effect in attempting to stagger or knock out your opponent.

Ability Type: Non-Lethal Force

Defaults To: Strong-Arming

Base: 12

Affected Area: One creature

Range: Melee

Duration: Instantaneous

Preparation: None.

Conflict Rolls: The aggressor must make an Attack Roll against the target's Stability. The Attack Bonus on this roll equals the characters Pummeling rank plus Vigor plus the Tempo of their Natural Weapon. If successful, the attack delivers the normal Basic Damage appropriate for that attack (see Natural Attacks in the Combat Rules section of The Rules Reference for details). The Natural Weapon Damage (without Strength adjustments) is taken as Damage like normal. But, the attack delivers Sedating Setback equal to the aggressor's Strength (if positive) plus the roll's Margin.

On a Natural Success, the target must also pick one of the following options, but cannot choose the same option twice in a row:

- The target is knocked Prone to the ground. *This option is not available if the target is already Prone.*

³⁷ Pankration was the basis for all Classical fighting, from the Greek Hoplite to the Roman Gladiator, although the art was lost to the western world when the Gladiator arenas were abolished. Derivatives of the art form did survive, however. Alexander the Great brought some master pankratists to India with them on their quest to conquer the world. It is believed by some that these masters taught their techniques to Indian fighters, who passed it on to the Tibetan monks, who in turn taught the Chinese. It is believed by some scholars that Pankration is the basis of all Chinese martial arts, although that opinion is certainly open to debate.

- The Damage and Setback delivered by the attack is doubled.
- The target Stumbles. They sustain additional Footing Setback equal to the roll's Margin. Further, the aggressor's player may move the target 5 feet in the direction of the aggressor's choosing. (*The aggressor may choose to swap positions with the target, if desired.*)

If a Pummeling strike drives either the target's Hit Points or Fate Points to zero, they fall unconscious for the remainder of the Scene.

Other Details: Pummeling does not alter a character's Parry or Tempo for their Natural Weapons in any way. If a character has bites, they must forego those attacks to Pummel. Further, claws must be clenched into fists in order to punch. In these cases, cut the overall Natural Weapon's Basic Damage in half and treat the resulting Damage type as Blunt rather than Rending.

If leather, chain mail or banded gauntlets are worn, a Pummeling attack's Basic Damage increases by +1. Plate gauntlets deliver an additional +2 damage per blow.

- The aggressor dislodges something from the target's body and keeps hold of it (such as a backpack or belt pouch).
- The target is put off balance and suffers from a Drawback on all Conflict Rolls up to and including that of their next action in the current scene. Explain why.

On a Natural Success, the target must also pick one of the following options, but cannot choose the same option twice in a row:

- The target is knocked Prone to the ground. *This option is not available if the target is already Prone.*
- The Setback delivered by the attack is doubled.
- Both the aggressor and/or the target may be Jockeyed 5 feet in the directions of the aggressor's choosing. (*The aggressor may choose to swap positions with the target, if desired.*) Further, the target sustains Footing Setback equal to the roll's Margin.

Strong-Arming

Prerequisites: None. All characters capable of grasping an opponent possess this skill.

Description: This skill covers the gamut of all bare handed actions performed to physically bull-rush, man-handle or overpower an opponent with brute strength. The action may be as simple as grabbing an opponent's arm and holding it in place, or as complex as wrestling them to the ground. Wrenching something out of your opponent's hand or knocking them to the ground are also examples of Strong-Arming. As such, Strong-Arming is the default skill used for both Pummeling and Grappling.

Ability Type: Non-Lethal Force

Defaults To: None

Base: 32

Duration: Instantaneous.

Range: Melee

Preparation: None.

Affected Area: Variable. The affected area depends on the action being performed, but is most commonly a single target creature.

Conflict Rolls: The aggressor must make a Skill Roll against the target's Stability. The bonus on this roll equals the aggressor's skill rank plus Vigor plus their Natural Attack's Tempo.

On any success, the target sustains Fettering Setback equal to the aggressor's Strength (if positive) plus the roll's Margin.

On a Pure Success, the aggressor should pick one of the following options:

- The aggressor wrenches something out of the target's hand and keeps hold of it.

Trickery

Prerequisites: None. All characters of simpleminded intellect or better possess this skill.

Description: This skill covers the gamut of all bodily actions performed to physically outwit an opponent. A trick may be as simple as throwing a bag of marbles at your opponent's feet or grabbing a handful of dust from the ground and flinging it into their face. A sweeping attack with a staff in an attempt to trip your foe would also be a trick. As such, Trickery is the default skill used for all Entrapment Weapons. It covers the use of any cape, rope, tablecloth, or leather strap used in any similar way. For improvised weapons, such as tablecloths and chains, the Overlord should estimate appropriate weapon stats based on similar weapons.

One large aspect of whether a trick has the possibility of working on a given opponent is how well they can anticipate what's coming. If they can, then the trick will be ineffective. So, when you use this skill, a big part of whether a trick will work depends on whether the target has recently seen someone trying the same thing before. If they have, the trick is at a Drawback. So, be creative and mix it up.

Ability Type: Non-Lethal Force

Defaults To: None

Base: 64

Duration: Instantaneous.

Range: Melee

Preparation: None.

Affected Area: Variable. The affected area depends on the weapon used or the trick performed, but is most commonly a single target creature.

Conflict Rolls: As is always the case with root skills such as Trickery, the practitioner may use Trickery to perform any skill that defaults to it. For tricks that aren't already covered

by other skills, though, the trickster must make a Skill Roll against the target's Stability when performing the trick. Tricks performed within Melee range add Vigor to the Attack Roll. Tricks performed at range add Acumen instead. In either case, the weapon's Tempo is also added.

On any success, the target sustains Footing Setback equal to the trickster's Craftiness (if positive) plus the roll's Margin. On a Pure Success, the trickster should pick one of the following options, but cannot select the same option twice in a row, unless no other option is available:

- The trickster knocks something out of the target's hand. It lands 5 feet out or Reach in a random direction determined by a Weighted Direction Roll. *This option is only available if the target is holding something.*
- The target is put off balance and suffers from a Drawback on all Conflict Rolls up to and including that of their next action in the current scene. Explain why.

On a Natural Success, the target must also pick one of the following options, but cannot choose the same option twice in a row:

- The target is Knocked Prone to the ground. *This option is not available if the target is already Prone.*
- The Setback delivered by the attack is doubled.
- The target Blunders. They sustain additional Voluntary Setback equal to the roll's Margin. Further, the aggressor's player may move the target 5 feet in the direction of the aggressor's choosing. *(The aggressor may choose to swap positions with the target, if desired.)*

Martial Proficiencies

This section describes the various proficiencies available in the game. A proficiency is similar to default skills, in that it grants a group of abilities to a character. Proficiencies typically grant weapon skills, so most proficiencies will give a character access to training in a particular group of weapon types, along with potential rank bonuses for any weapon of that type.

For example, a character may be Versed (+2) in Wielding Swords. This grants the character the ability to wield any sword type (provided they are physically capable of doing so). It also grants them the right to gain ranks in any sword type they can wield. Further, it provides a rank bonus to the rank of any sword they wield. In this case, the rank bonus is +2, since the proficiency makes the character Versed in the Wielding Swords proficiency.

The proficiency descriptions below have names containing ellipses (...). This is because many classes give proficiencies that are restricted to one or more specific sizes. For example, a class may grant the proficiency of being Specialized in Wielding Proportional and Oversize Swords. If no such size restriction is provided, the proficiency is indicating that the proficiency pertains to all sizes that a character can personally use (Undersize, Proportional, and Oversize).

For any given weapon proficiency, though, a character must individually gain ranks in a weapon of a specific size, which will be Oversize, Proportional, or Undersize to their own size. For example, a character that is Reviewed (+1) in Wielding Maces, may choose to gain ranks in a Large Mace. Assuming the character has a Medium size, they are gaining ranks in an Oversize Mace in this case. If the character's size is magically reduced by one size category along with their mace, they will then be of a Small size while their Mace is now a Medium Mace. However, a Medium Mace is Oversize for a Small character, so they can still wield it with the same rank as before they were shrunk.

Note that weapons that are two or more Size Categories larger than the possessor are Unwieldy, and therefore cannot be used in combat. Similarly, weapons that are two or more size categories smaller than the possessor are Feeble, and are similarly unusable.

Martial Proficiencies~S

Shooting ... Blowguns

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Shooting ... Blowguns is a proficiency providing training in the use of all Blowguns, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Blowgun, and apply the proficiency's Rank Bonus to the weapon. (Note that this proficiency excludes crossbows.)

Shooting ... Bows

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Shooting ... Bows is a proficiency providing training in the use of all bows, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Bow, and apply the proficiency's Rank Bonus to the weapon. (Note that this proficiency excludes crossbows.)

Shooting ... Crossbows

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Shooting ... Crossbows is a proficiency providing training in the use of crossbows, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Crossbow, and apply the proficiency's Rank Bonus to the weapon.

Martial Proficiencies~T

Throwing ... Axes

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Throwing ... Axes is a proficiency providing training in hurling all Axes, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in throwing any Axe, and apply the proficiency's Rank Bonus to the weapon skill. (Note that this proficiency excludes training in how to wield axes in combat.)

Throwing ... Daggers

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Throwing ... Daggers is a proficiency providing training in hurling all Daggers, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in throwing any Dagger, and apply the proficiency's Rank Bonus to the weapon skill. (Note that this proficiency excludes training in how to wield Daggers in combat.)

Throwing ... Darts

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Throwing ... Darts is a proficiency providing training in throwing all Darts, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in throwing any Dart, and apply the proficiency's Rank Bonus to the weapon.

Throwing ... Hammers

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Throwing ... Hammers is a proficiency providing training in hurling all Hammers, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in throwing any Hammer, and apply the proficiency's Rank Bonus to the weapon. (Note that this proficiency does not include training in how to wield Hammers in combat.)

Throwing ... Harpoons

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Throwing ... Harpoons is a proficiency providing training in throwing all Harpoons, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in throwing any Harpoon, and apply the proficiency's Rank Bonus to the weapon.

Throwing ... Spears

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Throwing ... Spears is a proficiency providing training in throwing any kind of Spear, as the term is described in the Glossary of The Rules Reference. It does not provide training in wielding Spears in combat, however.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in throwing any Spear, and apply the proficiency's Rank Bonus to the weapon.

Throwing ... Tridents

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Throwing ... Tridents is a proficiency providing training in hurling all Tridents, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in throwing any Trident, and apply the proficiency's Rank Bonus to the weapon. (Note that this proficiency does not include training in how to wield a Trident in combat.)

Martial Proficiencies~U

Using ... Bolas

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Using ... Bolas is a proficiency providing training in the use of all Bolas, as the term is described in the Glossary of The Rules Reference.

Ability Type: Non-lethal Force

Other Details: A character with this proficiency may gain ranks in any Bolas, and apply the proficiency's Rank Bonus to the weapon.

Using ... Cat-o-Nine-Tails

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Using ... Cat-o-Nine-Tails is a proficiency providing training in the use of all Cat-o-Nine-Tails, as the term is described in the Glossary of The Rules Reference.

Ability Type: Non-lethal Force

Other Details: A character with this proficiency may gain ranks in any Cat-o-Nine-Tails, and apply the proficiency's Rank Bonus to the weapon.

Using ... Entrapment Weapons

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Using ... Entrapment Weapons is a proficiency providing training in the use of all entrapment weapons, as the term is described in the Glossary of The Rules Reference.

Ability Type: Non-lethal Force

Other Details: A character with this proficiency may gain ranks in any Entrapment Weapon, and apply the proficiency's Rank Bonus to the weapon.

Using ... Garrotes

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Using ... Garrotes is a proficiency providing training in the use of all Garrotes, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Garrote, and apply the proficiency's Rank Bonus to the weapon.

Using ... Iaculums

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Using ... Iaculums is a proficiency providing training in the use of all Iaculums, as the term is described in the Glossary of The Rules Reference.

Ability Type: Non-lethal Force

Other Details: A character with this proficiency may gain ranks in any Iaculum, and apply the proficiency's Rank Bonus to the weapon.

Using ... Lassos

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Using ... Lassos is a proficiency providing training in the use of all Lassos, as the term is described in the Glossary of The Rules Reference.

Ability Type: Non-lethal Force

Other Details: A character with this proficiency may gain ranks in any Lasso, and apply the proficiency's Rank Bonus to the weapon.

Using ... Nets

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Using ... Nets is a proficiency providing training in the use of all nets, as the term is described in the Glossary of The Rules Reference.

Ability Type: Non-lethal Force

Other Details: A character with this proficiency may gain ranks in any Net, and apply the proficiency's Rank Bonus to the weapon.

Using ... Range Weapons

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Using ... Range Weapons is a proficiency providing training in the use of all range weapons, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Range Weapon, and apply the proficiency's Rank Bonus to the weapon.

Using ... Slings

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Using ... Slings is a proficiency providing training in the use of all Sling, as the term is described in the Glossary of The Rules Reference. (This proficiency excludes Staff Slings.)

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Sling, and apply the proficiency's Rank Bonus to the weapon.

Using ... Staff Slings

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Using ... Staff Slings is a proficiency providing training in the use of all Staff Slings, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Staff Sling, and apply the proficiency's Rank Bonus to the weapon.

Using ... Whips

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Using ... Whips is a proficiency providing training in the use of all Whips, as the term is described in the Glossary of The Rules Reference.

Ability Type: Non-lethal Force

Other Details: A character with this proficiency may gain ranks in any Whip, and apply the proficiency's Rank Bonus to the weapon.

Martial Proficiencies~W

Wielding ... Axes

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Wielding ... Axes is a proficiency providing training in the use of all axes, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Axe, and apply the proficiency's Rank Bonus to the weapon. (Note that this proficiency excludes Poleaxes.)

Wielding ... Blunt Weapons

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Wielding ... Blunt Weapons is a proficiency providing training in the use of all blunt weapons, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Blunt Weapon, and apply the proficiency's Rank Bonus to the weapon.

Wielding ... Close Combat Blade Weapons

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Wielding ... Close Combat Blade Weapons is a proficiency providing training in the use of all blade weapons that are also close combat weapons, as those terms are described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Close Combat Blade Weapons, and apply the proficiency's Rank Bonus to the weapon.

Wielding ... Close Combat Stabbing Weapons

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Wielding ... Close Combat Stabbing Weapons is a proficiency providing training in the use of all stabbing weapons used in close combat, as the terms are described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Close Combat Stabbing Weapon, and apply the proficiency's Rank Bonus to the weapon.

Wielding ... Close Combat Weapons

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Wielding ... Close Combat Weapons is a proficiency providing training in the use of all close combat weapons, as that terms is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Close Combat Weapon, and apply the proficiency's Rank Bonus to the weapon.

Wielding ... Clubs

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Wielding ... Clubs is a proficiency providing training in the use of all clubs, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Club, and apply the proficiency's Rank Bonus to the weapon.

Wielding ... Daggers

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Wielding ... Daggers is a proficiency providing training in the use of Daggers, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Dagger, and apply the proficiency's Rank Bonus to the weapon. (Note that this proficiency includes Parrying Daggers.)

Wielding ... Falcatas

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Wielding ... Falcatas is a proficiency providing training in the use of all Falcatas, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Falcata, and apply the proficiency's Rank Bonus to the weapon.

Wielding ... Hammers

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Wielding ... Hammers is a proficiency providing training in the use of all Hammers (including War Hammers), as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Hammer or War Hammer, and apply the proficiency's Rank Bonus to the weapon.

Wielding ... Khopeshes

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Wielding ... Khopeshes is a proficiency providing training in the use of all Khopeshes, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Khopesh, and apply the proficiency's Rank Bonus to the weapon.

Wielding ... Longswords

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Wielding ... Longswords is a proficiency providing training in the use of all Longswords, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Longsword, and apply the proficiency's Rank Bonus to the weapon.

Wielding ... Maces

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Wielding ... Maces is a proficiency providing training in the use of all maces, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Mace, and apply the proficiency's Rank Bonus to the weapon.

Wielding ... Mace-and-Chains

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Wielding ... Mace-and-Chains is a proficiency providing training in the use of all maces-and-chains, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Mace-and-Chain, and apply the proficiency's Rank Bonus to the weapon.

Wielding ... Mauls

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Wielding ... Mauls is a proficiency providing training in the use of all mauls, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Maul, and apply the proficiency's Rank Bonus to the weapon.

Wielding ... Picks

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Wielding ... Picks is a proficiency providing training in the use of all picks, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Pick, and apply the proficiency's Rank Bonus to the weapon.

Wielding ... Polearms

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Wielding ... Polearms is a proficiency providing training in the use of all polearms, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Polearm, and apply the proficiency's Rank Bonus to the weapon.

Wielding ... Poleaxes

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Wielding ... Poleaxes is a proficiency providing training in the use of all Poleaxes, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Poleaxe, and apply the proficiency's Rank Bonus to the weapon.

Wielding ... Quarterstaves

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Wielding ... Quarterstaves is a proficiency providing training in the use of all quarterstaves, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Quarterstaff, and apply the proficiency's Rank Bonus to the weapon.

Wielding ... Rapiers

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Wielding ... Rapiers is a proficiency providing training in the use of all Rapiers, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Rapier, and apply the proficiency's Rank Bonus to the weapon.

Wielding ... Scimitars

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Wielding ... Scimitars is a proficiency providing training in the use of all Scimitars, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Scimitar, and apply the proficiency's Rank Bonus to the weapon.

Wielding ... Scythes

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Wielding ... Scythes is a proficiency providing training in the use of all Scythes, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Scythe, and apply the proficiency's Rank Bonus to the weapon.

Wielding ... Shields

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Wielding ... Shields is a proficiency providing training in the use of all Shields, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Shields, and apply the proficiency's Rank Bonus to the weapon.

In addition, a character with the Wielding Shields proficiency is trained in how to coordinate shield attacks with those of a weapon wielded in the opposing hand. In essence, the shield becomes a complementary weapon. The benefits of using two weapons in this way are described under Dual Weapon Fighting in the Combat Rules of The Rules Reference. Needless to say, the shield hand is occupied with the shield. So, the combatant must wield the weapon in their opposing hand without its use.

Wielding ... Short Swords

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Wielding ... Short Swords is a proficiency providing training in the use of all Short Swords, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Short Sword, and apply the proficiency's Rank Bonus to the weapon.

Wielding ... Sickles

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Wielding ... Sickles is a proficiency providing training in the use of all Sickles, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Sickle, and apply the proficiency's Rank Bonus to the weapon.

Wielding ... Spears

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Wielding ... Spears is a proficiency providing training in wielding all spears, as the term is described in the Glossary of The Rules Reference. It does not provide training in throwing spears, however.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Spear, and apply the proficiency's Rank Bonus to the weapon.

Wielding ... Swords

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Wielding ... Swords is a proficiency providing training in the use of all swords, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Sword, and apply the proficiency's Rank Bonus to the weapon.

Wielding ... Tridents

Prerequisites: This proficiency is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: Wielding ... Tridents is a proficiency providing training in the use of all Tridents, as the term is described in the Glossary of The Rules Reference.

Ability Type: Lethal Force

Other Details: A character with this proficiency may gain ranks in any Trident, and apply the proficiency's Rank Bonus to the weapon.

Trade Domain

The Trade Skill Domain deals with all of the skills needed for crafting, physical labor, and other professions to earn a living wage in human society.

Trade Skills

This section lists all of the Trade Skills in the game.

Trade Skills~A

Assembling

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Assembly is the final step in crafting many items. With it, a person can take feathers, glue, a shaft, a leather strip, and an arrow head to fashion a crossbow bolt. Or, they can take a handle, leather strap, pommel, hilt, and blade to assemble a sword.

Defaults To: Jack-of-all-Trades

Ability Type: Utilitarian

Affected Area: 1 item

Base: 2

Duration: Permanent.

Range: Touch

Conflict Rolls: None

Action Time: Variable, depending on the item being crafted. The simplest items will take about ten minutes to assemble. More complex items may take several days.

Preparation: The crafter must have proper tools and materials with which to work. These will vary based on the type of item being assembled.

Other Details: As a character's skill in Assembling improves, they are able to craft higher and higher quality items. The Quality Level of the product is limited by the character's rank in Assembling, as well as the Quality Levels of all materials used in its construction. Because of this, a crafter wanting to assemble a barrel of Quality Level 6 must be 6th rank in Assembling and must have staves and hoops of at least that Quality Level. If any of these aspects has a lower rank, then the resulting product will be limited by the lowest value.

Trade Skills~B

Beast Handling

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: This skill teaches the general techniques of capturing, feeding, taming, riding, and training any living creature having a Cunning of Bestial. Lions, elephants, griffins, sea horses, and even dogs may all be handled by virtue of this skill. To have any hope of handling a beast, though, the handler must have a rank in this skill at least as high as the creature's Level.

Ability Type: Utilitarian

Defaults To: None

Action Time: See below.

Base: 48

Affected Area: One creature.

Range: Touch

Duration: Permanent

Conflict Rolls: None

Preparation: The handler must have treats that the handled creature finds desirable.

Other Details: The length of time the handling requires depends on the skill of the trainer and the nature of the task. See Training... for details on how to train beasts, and Riding... for details on how to ride them.

Bloodletting

Prerequisites: This skill can be learned by anyone, but only from an instructor who is at least 5th skill rank in this skill.

Description: Through centuries of practice, medieval medicine has gained an understanding that the health of one's body is determined by the balance of the humours of bile, blood, and phlegm. Bloodletting allows a physician to heal diseases caused by an overabundance of blood by drawing off the excess. A high fever is an indication that this needs to occur.

Ability Type: Utilitarian

Defaults To: Physic

Base: 16

Action Time: 10 minutes

Range: Touch

Duration: Permanent.

Affected Area: 1 living creature.

Preparation: The practitioner draws blood from the target patient. Leeches are commonly used to perform this task, as their bites have a natural anesthetic that dulls the pain of the procedure. However, any means of drawing blood will do as long as the rate and volume of blood released is tightly controlled. A long thin blade, known as a fleam, is often used for this purpose. A fleam is designed specifically to open veins without inflicting undue collateral damage.

Conflict Rolls: The practitioner must make a Skill Roll with adjustments for their own Craftiness and the Toughness of

the patient. This is compared to a Threshold equal to 10 plus the Quality Level of the opposing illness. Success indicates the disease is cured. Failure indicates it lingers still.

Blowing Glass

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Blowing Glass is a process by which a blob of molten glass having the consistency of thick honey is captured on one end of a very long metal tube. The artist then blows into the other end of the tube, causing the molten glass to quickly expand like a balloon. By this method, beautiful vases, bowls, pitchers, and other vessels can be readily fashioned. While the glass is still molten, thin streams of different colored glasses can be permanently affixed to the surface of the work. In this way, glass implements can be given stunning patterns to please the eye.

Defaults To: Jack-of-all-Trades *Base:* 4

Ability Type: Utilitarian *Conflict Rolls:* None

Action Time: The sculpting takes an hour to a day or two, depending on the size of the piece and the intricacy of its design.

Preparation: The artist must have tools and a work area sufficient to shape the materials being used. This means, at a minimum, they need the use of a furnace and glass-blowing tools. For Resilient Glasses, such as adamant, obsidianus, and the like, they also need the use of a forge as well as sufficient ranks in the skill Forging Glass. (For information on the different types of glass, see Glass in the Materials section of The Wicked Workshop.)

Other Details: In all cases, the Quality Level of the resulting product equals the minimum of the Quality Level of the materials used and the rank of the crafter in this skill.

As a rule of thumb, the Base Price of a piece of blown glass is about four times that of its raw materials (assuming their Quality Levels match).

A character with this skill may repair a glass magic item without damaging its magical properties provided their rank in this skill is greater than or equal to the Quality Level of the item.

Bone Working

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Bone Working is the trade of shaping bone, ivory, horn, shell, antler, chiten, claws, and hoof. It is a practical art used mainly in the construction of tools, utensils, weapons, musical instruments, and parts thereof.

Defaults To: Jack-of-all-Trades

Ability Type: Utilitarian *Base:* 2

Affected Area: 1 item *Range:* Touch

Duration: Permanent. *Conflict Rolls:* None

Action Time: Variable, depending on the item being crafted. In general, even the simplest items will take an hour or two to craft. More complex items may take several days.

Preparation: The crafter must have proper tools and raw materials with which to work.

Other Details: Although many bone workers are renowned artists, having the Bone Working skill in itself does not make a character a great artist in the medium of bone. For that you need the skill of Scrimshaw. It does, however, give a character the ability to craft most utilitarian items from bone.

As a character's skill in Bone Working improves, they gain a greater range of materials that they can work. For a character to be able to work the material of a specific creature, they must have a skill rank equal to or greater than the creature's Natural Ward rating. So, the crafting of a chiten shield from the carapace of a giant beetle having a Ward of 6 demands a Bone Working rank of at least 6. (For more information on the bone, antler, horn and other materials that can be worked with this skill, see Feral Materials in the Materials section of The Wicked Workshop.)

In all cases, the Quality Level of the resulting product equals the minimum of the Quality Level of the materials used and the rank of the crafter in this skill.

As a general rule of thumb, the Base Price of a piece of worked bone is about twice that of the cured materials from which it is made (assuming their Quality Levels match).

A character with this skill may repair a leather magic item without damaging its magical properties provided their rank in this skill is greater than or equal to the Quality Level of the item.

A character may use this skill to repair damage done to bone armor. If the armor has only a single point of damage, they may fix it without the need of a workshop. More extensive damage requires a workshop.

Brainwashing

Prerequisites: Learning this skill requires extensive training. It cannot be learned independent of a class.

Description: Brainwashing is a technique used to bring down the mind's defenses so that the victim believes anything the deluder says. During the week, the brain-washer bombards their victims with repeated lessons in the "proper" way of thinking and acting. During this time, the victims are allowed little sleep to make them more susceptible to outside influence. The lessons teach that following the suggestions will result in eternal salvation, untold riches, eternal bliss, reincarnation, or whatever other noble goal the instructor fancies. For success, there must be some central theme around which the brainwashing focuses. This usually involves some real or imagined deity.

A brainwashed victim may be cured with the pagan Healing spell Restore Sanity. Obviously, only the most vile characters use this skill.

Ability Type: Non-Lethal Force

Defaults To: Physic *Base:* 3

Duration: Permanent. *Preparation:* None.

Action Time: The techniques of brainwashing are quite involved and lengthy, spanning one week. For this reason, the victims must usually be kidnapped and held against their will.

Range: Touch, although the perpetrator does not need to be in constant contact.

Affected Area: The practitioner may attempt to brainwash only 1 individual at a time.

Conflict Rolls: Every day of "instruction", every "student" is allowed an Avoidance Roll with Intelligence and Perception adjustments against a Threshold equal to 10 plus the perpetrator's skill rank and Charisma. The Margins of these rolls apply to the target as Entrancing Setback. If the target's Fate Points fall to zero as a consequence of Brainwashing, the victim becomes a devoted believer in the brain-washer's message.

Other Details: As the Action Time for each Brainwashing attempt is quite lengthy, a single Scene involving Brainwashing may involve considerable lengths of time. Generally, a perpetrator will try to drive the target's Fate Points to just above the breaking point with other means, so that a single Brainwashing attempt does the trick. Of course, this will likely involve Bandyng Words and other actions that may allow the target to attain victory before any brainwashing attempts can even be tried. It is strongly suggested before any brainwashing activities commence, that both sides negotiate the stakes of success and failure for both sides. For example, the target may negotiate that they escape their captor's grasp should they prevail against the brainwashing attempts.

Trade Skills~C

Concocting Hallucinogenic Poisons

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: With this skill, your character becomes proficient in the manufacture of substances that invoke delusions and delirium in humanoids. The greater your character's experience producing these toxins, the more potent the poison produced. A more detailed description of the costs, effects, and forms of poisons can be found in the Poisons section of The Wicked Workshop.

Ability Type: Utilitarian

Defaults To: Physic *Base:* 4

Action Time: 2 hours *Range:* Touch.

Conflict Rolls: None

Affected Area: A character can generally produce up to one poison dose per skill rank every time they prepare the ingredients.

Duration: Permanent. The produced poison will last indefinitely if kept in a stoppered vial.

Preparation: The chemist must have various herbs, mushrooms, and chemicals to produce a hallucinogenic poison. Further, they must have a small flame and various beakers, bottles, bowls, and other utensils, such as a mortar and pestle (Overlord's discretion).

Other Details: Like in other crafting skills, the crafting of poisons is automatically successful assuming all of the requirements of its production are met.

Concocting Herbal Balms

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Characters use this skill to waken the slumbering healing properties of herbs to create potent, magical poultices. These poultices keep infections from entering wounds and speed recovery.

Defaults To: Physic *Base:* 4

Ability Type: Utilitarian *Range:* Touch

Conflict Rolls: None

Action Time: After the herbs are gathered, it takes one hour to prepare them into a balm, although many balms may be so fashioned at once, if the proper utensils are at hand. It takes 10 seconds to properly apply a balm to a wound.

Affected Area: Each balm affects a single creature.

Duration: If carefully dried and packaged, the gathered herbs may last for up to a year with no loss of potency. However, they may be used fresh if desired. Once fashioned into a magical balm, the poultice can last indefinitely,

although each must be treated as a magic item when considering its possessor's Magic Limit. The balm's healing effects are permanent, although the balm is expended once applied.

Preparation: The herbalist must have tools to chop the herbs and mash them into a paste. The best tools for this are, obviously, a chopping knife and a mortar and pestle. If the herbs are dried, a small quantity of water is also required.

Other Details: Once applied, a balm heals for one hour per rank of its creator in this skill. In that time, it heals one point of damage every 30 minutes. So, a single herbal balm will heal a maximum amount of damage equal to two times the rank of the creator. Unfortunately, a given person can receive the benefits of only one balm at a time.

If the herbalist keeps a garden of the required plants, they need not search for their materials. (A modest garden may grow sufficient herbs to create 10 balms per week during the growing season.) Otherwise, they will need to use Foraging to find herbs in the wild.

Concocting Toxic Poisons

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: With this skill, your character becomes proficient in creating substances harmful to humanoids. Given proper components—mortar and pestle and basic glassware—your character can produce deadly toxins in a day's time. The greater their experience with producing these toxins, the more deadly the poison produced. A more detailed description of the costs, effects, and forms of poisons can be found in the Poisons section of The Wicked Workshop.

Ability Type: Utilitarian

Defaults To: Physic *Base:* 4

Action Time: 2 hours *Range:* Touch

Affected Area: A character can generally produce up to one poison dose per skill rank every time they prepare the ingredients.

Duration: Permanent. The produced poison will last indefinitely if kept in a stoppered vial.

Preparation: The chemist must have various herbs, mushrooms, and chemicals to produce a toxic poison. Further, they must have a small flame and various beakers, bottles, bowls, and other utensils, such as a mortar and pestle (Overlord's discretion).

Conflict Rolls: Like in other crafting skills, the crafting of poisons is automatically successful assuming all of the requirements of its production are met. However, any creature affected by the poison is entitled to a Conflict Roll as described under Poisons in The Wicked Workshop.

Covering Tracks

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Covering Tracks allows your character to travel through all types of natural terrain without leaving much of a trail.

Ability Type: Utilitarian

Defaults To: Sneaking *Base:* 8

Affected Area: Self *Range:* 0

Duration: The character may continue to use the skill indefinitely, as long as they maintain their slow pace.

Preparation: Using this ability cuts the character's Speed to one-quarter normal.

Conflict Rolls: When a character uses Covering Tracks, they raise the required Threshold to track them, and anyone accompanying them, by an amount equal to their Acumen plus 1 point per skill rank. For example, Wilbert the elfin ranger is trying to shake off the pursuit of a pesky goblin bounty hunter named Gundit. The goblin would normally have a Threshold of 10 to track their prey through the dense forest. However, Willbend is 6th rank in Covering Tracks and has an Acumen of 3. Therefore, Gundit must overcome a Threshold of 19.

Curing

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Curing is a skill which is used to permanently preserve skins, bones, horns, antlers or other parts taken from butchered creatures. So, it is the skill needed to produce finished leathers from animal hides. It is also the skill required to manufacture the paper-like vellum used in the production of expensive books, since vellum consists of nothing more than thin sheets of dried animal skin.

Curing also pertains to the proper drying and preparation of wood taken from arboreal creatures.

Defaults To: Jack-of-all-Trades

Ability Type: Utilitarian *Base:* 2

Duration: Instantaneous. *Range:* Touch

Conflict Rolls: None

Action Time: Preparation activities generally take less than an hour, depending on the quantity of material being cured. However, the actual curing process takes a full day.

Affected Area: One skin or quartered animal part

Preparation: The practitioner must have tanning and curing chemicals³⁸ and a barrel or vat of sufficient size to completely submerge the articles to be cured.

³⁸ The urea in urine breaks down into ammonia over time, producing a weak caustic liquid. The ancients often used it to cure leather.

Other Details: The skill rank in this skill acts as a ceiling to the Quality Level of the resulting product. So, if the Quality Level of the raw source material is higher than the skill rank of the curer, the product's resulting Quality Level will equal the curer's skill rank. Otherwise, the Quality Level of the product will equal the raw material Quality Level.

Curing also gives the practitioner knowledge of how to properly cure various types of leather, whether they come from a common cow or from a dragon. The more exotic and rare the leather, the more knowledge a character must possess to retain its strength and durability while maximizing its flexibility and subtlety. (For more information on the properties of properly cured materials, see *Feral Materials* in the *Materials* section of *The Wicked Workshop*.)

Cutting Gemstones

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: A character using this skill transforms raw gemstones into dazzling faceted baubles.

Ability Type: Utilitarian *Conflict Rolls:* None

Defaults To: *Jack-of-all-Trades* *Base:* 4

Action Time: Cutting a gemstone takes a few hours to a day or two, depending on the size of the stone.

Preparation: The gem cutter must have proper gem cutting tools (typically a grinding wheel) and good lighting conditions.

Other Details: This skill grants a character the ability to form rounded and faceted gems. So, the gem cutter may shape beautiful agates, amethysts, emeralds, sapphires, rubies, diamonds and other precious and semi-precious gems. (For more information on the properties of gemstones, see *Gemstone* in the *Materials* section of *The Wicked Workshop*.)

The skill rank in this skill acts as a ceiling to the Quality Level of the resulting product. So, if the Quality Level of the raw source material is higher than the skill rank of the gem cutter, the product's resulting Quality Level will equal the curer's skill rank. Otherwise, the Quality Level of the product will equal the raw material Quality Level.

The Base Price of a cut gemstone is four times that of an uncut stone (assuming their size and Quality Levels match).

Gemstones are truly lovely after this process is complete, and may be directly incorporated into jewelry. However, their beauty and value may be further enhanced through polishing and engraving via the skill *Beautifying Gemstones*.

Trade Skills~D

Disarming Traps

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: *Disarming Traps* eliminates the threat imposed by a trap. Of course, to do so, your character must know the trap exists and must be able to identify and contact either the triggering mechanism or the trap itself.

Ability Type: Utilitarian

Defaults To: *Gadgetry* *Base:* 8

Action Time: 1 minute. *Range:* Touch.

Duration: Permanent

Affected Area: One mechanical trap, which has already been discovered. The skill is ineffective against magical traps.

Preparation: The practitioner must study the area containing the trap, and plug holes, insert small wedges, cut trigger wires, and generally disrupt the mechanism's normal function. This usually requires basic tools and materials, such as small lumps of clay or wax, a knife, bits of twine, twigs, and other sundry items.

Conflict Rolls: To disarm a trap, a character must first be aware that a trap exists (possibly by having found it through *Finding Secret Stuff* or *Searching*.) If this requirement has been met, the character attempting to disarm the trap must make a Skill Roll with Craftiness Adjustments.

A trap has a Threshold that must be overcome by anyone attempting to disarm it. This Threshold equals 10 plus the trap's Quality Level. You can also use the *Disarm Trap Threshold Table* as a rough guideline to gauge this value.

Disarm Trap Threshold Table

Difficulty	Threshold
Easy	10
Moderate	15
Challenging	20
Hard	25
Onerous	30
Legendary	35

A success indicates the trap is disarmed. In these cases, the character disarms the trap without incident on a Pure Success. On a Bare Success the character disarms the trap, but has a complication while doing so. In that case, the player should choose one of the options listed below. On a failed roll, the character fails to disarm the trap. If the roll was a Bare Failure, the Overlord should choose one of the options listed below. On a Pure Failure, the trap is triggered and the Overlord should choose two of the following options.

- The character attracts unwanted attention.
- The character becomes aware of another nearby danger.
- The character's nerves get the best of him. They suffer from a Drawback on all Conflict Rolls involving Craftiness for the remainder of the current scene.
- The character jumps aside, sustaining Footing Setback equal to 7 plus the roll's Absolute Margin. *If this drops the character's Fate Points to 0, they hit something that knocks them out for the rest of the current scene and suffers the consequences listed on the Guts and Glory Tables.*

Disguising

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Many professions use disguises. An actor often plays the role of a mysterious assassin sneakily drugging wine to poison a king. Assassins, on the other hand, must often disguise themselves as entertainers to do the same. A character with Disguising has training in the use of makeup and clothing to appear as someone else. Of course, the disguise of a wizard or cleric does not give spell-casting capabilities.

Defaults To: Jack-of-all-Trades

Ability Type: Utilitarian *Base:* 24

Affected Area: One person *Range:* Touch

Action Time: The creation of a disguise may take no more than a second or two. Or, it may take many hours, depending on the complexity of the disguise and what accouterments need to be crafted (Overlord's discretion).

Duration: A good disguise can remain relatively fresh and believable for about a day without further maintenance.

Preparation: The character must possess adequate materials to create believable facsimiles of the elements the disguise needs to replicate.

Conflict Rolls: Any wary observer doubting the disguise itself is entitled to a Perception Check against a Threshold of 10 plus the perpetrator's rank in Disguising. If this roll succeeds, the disguise is revealed as phony. However, most often, this skill is used to adjust another roll by chaining the result of a Disguising Roll into a subsequent Acting Roll. For example, one person may create a chef disguise for another person, who then uses their own acting skills to trick a guard into believing they are a kitchen worker and letting them pass. In cases such as these, the margin of the Disguising Roll is chained into the second Acting Roll, as described under Chaining Conflict Rolls in The Rules Reference.

Trade Skills~F

Finding Secret Stuff

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Finding Secret Stuff instructs its practitioner in the subtle clues that craftsmen leave in the creation of traps and secret doors. Thus, it allows a character to more easily locate well hidden doors, panels, and compartments, and discover the presence of traps on chests, doorways, and other areas. Of course, finding a trap or secret door is impossible where none exists.

Merely finding a secret door does not indicate that the searcher knows how to open it, and finding a trap does not inform the searcher how to disarm it³⁹. A second searching roll may discover the trigger mechanism that opens the door or triggers the trap, if it is mechanical in nature. If discovered in this fashion, a character may usually open the door or trigger the trap merely by activating the trigger. However, this will only work for simple triggers. Triggers comprised of elaborate puzzles must actually be solved by the players to allow safe passage.

Ability Type: Utilitarian *Base:* 8

Defaults To: Searching

Action Time: Variable. Generally, a thorough search of a room requires at least 1 minute. Larger rooms will naturally take longer than smaller rooms. However, if a player points to a specific location and asks about a secret door or trap *right there*, their character may spend as little as 1 Round coming to a conclusion.

Range: Usually, finding a secret door or panel requires a character to lightly rap on various surfaces. Actively searching characters can spot traps within 5 feet of them. On a failed Conflict Roll, they may actually come into contact with it before realizing a trap exists.

Affected Area: Variable. A single Skill Roll is capable of searching an entire room for a man-sized secret door or trap, or an entire altar, statue, or piece of furniture for a secret compartment or small booby trap. (Due to the rules covering Roll Inertia, a single roll can, in principle, cover an area of any practical size. In other words, the results of a single roll apply until a region of the area actually containing a secret door or trap is searched. As such, the Overlord is given wide discretion in this regard. The primary determiner is how long a character is willing to take in performing the search.)

Duration: Instantaneous. Once a secret door or trap is discovered, the searcher will thereafter know its location and/or its triggering mechanism.

Preparation: For secret doors and compartments, the searcher must lightly tap the surface of the area being searched and listen for hollow noises. For traps, the searcher must look intently in the area where they search for traps,

³⁹ To disarm a trap, a character must make a successful Disarming Traps roll.

possibly running their fingers very lightly over surfaces where they suspect hidden triggers or panels may exist.

Conflict Rolls: To find a secret thing, the searcher must make a Skill Roll with Perception Adjustments. The Threshold they must beat equals 10 plus the secret thing's Quality Level. You can also use the Finding Secret Stuff Threshold Table as a rough guideline to gauge this value.

Finding Secret Stuff Threshold Table

Difficulty	Threshold
Easy	10
Moderate	15
Challenging	20
Hard	25
Onerous	30
Legendary	35

Since allowing a player to roll the dice when searching for secrets may provide them with unfair knowledge concerning its existence, the Overlord should make it a Hidden Conflict Roll out of the players' view. If no secret thing exists, nothing happens on the roll's success or failure. So, the Overlord is free to only roll when characters search an area that actually includes one. (They may, of course, make a roll anyway to keep players guessing. But, a thorough search of an entire room would require only one or two such rolls.)

On a Pure Success, the searcher finds both the outline of the door and the triggering mechanism used to open it (if one actually exists within the area searched).

On a Bare Success, the searcher finds either the secret thing's outline or its trigger (at the Overlord's discretion), and a second roll may be made to find the other, if desired.

On a failed roll, the character fails to find the door or its triggering mechanism, if any.

If the roll was a Pure Failure, the Overlord should choose one of the options listed below. On a Natural Failure, the Overlord should choose two of the following options.

- The character attracts unwanted attention (possibly coming through a secret door, if any).
- The character becomes aware of another nearby danger (possibly hearing something on the other side of a secret door).
- The character discovers scuff marks or blood splatter on the floor in front of the secret thing or scratches on the wall next to it. *This option is only available if a secret thing actually exists nearby.*
- The character accidentally triggers a trap or alarm on or near the secret thing that they were previously unaware of.
- The character discovers a trap, but nearly triggers it in the process. They freeze, and barely keep the trap from going off at the last moment, but it *will* trigger immediately when the character moves from their current location unless a successful Disarming.

Traps roll is made. *This option is only available if a trap actually exists nearby (or the Overlord spontaneously decides it would be fun for one to exist).*

Foraging

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Foraging is the skill used to find fruits, grains, herbs, seed pods, and other products from the natural environment. The skill rank in this skill acts as a ceiling to the Quality Level that can reliably be sought. So, if a forager is 7th rank in this skill, they can specify that they are seeking materials with a Quality Level of at most 7. Note that Foraging only assists in finding materials. It does not give the forager the ability to actually harvest the materials. (That is the domain of the Harvesting skill.) So, while a forager may be able to find toadstools having a quality rating of 7, the mushrooms' quality rating would be lowered if they do not have a correspondingly high Harvesting rank.

Ability Type: Utilitarian

Defaults To: Searching

Base: 2

Action Time: 30 minutes

Range: 30 feet

Duration: Instantaneous.

Affected Area: Foraging allows a character to seek one specific type of organic material. The Foraging skill itself is general in that it allows a character to forage for materials in any natural environment. Note that a number of various Academic Lores default to Foraging, but they limit the environments in which a character may forage.

Preparation: The practitioner must travel slowly through the area seeking clues indicating the whereabouts of the material sought.

Conflict Rolls: The character must make a Skill Roll with Perception adjustments against a Threshold of 10 plus environmental factors (Overlord discretion) plus the Quality Level of the material being sought. So, if a character seeks walnuts of quality 8, and their Overlord decides the environment imposes no additional adjustments, they must overcome a Threshold of 18.

The quantity of what is found depends on what is being sought. For non-consumable items, such as a high quality straight branch suitable for fashioning into a staff or spear shaft, assume only a single such item is found. For consumable items, such as herbs suitable for the creation of herbal balms or mushrooms suitable for creating hallucinogenic poisons, assume that a number of doses equal to the roll's Margin is discovered. For food, assume that the forager finds enough to gather a number of (Medium-sized) meals equal to the roll's Margin.

Once a Foraging roll in search of a specific material fails, any further search for it automatically fails until the next day.

Forging Documents

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Some characters use their inborn artistic talents for dishonest practices. They create bogus contracts or duplicate another's handwriting. To the unwary, these can appear identical to the real thing. This ability determines how closely the forgery matches the original.

Defaults To: Jack-of-all-Trades *Base:* 5

Ability Type: Utilitarian *Range:* Touch.

Duration: Permanent.

Action Time: Variable, depending on the type of document being forged. Official documents generally take about a day. Simple hand-written documents usually take no more than an hour.

Affected Area: One single-page document.

Preparation: The forger must have the proper quality of parchment, ink, and quill. In cases requiring the forging of an official seal or emblem, the perpetrator must also have a quantity of wax and tools to shape the wax into one or more stamps. Further, the forger must be able to study a representative specimen of the document they wish to forge.

Conflict Rolls: Any observer familiar with the type of document the forgery represents is entitled to a Perception Check. The Threshold the observer must overcome equals 10 + the forger's Acumen and skill rank. A failed roll means they take it as authentic. Roll individually for each observer.

Forging Metal

Prerequisites: A character must have a Brawn of at least 0 to learn this skill, unless it is granted by their race. If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Blacksmiths use Forging Metal to create metal implements. The greater a character's rank in this skill, the more exotic the materials they can fashion. (For an in-depth discussion of the various kinds of metal in the game, and the ranks required to work them, see Metals in the Materials section of The Wicked Workshop.)

Ability Type: Utilitarian *Base:* 2

Defaults To: Jack-of-all-Trades *Range:* Touch.

Duration: Permanent. *Conflict Rolls:* None

Affected Area: 1 metal item.

Action Time: One hour per skill rank of the item being forged.

Preparation: The character must have a working forge with bellows and blacksmith gear (anvil, hammer, etc.).

Other Details: The Quality Level of the resulting product is limited by the crafter's rank in this skill.

Further, a character with this skill may repair a metal magic item without damaging its magical properties provided they have the required ranks needed to work the material from which the item is crafted. This includes repairing damage done to metal armor. If the armor has only a single point of damage, they may fix it in the field with an hour's work. More extensive damage requires a blacksmith's workshop.

As a general rule of thumb, the Base Price of an article of forged metal is about twice that of the smelted materials from which it is made (assuming their Quality Levels match).

Trade Skills~G

Gadgetry

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Gadgetry is the skill dealing with the design and manipulation of complex mechanisms, including picking locks and setting traps.

Defaults To: Jack-of-all-Trades *Base:* 40

Ability Type: Utilitarian *Range:* Touch

Affected Area: One item *Conflict Rolls:* None

Duration: Permanent.

Action Time: Variable, depending on the item being manipulated and what is being done with them.

Preparation: The gadgeteer must have appropriate tools with which to manipulate and/or prepare a mechanism. This may include requiring a knife to cut notches in tree branches in order to set a rural trap, or lock picks to open a lock.

Conflict Rolls: The Conflict Rolls associated with Gadgetry varies, depending on the goal. (See the descriptions of the various skills that default to Gadgetry for specifics.)

Gardening

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Characters with this skill have green thumbs. They seem to restore sick or dying plants to life simply by talking to them. A gardener's neighbors envy their tomatoes which win blue ribbons while theirs never even ripen.

Defaults To: Jack-of-all-Trades

Ability Type: Utilitarian *Base:* 2

Affected Area: See below. *Range:* Touch

Duration: Instantaneous *Conflict Rolls:* None

Action Time: Initially creating a garden takes a week's worth of effort. Thereafter, the garden needs to be tended for an hour or two every few days.

Preparation: The practitioner must have a trowel, trimmers, a container for water, and other common gardening tools. There must also be a ready water supply nearby.

Other Details: The skill rank in this skill acts as a ceiling to the Quality Level of the resulting product. The product's Quality Level is also limited by that of the raw material. (For more information about farmed products, see the [Agrarian Materials](#) section of [The Wicked Workshop](#).)

Trade Skills~H

Harvesting

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: [Harvesting](#) is the skill used to extract fruits, grains, herbs, seed pods, and other goods from plants. It is also used to obtain wool from sheep, milk from goats, and venom from snakes and other poisonous creatures. In general, if you gather materials from some living thing, and there is no bloodshed involved, then [Harvesting](#) is the skill used to do it. ([Quartering](#) is the skill used when blood is spilled.)

Defaults To: [Jack-of-all-Trades](#) *Base:* 2

Ability Type: Utilitarian *Range:* Touch

Action Time: 10 minutes. *Conflict Rolls:* None

Duration: Instantaneous

Affected Area: Variable. The area may be a garden, patch of wild plants, or a single creature, depending on what is being harvested.

Preparation: For most materials, the practitioner must have a sharp knife or cutting tool with which to harvest them. For venom, they must have a small bowl and a stoppered container in which to store the material.

Other Details: The rank in this skill acts as a ceiling to the Quality Level of the resulting product. (The Quality Level is also limited by that of the raw material prior to harvesting it. For more information on the quality and productivity of farmed materials and venom, see the [Agrarian Materials](#) and [Poisons](#) sections of [The Wicked Workshop](#), respectively.)

Herbal Remedy

Prerequisites: This skill can be learned by anyone, but only from an instructor who is at least 5th skill rank in this skill.

Description: Herbal Remedy allows a character to heal diseases and treat injuries through the preparation and application of herbs.

Ability Type: Utilitarian

Defaults To: [Physic](#) *Base:* 16

Action Time: 20 minutes *Range:* Touch

Duration: The prepared herbs will remain viable for about a week. See below for information on how long their effects last.

Affected Area: 1 creature.

Preparation: The practitioner must possess various natural herbs, mushrooms, twigs, scraps of bark, and other bits of flora. The exact nature of these ingredients depends greatly on the conditions being treated. Unless the practitioner has an entire apothecary shop from which to draw, this means that the ingredients must usually be gathered to treat each specific ailment (using the [Foraging](#) skill). These are then cooked, stewed, brewed, or in some other way prepared to bring out the inherent magical medicinal properties of the gathered material. The practitioner must then administer the medicine to the patient.

Conflict Rolls: This skill may be used to treat a variety of ailments, as detailed below:

Cure Disease

Some diseases may be cured through the use of herbs (see [Dis eased](#) in [The Rules Reference](#) for details of what diseases may be cured in this way). When attempting to do so, the patient must consume the provided medicine. When done, the practitioner must make a Skill Roll with adjustments for their own Intelligence and the Toughness of the patient. This is compared to a Threshold equal to 10 plus the Quality Level of the opposing illness. Success indicates the disease is permanently cured. Failure indicates it lingers still.

Dull Pain

Herbs may be consumed to alleviate the effects of pain. When this is done, the recipient become Resistant to Tormenting Setback. Further, the recipient may ignore a single Drawback induced by nausea or pain, whether that be from poisoning, a sprain, maiming, a broken bone, or a similar injury. The pain dulling effects last for one hour per skill rank of the practitioner. Multiple doses have no additional effect.

Invigorate

Herbs may be consumed to temporarily overcome Incapacitation. When this is done, an incapacitated recipient is able to move at half Speed, and perform other physical actions at an Extreme Drawback. The invigorating effects last for one hour per skill rank of the practitioner. Multiple doses have no additional effect.

Hiding in Crowds

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: This ability enables a character to “blend in” with a crowd. Characters often find this skill useful when running from town guards, angry bartenders, and tax collectors. A character successfully using this skill may apply the Margin to subsequent Conflict Rolls against individuals in the crowd if the character's actions would benefit from them being unaware of their presence, such as a Picking Pockets attempt. Allow only one Hiding in Crowds attempt when escaping.

Defaults To: Sneaking *Base:* 8

Ability Type: Utilitarian *Range:* 0.

Affected Area: Self.

Duration: The character may remain hidden until the end of the Scene, unless they do something that would bring attention to themselves, such as picking the pocket of a person in the crowd.

Preparation: The character cannot be attired in clothing that substantially clashes with that of the crowd. So a person wearing normal clothing could not hide in a crowd of circus clowns.

Conflict Rolls: To use this skill, a character must make a Skill Roll with Grace Adjustments. The Threshold they must overcome equals 10 plus the Perception and Intelligence of the person searching for them. (If multiple people are searching, use a Group Conflict Roll as explained in The Rules Reference.)

On a Pure Success, the character successfully hides without incident. On a Bare Success, the character hides, but has a complication while doing so. In that case, the player should choose one of the options listed below. On a failed roll, the character fails to hide. If the roll was a Bare Failure, the Overlord should choose one of the options listed below. On a Pure Failure, the Overlord should choose two of the following options.

- The character attracts new unwanted attention.
- The character becomes aware of a new nearby danger.
- The character loses something they expect to need in the near future. (The Overlord should give the player a short list of possibilities to choose from.)
- The character’s nerves are set on edge. They suffer from a Drawback on all Conflict Rolls involving Craftiness for the remainder of the current scene.
- The character’s path is blocked by obstacles. They sustain Fettering Setback equal to 7 plus the roll’s Margin. *This option may be selected multiple times. If this drops the character’s Fate Points to 0, their pursuers capture him.*

Husbandry

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Characters with this skill have knowledge of animal husbandry and breeding. Given sufficient time, a skilled breeder can raise the overall quality of a herd, brood, or other livestock on a farm or ranch. With this skill, they select the prime specimens from the available selection and mate them together to produce offspring.

Defaults To: Beast Handling *Base:* 2

Ability Type: Utilitarian *Range:* Touch

Affected Area: See below. *Conflict Rolls:* None

Duration: Instantaneous.

Action Time: Although mythology *does* include some notable exceptions, the breeder doesn't personally, uhh, perform the ... um ... act *cough* themselves. Generally speaking.⁴⁰

Preparation: The breeder must have food, pens, and housing appropriate for the livestock they are breeding. These must be available for at least one breeding season, which generally happens only once per year.

Other Details: The skill rank in Husbandry acts as a ceiling to the Quality Level of offspring resulting from the breeding of two parent beasts. (For details on the properties of bred materials, see the Agrarian Materials section of The Wicked Workshop.)

Trade Skills~I

Identifying Concoctions

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: With this ability, your character becomes versed in the smells, tastes, and colors of various concoctions. To use this ability, your character must closely inspect the elixir, cream, powder, or other concoction in question and must have encountered it in the past.

Ability Type: Utilitarian

Defaults To: Physic *Base:* 4

Action Time: 1 minute *Range:* Touch.

Duration: Instantaneous.

Affected Area: One liquid specimen.

Preparation: Ideally, the character must see, smell, touch, and taste the concoction being studied. However, this will often be too risky to attempt. For every one of these senses that is omitted, the evaluator suffers a Drawback on their identification roll.

⁴⁰ King Minos’s wife springs to mind as a contrary example. Unfortunately.

Conflict Rolls: A Skill Roll with Intelligence Adjustments indicates whether they identify the properties of the substance. Failure implies they cannot identify it. Allow only one roll per sample. The Threshold that must be overcome depends on the type of liquid being studied according to the Identifying Concoction Threshold Table.

Identifying Concoction Threshold Table

Concoction Type	Threshold
Common Substance (Water, Oil, Wine, Milk, Blood, etc.)	0
Uncommon, Non-magical Substance (Acid, Mercury, Poison, etc.)	20
Magical Substance (Holy Water, Potion, etc.)	25

Identifying Poisons

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: This skill allows the practitioner to identify the type and potency of poisons.

Defaults To: Identifying Concoctions

Ability Type: Utilitarian *Base:* 1

Other Details: Except for the modifications listed above, and the fact that it can only identify poisons, this skill is identical to the skill Identifying Concoctions. If successful, the character identifies the type of poison (contact, ingested, etc.) and probable uses.

Trade Skills~J

Jack-of-all-Trades

Prerequisites: None. All creatures with opposable thumbs having a simpleminded or greater intellect possess this skill.

Description: Jack-of-all-Trades is a very broad skill covering any situation where a player wants to fix, tinker with, or manipulate some object or objects. It is also the general skill used in harvesting materials, preparing them for use, and crafting with them. As such, Jack-of-all-Trades is intended to be used as a fall-back skill when a character has no other appropriate crafting or mechanical skill to use. So, it can be used in place of skills such as Curing, Wood Working, Setting Booby Traps, Opening Locks, and Disarming Traps.

Ability Type: Utilitarian *Base:* 96
Defaults To: None *Range:* Touch.
Duration: Permanent.

Action Time: Variable. The action time depends on the act being performed.

Affected Area: Variable. The affected area depends on the act being performed

Preparation: The character must possess tools and raw materials requisite for the task at hand.

Conflict Rolls: Variable. The type of Conflict Rolls required, if any, depend on the act being performed. To use this skill in lieu of another one, a character uses their Jack-of-all-Trades rank as their skill rank and calculates all Roll Bonuses accordingly (if any). In all other situations, they make a Skill Roll with Craftiness adjustments. The Threshold the roll must overcome is similarly variable. (See the individual skills defaulting to Jack-of-all-Trades for specifics.)

Other Details: Mechanisms can be fashioned by the crafting skills defaulting to Jack-of-all-Trades. (The specific skill required depends on what the mechanism is made from.) Simple mechanisms, such as pliers, tongs, and simple traps can be made at a Quality Level of 0. However, complex mechanisms, such as clocks and other devices containing myriad gears and springs can only be fashioned at a Quality Level of 4 and above. (Needless to say, complex mechanisms can actually be made at a lower Quality Level than this. But, the moving parts of any such complex devices will quickly freeze up, rendering them useless.)

Trade Skills~L

Leather Working

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Leather Working is the trade of cutting and shaping leather. It is a practical art used mainly in the construction of boots, saddles, bags, and a variety of other items.

Defaults To: Jack-of-all-Trades *Base:* 2
Ability Type: Utilitarian *Range:* Touch
Duration: Permanent. *Conflict Rolls:* None
Affected Area: 1 item

Action Time: Variable, depending on the item being crafted. In general, even the simplest items will take an hour or two to craft. More complex items, such as saddles, may take several days.

Preparation: The leather worker must have proper tools and wood with which to work.

Other Details: Although many leather workers are renowned artists, having the Leather Working skill in itself does not make a character a great artist in the medium of leather. For that you need the skill of Embossing Leather. It does, however, give a character the ability to craft most utilitarian items from leather.

As a character's skill in Leather Working improves, they gain a greater range of leathers that they can work. For a character to be able to work the leather of a specific creature, they must have a skill rank equal to or greater than the creature's Natural Ward rating. So, the crafting of leather armor from dragon leather having a Ward of 8 demands a Leather Working rank of at least 8.

In all cases, the Quality Level of the resulting product equals the minimum of the Quality Level of the materials used and the rank of the crafter in this skill.

As a general rule of thumb, the Base Price of a piece of worked leather is about twice that of the cured materials from which it is made (assuming their Quality Levels match).

A character with this skill may repair a leather magic item without damaging its magical properties provided their rank in this skill is greater than or equal to the Quality Level of the item.

A character may use this skill to repair damage done to leather armor. If the armor has only a single point of damage, they may fix it without the need of a workshop with about an hour's work. More extensive damage requires a workshop.

For more information about the properties of leather, see the Feral Materials section of The Wicked Workshop.

Trade Skills~M

Mending

Prerequisites: If gained out-of-class, training requires an intensive three-month course of study under someone who has attained at least 5th rank in this skill.

Description: A character with this skill may staunch the flow of blood, lance wounds, or remove lodged arrowheads and broken blade tips buried deep in flesh. They can set broken bones, repair torn ligaments, and treat other conditions that would otherwise cause permanent maiming. Mending allows the body to heal properly from these severe injuries so that there is no lasting effect. Without such treatment, a character will permanently suffer a -2 penalty on a pertinent attribute (Overlord discretion) for each maiming or bone breaking incident.

Defaults To: Physic

Ability Type: Utilitarian *Base:* 8

Duration: Instantaneous. *Range:* Touch

Affected Area: One living creature

Action Time: Variable. Most medical procedures require between 10 minutes and an hour to perform. Highly serious and difficult procedures may require longer (Overlord's discretion).

Preparation: The character must possess bandages, knives, herbs, and other equipment appropriate to the ailment being treated.

Conflict Rolls: The practitioner must make a Skill Roll with Acumen adjustments. The Threshold that must be overcome to treat the injury equals 10 plus four times the Glory Status of the patient at the time of their injury. For example, suppose a character that has a Glory Status of 5 when they fall to 0 Hit Points and break their leg badly. In this case, this skill demands the physician to overcome a Skill Threshold of $10 + (4 \times 5) = 30$ to mend their injury.

Unfortunately, the patient will require many days or even weeks to determine the outcome. No second attempt may be made. On a Pure Success, the wound heals completely with no complications. On a Bare Success, the wound heals, but the healed character must choose one of the following:

- The healed character gains a scar that reduces their Charisma by 1 point until it can be magically healed.
- The healed character sustains Tormenting Setback equal to 7 plus the roll's Margin. *This option may be selected multiple times. If this drops the character's Fate Points to 0, they permanently gain a Curse of Delusion concerning whatever injured him. (See Cursed in the Character Conditions section of The Rules Reference for details.)*

On a failure, the wound either doesn't heal, or heals improperly. On a Bare Failure, the treated character must choose one of the following. On a Pure Failure, the treated character must choose two:

- The healed character gains a horrible disfiguring scar that reduces their Charisma by 4 points until it can be magically healed. *This option may be selected multiple times.*
- One of the treated character's Attributes is permanently lowered by 2 points (Overlord Choice). *This option may be selected multiple times.*
- The wound becomes septic, causing the treated character to lose 5 Tormenting Setback every week until the wound is magically healed. *This option may be selected multiple times. If this drops the character's Fate Points to 0, they permanently gain a Curse of Delusion concerning whatever injured him. (See Cursed in the Character Conditions section of The Rules Reference for details.)*

Other Details: Unfortunately, this skill is limited. It does not allow a physician to re-graft a lost limb back to its parent body (for that, far more potent magic is necessary) and it teaches nothing about anesthetics. So, without further training a practitioner relying solely on this skill can provide their patients little beyond a stick to bite down on to help them through the often painful procedures they must perform.

Mining

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Mining is the skill used to dig precious minerals and gemstones from the earth's bedrock. It is also the skill needed to dig the tunnels necessary to get to them. It allows your character to cut structurally sound passages through clay, dirt, and rock. With this skill, your character can automatically perform simple Stone Working tasks such as cutting very rough stone blocks.

Defaults To: Jack-of-all-Trades

Ability Type: Utilitarian *Base:* 2

Affected Area: See Description *Range:* Touch

Action Time: See Description *Conflict Rolls:* None

Duration: See below

Preparation: The practitioner must have ample light and basic digging equipment (picks, spikes, hammers, spades, buckets, etc.).

Other Details: For complete details about the mining process, including how much ore can be dug in a day and how this skill affects the resulting Quality Level, see the Ore section of The Wicked Workshop.

Trade Skills~O

Opening Locks

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Opening Locks is a skill that is almost a lore in itself. It trains your character in specific techniques that thwart the mechanisms comprising all sorts of locks. This includes sequence locks, skeleton key locks, puzzle locks, and combination locks. Since your character knows when they have picked a lock, you can usually roll the conflict die yourself. (Occasionally, the Overlord may wish to roll due to additional hidden adjustments.)

Ability Type: Utilitarian

Defaults To: Gadgetry *Base:* 8

Affected Area: 1 lock *Range:* Touch

Duration: Instantaneous.

Action Time: Each Opening Locks attempt requires 10 seconds (1 Round).

Preparation: The character must possess lock picks.

Conflict Rolls: Opening a lock requires a Skill Roll with Craftiness Adjustments. Locks have a Threshold that must be overcome by anyone attempting to pick it. This Threshold equals 10 plus the lock's Quality Level. You can also use the Lock Threshold Table as a rough guideline for gauging this value.

Lock Threshold Table

Difficulty	Threshold
Easy	10
Moderate	15
Challenging	20
Hard	25
Onerous	30
Legendary	35

A success indicates the lock opens. On a failed roll, the character fails to open the lock. If the roll was a Natural Failure, the Overlord should choose one of the options listed below.

- The character breaks the lock (either by jimmying it, or damaging the lock's internal mechanism somehow). The lock remains locked, and cannot be unlocked even with the key.
- The character attracts unwanted attention.
- The character triggers a trap on the lock. (This option is only available if Overlord agrees that it is reasonable for the lock to actually be trapped.)

Trade Skills~P

Physic

Prerequisites: This skill is obtained exclusively through classes that provide training in it. It cannot be learned otherwise.

Description: This skill teaches the widely varied practice of basic physiology and medicine.

Ability Type: Utilitarian

Defaults To: None *Base:* 96

Affected Area: Variable *Action Time:* variable

Preparation: Variable *Range:* variable

Duration: Variable

Conflict Rolls: Variable. The type of Conflict Roll, if any, depends on the acts being performed.

Other Details: Physic is a very general skill providing a broad overview of all of the known (albeit primitive) physiological and medical techniques known to the ancient and medieval worlds. Its practitioner may perform any skill defaulting directly or indirectly to Physic. Further, the practitioner knows enough about anatomy, herbs, and first-aid to reasonably handle most medical situations. This includes treating illnesses, splinting and setting broken bones, suturing wounds, and performing minor surgical techniques.

Picking Pockets

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Thieves use this ability when the itching desire to steal something quick overcomes them. It gives them the ability to clandestinely pinch a purse, watch, or article of jewelry from a targeted person without their knowledge.

Ability Type: Non-Lethal Force

Defaults To: Sneaking *Base:* 8

Affected Area: One mark *Range:* Touch

Duration: Instantaneous.

Preparation: The thief must first approach their victim unnoticed, possibly by using Urban Stealth, Hiding in Crowds, or Sneaking. If successful, they may attempt to pick the pocket they stalk.

Conflict Rolls: The practitioner must make a Skill Roll with Craftiness Adjustments against a Threshold of 10 plus the target's Level plus Perception. Success indicates the perpetrator proficiently pilfers the precious prize from the patsy's pocket. On a failed roll, the character fails to pick the pocket. If the roll was a Pure Failure, the Overlord should choose one of the options listed below. On a Natural Failure, the Overlord should choose two of the following options.

- The target notices the perpetrator's actions.
- The perpetrator draws new unwanted attention.
- The perpetrator picks the pocket, but ends up clumsily dropping its contents on the ground such that retrieval would almost certainly be noticed.

Pottery

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Pottery enables the practitioner to fashion and fire clay to produce ceramic items, such as pots, vases, and tiles.

Defaults To: Jack-of-all-Trades *Base:* 4

Ability Type: Utilitarian *Range:* Touch

Affected Area: One item *Conflict Rolls:* None

Duration: Permanent.

Action Time: Working a lump of clay can take anywhere from several minutes to a few hours, depending on the size of the work and how elaborate its design is.

Preparation: At a minimum, pottery requires clay and a long lasting high temperature uniform heat source, which is usually satisfied by a special oven known as a kiln. A turning table on which the clay can be rotated is useful in quickly creating round objects such as bowls and vases, but this is not mandatory.

Other Details: Pottery allows a character to create ceramic items from clay. It also provides the ability to apply simple

basic glazes to the ceramic. (For more elaborate, artistic glazes, the skill of Beautifying Ceramics is required.)

The Quality Level of the resulting product equals the minimum of the Quality Level of the materials used and the rank of the crafter in this skill. (For more information about the impact this skill has on the resulting product, see The Clay-Firing Process in The Wicked Workshop.)

Prospecting

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: This ability allows a character to search for mineral deposits in a region by reading the rock strata, sediments, and fauna of the area.

Ability Type: Utilitarian

Defaults To: Searching *Base:* 2

Duration: Instantaneous. *Range:* Touch

Affected Area: Ten square miles.

Action Time: 1 week, although the actual work of prospecting obviously is done sporadically.

Preparation: The prospector must closely inspect the rocks and fauna of the countryside as they wander throughout the area.

Conflict Rolls: A Skill Roll with Intelligence Adjustments indicates that your character realizes if any types of mineral deposits lie nearby. (For complete details of how mineral deposits can be discovered by the use of this skill, see The Prospecting Process section of The Wicked Workshop.)

Trade Skills~Q

Quartering

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Quartering is the skill used to extract skins, bones, horns, antlers, guts, meat, and other parts from slain creatures.

Defaults To: Jack-of-all-Trades *Base:* 2

Ability Type: Utilitarian *Range:* Touch

Action Time: 10 minutes. *Conflict Rolls:* None

Affected Area: One carcass

Duration: Instantaneous.

Preparation: The practitioner must have a sharp knife with which to butcher the carcass.

Other Details: The skill rank in this skill acts as a ceiling to the Quality Level of the resulting product. (For a more detailed discussion of the properties of materials extracted from creatures, see the Feral Materials section of The Wicked Workshop.)

Trade Skills~R**Riding ...**

Prerequisites: This skill may be picked up by any humanoid character with one month's training from someone who is 5th rank in Riding the particular creature type(s) of interest.

Description: This skill teaches the general techniques of riding a mount of a specified type(s).

Ability Type: Utilitarian

Defaults To: Beast Handling *Base:* 12

Action Time: Variable *Range:* 0

Affected Area: Self *Preparation:* None

Duration: Indefinite

Action Cost: Controlling a mount in normal circumstances does not require any Action Cost on the part of the rider. In combat and other high-stress situations, though, the rider must expend either an Action or a Reaction every Round to control a mount (at the rider's discretion). Note that this allows the rider to control the mount's movement during the Round, as well as control which foes it attacks.

Conflict Rolls: Controlling a mount that is acclimated to being ridden is usually an automatic action without requiring any form of Conflict Roll. For normal, non-combat situations, such as when the mount is being ridden for transportation, this is always the case.

However, in combat and other stressful situations, Conflict Rolls may be necessary to control the mount. If the rider has a skill rank in this skill greater than or equal to the mount's Level, control is still automatic. If their skill rank is less than the mount's Level, though, a Riding Roll with Willpower Adjustments is needed whenever the mount sustains Damage and/or Setback. The roll must be made against a Threshold equal to 10 plus the mount's Level plus Willpower adjustments. If the rider is unable to control the mount, it will perform whatever actions it needs to escape the stressful environment. Usually, this means it will run away as fast as possible (Overlord discretion).

In other situations, where a rider is performing unusual tasks with this skill, a Riding Roll may also be needed (Overlord discretion as to when this is necessary). In such cases, the character must make a Skill Roll with Craftiness Adjustments against a Threshold depending on the difficulty of the task as shown on the Riding Threshold Table. (Note that the Roll Inertia rules apply, as always. So, only a single roll is needed until the circumstances change in some significant way.)

In all such cases, the mount is assumed to be stationary or trotting at an easy gait. If it is in a full gallop (e.g. the mount is using both Actions as Move Actions in a given round), the rider gets a Drawback on their Riding rolls.

If a person is performing acrobatic stunts while riding horseback, the Margin of a Riding Roll can feed into a subsequent Athletics Roll.

Riding Threshold Table

Task Difficulty	Threshold
Easy (e.g. Crouching on the mount's back while it moves in a straight line.)	10
Moderate (e.g. Leaning over and reaching to grab an item lying on the ground while riding, standing on the mount's back while it moves in a straight line.)	15
Challenging (e.g. performing a hand-stand on the mount's back while it moves in a straight line, standing on the mount's back while it maneuvers and dodges in combat.)	20
Onerous (e.g. engaging in hand-to-hand combat while standing on mount's back.)	30

Other Details: This skill always specifies the type of creatures to which it applies when it is acquired. For example, a character might gain the skill Riding Equines, Riding Equine-Like Creatures, or Riding Dragons to indicate the character can only ride horses, creatures with some horse-like characteristics or dragons, respectively.

Note that a rider can only perform tasks with mounts accustomed to doing the task at hand. So, mounted combat can ordinarily be done only with trained war mounts, as untrained mounts typically shy from the loud, fast actions of combat.

For a mount to be able to effectively carry the weight of a rider for long distances, it must be at least one Size Category larger than the rider. Mounts of the same size as the rider can carry their burdens for only relatively short distances (a mile or two at best).

With riding, your character may direct their mount by leg movements when both of their arms are otherwise occupied in defending and attacking. This skill also teaches proper care for various mounts and the necessary riding gear for each.

Due to their less-mobile station on a mount's back, a rider's Defense drops by 4 points when mounted unless this lowers it below the mount's Defense. In this case, use the mount's Defense instead.

On the other hand, the rider's raised elevation gives them an Edge when attacking with a melee weapon in combat against any opponent having a height less than the rider's height when mounted.

Further, a mounted rider may perform Passing-Blow Attacks (as described in the Special Attack Modes section of The Rules Reference). To do so, the rider must move through an unobstructed path in a straight line past their target. Further, they must have at least a 20 foot movement prior to the attack and at least another 10 feet of movement after it. If the mount is ordinarily capable of performing a Passing-Blow Attack in this circumstance without a rider, then it may do so as well.

It is possible for a character to possess this skill multiple times, each with its own specified limitations. In this case, the character needs to gain ranks in each independently.

Rural Stealth

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Rural Stealth teaches your character the techniques of moving in woodland areas without attracting attention. It trains them in walking quietly through fields covered in dry leaves and crackling grasses, how to move through underbrush without disturbing the upper branches whose motion could give away the prowler, and other pertinent techniques.

Ability Type: Utilitarian

Defaults To: Sneaking *Base:* 8

Action Time: Variable *Range:* 0.

Affected Area: Self.

Duration: Variable. The character may remain hidden indefinitely, as long as they move slowly and maintains cover.

Preparation: This skill can only be used in natural settings, such as in a forest, plain, or desert.

Conflict Rolls: To determine whether your character successfully hides, and whether there are any consequences for the attempt, use the rules described in the Conflict Rolls section of the Sneaking skill.

Any available natural flora can be used to provide cover, which will give the sneaking character bonuses on their roll (See Cover Bonuses in The Rules Reference for details). These bonuses can range anywhere from only +1 for sparse vegetation to +10 for lush undergrowth.

Trade Skills~S

Searching

Prerequisites: None. All characters possess this skill.

Description: Searching is a very broad skill covering any situation dealing with inspecting or searching. It is intended to be used as a fall-back skill when a character has no other appropriate searching skill to use. So, it can be used in place of skills such as Finding Secret Stuff.

Note that a Conflict Roll is only necessary if the sought item is in plain sight.

Ability Type: Utilitarian

Defaults To: None *Base:* 48

Duration: Instantaneous. *Preparation:* None.

Action Time: Variable. The action time depends on the act being performed.

Range: Variable, depending on what's being sought. In general, a character must approach within 5 feet of an area to search it thoroughly.

Affected Area: Variable, depending on the area being searched and the item being sought.

Conflict Rolls: To use this skill in lieu of another one, a character uses their Searching rank as their skill rank and calculates all roll adjustments as described in the skill being substituted, and uses that skill's description to determine any outcomes for the action, if any.

In all other situations, they make a Skill Roll with Perception adjustments. The Threshold the roll must overcome equals 10 plus any adjustments the Overlord wishes to make based on the difficulty of the task at hand.

Success indicates the searcher finds what he's looking for (if it is there). On a Pure Success, they may find something unexpected that helps them in their current situation (Overlord's discretion). On a failed roll, the character fails to find what they seek. If the roll was a Natural Failure, the Overlord should choose one of the options listed below.

- The character draws new unwanted attention.
- The character learns of new nearby danger.

Setting Booby Traps

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Setting Booby Traps creates a device designed to ensnare, poison, or stab anyone triggering it.

Defaults To: Gadgetry

Ability Type: Utilitarian *Base:* 8

Affected Area: One Trap *Range:* Touch

Conflict Rolls: In setting a trap, no Conflict Rolls are necessary. However, once set, discovery of the mechanism requires a successful Finding Secret Stuff roll.

Action Time: Variable. Every trap has a primary mechanism and a triggering mechanism. Each of these can take significant amounts of time to construct. See Traps in The Overlord's Omnibus for details.

Duration: Variable. Depending on the type of trap, it will have a time to failure rating that is described in the Traps section.

Preparation: Variable, depending on the type of trap. See the Traps section in The Overlord's Omnibus for details.

Other Details: This requires your character to obtain whatever necessary parts the trap requires. Most booby traps take several hours to set and many take much longer. You must describe in detail the operation of the trap that you want to build for the Overlord to determine its probable damage and feasibility. For descriptions of various booby traps, and the required skill ranks in this skill to create them, see Booby Traps section of The Overlord's Omnibus.

Characters with this skill also have the ability to find any traps they are capable of setting as if using the skill Finding.

Secret Stuff. Further, they may disarm any such trap as if using the skill Disarming Traps.

Setting Rural Traps

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Setting Rural Traps allows your character to make covered pits, dead-falls, etc. When building a trap, you must describe in detail its operation for the Overlord to determine its feasibility and deadliness.

Defaults To: Gadgetry

Ability Type: Utilitarian *Base:* 8

Affected Area: One Trap *Range:* Touch

Action Time: Variable. Every trap has a primary mechanism and a triggering mechanism. Each of these can take significant amounts of time to construct. See Traps in The Overlord's Omnibus for details.

Duration: Variable.

Preparation: Variable, depending on the type of trap. See the Traps section in The Overlord's Omnibus for details.

Conflict Rolls: In setting a trap, no Conflict Rolls are necessary. However, once set, any intelligent casual observer is allowed a Perception Check against a Threshold of 10 plus your character's skill rank. Success indicates the trap is discovered. Roll once for each observer. Anyone carefully looking automatically finds these traps.

Other Details: For descriptions of various possible rural traps, and the required skill ranks in this skill to create them, see the Rural Traps section of The Overlord's Omnibus.

Characters with this skill also have the ability to find any traps they are capable of setting as if using the skill Finding Secret Stuff. Further, they may disarm any such trap as if using the skill Disarming Traps.

Setting Structural Traps

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Setting Structural Traps creates a device designed to trap, crush, or direct intruders. This requires your character to obtain whatever necessary parts the trap requires.

Ability Type: Utilitarian

Defaults To: Gadgetry *Base:* 8

Affected Area: One Trap *Range:* Touch

Conflict Rolls: None.

Action Time: Variable. Every trap has a primary mechanism and a triggering mechanism. Each of these can take significant amounts of time to construct. See Traps in The Overlord's Omnibus for details.

Duration: Variable. Depending on the type of trap, it will have a time to failure rating that is described in the Traps section.

Preparation: Variable, depending on the type of trap. See the Traps section in The Overlord's Omnibus for details.

Other Details: Setting the trap usually takes more than a week for the simplest traps and may take much longer. When creating a trap, you must describe in detail its operation for the Overlord to determine probable damage and feasibility. For descriptions of various possible structural traps, and the required skill ranks in this skill to create them, see the Structural Traps section of The Overlord's Omnibus. Once set, discovery of the mechanism requires a successful Finding Secret Stuff roll. In setting a trap, no Conflict Rolls are necessary.

Characters with this skill also have the ability to find any traps they are capable of setting as if using the skill Finding Secret Stuff. Further, they may disarm any such trap as if using the skill Disarming Traps.

Sleight of Hand

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: This skill involves amazing feats of manual dexterity. With it, a character can perform simple magic tricks with cards, coins, and the like. They can "hide" such small objects up a sleeve for handy retrieval at a later time. They can make a coin or card seemingly appear from nowhere or vanish into thin air. With practice, a character with this skill can learn to perform specialized tricks, such as tying shoelaces with only a single hand.

Ability Type: Non-Lethal Force

Defaults To: Sneaking *Base:* 8

Duration: Instantaneous *Range:* Touch

Affected Area: One small hand-held item.

Action Time: Variable, depending on the trick being performed.

Preparation: The character must manipulate the targeted item with their hand(s) in some way.

Conflict Rolls: To determine whether your character successfully hides their action, make a Skill Roll with Craftiness Adjustments. The Threshold that must be overcome against a single opponent equals 10 plus the opponent's Level and Perception. For multiple opponents, use the Group Conflict Rolls (as described in The Rules Reference). A failed roll indicates your character fumbled in some way or exposed their ministrations to view and has been discovered. Since the character will quickly know if they have failed in their clandestine attempts, players are generally entitled to make the Sleight of Hand rolls for their characters, and thereby spend Guts as appropriate.

Anyone having strong suspicions that the perpetrator is hiding something (or is cheating at cards, etc.) is entitled to an additional Perception Check against a Threshold of 10

plus the character's Sleight of Hand rank. Success indicates they spot the trickster.

Smelting

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Smelting⁴¹ is the process of heating up metal ore to such a degree that the metal trapped within it melts and flows out.

Defaults To: Jack-of-all-Trades *Base:* 2

Ability Type: Utilitarian *Conflict Rolls:* None

Affected Area: See below.

Duration: Instantaneous.

Action Time: One hour to prepare, one hour per skill rank for the smelting process to transpire.

Range: touch (before everything is glowing red hot)

Preparation: The character must have a smelting furnace and workshop.

Other Details: The Quality Level of the smelted metal is limited by the practitioner's rank in this skill. (For an in-depth discussion of the smelting process, along with the various types of metals that can be smelted in the game, see The Smelting Process section of The Wicked Workshop.)

Sneaking

Prerequisites: None. All characters possess this skill.

Description: Sneaking is a very broad skill covering any situation dealing with stealth or hiding. It is intended to be used as a fall-back skill when a character has no other appropriate stealth skill to use. So, it can be used in place of skills such as Rural Stealth, Hiding in Crowds, and Urban Stealth.

Ability Type: Utilitarian

Defaults To: None *Base:* 48

Action Time: Variable *Range:* 0

Affected Area: Self *Preparation:* None.

Duration: Unlimited. The character may attempt to sneak as long as they wish.

Conflict Rolls: To use this skill in lieu of another one, a character uses their Sneaking rank as their skill rank and calculates all Roll Bonuses as described in the skill being substituted. In all other situations, they make a Skill Roll with Grace adjustments. The Threshold the roll must overcome equals 10 plus Level plus Perception of the creature being avoided. The Overlord may make additional environmental adjustments based on the difficulty of the task at hand.

If there are multiple creatures being avoided, then the rules for Group Conflict Rolls come into play. In this case, the Threshold equals 10 plus the Level plus Perception of the principle actor being avoided. Usually, this will be the creature with the highest Level plus Perception. But, a different creature may be reasonably selected as the principle if they have Guts points to spend on the roll.

Due to the rules for Group Conflict Rolls, the sneaker gains a Drawback if is avoiding a group of 2 members. For every doubling of this number, the sneaker gains an additional Drawback. So, if the avoided group has 4 to 7 members, the sneaker has a double Drawback. If it has 8 to 15 members, the sneaker has a triple Drawback, etc.

There will undoubtedly be times when your Overlord will not allow your character to sneak. Regardless of how phenomenally well your thief sneaks, they cannot simply duck behind a fern to lose the hot pursuit of a wary guard who has already been alerted to your character's presence.

Success indicates the character successfully sneaks until the situation changes (the lighting conditions change, more opponents show up, etc). On any success, the character sneaks without incident.

On a failed roll, the sneaker is not necessarily discovered, but complications arise. The Overlord should choose one of the options listed below. On a Natural Failure, the Overlord should choose two of the following options:

- The sneaker draws unwanted attention.
- In the haste to avoid detection, the sneaker leaves a subtle indication of their presence (such as an open door or window). They must make another roll at a Drawback to continue sneaking. *This option may only be selected once per Scene, regardless of how many people are sneaking in that Scene.*
- The sneaker runs into a new unexpected barrier and must either wait for the barrier to resolve itself or find an alternate route to get to their destination. In either case, another roll is required to continue sneaking. *This option is only available if the character is trying to get somewhere via stealth. Further, it may only be selected once per Scene, regardless of how many people are sneaking in that Scene.*
- The sneaker learns of a new nearby danger. *This option may only be selected once per Scene, regardless of how many people are sneaking in that Scene.*
- The sneaker accidentally loses something they expect to need in the near future. *This option may only be selected once per Scene, regardless of how many people are sneaking in that Scene.*

Other Details: A character moves at half their normal movement rate while sneaking.

⁴¹ The ancients believed smelting was a magical transformation – that of transmuting rock into metal – and was the primary interest of the alchemists.

Stone Working

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Stone Working is the art of shaping various forms of rock. One major application is the creation of brickwork and stone cutting. This is a practical art used mainly in the construction of buildings and monuments. Although many masons are renowned sculptors, having the Stone Working skill in itself does not make your character a great artist. It does, however, give them some knowledge of basic building design and the ability to cut stones to proper shape for use in construction.

Stone Working also allows the shaping of flint and obsidian to create sharp edges. This use is known as “knapping”, which enables a character to fashion arrow heads, spear heads, axe heads, and other crude cutting implements.

Defaults To: Jack-of-all-Trades

Ability Type: Utilitarian *Conflict Rolls:* None

Affected Area: One item *Base:* 4

Duration: Permanent. *Range:* Touch

Action Time: Variable, depending on the item being crafted. In general, even the simplest items will take a day or two to craft. More complex items, such as castles and cathedrals, take entire teams of masons and, even then, may take a lifetime to construct.

Preparation: The mason must have proper tools and stone with which to work. For working large blocks of stone, this typically requires a stone and chisel. For knapping, the mason must have two sizable pieces of flint or obsidian, depending on the type material desired. One piece is used as a hammer to strike flat, sharp-edged pieces from the other.

Other Details: The crafter’s rank in this skill limits the Quality Level of the resulting product.

For in-depth details about the various kinds of stone in the game and the stone working process, see the Stone section of The Wicked Workshop.

Stunning

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: This skill enables a character to temporarily render a targeted humanoid unconscious without subjecting them to permanent harm.

Ability Type: Non-Lethal Force

Defaults To: Physic *Base:* 16

Range: Melee.

Affected Area: One living surprised creature

Duration: Variable. See below.

Preparation: To use this skill, a character must approach their target from behind (through the use of Sneaking or other means), and surprise him.

Conflict Rolls: To stun someone, the perpetrator must make an Attack Roll against the target’s Stability. The attacker’s Roll Bonus equals their rank in this skill plus Vigor plus the Tempo of the weapon used. If some form of stealth was used to approach the target, the Margin of the stealth roll is also added to the Attack Roll. If the attack succeeds, the target sustains Sedating Setback equal to 10 plus the Margin of the roll. If this causes the target’s Fate Points to fall to zero, it falls to the ground unconscious until no longer Overcome. If the target is affected by Sedating Setback, but does not fall unconscious, it suffers from a Drawback on all physical actions until the end of the Scene due to wooziness from the blow.

Other Details: Knocking someone out requires the application of a blunt instrument to the base of the target’s neck, which must be within easy reach. The targeted area is quite small, so it is virtually impossible to strike the area at a range. About the only way to use the skill is to sneak up behind the person and bop them with a rock, sword hilt, or other blunt instrument while they are Surprised.

Note that the ultimate consequences to the target of being stunned cannot exceed the stakes set by their current expenditure of Guts points. So, if their current Guts rating indicates that the worst that can happen is that they are maimed, it is against the rules of the game to slay them. Of course, this does not apply to NPC's that have no Guts points to start with.

Trade Skills~T**Tailoring**

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Tailoring enables the practitioner to create lovely garments from cloth and leather.

Defaults To: Jack-of-all-Trades

Ability Type: Utilitarian

Affected Area: 1 item *Base:* 2

Duration: Permanent. *Range:* Touch

Conflict Rolls: None

Action Time: Taking careful measurements of the would-be wearer takes a few minutes. Designing a garment, cutting the cloth, and sewing can take anywhere from a few hours to a few days, depending on how elaborate its design.

Preparation: Tailoring generally requires proper cloths, scissors, tape measure, buttons, needle, and thread.

Other Details: The Quality Level of the resulting product is limited by the rank of the crafter in this skill.

A character with this skill may repair a magic item made from textiles or soft leathers without damaging its magical properties provided they have the required ranks needed to work the material from which the item is crafted.

For more details on the impact this skill has on the creation of products, see The Tailoring Process section of The Wicked Workshop.

Tinkering

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Tinkering is the skill of cold working some of the softer metals, such as tin and copper. This often involves hammering and fashioning metal sheets without the use of heat to create pots, pans, utensils, and similar items.

Defaults To: Jack-of-all-Trades *Base:* 2

Ability Type: Utilitarian *Range:* Touch

Affected Area: One item *Conflict Rolls:* None

Duration: Permanent.

Action Time: Variable, depending on the item being crafted. In general, even the simplest items will take an hour or two to craft. More complex items, such as statuettes and other figurines may take a week or more.

Preparation: The tinkerer must have a hammer, small anvil, metal clippers, and other appropriate tools with which to work.

Other Details: Although some tinkerers are renowned artists, having the Tinkering skill in itself does not make a character a great artist in the medium of metal. For that you

need the skill of Beautifying Metal. It does, however, give a character the ability to craft most utilitarian items from soft metals. It does not grant the ability to work the hard metals needed for weaponry and armor.

A character with this skill may repair a magic item made from soft metals without damaging its magical properties provided they have the required ranks needed to work the material from which the item is crafted.

For more information about crafting soft-metal products, see The Tinkering Process section of The Wicked Workshop.

Tracking

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: This ability allows your character to follow the trail of bent grass blades, torn leaves, and snapped twigs left by fleeing prey.

Ability Type: Utilitarian

Defaults To: Searching *Base:* 2

Affected Area: Self *Range:* 0

Action Time: Variable. Initially picking up a trail where you know your quarry was located recently takes about 10 seconds.

Duration: Variable. When a tracker first starts tracking, the Overlord must estimate how much of a head-start the quarry has. It is assumed that, overall, a successful Tracking attempt will take about double this time for the tracker to catch up to their quarry, presuming the quarry isn't moving so fast that catching up is impossible. By default, this will only require a single roll. However, a Tracking attempt may consist of multiple Tracking rolls, depending on whether the situation changes during the pursuit (the terrain may change, the quarry may become aware that it is being tracked, etc.)

Preparation: The searcher must look intently in the area where they search for telltale signs of their quarry's passage, such as footprints, tufts of fur caught on branches, discarded potato-chip bags, etc.

Terrain Threshold Table

Difficulty	Threshold
Easy (Mud)	10
Moderate (Dirt, or through forest or grasslands)	15
Challenging (Gravel, or desert)	20
Hard (Rocky)	25
Legendary (Smooth Rock)	35

Conflict Rolls: The tracker must make a Skill Roll with Perception adjustments. The starting Threshold is based on the terrain, as shown on the Terrain Threshold Table.

If the quarry is actively trying to hide their tracks, they are entitled to Threshold adjustments as described in the skill Covering Tracks.

The tracker suffers from a Drawback if the tracks are 6 hours old. For every doubling of this time, the tracker gains an additional Drawback. So, if a trail is 12 hours old, the tracker has a double Drawback. If it is 24 hours old, the tracker has a triple Drawback. If it is 2 days old, have have a quadruple Drawback, etc.

However, the tracker gains an Edge if the tracked quarry is a group of 2 members. For every doubling of this number, the tracker gains an additional Edge. So, if the tracked group has 4 to 7 members, the tracker has a double Edge. If it has 8 to 15 members, the tracker has a triple Edge, etc.

Success indicates the character tracks their quarry until the situation changes (the terrain changes, they catch up to their quarry, their quarry becomes aware that they are being followed, etc). On a Pure Success, the character tracks without incident. On a Bare Success, the character tracks successfully, but has a complication while doing so. In that case, the player should choose one of the options listed below, including possibly those listed for roll failure:

- The terrain changes sufficiently that another roll is required to continue tracking.
- The tracker erroneously follows a false track and must backtrack to re-acquire the trail. As such, the time needed to catch up to the quarry doubles, and another roll is required to continue tracking.

On a failed roll, the character loses the trail. If the roll was a Pure Failure, the Overlord should choose one of the options listed below. On a Natural Failure, the Overlord should choose two of the following options:

- The quarry becomes aware that the tracker is pursuing it. *At most, this option is only available once for every pursuit.*
- The tracker draws new unwanted attention.
- The tracker learns of a new nearby danger.

Training ...

Prerequisites: This skill may be picked up by any humanoid character with one month's training under someone who has attained at least 5th rank in training the particular creature type(s) of interest.

Description: This skill teaches the general techniques of training a living creature of a specified type. The type of creature will be specified at the time the skill is gained. For example, the skill Training Equine-like Creatures will allow a character to train any horse or horse-like creature, big or small. Of course, this assumes the creature is sufficiently under control as to prevent them from eating their trainer.

This skill also teaches proper care for the specified creature type(s) and the necessary equipment for dealing with them.

Ability Type: Utilitarian

Defaults To: Beast Handling *Base:* 12

Duration: Permanent *Range:* Touch

Affected Area: One creature. *Conflict Rolls:* None

Preparation: The trainer must have treats that the creature finds desirable.

Action Time: The length of time the training requires depends on the skill of the trainer and the difficulty of the task. For example, a trainer can teach a parrot to say, "Look out!" Nevertheless, they cannot train the parrot to yell this only when danger threatens. A parrot simply lacks the intelligence to associate these two circumstances.

For most creatures, simple tasks such as fetching slippers, playing dead, and rolling over require only a few days to master. Pointing quietly, flushing quail, and returning with the uneaten kill requires much more extensive training. These complex tasks take at least a month to train and often require years to perfect. The Overlord should determine the minimum length of time they believe an animal could learn a requested task.

It is left to the Overlord's discretion as to what actions a given creature can be reasonably trained to perform.

Other Details: To have any hope of training and eventually maintaining control over a beast without restraints, though, the trainer must have a rank in Training at least as high as the creature's Level.

Trade Skills~U

Urban Stealth

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Urban Stealth teaches your character techniques to pass unwary guards and unwanted witnesses in city settings. It involves a combination of moving quietly and concealing oneself in dark niches.

Ability Type: Utilitarian

Defaults To: Sneaking *Base:* 8

Action Time: Variable *Range:* 0

Affected Area: Self.

Duration: Variable. The perpetrator may remain hidden indefinitely, as long as they move slowly and maintain cover.

Preparation: This skill can only be used in urban settings, such as in a house, cellar, dungeon, or back alley.

Conflict Rolls: To determine whether your character successfully hides, and whether there are any consequences for the attempt, use the rules described in the Conflict Rolls section of the Sneaking skill.

Any available furniture, curtains, tapestry, niches, or other visual obstructions can be used to provide cover, which will give the sneaking character bonuses on their roll (See Cover Bonuses in The Rules Reference for details). These bonuses can range anywhere from only +1 for sparse furniture to +10 for a junk-filled attic.

Trade Skills~W

Weaving

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Weaving is the skill used to both create threads and yarn and to weave cloth from it. It is also the skill used to create wicker baskets (and other wicker items), as well as papyrus.

Defaults To: Jack-of-all-Trades

Ability Type: Utilitarian

Action Time: 1 day. *Base:* 2

Duration: Instantaneous. *Range:* Touch

Conflict Rolls: None

Affected Area: One square yard of cloth or enough thread or yarn to create that square yard.

Preparation: To create thread or yarn, the practitioner must have a spinning wheel with which to spin the wool, flax, or cotton. To create cloth, the weaver must have a loom.

Other Details: The skill rank in this skill acts as a ceiling to the Quality Level of the resulting textile. (For more information about the impact this skill has on the properties of the resulting product, see The Weaving Process section of The Wicked Workshop.)

Wood Working

Prerequisites: If gained out-of-class, training requires an intensive one-month course of study under someone who has attained at least 5th rank in this skill.

Description: Wood Working is the trade of woodwork and wood construction. It is a practical art used mainly in the construction of furniture, buildings, boats, and ships. Although many carpenters are renowned wood-carvers, having the Wood Working skill in itself does not make a character a great artist. It does, however, give them some knowledge of basic building design and the ability to measure and cut wood to proper shape for use in construction.

Defaults To: Jack-of-all-Trades

Ability Type: Utilitarian

Affected Area: One item *Base:* 2

Duration: Permanent *Range:* Touch

Conflict Rolls: None

Action Time: Variable, depending on the item being crafted. In general, even the simplest items will take an hour or two to craft. More complex items, such as cabinets, may take several days.

Preparation: The carpenter must have proper tools and wood with which to work.

Other Details: The Quality Level of the resulting product is limited by the crafter's rank in this skill. (For more in-depth information about the impact this skill has on the properties of the resulting product, see The Wood Working Process section of The Wicked Workshop.)

Equipment

This section contains descriptions of many of the most common types of equipment characters need in their adventuring careers.

Miscellaneous Gear

All intrepid adventurers require mundane gear to successfully navigate the myriad dangers of any fantasy world. Herein are listed a hodgepodge of such portable items that don't fit elsewhere.

Acid

Acid is a watery caustic liquid, primarily used in the curing of wood and hides. Adventurers sometimes carry it in pint-sized ceramic or glass bottles. Such vials will automatically shatter if thrown.

An assailant may target a foe with a vial of acid using the Ballistics skill, if desired. In this case, the acid may be thrown up to 40 feet, and will cover the target's body if struck, where it will quickly react with its skin and any clothing or fur covering it. Any such target sustains 12 points of Acidic Damage on the first Round of its burning, 8 points on the second Round, and 4 points on the third Round. Thereafter, the acid will be expended. During this time, any materials it reacts with will smolder, and give off an unpleasant odor.

Caltrops

Myriad metal spikes with four points (resembling a d4). When thrown to the ground, caltrops cover an area corresponding to its Size Category. Anyone encountering the area must either stop their current Move and Creep through it on their next Move (Speed of 5), or sustain an amount of Puncturing Damage equivalent to a Dagger of the same Size Category as the Caltrops.

Candle

A candle is a faint light source. When lit, it illuminates a 10 foot radius area with Bright Light. Outside this area, it illuminates to a 20 foot radius with Dim Light. A standard candle will burn for a total of 12 hours, but may be extinguished and re-lit any number of times until fully expended.

Marbles

A marble is a tiny hard sphere or bead made from ceramic or glass, no bigger than half an inch in diameter. Their primary use in adventures is as a quickly deployed footing hazard to foes. Marbles are commonly purchased in pouches of 100.

When distributed across the floor a pouch of marbles covers a 5 foot radius area. If the surface is soft mud or dirt, the marbles have no effect. However, on hard-packed dirt or stone, they tend to roll when stepped on. Treat any such area

as being Slick Terrain. (See its description in the Area Conditions section of The Rules Reference for details.)

If the effort is taken to collect the marbles after they are used, they may be reused any number of times. Doing so is likely to take one person several minutes, though.

Lamp

A lamp is a metal or ceramic bottle or jar containing oil with a fibrous wick protruding out of its top. It provides an open flame when lit. As it burns, the wick slowly draws the oil out of the lamp, and illuminates the surrounding area with bright light to a radius of 20 feet. Outside this area, the lamp illuminates to a radius of 40 feet with Dim Light. The lamp will burn for a total of 8 hours on a pint of oil, but may be extinguished and re-lit any number of times.

Lantern

A lantern is essentially a lamp with a protective glass housing around the flame to keep it from being extinguished by a strong wind. Lanterns commonly have handles on top for easy carrying. In all other respects, treat lanterns the same as lamps.

Oil

Oil is a slick flammable liquid, primarily burned in lamps for illumination. Adventurers commonly carry it around in pint-sized ceramic or glass bottles. Such vials will automatically shatter if thrown.

If spread over an area, a single pint of oil covers a 5 foot by 5 foot area, making it both Slick Terrain and Highly Combustible. If its contents are spread over a creature, it gains the Slippery Condition. (See their respective descriptions in the Common Conditions section of The Rules Reference for details.)

If the oil is ignited, any character entering or ending their turn in the area sustains 12 points of Scorching Damage on the first Round of its burning, 8 points on the second Round, and 4 points on the third Round. Thereafter, the oil will have burned itself out. During this time, it will ignite any combustible materials remaining within the area for more than 1 Round.

An assailant may target a foe with a thrown vial of oil using the Ballistics skill, if desired. In this case, the oil may be thrown up to 40 feet, and will cover the target's body if struck, where it will quickly be absorbed by any clothing or fur covering it. If the oil is ignited, the target will thereafter suffer the aforementioned Scorching Damage as long as they continue wearing any oil-soaked garments.

Rope

Rope is a flexible cord made from fibers that may come in virtually any length and any diameter up to 2 inches.

Rope Table

Weight	Rope Diameter	Strength	Damage to Cut
Light	¼ inch	200 pounds	10
Moderate	½ inch	800 pounds	20
Heavy	1 inch	3200 pounds	40
Industrial	2 inches	12,800 pounds	80

Any rope can be cut if damage stated on the Rope Table is delivered to it. However, note that rope is Immune to Bleeding, Blunt, Crushing, Dehydrating, Electrical, Freezing, Internal, Metaphysical, Petrifying, Sonic, Starving, Suffocating, Sunshining, and Toxic Damage. Further, rope is Resistant to bites, claws, and punctures, taking only half Damage from Puncturing and Rending Damage. However, it is Sensitive to Cutting Damage and Ignition Effects.

Rope, Climbing

Climbing Rope is a flexible lightweight rope, most commonly about ½ inch in diameter, with a grapnel commonly affixed to one end. It is usually carried in lengths of 40 feet, and has knots spaced about 1 foot apart to allow for more easy climbing. (See Rope for how much a rope of any given diameter can hold.)

Tinderbox

A tinderbox is a small watertight metal container in which a flint, steel, and small amount of dry tinder is stored. When the flint is struck against the steel, it produces sparks that set combustible materials aflame. Igniting dry tinder or any oil-soaked material, such as a torch or lamp, is automatic and requires one Action to perform.

Torch

A torch is a wooden stick wrapped in its business end with an oil-soaked material, such as cloth or rope. When lit, a torch illuminates a 20 foot radius area with Bright Light. Outside this area, it illuminates to a 40 foot radius with Dim Light. It will burn for a total of 4 hours, but may be doused in water before the oil is exhausted. If given time to dry out thereafter, the torch may be re-lit until fully expended.

A torch may be wielded in combat as a club, which delivers an additional 1 point of Scorching Damage when lit.

Weaponry

The following tables provide lists for a variety of weapons for use in the game. Anyone may become Schooled in any such weapon's use with 1 month of training from anyone having 5th rank or more in its use.

Body Armor

A Body Armor piece is any extremely durable item worn to provide protection against physical blows. There are a myriad of types of such items, which can be combined in countless ways to make up complete Body Armor suits. As such, the game abstracts these suits into three broad categories: Light, Moderate, and Heavy.

Encumbrance and Ward

Body Armor affects a character in several ways. The first (and really only beneficial aspect of body armor) is that it protects the wearer from many types of physical attacks. The amount of protection provided by any armor suit is given as an Armor Ward rating. This number describes how much damage the armor absorbs from any physical blow a character sustains. Unless otherwise stated, armor protects against Blunt, Chopping, Cutting, Puncturing, and Rending Damage.

The protection of body armor has its costs, however. The second aspect of armor that affects a character in combat is the Encumbrance value of the armor type. The Encumbrance is an adjustment that alters the Defense of the person wearing the armor. It takes into account that a person wearing such bulky equipment is easier to strike with a weapon. Another cost of body armor is the Speed Penalty it imposes on its wearer. This value lowers the Speed of any character wearing it.

Altering, Buying, and Repairing Armor

The heavier body armor types, such as chain-mail and plate-mail, are difficult to make and are rather expensive. Indeed, a rich noble family buying a suit of plate-mail compares with the average American family buying a car. When a character meets someone with such armor, they should realize that they are dealing with no ordinary fellow! Below is a table of standard costs for new body armor.

On the Armor Costs Table, the Base Prices for new armor is for purchasing a new full suit of the given armor type (of Quality Level 0) made from common leather and/or steel.

Further, the table lists the costs at which adventurers may buy armor. They may not necessarily sell their armor for prices anywhere near these. The condition of the armor, the type of armor, and the demand for that type in the given locale are all factors that must enter into the deal. Before the armorer can resell the armor, they must repair any damage done to it and still make a decent profit. Therefore, the value to them is that much less.

The cost to repair a single point of Ward reduction for any type of body armor equals 1/10 of its cost.

Body Armor Table

Body Armor Type	Enc. *	Ward**	Armor Speed Penalty (feet per Move Action)
Heavy Armor	-6	10	-10 feet
Moderate Armor	-4	7	-5 feet
Light Armor	-2	4	None

* Encumbrance values are adjusted for high quality armor. (See [High Quality Armor](#) in [The Overlord's Omnibus](#) for details.)

** All physical blows deliver at least one point of damage.

Body Armor Type Table

Body Armor Type	Armor Weight	Base Price (s.oz.)
Banded-Mail, Full	Heavy	
Large		9728
Medium		2048
Small		810
Tiny		471
Celtic Armor	Moderate	
Large		2432
Medium		512
Small		202
Tiny		117
Chain-Mail, Full	Heavy	
Large		9728
Medium		2048
Small		810
Tiny		471
Classical Armor	Moderate	
Large		2432
Medium		512
Small		202
Tiny		117
Egyptian Armor	Light	
Large		304
Medium		64
Small		25
Tiny		14

Body Armor Type Table

Body Armor Type	Armor Weight	Base Price (s.oz.)
Irish Armor	Light	
Large		304
Medium		64
Small		25
Tiny		14
Leather, Full	Light	
Large		456
Medium		96
Small		37
Tiny		22
Light Scale	Light	
Large		304
Medium		64
Small		25
Tiny		14
Mail and Breast	Heavy	
Large		9728
Medium		2048
Small		810
Tiny		471
Padded, Full	Light	
Large		456
Medium		96
Small		37
Tiny		22
Persian Armor	Light	
Large		304
Medium		64
Small		25
Tiny		14
Plate-Mail	Heavy	
Large		9728
Medium		2048
Small		810
Tiny		471

Body Armor Type Table

Body Armor Type ⁴²	Armor Weight	Base Price (s.oz.)
Plate, Full	Heavy	
Large		9728
Medium		2048
Small		810
Tiny		471
Roman Armor	Moderate	
Large		2432
Medium		512
Small		202
Tiny		117
Scale, Full	Moderate	
Large		2432
Medium		512
Small		202
Tiny		117
Viking Armor	Heavy	
Large		9728
Medium		2048
Small		810
Tiny		471

Armor Size

Assume that a given suit of armor can worn long as the armor and wearer are in the same Size Category. So, a small-sized suit of chain-mail armor can be worn by a gnome, hob, goblin or other small-sized character. However, the same suit of armor cannot be worn by a medium-sized human or a tiny-sized sprite, unless the armor can magically adjust its size to fit the wearer.

⁴² The ancient Slavs used shields, but no body armor. As such, no traditional Slavic body armor is listed.

Armor Materials

Armor is made from a wide variety of materials with a broad range of quality and cost. Many players are understandably interested in the make-up of their outfits, so the following descriptions provide some insight into these forms.

Banded-Mail

Banded-Mail armor consists of alternating rows of metal links. One row contains thick looped and riveted wire (like chain mail). The next contains metal hoops directly stamped out from flat metal sheets. The lack of a rivet in these hoops increases the armor's strength. The alternating rows give it a "banded" appearance. In all other respects, it is similar to chain mail. A full suit of Banded-Mail Armor is considered to be Heavy Armor.

Brigandine

Brigandine armor is made up of small plates that are riveted and sewn in between two layers of canvas or light leather. It traditionally only covers the torso (see [Coat of Plates](#)). Full suits are never made from Brigandine.

Chain-Mail

Chain-Mail is fashioned from riveted chain links looped through one another to form a continuous chain sheet. In general, each link loops through four others. The armor is formed to the body by leaving out links at key locations.

Mail (and banded) armor alone gives excellent protection against bladed attacks but is rather ineffective against blunt blows. To increase the effectiveness of the chain mail or banded armor against blunt hits, a padded garment (lighter than padded armor) is worn. If hidden underneath the chain mail, the garment is called an aketon. If draped over the mail, the garment is called a gambeson. All mail armor is assumed to have this added garment.

A full suit of Chainmail is considered to be Heavy Armor.

Lamellar

Lamellar armor is made up of small plates that are fastened together. The plates may be fashioned from metal, stiff boiled leather (cuir bouilli), horn, bone, or even stone. A full suit of Lamellar may be considered to be either Light or Moderate, depending on what the plates are made from.

Leather

Leather armor is, unsurprisingly, made from leather. Normal leather armor is made from standard cowhide. For most large armor pieces, such as corslets, the leather is fashioned as Lamellar, using boiled leather plates. Other pieces, such as those protecting the shoulders, were sometimes soaked in water and then formed to fit the body. These would retain their shape after drying. Leather armor must be kept salted and oiled to prevent decay. A full suit of Leather is considered to be Light Armor.

Padded

Padded armor is made by tightly packing hay or wool between thick layers of canvas and sewing crisscross patterns over the surface to fix the padding in place. A full suit of Padded is considered to be Light Armor.

Plate

Plate armor is painstakingly constructed by custom fitting metal sheets to the owner's body by the application of a smithy's hammer. (Note that plate-mail refers to a form of armor that is a combination of plate and chain mail.) A full suit of Plate is considered to be Heavy Armor.

Scale

Scale mail is made up of small metal overlapping plates riveted and sewn to a canvas or leather backing. A full suit of Scale is considered to be Moderate Armor.

Armor Suits Makeup

Full armor suits are made up of a number of individual pieces. There are a great many forms that these pieces come in, and they were combined in so many different ways that a complete listing of all possible combinations would be nearly endless. However, it may interest some players to know what pieces comprise the standard suits listed above. The areas covered by the individual pieces are described in the [Armor Pieces](#) section. A brief listing of the individual pieces making up standard outfits is placed here for convenience.

Celtic Armor

Traditional Celtic armor is Moderate Armor consisting of a helmet or mail coif and a mail haubergeon.

Classical Armor (Hoplite Armor)

Classical (Greek) Armor is Moderate Armor consisting of a Corinthian helm, plate cuirass, and plate greaves.

Egyptian Armor

Due to the desert heat, traditional Egyptian armor was necessarily light-weight, and is considered to be Light Armor. It consisted of leather bracers and a scale shirt or corslet (either leather or scale). The corslet consisted of a couple of broad bands that draped over the shoulders and criss-crossed over the chest. These corslets are often decorated as a pair of wings crossing the chest.

Full Leather Suit

A Full Leather Suit includes leather armored boots, a leather codpiece, a leather corslet (possibly lamellar), leather cuisses, a leather fauld, leather gauntlets, leather greaves, leather poleyns, a leather skull cap, leather tassets, and leather vambraces. These full suits are considered to be Light Armor.

Full Mail Suits (Banded-Mail or Chain-Mail)

Full suits of Banded-Mail and Chain-Mail suits consist of a mail chausses, mail coif, mail gauntlets, mail haubergeon, padded gambeson, mail sabetons, and mail ventaille. These full suits are considered to be Heavy Armor.

Full Padded Suit

A full suit of Padded Armor consists of a padded arming hood, padded gambeson, padded leggings, and leather armored boots. These suits are considered Light Armor.

Full Plate Suit

A Full Plate Suit is comprised of pieces individually sculpted to custom fit the body shape of the wearer. It consists of plate armored boots, a plate codpiece, a plate corslet, plate cuisses, a plate fauld, plate gauntlets, plate greaves, plate poleyns, a plate skull cap, plate tassets, and plate vambraces. It is considered Heavy Armor.

Full Scale Suit

A Full Scale Suit includes leather armored boots, a leather codpiece, leather gauntlets, leather greaves, leather tassets, leather vambraces, a plate helm (of some type), a scale aventail, a scale corslet, scale cuisses, and a scale fauld. These full suits are considered to be Moderate Armor.

Irish Armor

Traditional Irish armor is Light Armor consisting of a leather skull cap, leather corslet, and leather greaves.

Light Scale Armor

Light Scale Armor is Light Armor consisting of a leather skull cap, and a scale cuirass.

Mail and Breastplate

Mail and Breastplate armor is Heavy Armor consisting of a single plate helm (of some sort) and breastplate augmented with assorted chain-mail pieces. These potentially include: a mail coif, a mail ventaille, a mail haubergeon, mail gauntlets, mail chausses, and mail sabetons.

Persian Armor

Because of the extreme heat of the Middle East, most Persian infantry wore little armor, if any. When worn, it consisted of a leather skull cap, and a coat of plates (or scale corslet), and sometimes leather greaves. These suits are considered to be Light Armor.

Plate-Mail Suit

A suit of Plate-Mail is Heavy Armor comprised of a combination of plate pieces and mail pieces, with a wide variation of configurations. One viable combination is as follows: mail chausses, mail standard, mail haubergeon, mail sabetons, plate basinet, plate breastplate, plate elbow gauntlets, and plate schynbalds.

Roman Armor

Traditional Roman armor is Moderate Armor consisting of a plate Roman helm, plate lorica, and plate greaves.

Viking Armor

Traditional Viking armor is Heavy Armor consisting of a plate Norman or Viking helm, mail aventail, and mail hauberk.

Armor Pieces

The names given to individual armor pieces are unfamiliar to most people in the modern day. So, here we provide definitions for many of them. Each of them is accompanied by ranges of numbered body zones that it covers. These correspond to those provided on the [Body Zones Diagram in The Rules Reference](#).

Arming Hood

(protects zones: 2, 3, 4, 5, 11, 12)

An arming hood is a hood attached to a wide collar that protects the neck and shoulders. They are typically fashioned from padded materials and are often used in combination with padded hauberks and haubergeons.

Armored Boots

(protects zones: 29, 30)

A boot is a... well, you know. A boot is one of those things that goes on your foot. Of course, armored boots are much sturdier than normal everyday hiking boots.

Aventail

(protects zones: 3-5, 11, 12)

An aventail is a flexible curtain attached to a helmet and used to protect the neck and shoulders. It is usually fashioned from mail, but is occasionally made from scale.

Barbut

(protects zones: 1,2)

The barbut is a plate helmet with T-shaped opening in front in the Greek tradition. The barbut (or barbata in Italy) was often worn with a mail standard or aventail to protect the neck and shoulders. If even greater head protection is desired, a barbut may be worn over a coif.

Basinet

(protects zones: 1,2)

The basinet is a plate helmet with a visor. The basinet was usually attached to a gorget (collar) or aventail to protect the neck and shoulders. If even greater head protection is desired, a basinet may be worn over a coif.

Bevor

(protects zones: 3 in front)

The bevor is simply a stiff chin guard usually worn in conjunction with a sallet helmet.

Bishop's Mantle

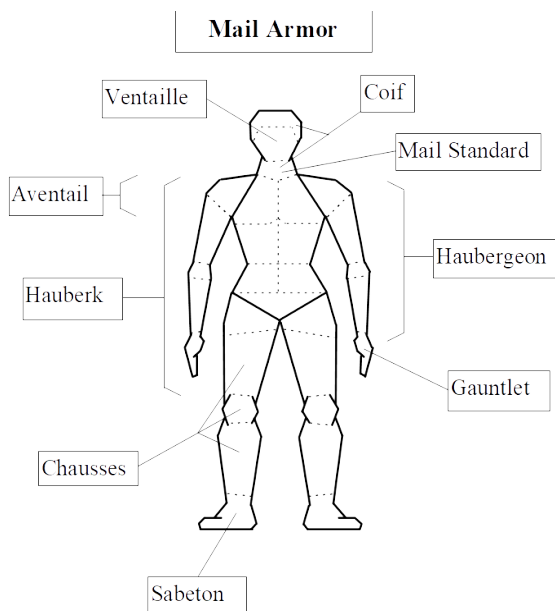
(protects zones: 11,12 (front&back), 4-10, 21-24 (back))

A bishop's mantle is a mail cape that generally protects the back. The arms are also protected while they are kept within its folds. Of course, in combat, the cape affords no such protection to the arms.

Bracers

(protects zones: 17,18)

A bracer is a piece of stiff armor covering the lower arm. Archers often use bracers to protect their forearms from their bowstrings. Although it may be used alone, it is commonly used as a part of a vambrace.



Breastplate / Backplate

(protects zones: 4-9 front or back)

Breastplates and backplates are stiff armor pieces covering either the front or back portions of the torso region. If desired, a breastplate may be worn over flexible armor, such as a haubergeon or gambeson. They are often fashioned from plate or leather.

Chausses

(protects zones: 21-28)

A chausse is an armored legging protecting the thigh, knee, and shin. In the early part of the Middle Ages, these coverings were strapped on to cover mainly the front portion of the legs. Later they were formed in a tubular fashion to more closely resemble pant legs. Occasionally, a tubular chausse will extend down to cover the entire foot.

Coat of Plates

(protects zones: 4-9 front, 4-7 back)

Despite its name, the coat of plates is not fashioned from plate. Rather, it is a brigandine jacket covering the torso that is made up of a large number of metal plates attached to a canvas or leather backing. Sometimes, they are referred to simply as Brigandines, as this is by far the most common piece of armor fashioned from that material.

Codpiece

(protects zones: 10)

A codpiece is a stiff covering for the groin. It is a *really* good idea to protect this area.

Coif

(protects zones: 2, 3)

A coif is a flexible hood made of mail or padded materials. It is often worn under a helm for added protection of the head.

Corinthian Helm

(protects zones: 1,2)

The Corinthian helm is perhaps the most beautiful helm design ever produced. It was used by the ancient Greeks and was usually made of bronze. It was a single piece of graceful curves similar to a barbut, but instead of a "T" shaped opening in the front, it also had a nose guard protruding downward between the eyes. Consequently, the opening is "Y" shaped. The branches of the "Y" curve into almond-shaped openings for the eyes. The helm has reasonable visibility and excellent air-flow.

Couters

(protects zones: 15, 16)

A couter is a stiff covering for the elbows.

Cuirass / Corslet

(protects zones: 4-7)

A cuirass, or corslet, is almost a breastplate and backplate combined, and is often made of plate, lamellar, or scale. It does not protect the lower portion of the torso, however, as the breastplate does. It is often used in conjunction with a fauld and tassets to protect this region. If desired, a cuirass may be worn over flexible armor, such as a hauberk.

Cuisses

(protects zones: 23,24)

A cuisse (pronounced kweesh) is a flexible upper leg armor (typically mail or scale) covering the thigh.

Culet

(protects zones: 8,9 back)

A culet is an armor piece covering the lower back. It is commonly fashioned from a set of horizontal plates (lames) that are held together with leather straps. A culet is generally used to complement a fauld.

Fauld

(protects zones: 8,9 front)

A fauld is a piece of armor covering the front of the lower waist and abdomen. Generally, it is made of leather or metal horizontal plates (lames) strapped together with leather. A fauld is often used together with a culet, cuirass, and tassets.

Gambeson

(protects zones: 4-18, 21-24)

Also known as an aketon, arming doublet, padded jack, or pourpoint, a gambeson is a long flexible armor coat fashioned from padded armor. It covers the shoulders and arms as well as the torso and on down to cover the thighs, and may be either short-sleeved or long-sleeved.

Gauntlets

(protects zones: 19,20)

A gauntlet is a thick heavy glove protecting the hand. Obviously, no great feat of manual dexterity is possible while wearing one of these armor pieces (i.e. spell casting, opening locks, picking pockets, etc.).

Gauntlets, Elbow

(protects zones: 15-20)

An elbow gauntlet is simply a thick heavy glove protecting the hand, forearm, and elbow.

Gorget

(protects zones: 3)

A gorget is a stiff collar protecting the neck. It often supports a basinet helmet's weight.

Great Helm

(protects zones: 1-3)

A great helm closely resembles a large upturned bucket covering the head and neck. Generally, the heavy weight of the helm rests on the shoulders to alleviate the neck from the burden. Of course, this limits the head's motion and impairs vision. If even greater head protection is desired, a Great Helm may be worn over a coif.

Greaves

(protects zones: 27,28)

A greave is a stiff armor piece covering the lower leg. It is commonly used in conjunction with a polyn and cuisse. If even greater leg protection is desired, greaves may be worn over other flexible armor types.

Haubergeon

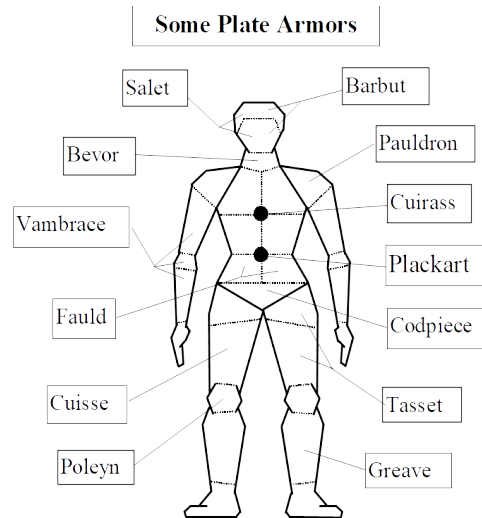
(long-sleeved haubergeon protects zones: 4-18, 21,22)

(short-sleeved haubergeon protects zones: 4-14, 21,22)

A haubergeon is a long flexible shirt similar to a hauberk covering the shoulders and upper arms as well as the torso and upper thighs. It is typically made of mail, and may be either short-sleeved or long-sleeved. It generally has a short slit in the front and back to allow horseback riding.

Occasionally, a small slit is left open at the hip to allow a sword hilt to protrude while protecting the scabbard underneath.

Long sleeved haubergeons are often fitted with mufflers, chain mittens at the end of the sleeves. This extends the protection of the hauberk to cover the hands. Slits are left open at the wrist to allow the hands to be withdrawn. Of course, no intricate feat of manual dexterity can be accomplished while the mittens are worn (spell casting, opening locks, picking pockets, etc.)



Hauberk

(long-sleeved hauberk protects zones: 4-18, 21-24)

(short-sleeved hauberk protects zones: 4-14, 21-24)

A hauberk is a long flexible shirt pulled over the head (typically made of mail). It covers the shoulders and arms as well as the torso and on down to cover the thighs, and may be either short-sleeved or long-sleeved. It is generally split in the front and back to allow horseback riding. Quite often, a small slit is left open at the hip to allow a sword hilt to protrude while protecting the scabbard underneath.

Long sleeved hauberks are often fitted with mufflers, chain mittens at the end of the sleeves. This extends the protection of the hauberk to cover the hands. Slits are left open at the wrist to allow the hands to be withdrawn. Of course, no intricate feat of manual dexterity can be accomplished while the mittens are worn (spell-casting, opening locks, picking pockets, etc.)

Kettle Hat

(protects zones: 2)

A kettle hat is a plate helmet covering only the top of the head. It has a wide sloping brim that gives it the appearance of a kettle when turned upright. In fact, many troops used their helms as cooking pots. Just don't let the sarge see you! If even greater head protection is desired, a Kettle Hat may be worn over a coif.

Leggings

(protects zones: 21-28)

Leggings are armor pieces that protect the thighs, knees, and shins. Typically, they are made of padded armor.

Lorica

(protects zones: 4-9,11-12 front and back)

A lorica, or lorica segmentata, is similar to a cuirass, but extends further to protect the lower torso and shoulders. It is similar to a breastplate and backplate combined, but was made from overlapping plate strips held together by leather straps to allow a greater range of freedom. The lorica was used extensively by the Roman army.

Mail Standard

(protects zones: 3)

A mail standard is simply a mail collar worn around the neck.

Manica

(protects zones: 12, 14, 16, 18)

Worn by some gladiators in ancient Rome, a manica is an armor piece protecting one shoulder and the outside of one arm (typically the right arm). It is fashioned from overlapping plates held together by a leather backing.

Munnions

(protects zones: 11,12)

A munnion is a group of plates (lames) covering the shoulder. They are generally attached to a gorget.

Norman Helm

(protects zones: 2)

A Norman helm is a bullet shaped skull cap with a stiff nose guard protruding down in front of the face. It was favored by many Vikings. Other than the nose guard, it provides no protection to the face and neck, but allows excellent visibility. An aventail was commonly attached to the helm to provide further protection. The stats above assume no such attachment.

Pauldron

(protects zones: 11-12)

A pauldron is a large stiff armor piece covering the shoulder.

Plackart

(protects zones: 6-9 in front)

A plackart is an additional metal plate added to reinforce the protection given by a breastplate. It covers the entire upper and lower abdomen.

Poleyn

(protects zones: 25,26)

A poleyn is a stiff armor piece covering the knee. It is commonly used in conjunction with a greave and cuisse.

Revebrace

(protects zones: 13,14)

A revebrace, or rerebrace, is a piece of stiff armor covering the upper arm. Although it may be used alone, it is most commonly used as a part of a vambrace.

Roman Helm

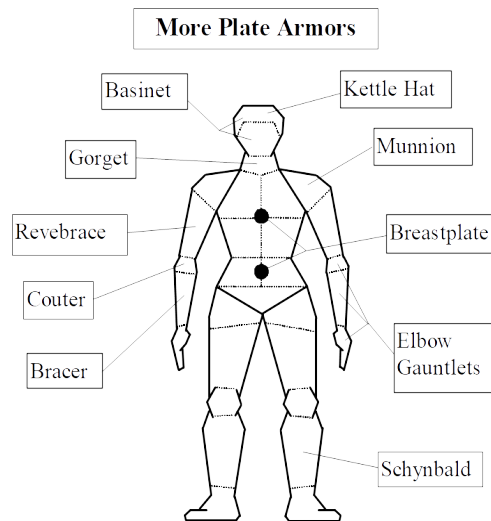
(protects zones: 1&2 and 3 in back)

A Roman Helm is a plate helmet which slopes down the backside to protect the neck. The helm has two hinged metal plates on either side to act as cheek guards, which are shaped to give some protection to the chin as well. The helm gives no protection for the eyes, but allows excellent visibility.

Sabotons

(protects zones: 29,30)

A saboton is a piece of armor protecting the foot that fits over the top of the boot.



Sallet

(protects zones: 1&2 and 3 in back)

A sallet is a plate helmet which slopes down the backside to protect the back of the neck. Some sallets are open-face. Others reach halfway down the front of the face and have eye slits to allow for the wearer's vision. A sallet is usually worn in conjunction with a bevor to guard the chin.

Schynbald

(protects zones: 27,28 in front)

A schynbald is a stiff armor piece covering the shin.

Shirt

(protects zones: 4-9, 11-14)

A shirt is a loose garment covering the upper arms and torso. They are commonly made of Mail, Padded, Leather, or Lamellar materials.

Skull Cap

(protects zones: 2)

A skullcap is a small open-faced helmet covering only the skull.

Splint

(protects zones: 11-18)

Splints are gutter-shaped coverings over the arms. Leather splints are commonly given to the infantry as cheap armor attached to padded hauberks.

Tassets

(protects zones: 21-24 front)

Tassets are horizontal strips of metal or leather plates attached together with leather straps. Commonly, they are connected to a fauld or breastplate where they hang down to protect the front of the thighs.

Vambrace

(protects zones: 13-18)

A vambrace is a combination of a bracer, couter, and revebrace covering the arm.

Ventaille

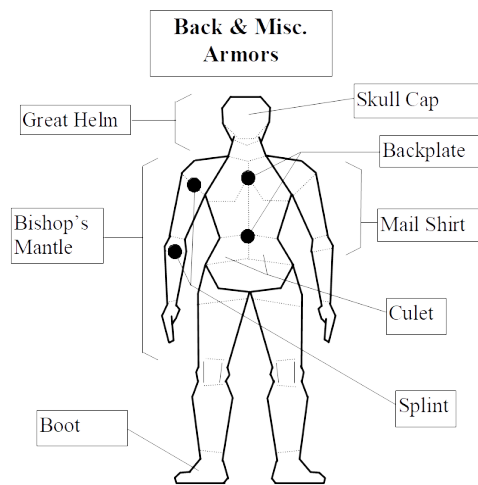
(protects zones: 1)

A ventaille is a mail covering for the mouth and lower face. It is usually attached to a coif by leather straps.

Viking Helm

(protects zones: 1&2 and 3 in back)

The classical Viking Helm⁴³ has a sloping back to protect the wearer's neck. It also has hinged cheek guards and possibly a nose guard. Some viking helms have bands encircling the eyes giving some protection to the face.








⁴³ Contrary to common opinion, Vikings did not attach horns or wings to their helms. Even so, the "horned helm" myth is so strong that it is reasonable to allow them, considering Mythmagica is all about myths.

Melee Weapons


The Attack Bonus of all melee weapons equals the weapon's skill rank plus Vigor. Melee weapons default to the skill Melee, so anyone that is unskilled in a melee weapon's use

may use their rank in Melee as the weapon rank. All Melee Weapons have an Ability Type of Lethal Force.

Sharp Close Combat Weapons (Non-Swords)

Close Combat Weapons	Base	Tempo	Damage	Parry	Base Price (s.oz.)
Axe 					
Great	10	+1	11 (1H) or 13 (2H)	4	2120
Large	10	+2	10 (1H) or 12 (2H)	4	304
Medium	10	+3	7 (1H) or 9 (2H)	3	64
Small	10	+4	6 (1H) or 8 (2H)	2	25
Tiny	10	+6	2 (1H) or 4 (2H)	1	14
Dagger  (Dirk, Knife, Kris, Poignard, Stiletto)					
Great	12	+3	5 (1H only)	5	2120
Large	12	+4	4 (1H only)	4	304
Medium (Jambiya)	12	+5	3 (1H only)	3	64
Small (Kirpan, Misericorde)	12	+6	2 (1H only)	2	25
Tiny	12	+7	1 (1H only)	1	14
Parrying Dagger  (Main Gauche, Swordbreaker, Trident Dagger)					
Great	16	+2	5 (1H only)	7	3180
Large	16	+3	4 (1H only)	6	456
Medium	16	+4	3 (1H only)	5	96
Small	16	+5	2 (1H only)	4	37
Tiny	16	+6	1 (1H only)	3	22
Scythe 					
Great	10	+1	13 (2H only)	4	2120
Large	10	+2	11 (2H only)	4	304
Medium	10	+3	8 (2H only)	4	64
Small	10	+5	6 (2H only)	2	25
Tiny	10	+6	3 (2H only)	2	14
Sickle 					
Great	12	+2	8 (1H only)	5	1060
Large	12	+3	7 (1H only)	4	152
Medium	12	+4	6 (1H only)	3	32
Small	12	+5	3 (1H only)	3	12
Tiny	12	+6	2 (1H only)	2	7

 Delivers Chopping Damage.

 Normally delivers Cutting Damage. But, very thin bladed specimens, such as Stiletos, may be used to deliver Puncturing Damage.

 Delivers Cutting Damage.

Sharp Close Combat Weapons (Swords)

Swords	Base	Tempo	Damage	Parry	Base Price (s.oz.)
Falcata ⚔ (Kopis, Machete, Sica, Yatagan)					
Great	16	+1	10 (1H only)	6	3180
Large	16	+2	9 (1H only)	5	456
Medium	16	+4	7 (1H only)	3	96
Small	16	+6	3 (1H only)	2	37
Tiny	16	+7	1 (1H only)	1	22
Khopesh ⚔ (Egyptian Sword)					
Great	12	+1	8 (1H) or 10 (2H)	6	2120
Large	12	+2	7 (1H) or 9 (2H)	5	304
Medium	12	+4	5 (1H) or 7 (2H)	3	64
Small	12	+5	4 (1H) or 6 (2H)	2	25
Tiny	12	+6	1 (1H) or 3 (2H)	2	14
Longsword ⚔ (Arming Sword)					
Great (Claymore, Flammenschwert)	24	+1	12 (1H) or 14 (2H)	5	6360
Large (Bastard Sword, Flambard, Zweihänder)	24	+3	9 (1H) or 11 (2H)	4	912
Medium (Broad Sword, Cruciform Sword)	24	+4	6 (1H) or 8 (2H)	4	192
Small	24	+5	5 (1H) or 7 (2H)	3	75
Tiny	24	+6	2 (1H) or 4 (2H)	3	44
Rapier ⚔					
Great	20	+1	9 (1H only)	7	2120
Large	20	+2	6 (1H only)	7	304
Medium (Flamberge)	20	+3	5 (1H only)	6	64
Small (Court Sword, Foil, Smallsword)	20	+4	4 (1H only)	5	25
Tiny (Hairpin Sword)	20	+5	1 (1H only)	5	14
Scimitar ⚔ (Cutlass, Sabre, Saif, Shamshir, Talwar)					
Great	16	+1	8 (1H only)	7	2120
Large	16	+2	7 (1H only)	6	304
Medium	16	+3	6 (1H only)	5	64
Small	16	+4	5 (1H only)	4	25
Tiny	16	+5	2 (1H only)	4	14
Short Sword ⚔ (Akinaka, Falchion, Harpe Sword, Viking Sword)					
Great	16	+2	7 (1H only)	6	4240
Large	16	+3	6 (1H only)	5	608
Medium (Gladius, Spatha)	16	+4	5 (1H only)	4	128
Small (Xiphos)	16	+5	4 (1H only)	3	50
Tiny	16	+6	3 (1H only)	2	29

⚔ A single-edged curved sword with a forward sweeping blade that is often thickest toward the end. Normally delivers Chopping Damage, but may be used to deliver Cutting Damage.

⚔ A single-edged sword whose blade extends straight out from the hilt, but has a curved crook starting mid-way up with the edge on the outside of the curve. Delivers Cutting Damage.

⚔ A double-edged straight sword with a long narrow blade. Usually delivers Cutting Damage, but may be used to deliver Chopping Damage.

⚔ A straight sword with an extremely narrow light blade, edged on one or both sides. It is primarily a stabbing weapon delivering Puncturing Damage. Chain Mail and Banded Mail armor get no Ward against this weapon type.

⚔ A single-edged curved sword with a backward sweeping blade. Delivers Cutting Damage.

⚔ A double-edged straight sword with a thick sturdy blade. Delivers Cutting Damage.

Blunt Close Combat Weapons (Non-Shields)

Note that, in the table below, no examples for Blunt weapons are provided. A Tiny sword would be analogous to a letter opener, which would hurt if you were stabbed with it. But, a Tiny club would be analogous to a pencil. If someone tried to bludgeon you with a pencil, you would barely notice, as there would be no weight behind the blow.

Close Combat Weapon	Base	Tempo	Damage	Parry	Base Price (s.oz.)
Club (Rod, Scepter)					
Great	5	+1	6 (1H) or 8 (2H)	5	265
Large	5	+2	5 (1H) or 7 (2H)	4	38
Medium	5	+3	2 (1H) or 4 (2H)	4	8
Small (Baton)	5	+4	1 (1H) or 3 (2H)	3	3
Hammer					
Great	5	+0	9 (1H) or 11 (2H)	5	2120
Large	5	+1	8 (1H) or 10 (2H)	4	304
Medium	5	+2	5 (1H) or 7 (2H)	4	64
Small	5	+3	4 (1H) or 6 (2H)	3	25
Mace (Flanged Mace, Morning Star)					
Great	16	+1	9 (1H) or 11 (2H)	6	2120
Large	16	+2	8 (1H) or 10 (2H)	5	304
Medium	16	+3	5 (1H) or 7 (2H)	5	64
Small	16	+4	4 (1H) or 6 (2H)	4	25
Mace and Chain					
Great	24	+4	7 (1H) or 9 (2H)	4	3180
Large	24	+5	6 (1H) or 8 (2H)	3	456
Medium	24	+6	3 (1H) or 5 (2H)	3	96
Small	24	+7	2 (1H) or 4 (2H)	2	37
Maul					
Great	16	+1	12 (1H) or 14 (2H)	4	2120
Large	16	+2	10 (1H) or 12 (2H)	4	304
Medium	16	+3	7 (1H) or 9 (2H)	4	64
Small	16	+4	4 (1H) or 6 (2H)	4	25
Pick					
Great	10	+1	7 (1H) or 9 (2H)	6	2120
Large	10	+2	6 (1H) or 8 (2H)	5	304
Medium	10	+3	3 (1H) or 5 (2H)	5	64
Small	10	+4	2 (1H) or 4 (2H)	4	14
Quarterstaff					
Great	20	+1	8 (2H only)	8	265
Large	20	+3	5 (2H only)	7	38
Medium	20	+4	4 (2H only)	6	8
Small	20	+6	2 (2H only)	5	3
War Hammer ♦					
Great	8	+0	12 (1H) or 14 (2H)	4	2120
Large	8	+1	10 (1H) or 12 (2H)	4	304
Medium	8	+2	7 (1H) or 9 (2H)	4	64
Small	8	+4	3 (1H) or 5 (2H)	3	25

All Blunt Weapons deliver Blunt Damage.

♦ Plate armor gets no Ward against this weapon type.

Shields

Blunt Close Combat Weapons (Shields)

Close Combat Weapon	Base	Tempo	Damage	Parry	Base Price (s.oZ.)
Shield ●					
Great	6	+0	6 (1H only)	6	2120
Large (Scutum)	6	+1	5 (1H only)	5	304
Medium (Aspis)	6	+2	4 (1H only)	4	64
Small	6	+3	3 (1H only)	3	25
Tiny	6	+4	2 (1H only)	2	14

All Blunt Weapons deliver Blunt Damage.

- Shields are treated as weapons that grant an additional Cover Bonus to Defense (see below).

Shields are sort of halfway between weapons and armor. They may be wielded in combat like weapons, if desired. But, they aren't particularly good *as weapons*, and are generally used offensively only if other weapons are unavailable.⁴⁴ Even so, they are quite useful as armament as they add Cover Bonuses to the holder's Defense, although they provide no Ward against Damage.

Shields come in all sizes, ranging from Tiny to Great. The value of the Cover Bonus depends on how much of the possessor's body the Shield covers. It stands to reason, then, that the Cover Bonus of a Small Shield is greater if held by a Tiny-sized Sprite than if it were held by a Medium-sized Human. For the Sprite, a Small Shield is Oversize and covers the majority of its body. For the Human, though, a Small Shield is Undersize and covers only a fraction of their body. So, as shown on the Shield Combat Adjustments Table, a Small Shield gives a Sprite a +3 bonus while it gives the Human only a +1 bonus. For a Human to get the same +3 bonus, then, they must use a Large Shield, which to a Medium-sized creature, is Oversize. These Cover Bonuses are independent of the user's Parry. That is, they are above and beyond whatever defensive benefits Parry offers.

Shield Combat Adjustments Table

Relative Shield Size	Cover Bonus	Shield Speed Penalty
Undersize (Buckler)	+1	0
Proportional	+2	-5
Oversize	+3	-10














The weapon stats for Shields are found on the table above. A Shield does not need to be actually wielded to gain its Cover Bonus, merely held. If wielded in conjunction with another weapon, the standard dual weapon rules apply (see [Dual Weapon Fighting](#) in the [Combat Rules](#) section of [The Rules Reference](#) for details). Further, the various [Defending with... Shield](#) gifts can augment a character's proficiency with shields in which they have additional training, both raising their Cover Bonuses and lowering their Speed Penalties with them.

⁴⁴ This is not always the case, though. Some fighting styles actively incorporate offensive use of shields.


Polearm Weapons


A Polearm gains a free attack on closing opponents provided it outreaches the opponents' weapons (an attack may be made as soon as the opponent closes ground). Note that Polearms often attack melee opponents from the 2nd rank of

combat. Unless the opposing side has weapons with sufficient Reach to attack the 2nd rank, the wielder is safe from attack as long as the front-line holds.


Polearm Weapon	Base	Tempo	Damage	Parry	Length	Base Price (s.oz.)
Poleaxe 						
Great	10	+1	9 (2H only)	6	24' 	3180
Large	10	+2	8 (2H only)	5	12' 	456
Medium (Halberd, Lochaber Axe)	10	+3	7 (2H only)	4	6' 	96
Small (Epsilon Axe)	10	+5	5 (2H only)	3	3'	37
Tiny	10	+6	2 (2H only)	3	18 inches	22
Spear 						
Great (Pike)	16	+1	8 (1H) or 10 (2H)	6	24' 	2120
Large (Dory, Long Spear)	16	+2	7 (1H) or 9 (2H)	5	12' 	304
Medium	16	+4	3 (1H) or 5 (2H)	4	6' 	64
Small (Short Spear)	16	+5	2 (1H) or 4 (2H)	3	3'	25
Tiny	16	+6	1 (1H) or 3 (2H)	2	18 inches	14
Trident  (Bident, Pitchfork) 						
Great	16	+0	9 (1H) or 11 (2H)	7	24' 	4240
Large	16	+1	8 (1H) or 10 (2H)	6	12' 	608
Medium (Fascina)	16	+3	4 (1H) or 6 (2H)	5	6' 	128
Small	16	+4	3 (1H) or 5 (2H)	4	3'	50
Tiny	16	+6	1 (1H) or 3 (2H)	2	18 inches	29


 Delivers Chopping Damage.

 Delivers Puncturing Damage.

 Has a 10 foot Reach when wielded by a Medium-size creature.

 Has a 10 foot Reach when wielded by a Medium-size creature, or a 15 foot reach when wielded by a Large-size creature.

 Has a 20 foot Reach when wielded by a Large-size creature, or a 30 foot reach when wielded by a Great-size creature.

 A Bident has only two prongs while a Pitchfork has four or five, but they are all mechanically treated as Tridents.

Entrapment Weapons

Entrapment Weapons

Entrapment Weapon	Base	Tempo	Effect Δ	Parry	Genre	Range	Base Price (s.oz.)
Bolas (1H)							
Great	16	+0	12 (setback)	--	entwine	short	265
Large	16	+1	10 (setback)	--	entwine	short	38
Medium	16	+2	7 (setback)	--	entwine	short	8
Small	16	+3	4 (setback)	--	entwine	short	3
Tiny	16	+4	1 (setback)	--	entwine	short	1¾
Cat-o-Nine-Tails (1H)							
Great	12	+1	5 (dam) + 5 (setback)	4	entangle	melee	3180
Large	12	+2	4 (dam) + 3 (setback)	4	entangle	melee	456
Medium	12	+3	3 (dam) + 3 (setback)	3	entangle	melee	96
Small	12	+4	2 (dam) + 3 (setback)	2	entangle	melee	37
Tiny	12	+5	1 (dam) + 1 (setback)	2	entangle	melee	22
Garrote ⌘ (2H)							
Great	4	+7	7 (setback)	--	strangle	melee	265
Large	4	+7	7 (setback)	--	strangle	melee	38
Medium	4	+7	7 (setback)	--	strangle	melee	8
Small	4	+7	7 (setback)	--	strangle	melee	3
Tiny	4	+7	7 (setback)	--	strangle	melee	1¾
Iaculum (1H - Cloak, Gladiator Net)							
Great	16	+1	7 (setback)	6	entangle	melee	1060
Large	16	+2	6 (setback)	5	entangle	melee	152
Medium (Rete)	16	+3	5 (setback)	4	entangle	melee	32
Small	16	+4	4 (setback)	3	entangle	melee	12
Tiny	16	+5	1 (setback)	3	entangle	melee	7
Lasso (2H- Lariat)							
Great	8	+0	13 (setback)	--	ensnare	very short	265
Large	8	+1	13 (setback)	--	ensnare	close	38
Medium	8	+2	10 (setback)	--	ensnare	close	8
Small	8	+4	7 (setback)	--	ensnare	point blank	3
Tiny	8	+5	4 (setback)	--	ensnare	melee	1¾
Shepherd's Crook (2H)							
Great	16	+1	6 (dam) + 5 (setback)	5	entangle	melee	265
Large	16	+2	5 (dam) + 3 (setback)	5	entangle	melee	38
Medium	16	+3	4 (dam) + 3 (setback)	4	entangle	melee	8
Small	16	+4	3 (dam) + 3 (setback)	3	entangle	melee	3
Tiny	16	+6	3 (setback)	2	entangle	melee	1¾
Thrown Net (2H)							
Great	16	+1	10 (setback) ◆	--	netting	short	530
Large	16	+2	10 (setback) ●	--	netting	very short	76
Medium	16	+3	7 (setback)	--	netting	very short	16
Small	16	+4	4 (setback)	--	netting	very short	6
Tiny	16	+5	1 (setback)	--	netting	very short	3
Whip ⌘ (1H)							
Great	12	+0	3 (dam) +5 (setback)	5	entangle	close	3180
Large	12	+2	2 (dam) +5 (setback)	4	entangle	point blank	456
Medium	12	+3	2 (dam) +4 (setback)	3	entangle	point blank	96
Small	12	+5	1 (dam) +2 (setback)	3	entangle	melee	37
Tiny	12	+6	1 (dam) +1 (setback)	2	entangle	melee	22

* Footnotes on next page.

Entrapment Weapons Table Footnotes:

- △ This weapon cannot deliver Internal Damage. The Margin is applied to the target's Setback. If this lowers the target's Fate Points to zero, it is defeated and suffers the consequences on the Guts & Glory Table for Non-Lethal Force.
- ◆ This weapon affects all creatures caught within a 10-foot radius area.
- This weapon affects all creatures caught within a 5-foot radius area.
- ⌘ This weapon affects all creatures having a size category up to 1 size larger than the weapon's size. So, a Medium-sized weapon can affect creatures up to size Large.
- ∪ Whips are fashioned from leather by default. But, European folklore includes the Dullahan, a headless horseman, who wields a whip made from a bony spine. Further, while chain whips do not appear in European legends, they did exist in China. So, it is not unreasonable for a whip to be fashioned from a string of segmented metal or bone pieces.

Entrapment Weapons Notes

Ranges are divided into categories with the following definitions: melee / touch = 5 feet, point blank = 10 feet, close = 20 feet, very short = 40 feet, short = 80 feet, medium = 160 feet, long = 320 feet, very long = 640 feet.

All Entrapment Weapons attack Stability rather than Defense. Those having a range of Melee or Point Blank have Attack Bonuses equal to the weapon's skill rank plus Vigor. All others use Attack Bonuses equal to the weapon's skill rank plus Acumen. Entrapment Weapons default to Trickery, so anyone unskilled in an Entrapment Weapon's use may use their rank in Trickery as the weapon rank. All Entrapment Weapons have an Ability Type of Non-Lethal Force, and gain no Strength Damage on blows.

In addition, if the Entrapment Weapons Table states that an Entrapment Weapon delivers damage, that damage is considered to be Flaying Damage, which is a purely surface effect. As such, no Entrapment Weapon can deliver Internal Damage. Instead, the Margins of all Entrapment Weapons (including those dealing damage), is applied as Setback.

Entrapment Weapon Genres

Ensnare: The attacker must hit the target normally (as a Range Attack vs. Stability). Failure indicates the target avoided the weapon and is unhindered. Success indicates it is ensnared and takes Fettering Setback equal to the stated amount plus the aggressor's Craftiness (if positive) plus the roll's Margin. The aggressor must keep a hold on the weapon and keep it taut to maintain its effects. Further, they must use an Assault Action to make another Conflict Roll every Round⁴⁵ (as a Melee Attack vs. Stability). A successful roll will once again impose the aforementioned Fettering Setback. A Bare Failure indicates the target does not sustain any Setback from the weapon, but does not escape either. A Pure Failure indicates the target escapes the weapon's clutches. The weapon hinders the target while ensnared, giving it a Drawback on all actions involving its Agility while the weapon holds it. However, the target has the following options during their turn:

- The target may attempt to jerk the weapon out of the assailant's grasp as an Assault Action. As both the target and attacker can move around, this isn't a pure Strength Check. Rather, the target and assailant pit their Levels and Strengths against each other. So, the target adds their Level and Strength to the roll, and pits it against a Threshold of 10 plus the assailant's Level and Strength. If the target succeeds, the assailant loses their grip on the weapon and sustains the Margin of the roll as Footing Setback.
- Alternately, the target may attempt to sever the weapon as an Assault Action. (See Rope in the Miscellaneous Gear section for how it may be damaged.) When attached to a target, the lasso's Defense is 0 (although it immune to Internal Damage).

If the target's Fate Points fall to zero while ensnared, assume it is hopelessly wrapped up in the weapon's grasp, unable to escape without assistance.

Entangle: The attacker must hit the target(s) normally (vs. Stability). If successful, the target is tripped up by the weapon to some degree and takes Footing Setback equal to the stated amount plus the aggressor's Craftiness (if positive) plus the roll's Margin. If this lowers the target's Fate Points to zero, assume the target is knocked out or is otherwise incapacitated for the remainder of the Scene. Otherwise, it is merely made to be off balance. The weapon immediately falls away from the target, and is quickly ready to be used in another attack. Any damage delivered by the weapon, if any, should be treated as Blunt damage.

Entwine: The attacker must hit the target normally (vs. Stability). Failure indicates the target avoided the weapon and is unhindered. Success indicates they are knocked Prone and take Fettering Setback equal to the stated amount plus the aggressor's Craftiness (if positive) plus the roll's Margin. If the target's Fate Points falls to zero while entwined, assume it is hopelessly wrapped up in the weapon's grasp, unable to free itself without assistance. While wrapped up in the weapon, the target's Speed drops to 0 and it suffers from a Drawback on all Conflict Rolls involving the target's Agility. The target has the following options to free themselves:

⁴⁵ The initial ensnaring attack is treated as a Range attack. As such, the aggressor foregoes any potential Boss attacks on that roll. However, the subsequent holding rolls are treated as Melee attacks. As such, any potential additional Boss attacks *do* apply at this point if the aggressor's Level greatly exceeds that of their target.

- If the target has hands, they may make an Avoidance Roll with Craftiness Adjustments to unwrap themselves. The Threshold they must overcome equals 10 plus the attacker's weapon rank. Every attempt requires they expend an Action. (A failed roll does not inflict additional Fettering Setback.)
- Alternately, the target may attempt to sever the weapon as an Assault Action. The weapon has a number of Hit Points equal to the Setback it delivers in a single attack. For example, if a Bola delivers 7 Setback when it strikes, then that same weapon will be cut if it sustains 7 Damage. As it is attached to the target, the weapon's Defense is only a 10. Note that normal cord is Immune to Blunt and Internal Damage, and is resistant to bites, claws, and punctures, taking only half Damage from Puncturing and Rending Damage.

Netting: Weapons of this type cover an area having a footprint equal in size to a creature of its Size Category. (So, a Large Net covers a 10'x10' area.) All targets within the area must make Avoidance Rolls with Toughness and Perception adjustments against a Threshold of 10 plus the attacker's weapon rank plus Acumen. Success indicates the target avoided the weapon and is unhindered. Failure indicates they are netted and take Fettering Setback equal to the stated amount plus the aggressor's Craftiness (if positive) plus the roll's Margin. Further, while wrapped up in the weapon, its Speed drops to 0, and it suffers from a Drawback on all Conflict Rolls involving its Agility. If the target's Fate Points falls to zero while netted, assume it is hopelessly wrapped up in the weapon's grasp, unable to free itself without assistance. The targets have the following options to free themselves.

- Each target may expend an Action to attempt to extract themselves from the net. Each such attempt requires they make an Avoidance Roll with Acumen Adjustments against the same Threshold. Failure on any such roll indicates they become even more hindered, taking additional Fettering Setback equal to the stated amount plus the roll's Margin.
- Alternately, each target may attempt to sever the net as an Assault Action. The weapon has a number of Hit Points equal to the Setback it delivers in a single attack. For example, if a Net delivers 10 Setback when it strikes, then a target can cut a hole sufficiently large to free itself if it delivers 10 Damage to the Net. As it is attached to the target, the weapon's Defense is only a 10. Note that a normal net is Immune to Blunt and Internal Damage, and is resistant to bites, claws, and punctures, taking only half Damage from Puncturing and Rending Damage. However, failure on any such Attack Roll indicates they become even more hindered, taking additional Fettering

Setback equal to the stated amount plus the roll's Margin.

Strangle: The wielder can use this weapon only on Surprised creatures with a normal attack (vs. Stability). The weapon immediately delivers the Sedating Setback equal to the stated amount plus the aggressor's Craftiness (if positive) plus the roll's Margin. If this lowers the target's Fate Points to zero, it immediately falls unconscious. Otherwise, the target suffers two effects. First, the target suffers from an Extreme Drawback on all physical actions as long as they are held. Next, they sustain Suffocating Damage. At the first Round, they suffer 2 Suffocating Damage. At the second Round, they suffer an additional 4 Suffocating Damage. On the third, the choking delivers 6 Suffocating Damage, etc. This process continues in a like manner, inflicting a cumulative 2 Suffocating Damage every Round, until the target resumes breathing or falls to zero Hit Points. As a normal action, the target may attempt to break free from their assailant. To do so, they must make an Avoidance Roll with Strength adjustments against a Threshold of 10 + attacker's weapon rank + Strength. Any failed attempt indicates the target again sustains the aforementioned Sedating Setback. Unfortunately, cutting the cord is not feasible, as it cuts deeply into the neck.

Range Weapons

The Attack Bonus for all range weapons equals the skill rank plus Acumen. Range weapons default to the skill Ballistics, so anyone that is unskilled in a range weapon's use may use their rank in Ballistics as the weapon rank. No Range Weapons have *Parry* and none can be parried against. Shot weapons ordinarily get no Strength adjustment on damage. However, bows customized for a specific Strength gain that

Strength adjustment on damage. Thrown weapons always get full Strength adjustment on damage. All Range Weapons have an Ability Type of Lethal Force. Ranges are divided into categories with the following definitions: melee / touch = 5 feet, point blank = 10 feet, close = 20 feet, very short = 40 feet, short = 80 feet, medium = 160 feet, long = 320 feet, very long = 640 feet.

Shot Weapons

Shot Weapon	Base	Tempo	Damage	Range	Base Price (s.oz.)
Blowgun ●					
Great	10	+4	1 (2H)	short	265
Large	10	+4	1 (2H)	short	38
Medium	10	+4	1 (2H)	short	8
Small	10	+5	1 (2H)	very short	3
Tiny	10	+6	1 (2H)	very short	1¼
Bow Δ					
Great	24	+0	11 (2H)	long	6360
Large (Long Bow)	24	+1	8 (2H)	long	912
Medium	24	+3	5 (2H)	medium	192
Small (Short Bow)	24	+4	5 (2H)	short	75
Tiny	24	+6	2 (2H)	very short	44
Crossbow ⚡					
Great (Ballista)	20	+4	12 (2H)	long	1060
Large	20	+6	9 (2H)	medium	152
Medium (Arbalest)	20	+7	5 (2H)	medium	32
Small	20	+8	4 (2H)	short	12
Tiny	20	+9	3 (2H)	very short	7

- Delivers Puncturing Damage. This weapon cannot deliver *Internal Damage*. But, it can be pre-loaded and readied for extended periods without straining the user.
- Δ Delivers Puncturing Damage. Bows can be customized for a specific Strength. When this is done, the weapon gains that Strength adjustment on damage, and can only be used by someone with at least that much Strength. Custom bows have their prices doubled.
- ⚡ Delivers Puncturing Damage. These weapons require an Assault Action to load. But, they can be pre-loaded and readied for extended periods without straining the user. Further, Strength adjustments are not applied to the weapon's damage.

Shot Weapons (Continued)

Shot Weapon	Base	Tempo	Damage	Range	Base Price (s.oz.)
Sling ♦					
Great	12	-1	11 (2H)	long	66
Large	12	+1	8 (2H)	medium	9
Medium	12	+2	5 (2H)	medium	2
Small	12	+3	5 (2H)	short	$\frac{3}{4}$
Tiny	12	+4	2 (2H)	short	$\frac{1}{2}$
Staff Sling ❖					
Great	24	-1	11 (2H)	very long	397
Large	24	+1	8 (2H)	long	57
Medium	24	+2	5 (2H)	long	12
Small	24	+3	5 (2H)	medium	4
Tiny	24	+4	2 (2H)	medium	$2\frac{1}{4}$

♦ Delivers Blunt Damage. Weapon may be used in conjunction with a shield, despite the fact that it is a two-handed weapon. Generally, the second hand is needed only to hold the bullet in place while loading.

❖ Delivers Blunt Damage.

Thrown Weapons

Thrown Weapon	Base	Tempo	Damage	Range	Base Price (s.oz.)
Dart ◆ (War Dart)					
Great	8	+1	9 (1H)	short	265
Large	8	+2	6 (1H)	short	38
Medium	8	+3	3 (1H)	short	8
Small (Faery Dart ♪)	8	+4	3 (1H)	very short	3
Tiny	8	+5	1 (1H)	very short	1¼
Harpoon ⚡					
Great	12	+1	13 (1H)	very short	2120
Large	12	+2	11 (1H)	very short	304
Medium	12	+3	8 (1H)	very short	64
Small	12	+4	5 (1H)	very short	25
Tiny	12	+5	2 (1H)	very short	14
Throwing Axe ❖					
Great	12	+2	10 (1H) or 12 (2H)	very short	2120
Large	12	+3	7 (1H) or 9 (2H)	very short	304
Medium	12	+4	4 (1H) or 6 (2H)	very short	64
Small	12	+5	1 (1H) or 3 (2H)	very short	25
Tiny	12	+6	1 (1H) or 3 (2H)	close	14
Throwing Dagger ◆					
Great	10	+1	10 (1H)	short	1060
Large	10	+3	7 (1H)	very short	152
Medium	10	+4	4 (1H)	very short	32
Small	10	+5	1 (1H)	very short	12
Tiny	10	+6	1 (1H)	close	7
Throwing Hammer ●					
Great	16	+1	14 (2H)	close	2120
Large	16	+2	11 (2H)	close	304
Medium	16	+3	8 (2H)	close	64
Small	16	+4	5 (2H)	close	25
Tiny	16	+6	2 (2H)	point blank	14

◆ Delivers Puncturing Damage.

♪ Faery Darts are essentially flint arrowheads. Sprites often throw them like throwing daggers, but are treated as darts.

⚡ Delivers Puncturing Damage. Weapon is barbed and remains embedded in wound until it is removed. In extracting the barb, a similar amount of Rending Damage is delivered.

❖ Delivers Chopping Damage.

● Delivers Blunt Damage.

Thrown Weapons (Continued)

Thrown Weapon	Base	Tempo	Damage	Range	Base Price (s.oz.)
Throwing Spear ◆					
Great	20	+0	10 (1H)	long	2120
Large (Long Spear)	20	+1	7 (1H)	long	304
Medium (Javelin)	20	+3	4 (1H)	medium	64
Small (Short Spear)	20	+4	4 (1H)	short	25
Tiny	20	+6	1 (1H)	very short	14
Throwing Trident ◆					
Great	12	+2	12 (1H)	very short	4240
Large	12	+3	9 (1H)	very short	608
Medium	12	+4	5 (1H)	very short	128
Small	12	+5	2 (1H)	very short	50
Tiny	12	+6	2 (1H)	close	29

◆ Delivers Puncturing Damage.