

MYTHMAGICA™



Quickstart Guide

For use with Mythmagica Beta 11.0
A Primer for the Mythmagica RPG

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Mythmagica Quickstart Guide

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, in a fictional world dreamed up by you and your friends.

The Mythmagica rule-set is encyclopedic, and can be intimidating to beginning players. This guide attempts to alleviate that concern by providing all the information you'll need to quickly get up and running. It simplifies the process by leaving out some game details and strictly limiting choices in the character creation process. However, this guide should not be seen as a straight-jacket. Rather, it is a gentle introduction to the fundamentals. Nothing it contains is intended to prevent you from taking advantage of the game's full set of options, when and if you choose to do so. For any more esoteric information, which may be of interest after you're familiar with the basics, this guide points you to where you can find it in the rule books.

The Basics

To play Mythmagica, one player must assume a special role. This player takes responsibility for describing the fictional world and controlling all of the villains as well as most of the other characters within it. This player is known as the Overlord, or Game Master.

Each of the other players has their own, special character that they control, known as an Avatar. As a player, you will normally just describe what your Avatar does. Often, your Avatar's actions will be non-confrontational, and everyone will just agree that they do what you say they do. In other situations, though, the Overlord may call for a Conflict Roll to determine the outcome.

Levels and XP

Every character in the game has a Level, which is a gauge of the character's overall competence. Levels are gained as a character earns Experience Points (XP) through adventuring.

As beginning characters have no XP, they start at Level 0.

Conflict Rolls

Twenty-sided dice (d20s) are the only dice used in Mythmagica. In most situations, a Conflict Roll is made by rolling one d20, adding adjustments to the number rolled, and comparing that sum to a Threshold. If the result beats the Threshold, the Conflict Roll succeeds. If it is less than the Threshold, it fails. Ties are re-rolled.

The difference between the adjusted roll and the Threshold is called the Margin. There are several degrees of success or failure, depending on the Margin:

- If the Margin succeeds by 2 or more, the roll is a Pure Success.
- If the Margin succeeds by 1, the roll is a Bare Success.
- If the Margin fails by 1, the roll is a Bare Failure.
- If the Margin fails by 2 or more, the roll is a Pure Failure.

Further, if the d20 explicitly rolls a 20 on the die, the roll automatically succeeds, and is called a Natural Success. A Natural Success is always counted as a Pure Success.

If the d20 explicitly rolls a 1 on the die, the roll automatically fails, and is called a Natural Failure. A Natural Failure is always counted as a Pure Failure.

Edges and Drawbacks

Sometimes, a character has an Edge on a Conflict Roll. In these cases, the player rolls an additional d20 and uses the higher number in determining the outcome. At other times, a character has a Drawback. In these cases, the player rolls an additional d20 and takes the lower number to determine the outcome.

Characters may have multiple Edges and/or Drawbacks. Each Edge cancels one Drawback, and visa-versa. If two or more Edges remain after this canceling process, an Extreme Edge is indicated. With an Extreme Edge, the player rolls two additional d20s (for a total of three d20s), and takes the highest roll to determine the outcome. Two or more Drawbacks indicates an Extreme Drawback, and the player rolls two additional d20s (for a total of three d20s), and takes

the lowest roll. There is never a case where more than three d20s are rolled on any given Conflict Roll.

Hit Points and Damage

Hit Points determines how much Damage a character can take before being Overcome. There are many different types of Damage in the game. Swords deliver Cutting Damage; Clubs deliver Blunt Damage; Fire delivers Scorching Damage; etc. Hit Points may be recovered through resting, at a rate equal to the character's Daily Healing Rate. It can also be restored through magic.

Fate Points and Setback

Fate Points determines how much Setback a character can take before being Overcome. There are many different types of Setback in the game. Nets deliver Fettering Setback; Sleep Gas delivers Sedating Setback; Alcohol delivers Intoxicating Setback; etc. Fate Points may be recovered through resting at a rate of 1 point per hour. But, they are fully restored at the end of every Chapter, which happens entirely at the Overlord's discretion.

Guts and Glory

Ok. Nothing too surprising so far. But, pay attention here, because we're about to tell you what really sets Mythmagica apart, and why you want to play this game: Guts and Glory.

Every character important enough to have a name has a resource called Guts. You spend Guts on Conflict Rolls involving your character to change a failed roll into a Bare Success or a successful roll (made by another character attacking your Avatar) into a Bare Failure. There is a caveat, however: you cannot spend Guts on Natural Failures and Natural Successes.

Every Guts point spent changes a d20 roll by one. So, turning a failure into a Bare Success requires you to spend a number of Guts points equal to the Margin+1. You cannot spend Guts beyond this to turn a failed roll into a Pure Success or a successful roll into a Pure Failure, though.

The more Guts points spent in total, the higher a character's Glory Status, which varies from 1 to 6.

Guts are completely refreshed at the beginning of every adventure and whenever XP is handed out, which happen entirely at the Overlord's discretion.

Whenever the Overlord awards XP, each Avatar multiplies the XP share handed out by their own Glory Status. So, the higher a character's Glory Status, the greater the XP they

earn. Needless to say, this fact greatly encourages players to spend Guts points.

However, a character's Glory Status determines the consequences to a character if they are Overcome. In all cases, an Overcome character can no longer participate in conflicts until the current scene ends. But, your Avatar suffers additional consequences based on the situation and the character's Glory Status according to these guidelines:

Glory Status 1 (0-3 Guts spent): Slight Consequences. The character may be knocked out for a few hours, but there are no serious long-term consequences.

Glory Status 2 (4-9 Guts spent): Minor Consequences. The character may gain or lose a Trait, may run out of ammunition, suffer from a minor sprain, or have some similar minor mishap.

Glory Status 3 (10-18 Guts spent): Moderate Consequences. The character may be inflicted with some non-chronic disease, crack a bone, suffer from incapacitation for a day, or undergo some similar hardship.

Glory Status 4 (19-30 Guts spent): Major Consequences. The character may suffer from a serious bone break, be taken prisoner, lose something important, or endure some similar tribulation.

Glory Status 5 (31-45 Guts spent): Long-Lasting Major Consequences. Some life-altering catastrophic bad stuff happens. The character may lose a limb, be infected with chronic lycanthropy, or even die, leaving their body in a resurrect-able state.

Glory Status 6 (46-63 Guts spent): The character permanently retires from the game. Most commonly, the character dies with no chance of resurrection.

The Guts and Glory section of The Rules Reference provides several pages of potential consequences to choose from that follow these guidelines.

Needless to say, these consequences greatly discourage players from spending Guts too freely. So, players experience a constant tension between wanting to spend Guts, and wanting to conserve them.

Further, the Overlord has absolutely no say in when, or if, a player spends Guts or not. As such, while the Overlord has the ability to throw endless hordes of foes at the Avatars, they simply do not have the authority to kill them. The Avatar's player is the only one with the power to gamble an Avatar's life. So, Avatars never die meaningless deaths.

Conflicts between Named Characters

Sometimes, two named characters (i.e. those with Guts points to spend) will come into conflict. Most often, this happens when the Avatars encounter a Named Villain. Like the Avatars, Named Villains are given Guts points to spend. In these situations, each side naturally wants to win Conflict Rolls. When both sides have Guts, a bidding process ensues. The side failing the roll is given the first opportunity for control, as normal. This initial bid must be for as many Guts points as the roll failed by (again, as normal). So, if the roll fell 5 points shy of succeeding, the initial bid must be for 5 points if the player wants to change the outcome. At that point, the opposing side may make their own bid, which must be at least one point higher than the previous bid. However, the opposing side gets one and only one counter-bid, so they better make it count. After this singular counter-bid, the person that failed the original roll can either choose to let their opponent win the bid, or out-bid them by one point (assuming they have sufficient Guts points to do so). If they choose the latter option, they win the bid. The winning bidder spends the Guts points they bid, and gains control of the roll. If the first bidder wins the bid, this results in a bare win for them. If the second bidder wins, the result is whatever the dice originally indicated. The losing bidder does not expend any of the Guts points they bid.

Combat

Combat is broken up into Rounds. Every Round, each side of the battle rolls a d20 to determine their side's Group Initiative. The side with the highest Initiative performs their actions first, in what is collectively called a Go. Then, the lower side has their Go.

During a side's Go, the Overlord decides the order in which the characters on that side take their Turns. (Often, the Overlord just goes around the table. But, they can change the order when circumstances warrant it.)

On any given Round, each character can perform one Reaction and two Actions, only one of which can be an Assault Action.

- A Reaction is a quick act that can be taken at any point in a Round, even on a foe's Turn. For example, drawing a sword or pulling a potion out of a pouch can be performed as Reactions.
- Actions are more involved acts that can only be taken on a character's Turn. Casting a healing spell, drinking a potion, and moving are each considered Actions.

- An Assault Action is an Action that attacks a target, and which typically inflicts Damage and/or Setback. So, swinging a sword, shooting a bow, or casting an offensive spell are Assault Actions.

Surprise

When Initiative is rolled, any side unaware of the other's presence suffers from a Drawback on Initiative. If they lose Initiative by 5 or more, their entire side is Surprised on the first Go of combat. When surprised, a character suffers from a Drawback on all Actions targeting them.

Boss Attacks

A character engaged in direct hand-to-hand melee with opponents of significantly lower Level may gain extra attacks. These extra attacks are known as Boss Attacks. The initial attack along with the extra Boss Attacks are collectively known as an Attack Flurry. Despite the fact that an Attack Flurry is comprised of multiple Conflict Rolls, it is considered to be a single Assault Action.

If a combatant's first swing of a melee or natural weapon in a Round attacks a character having a Level that is 2 or more less than his, the aggressor is entitled to one extra Boss Attack. If their second swing attacks a character having a Level that is 4 or more less than theirs, they are entitled to another Boss Attack. If their third swing attacks a character having a Level that is 6 or more less than theirs, they are entitled to another Boss Attack, etc.

Conflict Roll Types

There are several different types of Conflict Rolls commonly used in the game. Each of these is given its own name as a shorthand to succinctly discuss them.

Attack Rolls

A Conflict Roll targeting a foe with a weapon is called an Attack Roll. When performing an Attack Roll, add the character's Attack Bonus with the weapon to the d20 roll.

Most weapons are damaging weapons. That is, their primary purpose is to deliver Damage to the target. To hit with a damaging weapon, an Attack Roll must beat the target's Defense. On a successful hit with a damaging weapon, the target sustains the weapon's Basic Damage. Plus, the Margin of the Conflict Roll is added as additional Internal Damage.

Some weapons are entrapment weapons, whose primary purpose is to deliver Setback. To hit with an entrapment weapon, an Attack Roll must beat the target's Stability. On a

successful hit, the target sustains the weapon's basic Setback (and possibly Damage), which varies from weapon to weapon. Plus, the Margin of the Conflict Roll is added as additional Setback.

A Natural Success on an Attack Roll indicates the weapon delivers double Damage and/or Setback.

Attribute Checks

A Conflict Roll made by a character in which neither the roll, nor the Threshold, involves any Levels or skill ranks. The roll is purely adjusted by one or two Basic Attributes. These are most often used when testing a character's abilities against the environment, or Mother Nature. The Threshold an Attribute Check must beat is set by Overlord Fiat based on their assessment of the situation. If an Attribute Check is made with a single Basic Attribute, the Attribute value is doubled before adding it to the roll. (This keeps the Thresholds on an even keel throughout the game, without the Thresholds having to take into consideration whether one attribute in isolation or two in combination are being tested.) Attribute Checks are commonly referenced by the Attribute they are testing. So, an Attribute Check for Perception is often called a Perception Check; an Attribute Check of Agility is often called an Agility Check; etc.

Avoidance Rolls

A Conflict Roll made by a character to avoid, or partially avoid, some effect. When performing an Avoidance Roll, add the character's Level and any pertinent Attributes to the d20 roll. The Threshold that must be overcome equals 10 plus the foe's rank in the ability being used.

Skill Rolls

A Conflict Roll made by a character when using a Skill. When performing a Skill Roll, add the character's skill rank and any pertinent Attributes to the d20 roll. The Threshold that must be overcome equals 10 plus the opposition's Level plus any of their pertinent Attributes.

Character Makeup

Characters have many stats recorded on their sheets.

Basic Attributes

Characters have seven basic attributes:

Toughness (TN): Constitution. How much physical hardship a character can endure; how much they resist damage; how well they resist poisons; etc.

Strength (ST): Physical potency. How much they can lift; how much force they deliver with melee weapons; etc.

Agility (AG): Reflexes. How well they get out of harm's way; the finesse they put into wielding melee weapons; etc.

Craftiness (CR): Fine motor control. The precision with which they use their hands; their steadiness when firing range weapons; etc.

Perception (PC): Awareness. How cognizant they are of their surroundings; how well they can aim at a target; etc.

Heart (HT): Grit. Their degree of confidence; how well they endure emotional challenges; etc.

Intelligence (IN): Smarts. Their degree of cunning; how convincing their arguments are; etc.

Derived Attributes

Characters have six derived attributes:

Brawn (BR=TN+ST): Beefiness. How much a force a character can exert over time; their moxie while grappling; etc.

Vigor (VG=ST+AG): Vitality. Their energy in athletic acts; how dynamically they move; etc.

Grace (GR=AG+CR): Balance. How easily they sneak; the elegance with which they control their limbs; etc.

Acumen (AC=CR+PC): Guile. Their acuity in using range weapons; how easily they can touch a foe; etc.

Willpower (WP=PC+HT): Resolve. Their force of will; how much magic they can endure; etc.

Charisma (CH=HT+IN): Allure. How persuasive they are; how much star quality they have; etc.

Streamlined Character Creation

As mentioned before, the Mythmagica rule-set is large. That does not mean the basic rules are overly complicated, though. Rather, its heft arises from all the options players have available to them, which can seem overwhelming to a beginner. The fastest way to get to the fun is to simply start everyone out with pre-generated characters.

For players who would rather customize their own characters, we present a highly streamlined character creation process here. This process restricts the options to only a handful of choices at each step.¹

Choose a Race

In this streamlined process, start by choosing a race from the following options: Human, Elf/Human Mix, Goblin/Human Mix, Nymph/Human Mix, Troll/Human Mix. Your character's race determines the starting values of their Baseline Attributes, as shown on the [Quickstart Baseline Attributes](#) table. Further, your character is [Mortal](#) and has the Gift of [Day Vision](#).

Quickstart Baseline Attributes

Race	TN	ST	AG	CR	PC	HT	IN
Elf/Human Mix	-2	0	1	0	1	0	0
Goblin/Human Mix	-1	-3	3	1	1	-1	0
Human	0	0	0	0	0	0	0
Nymph / Human Mix	0	0	0	0	0	1	-1
Troll / Human Mix	1	1	0	-2	0	0	0

Choose a Language

Your character knows the common language of the land in which they reside (Overlord's discretion), as well as one other. The common languages are: Aramaic, Brittonic, Egyptian, Gaelic, Gaulish, Germanic, Greek, Old English, Persian, and Slavic.

¹ The process provided here assumes a player to have chosen all "C" options on the Priority Grid of [The Character Compendium](#). As such, they are free, but not noble; have no benefactors, dependents, or nemeses; have a nondescript ancestry, and possess a moderate magical beckoning.

Starting Equipment

All Quickstart characters start with 15 gold pieces and 40 silver pieces and are equipped with basic gear: backpack, belt pouch, blanket, basic clothes, a tinderbox, a tin pot, and tin utensils (knife, fork, spoon). Further, they have two weeks of dried rations and a wineskin full of wine. Finally, they have some additional equipment, depending on their chosen class (described below).

Choose a Class

Your character needs a profession, or class. Mythmagica has a dizzying selection of classes from which to choose, which can make selecting one intimidating. To narrow the field, we present here beginning class suggestions for five roles found in most traditional RPGs: Fighter, Healer, Mage, Outdoorsman, and Rogue. Descriptions of all the following class suggestions are included in the [Quickstart Classes](#) section of this guide. Weapons are found in the [Quickstart Weapons](#) section. The Gifts and Skills listed in all the class options are found in the [Quickstart Gifts](#) and [Quickstart Skills](#) sections.

Fighter

If you want to be a fighter, you can't go wrong with the [Mercenary](#) class. It allows for training in a wide variety of melee and range weapons.

If you pick this option, your character starts with one melee weapon and one range weapon. Choose one of the following: Medium Axe, Medium Longsword, Medium Mace, Medium Spear. Also, choose one of the following: Medium Bow, Medium Crossbow.

Further, your Avatar starts with either a Medium Shield or a full suit of Leather Armor.

All of the Quickstart races are of Medium size. So, a Medium Shield is proportional to your character's size, giving them a +2 Defense Bonus, as shown on the table in the [Quickstart Shields](#) section.

Leather Armor is considered Light Armor. Your armor gives your character a Ward rating, which protects them against physical blows. Unfortunately, it does this at a cost, in that it lowers their Defense slightly. These adjustments are found in the [Quickstart Armor](#) section.

Healer

Healers are always welcome on adventures. The beginning class with the quickest access to healing magic is the [Acolyte](#) class. [Acolyte](#) is a magical pagan class. So, in choosing this class, your character adopts the [Pagan Beckoning](#) gift.

If you pick this option, your character starts with religious vestments, half a dozen candles, a holy symbol, and a weapon that is iconic to your culture. You'll need to discuss with your Overlord what cultures are appropriate for their game world. Further, as a pagan, you'll be aligned with one of your culture's Pantheons (faction of gods). Various cultures and their appropriate Pantheon and Weapon choices are listed on the table below:

Quickstart Cultures

Culture	Pantheon	Iconic Weapon
Celtic	Tuatha de Danann	Medium Club
Egyptian	Ma'at	Medium Khopesh
Greco-Roman	Olympians	Medium Short Sword
Mesopotamian	Anunnaki	Medium Mace
Nordic	Aesir	Small Hammer
Slavic	The Old Gods	Medium Spear

Further, your character starts with the ability to cast the following healing spells: [Make Sober](#), [Plea of Salvation](#), [Shoulder Comrades](#), and [Vim and Vigor](#). Descriptions of all these spells are found in the [Quickstart Pagan Spells](#) section.

The [Codex of Cultures](#) contains complete information about the pagan cultures and spells.

Mage

Also known as occultists, mages are practitioners of the arcane arts. In many fantasy games, mages are the primary damage dealers, able to summon and control both fire and lightning. The beginning mage class that best fits that trope is the [Wizard's Apprentice](#) class. In choosing this option, your character adopts the [Occult Beckoning](#) gift.

If you pick this option, your character starts with a simple (non-magical) wand of Quality Level 4, a candle, quill, ink, and a Medium Quarterstaff. Further, they start knowing how to cast the spells listed in the [Wizard's Apprentice](#) class. Descriptions of all these spells are found in the [Quickstart Occult Spells](#) section. You also have a spell-book containing your spells, but which is mostly filled with blank pages.

Complete information about the vast field of occult magic is found in [The Oculus of Occultism](#).

Outdoorsman

Outdoorsmen support their fellow heroes by guiding them through the wilderness. [Scout](#) is one of the best beginning classes fulfilling this role. It provides training in a variety of wilderness abilities along with some instruction in both range and melee weapons.

If you pick this option, you are given the choice of what types of wilderness lore your character knows. You should talk to your Overlord about the wilderness types with which your character is familiar, so you can make good choices.

Further, you start with a one-man tent, a hooded lantern, two pints of oil, a hooded cloak, and your choices of a bow and a sword. Pick a Bow (Small, Medium, or Large), and either a Medium Longsword or Medium Short Sword.

Rogue

Most treasures are protected with traps and secured with sturdy locks. As such, no adventuring party is complete without someone capable of safely getting past them. The [Burglar](#) class fits the bill nicely.

If you pick this option, you get half a dozen candles, lock picks, a small mirror, a sack, a grapnel attached to fifty feet of knotted rope, fifty feet of twine, a hooded cloak, and your choice of either a Small Dagger or a Small Parrying Dagger.

Level Progression

A character's overall experience is summed up by their Level, which is based on their Total XP.

These levels are determined by how much total experience the character has earned according to the [Quickstart Level Table](#) below. Since your Avatar starts with 0 XP, they are Level 0. If you prefer formulas to tables, there is a simple formula that you can use in lieu of the tables:

It takes 16 XP to gain 1st Level. Every Level thereafter requires double the amount of XP that the previous Level required.

Whenever your character earns XP, you will add it to your character's Total XP and their Unspent XP. Later on, you will see how you can spend your XP to gain ranks in various abilities. Whenever you do so, you will subtract the spent XP from the Unspent XP value. You will never take away from

the Total XP value, though. So, the total always goes up, never down.

Quickstart Level Table

Total XP	Level
0-15	0
16-31	1
32-63	2
64-127	3
128-255	4

For Levels beyond 4, see the [Levels](#) section of [The Rules Reference](#).

Skill Ranks and Rank Bonuses

Every skill a character possesses is associated with a Skill Rank. This is the sum of the character's Raw Rank in the skill plus their Rank Bonus.

A character's Rank Bonus is determined by their classes. Their Rank Bonus in a particular skill equals the highest Rank Bonus granted to that skill by all classes they possess. These bonuses range from +0 (Schooled) to +4 (Expert), as shown on the following table:

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

A character increases their Raw Rank in a skill by spending XP. Since beginning characters start with no XP, their Raw Ranks in all their skills start at 0. This means that any given Skill's overall Rank starts out equal to their Rank Bonus.

Every skill is associated with a number called its Base. The amount of XP required to gain Raw Rank 1 in a skill equals that skill's Base. To gain every rank thereafter, the character must double the total amount of XP already spent on the skill.

So, if a skill has a Base of 4, a character must spend 4 XP to gain a Raw Rank of 1 in the skill, a total of 8 XP to gain Raw Rank 2 in the skill, a total of 16 XP to gain Raw Rank 3 in the skill, etc.

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.

The rules for what actions constitute the proper use of a Trait are intentionally vague, so as to give you the widest possible latitude in molding a character's persona. Instead, it is left to you, the players, to come up with your own interpretations as to a Trait's meaning and what satisfies a Trait as having been demonstrated.

For example, suppose a character has a "Demands Perfection" Trait and demonstrates it by pausing in combat for a few moments to critique their opponent's swordplay: "No, no! If you want to keep me from striking, you need to hold your pommel higher. And, for heaven's sake, spread your feet further apart!" If a character does so, they may be rewarded with a Minor Guts Refresh. There is no limit to the number of Trait Rewards a player may grant other players during a game session.

Regardless of how you interpret a Trait, its use in a conflict always has the same mechanical effect: it refreshes your Avatar's Guts down to the lowest point in their current Glory Status. So, if your character has spent 15 Guts points, putting them in the middle of Glory Status 3, their Guts are refreshed down to 10, the lowest value in that same Glory Status.

This advantage can give your character a big boost in their ability to win a conflict they are losing, so you have strong incentive to role-play. However, a given Trait can be used to refresh Guts at most once in any Scene.

A Trait Reward can be triggered at any time by any player other than the one performing the act. (This may even be done by the Overlord.) To do so, the person providing the reward, the Fan, must merely declare that they recognize that the Performer is portraying their character according to their Traits (or otherwise did something *AWESOME!*). It is preferred that they explicitly state how they demonstrated their supreme coolness. However, the Fan may just clap their hands together or declare, "Bravo!", making sure the Performer notes their appreciation. The Fan must do so, though, without having been prompted by the Performer. If these conditions are satisfied, both the Performer and Fan gain a Minor Guts Refresh.

Fill in the Blanks

Your character sheet has a number of blanks to fill out.

Basic Attributes

Fill in the Basic Attribute blanks, whose values are determined by the race you chose for your character.

Derived Attributes

Next, fill in the Derived Attributes, the formulas for which are provided in their descriptions above.

Weapon Stats

Fill out the stats on the Weapons sheet for the weapons you chose. You can find them on the various [Quickstart Weapons](#) tables later in this guide.

Put 0's in the Spent XP and Raw Rank blanks for all weapons.

Pick one of your weapons to be the one you normally have ready. Then, put that weapon's stats on the Main Sheet in the Combat Characteristics blocks.

Attack Bonuses

A character's Attack Bonus with a melee weapon equals the character's Rank in the weapon plus Vigor.

A character's Attack Bonus with a Range Weapon equals the character's Rank in the weapon plus Acumen.

Skill Stats

Put all the Skills granted by your character's Class on the Skills sheet, and fill out its Base and Rank Bonus stats. (Except for Pagan Skills and Occult Skills. These should be put on the Pagan Priest Sheet and Occultist Sheet, respectively.)

The Bases for any Pagan skills are already on the Pagan Priest Sheet. The Bases for all Occult Lore provided in the Quickstart Occult classes are all 4. So, there's no need to look them up; just put 4's in the Base blanks for these skills.

Your class determines the Rank Bonus for all skills.

For all your skills, put 0's in the Spent XP and Raw Rank blanks.

Magic Limit

Magic Limit specifies how many magic items and/or Spellbindings a character can tolerate before feeling detrimental effects. Your character's Magic Limit equals their Willpower plus 4.

Hit Points Lookup

Your character's Hit Points depend on their Brawn, as shown on the [Quickstart Hit Points Table](#).

Quickstart Hit Points Table

Brawn	Hit Points	Brawn	Hit Points
-4	23	0	32
-3	25	1	35
-2	27	2	38
-1	29	3	42
0	32	4	45

Fate Points Lookup

Your character's Fate Points depend on their Willpower, as shown on the [Quickstart Fate Points Table](#).

Quickstart Fate Points Table

Willpower	Fate Points	Willpower	Fate Points
-4	23	0	32
-3	25	1	35
-2	27	2	38
-1	29	3	42
0	32	4	45

Daily Healing Rate

Your Daily Healing Rate (DHR) tells you how many Hit Points your character regains every day. It equals your Hit Points / 7. So, your character will heal from 0 Hit Points to full within the span of about a week.

Raw Defense and Raw Stability

Your Raw Defense and Raw Stability help determine how difficult it is to hit your character with a weapon:

$$\text{Raw Defense} = \text{TN} + \text{AG} + 10$$

$$\text{Raw Stability} = \text{TN} + \text{PC} + 10$$

Speed Lookup

Speed states how many feet a character runs in a single Move Action. It is calculated based on a combination of the character's natural abilities and is reduced based on how much their armor encumbers them.

Your character's Raw Speed depends on the sum of your character's Vigor (VG) and Perception (PC) as shown on the [Quickstart Raw Speed Table](#).

Quickstart Raw Speed Table

VG+PC	Raw Speed	VG+PC	Raw Speed
-4	25	0	30
-3	25	1	30
-2	25	2	35
-1	30	3	35
0	30	4	40

Natural Ward Lookup

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 [Quickstart Natural Ward Table](#). Look up this value, and put the result in the Natural Ward blank on your character sheet.

Quickstart Natural Ward Table

Toughness	Natural Ward
0 and below	0
1-3	1
4-5	2

Favored Weapon

From the weapons you have chosen, pick one 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 blanks with the Parry of this weapon, if any.

Armor Adjustments

Next, if you have armor, do 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.

Defense and Stability

1. Add the Level, Raw Defense, Parry of your favored weapon, Shield Bonus, and Armor Encumbrance and put the sum in the Defense blank.
2. Add the Level, Raw Stability, and Parry of your favored weapon and put the sum in the Stability blank.

Quickstart Classes

Acolyte

An acolyte is a member of a pagan sect, cult, or religion. As they have not proved themselves yet to be a truly devoted follower, their powers are few and their tasks are many. Nevertheless, the pantheon to which they pledge grants them some power to aid them in proving their worthiness. They are expected to use it wisely in furthering the pantheon's cause. Acolytes, as pious representatives of a pantheon's following, are granted the ability to cast pagan spells from the category of Healing.

Any actions not in line with the teaching preached by the acolyte's religion are treated swiftly and harshly.

Prerequisites

The character must already possess the gift of Pagan. Beckoning and must select a culture and a Pagan Pantheon to follow.

Gifts

Casting Pagan Healing Spells, First Aid, Reading and Writing a Common Script

Academic Skills

Reviewed (+1) in: Theology

Martial Proficiencies

Reviewed (+1) in: Using an iconic weapon of their chosen culture.

Pagan Skills

Versed (+2) in: Judgment

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 them an advantage.

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

Mercenary

Mercenaries are fighters for hire, joining whichever side of a battle pays the best. But, when paying opportunities are scarce, they will quickly join adventuring parties if the promised treasure seems good.

Gifts

First 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

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, relying only on their wilderness skills for food and shelter.

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

Wizard's Apprentice

A Wizard is a spell-caster versed in the Occult Lore of Air, Earth, Fire, and Water. The ability to manipulate these elements enables these spell-casters to gain awesome power. Nevertheless, attaining the required level of knowledge to wield this deadly power skillfully is quite difficult. The gesticulations of spell-casting demand perfection and the necessary mental images require clarity. The more knowledge a wizard gains in their areas of Occult Lore, the more difficult and powerful the spells they can learn.

Every wizard starts out as an apprentice with few spells to seek their fortune. As the youth has not experienced enough to cast spells of great power, their starting spells must be simple to cast. The apprentice starts with the following spells:

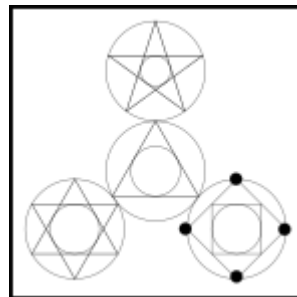
- Invoke Dire Spitfire
- Invoke Medium Cone of Grim Lightning
- Procure Apt Earthly Insight
- Procure Water Walking

Prerequisites

The character must already possess the gift of Occult Beckoning.

Gifts

Duelling, First Aid, Reading and Writing a Common Script, Reading and Writing Occult Script



Martial Proficiencies

Reviewed (+1) in: Wielding Proportional Quarterstaves

Occult Skills

Reviewed (+1) in: Air Lore, Earth Lore, Fire Lore, and Water Lore

Quickstart Weaponry

Quickstart Weapons

Quickstart Close Combat Weapons

Close Combat Weapons	Base	Tempo	Damage	Parry	Base Price (s.oz.)
Axe					
Large	10	+2	10 (1H) or 12 (2H)	4	304
Medium	10	+3	7 (1H) or 9 (2H)	3	64
Club					
Medium	5	+3	2 (1H) or 4 (2H)	4	8
Dagger					
Small	12	+6	2 (1H only)	2	25
Hammer					
Medium	5	+2	5 (1H) or 7 (2H)	4	64
Small	5	+3	4 (1H) or 6 (2H)	3	25
Khopesh					
Medium	12	+4	5 (1H) or 7 (2H)	3	64
Longsword					
Large	24	+3	9 (1H) or 11 (2H)	4	912
Medium	24	+4	6 (1H) or 8 (2H)	4	192
Mace					
Large	10	+2	11 (2H only)	4	304
Medium	10	+3	8 (2H only)	4	64
Small	10	+5	6 (2H only)	2	25
Parrying Dagger					
Small	16	+5	2 (1H only)	4	37
Quarterstaff					
Medium	20	+4	4 (2H only)	6	8
Rapier					
Medium	20	+3	5 (1H only)	6	64
Short Sword					
Medium	16	+4	5 (1H only)	4	128

Quickstart Polearm Weapons

Polearm Weapon	Base	Tempo	Damage	Parry	Length	Base Price (s.oz.)
Spear						
Large	16	+2	7 (1H) or 9 (2H)	5	12' ●	304
Medium	16	+4	3 (1H) or 5 (2H)	4	6' ●	64

● Has a 10 foot Reach when wielded by a Medium-size creature.

Quickstart Range Weapons

Range Weapons	Base	Tempo	Damage	Range	Base Price (s.oz.)
Bow					
Large	24	+1	8 (2H)	long	912
Medium	24	+3	5 (2H)	medium	192
Small	24	+4	5 (2H)	short	75
Crossbow ⚡					
Large	20	+6	9 (2H)	medium	152
Medium (Arbalest)	20	+7	5 (2H)	medium	32
Small	20	+8	4 (2H)	short	12

⚡ 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.

Quickstart Armor

The game abstracts armor 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.

Quickstart 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

There are many types of armor, all of which are listed in the Equipment section of [The Character Compendium](#). For brevity, a full suit of Leather Armor is the only armor type characters can start with in this Quickstart Guide. It is considered to be Light Armor.

Quickstart Shields

The weapon stats for shields are found on the [Quickstart Shields Table](#). A shield does not need to be actually wielded to gain its Cover Bonus, merely held.

Quickstart Shields Table

Relative Shield Size	Cover Bonus	Shield Speed Penalty
Undersize	+1	0
Proportional	+2	-5
Oversize	+3	-10

Quickstart Gifts

This section collects all of the various Gifts granted by the Quickstart classes into one place. The game has many other Gifts listed in [The Character Compendium](#), [The Oculus of Occultism](#), [The Codex of Cultures](#), and [The Wicked Workshop](#).

Duellum

Prerequisites: This Gift can only be learned by obtaining a class that grants it.

Description: Duellum is a Maleficium style designed to allow an Occultist to cast spells while engaged in range combat. The style was originally developed as a form of sport for young Occultist apprentices to practice their arts in friendly magic duels between one another. Over time, the apprentices became the masters, and the Duellum champions started using the style in the real world.

Other Details: To use the style, the Occultist must wield a wand. A wand is a narrow rod, which can be straight or gnarly. They typically are very lightweight, have blunted ends with no sharp edges, and are too delicate to be used as bludgeoning weapons. They are primarily designed to be held in the hand and used to point at a target. To qualify as a wand, an item must be crafted, although it may be fashioned from virtually any solid materials. It need be no more than a short, thin rod, but is often far more ornate. (Occultist apprentices are usually instructed by their mentors to craft their first wands themselves using their Jack-of-all-Trades skills.)

An Occultist using Duellum suffers from a Drawback against attacks targeting them while casting in combat. Further, if the caster is struck by a weapon while casting, whether from a range or up close, the spell being cast suffers from a Drawback for every such blow. (For spells allowing Conflict Rolls, this means the spell's Conflict Roll gets a Drawback for every such blow.)

However, using Duellum, the caster gains the unusual ability to "Parry" spells targeting them. This ability comes in the form of an Edge on all Conflict Rolls against any such spells. This bonus pertains to spells affecting areas in which the Occultist happens to stand, and to those specifically targeting them.

Finally, any spell cast using the Duellum style may have its range increased by 10 feet. This includes spells that have a

range of Touch, which have their ranges extended to 10 feet. If this range enhancing capability is utilized, though, the Quality Level of the wand limits the spell rank.

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](#).

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.

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.)

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).

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 gained by picking up a new class, the character learns one of the following alphabets: Aramaic, Coptic, Cyrillic, Greek, Latin, Nordic Runes, and Oghamic.

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 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.² 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,

2 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 a somewhat unrealistic disconnect in the game between spoken words and written words.

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
Arabian 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 ³	Gaelic; Germanic; Latin; Old English; Romance
Nordic Runes	Germanic
Ogham Script	Brittonic; Gaelic

3 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.

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.)

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.).

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.

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 Bandyng Words contests where the negotiated stakes include the target being mocked into physically attacking the speaker against their better judgment. (See Mocking under Bandyng Words in The Rules Reference for details of how these contests play out.)

Whenever the taunter makes Bandyng 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.

Wilderness Wisdom

Prerequisites: This gift can be learned independent of any class with one month of training.

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.

Ability Type: Utilitarian *Base:* 16

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.)

Quickstart Skills

This section collects all of the various Skills granted by the Quickstart classes into one place. The game has many other Skills listed in [The Character Compendium](#), [The Oculus of Occultism](#), and [The Codex of Cultures](#).

Air Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Air Lore is a domain of occult knowledge. Occultists must gain mastery of this lore to cast occult spells associated with the element of Air.

Ability Type: Utilitarian

Defaults To: Tetrangle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the basic nature of air and winged dragons. In doing so, they 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](#).

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.

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.

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.

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.

Disarm Trap Threshold Table

Difficulty	Threshold
Easy	10
Moderate	15
Challenging	20
Hard	25
Onerous	30
Legendary	35

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.

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.*

Earth Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Earth Lore is a domain of occult knowledge. Occultists must gain mastery of this lore to cast occult spells associated with the element of Earth.

Ability Type: Utilitarian

Defaults To: Tetrangle *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the basic nature of earth and tellurian creatures (those strongly associated with earth, such as wingless dragons). In doing so, they 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.

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 it⁴. 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 alter, 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, 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).

⁴ To disarm a trap, a character must make a successful Disarming Traps roll.

- 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).*

Fire Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Fire Lore is a domain of occult knowledge. Occultists must gain mastery of this lore to cast occult spells associated with the element of Fire.

Ability Type: Utilitarian

Defaults To: Tetrangle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the basic nature of fire and creatures strongly associated with fire, such as fire-breathing dragons. In doing so, they 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.

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.

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.

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.

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.)

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.

Judgment

Prerequisites: This discipline can only be obtained by gaining a class that grants it.

Description: Judgment is a discipline that grants a Pagan priest the ability to cast pagan spells from one or more of the pagan spell categories of Battle, Healing, and Wrath. To cast spells from any of these categories, the character must also possess the gift of Casting Pagan Battle Spells, Casting Pagan Healing Spells, and/or Casting Pagan Wrath Spells.

Ability Type: Lethal Force

Defaults To: None *Base:* 16

Preparation: Variable *Action Time:* Variable

Affected Target: Variable *Range:* Variable

Duration: Variable

Other Details: A Pagan Priest may cast a spell as many times as desired as long as they have sufficient Setback points to do so. See the individual Pagan spell for details on Duration, Range, Affected Target, etc.

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.

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 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.

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. 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.

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 climates 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.

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.*)

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.

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.

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 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 deadline.

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.

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.

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.
- 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.

On a Natural Failure, the aggressor must choose one of the options below, but cannot choose the same option twice in a row.

- The aggressor is Knocked Prone to the ground.
- The aggressor sustains Footing Setback equal to double the Margin by which they failed the roll.
- Both the aggressor and/or the target may be Jockeyed 5 feet in the directions of the target's choosing. *(The target may choose to swap positions with the aggressor, if desired.)* Further, the

aggressor sustains Footing Setback equal to the Margin by which they failed the roll.

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.

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.

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.

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.
-

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 Bumbles. 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.)*

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.

Water Lore

Prerequisites: This lore can only be learned by obtaining a class that grants it.

Description: Water Lore is a domain of occult knowledge. Occultists must gain mastery of this lore to cast occult spells associated with the element of Water.

Ability Type: Utilitarian

Defaults To: Tetrangle Lore *Base:* 4

Conflict Rolls: A character with this lore may attempt to answer general questions dealing with the basic nature of water and creatures strongly associated with it, such as water-dwelling dragons. In doing so, they 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.

Quickstart Pagan Spells

Healing Touch

Pagan Discipline Requirements: Judgment: 3

Description: Healing Touch heals Damage.

Conflict Rolls: None Setback Cost: 4

Duration: Instantaneous Range: Touch

Casting Req.: Gestural. Action Time: 1 Action

Affected Area: One living creature.

Other Details: The spell recipient heals for 2 points of damage per spell rank. This spell never allows a character to rise above their maximum Hit Points.

Make Sober

Pagan Discipline Requirements: Judgment: 2

Description: This spell reduces the mind altering affects of alcohol, hallucinogenic poisons, and other intoxicating effects.

Affected Area: One creature Range: Touch

Duration: Instantaneous Setback Cost: 4

Action Time: 1 Action Conflict Rolls: None

Casting Req.: Gestural. The caster must lightly slap the target on the cheek. A cup of coffee couldn't hurt, though.

Other Details: This spell negates all Drawbacks on the target currently imposed by Intoxicating Effects and Hallucinogenic Poisons. However, it does not protect the target from being affected by similar effects in the future.

Numb Pain

Pagan Discipline Requirements: Judgment: 3

Description: This spell totally blocks the spell recipient's sense of pain.

Action Time: 1 Action Setback Cost: 4

Casting Req.: Gestural Range: Touch

Conflict Rolls: None

Affected Area: One living creature

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel it at any time. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Other Details: This spell automatically negates any Drawbacks imposed by pain. Further, for the spell duration, the target is immune to Tormenting Setback such as that imposed by spell such as Offer Dire Tormenting Brand and Invoke Dire Torment, etc. As such, the target gains the Temporary Trait of "Impervious to Pain".

Similarly, the spell negates any Drawbacks imposed by injuries, including sprains, maims, and cracked or broken bones. Unfortunately, every Round that the target participates in vigorous activity (such as combat), the target sustains 1 point of Internal Damage for every Drawback that would normally be imposed by their painful injuries. So, if the target has a broken bone that would normally impose two Drawbacks, they will instead sustain two points of Internal Damage every Round they participate in combat.

Next, this spell completely eliminates the effects of Nausea while it is in effect.

Finally, this spell is especially handy to practitioners of the medical arts. It allows for much easier splinting and setting of broken bones, and is (literally) a godsend when actual surgery is required.

Plea of Salvation

Pagan Discipline Requirements: Judgment: 1

Description: This spell is designed for the poor priest that needs to beg for divine mercy in the midst of combat. They plead with their deity to allow them to live a little longer to finish off the scourge they are fighting.

Affected Area: Caster Setback Cost: 4

Casting Req.: Verbal Range: 0'

Action Time: 1 Action Conflict Rolls: None

Duration: Instantaneous

Other Details: Plea of Salvation heals the caster while fending off their attackers. During this time the caster maintains their full Defense.

The caster is healed for an amount of damage equal to 2 per spell rank. This spell never allows a character to rise above maximum Hit Points.

Set Bone

Pagan Discipline Requirements: Judgment: 4

Description: This spell sets a broken bone, allowing it to heal normally over time.

Affected Area: One bone of a living creature.

Duration: Instantaneous Range: Touch

Action Time: 20 minutes Setback Cost: 14

Conflict Rolls: None

Casting Req.: Verbal, Gestural. The caster must touch the area of skin covering the broken bone.

Other Details: Broken bones normally occur as a consequence of having fallen in battle as stated on the [Guts and Glory Tables](#) for lethal combat. This spell does not actually heal a broken bone completely. But, it sets it and heals it enough that it can bear some weight and allow it to eventually heal normally. As such, the Extreme Drawback that a broken bone normally imposes is reduced to a simple Drawback until the bone heals. Further, if the broken bone was a leg bone, the recipient's Speed is restored to half normal, rather than being limited to a Creeping speed. (See [Broken Bone](#) in the [Character Conditions](#) section of [The Rules Reference](#) for complete details of the effects of broken bones.)

Multiple uses of this spell on a given broken bone have no effect. But, multiple bones may be set with additional castings.

Shoulder Comrades

Pagan Discipline Requirements: Judgment: 2

Description: This spell allows the caster to assist the movement of injured allies.

Affected Area: All living creatures touching the caster. Unfortunately, the spell excludes the caster themselves, as they are the one giving assistance.

Setback Cost: 4 Range: 0

Action Time: 1 Action Conflict Rolls: None

Casting Req.: Gestural.

Duration: Persistent. The spell persists indefinitely on the caster, although the caster may cancel the spell at any time.

It affects all living creatures directly touching the caster (or being touched by him), as long as they remain in contact. While it is in effect, the caster must treat the spell as a Spellbinding against their Magic Limit.

Other Details: While this spell is in effect, anyone touching the caster whose Speed has been reduced due to injury may move at their normal movement rate.

Vim and Vigor

Pagan Discipline Requirements: Judgment: 1

Description: [Vim and Vigor](#) helps temporarily alleviate the most dire effects of [Lingering Incapacitation](#). Any such creature targeted with this spell gets a minor boost of energy, enabling them to weakly perform actions. Further, it gives the target an Edge on all Conflict Rolls involving overcoming injuries and other forms of trauma (e.g. avoiding [Infection](#), overcoming [Shock](#) or [Severe Shock](#), etc.)

Setback Cost: 6 Range: Touch

Action Time: 1 Minute Conflict Rolls: None

Casting Req.: Verbal, Gestural

Affected Area: One living creature

Duration: Proximate. The spell lasts while the target is Proximate to the caster, although the caster may cancel it at any time. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Other Details: Any character having [Lingering Incapacitation](#) due to injury or disease (or who is otherwise Incapacitated beyond the duration of a Scene for these reasons) is enabled to walk and perform actions with this spell. They may move at half normal Speed, and perform all other physical actions at an Extreme Drawback, as long as they are not otherwise Overcome.

If a character with this spell is once again Overcome, they will actually suffer the full consequences of their Incapacitation until the end of the Scene in which it was imposed. Thereafter, they will once again be able to move and perform actions as stated above as soon as they are no longer Overcome.

Multiple castings are not cumulative.

Quickstart Occult Spells

Invoke Dire Spitfire

Occult Lore Requirements: Fire 1

Description: This spell causes magic flaming glob of spittle to shoot forth from the occultist's lips toward their target.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 80 feet

Affected Area: 1 creature. Duration: Instantaneous

Setback Cost: 7 minus Intelligence (minimum of 2)

Conflict Rolls: Allow the target an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell. A failed roll indicates the target sustains Scorching Damage equal to 1 point per 2 spell ranks plus the roll's Margin. Success indicates the target sustains half this amount.

Invoke Medium Cone of Grim Lightning

Occult Lore Requirements: Air 1

Description: This spell creates a brilliant spray of electrical energy, which surges from the caster's fingertips.

Requires Maleficium: Yes

Action Time: 1 Assault Action Duration: Instantaneous

Casting Req.: Verbal, Gestural Range: 0'

Setback Cost: 7 minus Intelligence (minimum of 2)

Affected Area: The spell produces a cone extending 10 feet and having a 5-foot base diameter.

Conflict Rolls: Allow all creatures in the Affected Area to make Avoidance Rolls with Agility and Toughness Adjustments to sustain only half the stated damage. The Threshold they must overcome equals 10 plus the spell rank. On any failure, though, the roll's Margin is added as additional Electrical damage.

Other Details: The crackling energy of the spell delivers Electrical Damage equal to 2 per spell rank. On any Conflict Roll failure, the roll's Margin is added as additional Electrical Damage.

Note that non-magical, non-alchemical metal objects act as lightning rods. Anyone possessing such an item, such as a metal helmet or sword, suffers from a Drawback on the Conflict Roll to avoid the spell effects.

Pitch Great Cube of Extinguishing

Occult Lore Requirements: Fire 4

Description: This spell puts out all non-magical fires within the Affected Area.

Conflict Rolls: None Range: 40 feet

Action Time: 1 Assault Action

Affected Area: A Cube 20 feet on a side.

Setback Cost: 8 minus Intelligence (minimum of 2)

Duration: Proximate. Non-magical fires within the Affected Area will be quenched as long as the caster is Proximate. Although, they may cancel the spell at any time.

Casting Req.: Verbal, Gestural. To invoke this spell the caster must pucker their lips and blow.

Other Details: The spell does not allow the targeted fire a Conflict Roll to avoid the spell's effects.

Pitch Medium Patch of Slick Oil

Occult Lore Requirements: Fire 4, Water 4

Description: This spell produces a jet of a highly slippery oil which sprays forth from the caster's hand. Those caught in the Affected Area slip and slide on the slick surface.

Requires Maleficium: Yes

Action Time: 1 Assault Action

Casting Req.: Verbal, Gestural Range: 40 feet

Setback Cost: 6 minus Intelligence (minimum of 2)

Affected Area: The oil covers a 5 foot square area. The area covered may lie on a vertical or inclined surface but this spell cannot be cast on a moving object.

Duration: Proximate. If ignited, the oil completely burns away in 3 Rounds. If the oil is not ignited, it lasts while the caster is Proximate. Although, they may cancel the spell at any time.

Conflict Rolls: The slippery oil this spell creates imposes both the [Highly Combustible Area](#) and [Slick Terrain](#) Conditions on the area it covers. (See their descriptions under [Area Conditions](#) in [The Rules Reference](#) for details.)

Pitch Dire Campfire

Occult Lore Requirements: Fire 3

Description: This spell creates a Medium-sized campfire.

Requires Maleficium: Yes

Casting Req.: Verbal, Gestural

Affected Area: 5 foot diameter.

Action Time: 1 Assault Action Range: 40 feet

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel it at any time.

Conflict Rolls: When the spell first appears, allow all creatures within the Affected Area an Avoidance Roll with Agility and Toughness Adjustments against a Threshold of 10 plus the spell rank. A failed roll indicates the target sustains Scorching Damage equal 1 per spell rank plus the roll's Margin. Success indicates the target sustains half this amount and may move out of the area as a Reaction.

Thereafter, any creature entering the Affected Area or remaining within it at the end of the caster's Turn sustains the full stated damage with no Conflict Roll.

Other Details: Multiple castings are not cumulative on a given area.

Procure Apt Earthly Insight

Occult Lore Requirements: Earth 1

Description: This spell gives the caster a deep understanding of the earth, and various subtle signs creatures leave when they pass over an area of ground.

Casting Req.: Gestural Range: 0'

Action Time: 1 Action Affected Area: Caster

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Persistent. The spell endures indefinitely, although the caster may cancel it at any time. As such, the caster must treat the spell as a Spellbinding against their Magic Limit.

Conflict Rolls: The caster gains an Edge on all Covering Tracks, Prospecting, and Tracking rolls. An Edge is also granted when using Finding Secret Stuff to locate secret things in stone.

Procure Apt Surety of Foot

Occult Lore Requirements: Earth 2

Description: This spell causes the character's feet to grip the ground, enabling them to maintain their footing more easily. It has a similar effect to how cleats help an athlete to maintain footing on a grassy field, but works on any solid ground, including polished marble.

Affected Area: Caster Action Time: 1 Action

Casting Req.: Gestural Range: 0'

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Persistent. The spell endures indefinitely, although the caster may cancel it at any time. As such, the caster must treat the spell as a Spellbinding against their Magic Limit.

Conflict Rolls: The spell gives an Edge on any Conflict Rolls in which the caster may sustain Footing Setback.

Other Details: When the rules indicate a creature must Creep across a slick surface (such as that described under the Slick Terrain Area Condition in The Rules Reference), this spell allows them to Creep 10 feet per Move instead of just 5. However, the spell only provides more stable footing on slippery surfaces.

Procure Water Walking

Occult Lore Requirements: Water 1

Description: With this spell, the caster moves at their normal Speed across all types of liquid as if they were standing on solid ground.

Affected Area: Caster

Casting Req.: Gestural Range: 0 feet

Action Time: 1 Action Conflict Rolls: None

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Persistent. The spell endures indefinitely, although the caster may cancel it at any time. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

Other Details: Of course, should the caster decide to traverse hazardous liquids such as acid or molten iron, they still suffer the consequences to their feet.

Procure Cruel Shocking Touch

Occult Lore Requirements: Air 3

Affected Area: Caster.

Action Time: 1 Action

Casting Req.: Verbal

Range: 0

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Persistent. The spell endures indefinitely, although the caster may cancel it at any time. While the spell is in effect, the caster must treat it as a Spellbinding against their Magic Limit.

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.)

The Margin of touch-based attacks are usually either ignored, or are delivered to the target as Internal Damage. This spell transforms that Margin into a magical effect (Acid Damage, Quieting Setback, Scorching Damage, Tormenting Setback, etc.). For example, suppose a natural weapon normally delivers 6 Rending Damage plus Internal Damage equal to the Margin, and a spell of this type transforms it into a Shocking Touch. For the spell duration, the attack would deliver 6 Rending Damage plus Electrical Damage equal to the Margin.

Other Details: While this spell is in effect, the caster's touch becomes electrically charged, shocking whatever it contacts. Every time the caster touches their target in such an attack, its Attack Roll's Margin is delivered as Electrical Damage.

These effects are in addition to any Damage and/or Setback normal for the attack mode, if any. The same is true if the caster is touched directly with a natural weapon. These effects cannot be absorbed by armor.

One major implication of this effect is that creatures that would normally sustain no Internal Damage from a natural weapon are still susceptible to the weapon's Margin, if they are affected by the magical effect type. For example, a skeleton is Immune to Internal Damage. But, they are not immune to Electrical Damage. So, a skeleton would sustain an Attack Roll's Margin as Electrical Damage from a natural attack from any creature charmed with this spell.

Needless to say, the spell does no harm to the spell recipient. This spell is considered to be a Woe effect. It will fail if the spell recipient already has a Woe effect on them.

Provide Water Breathing

Occult Lore Requirements: Water 4

Description: This spell allows the targeted creature to breathe underwater.

Casting Req.: Gestural

Action Time: 1 Action

Conflict Rolls: None

Range: Touch

Affected Area: 1 air breathing creature.

Setback Cost: 6 minus Intelligence (minimum of 2)

Duration: Proximate. The spell lasts while the caster is Proximate, although they may cancel the spell at any time. While it is in effect, the target must treat the spell as a Spellbinding against their Magic Limit.

Other Details: This spell in no way endows an ability to swim or even move underwater with ease. Even so, it will give characters lacking the Swimming talent enough confidence so that they will not Panic while under water. As such, if the spell recipient does enter into combat underwater, the character gains an Edge (which will likely partially negate the Extreme Drawback normally incurred for such activities).

Further, the spell allows a person to speak normally while underwater. So, the recipient may cast spells requiring Verbal components.

The effect of this spell does not hamper normal air breathing. Therefore, the spell recipient may leave the water and return as often as desired as long as the spell remains in effect.