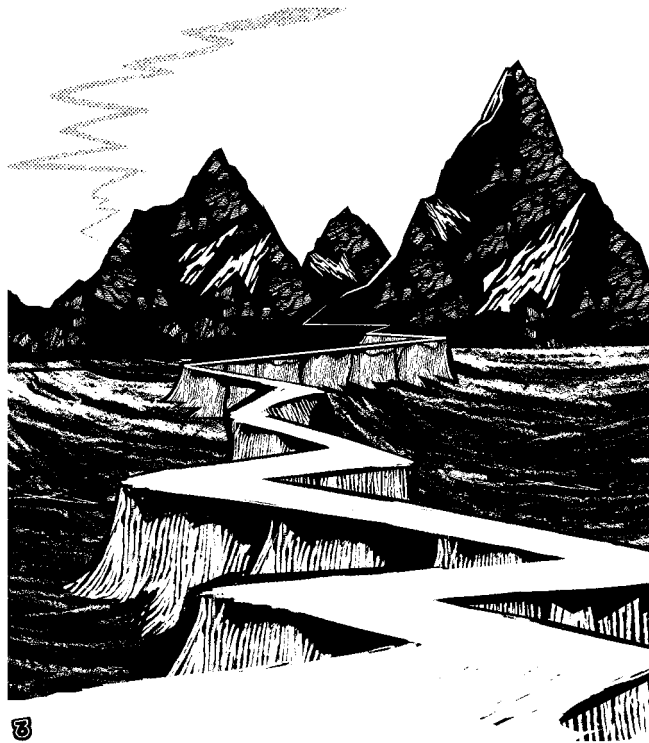


The Burning Wheel
*Character
Burner*



by Luke Crane

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


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

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A Special Nod

to Barbara Tuchman. Without her clear vision
and amazing prose this book would be much poorer.

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A copy of the character sheet is provided in the back of this book. You may also download a pdf of
the character sheet (and numerous other information aids) at burningwheel.org

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Welcome



...But this mighty music, produced by the revolution of the whole universe at the highest speed, cannot be perceived by human ears, any more than you can look straight at the sun, your sense of sight being overpowered by its radiance.

—Cicero


Fire in the Garden

Burning Wheel is designed to incorporate beings and phenomena from all lands of the imagination. Terrible dragons and humble townsfolk all have a home here.

The choices and variations in character creation are nearly limitless. Players can build detailed and indepth characters. For example, a player who wants to build a swordsman-type doesn't have to be just a "fighter." He could make a man who was born at sea, raised a slave, freed, educated, and returned to his homeland to fight for his people! In the Character Burner this background amounts to more than just "a nice story." It actually shapes the character with skills, traits and beliefs.

The Character Burner allows players to create a range of experienced characters, from the rank novice to veteran lords. But, despite the scope of their backgrounds, nearly all characters that come directly from the Burner are considered "starting characters." Sure your Elven prince might have served in a few campaigns and earned valuable skills and merits, but he hasn't been on any *adventures* yet—he hasn't risked it all on the toss of the coin, and come out on top. In short, he ain't played the game.

That said, players are encouraged to create characters in the spirit of the game, not the letter of the rules. The ultimate decision of what is and is not appropriate is up to the GM's discretion. So start small, think big, and hold onto your geek-hats. We're going for a ride.

 By the way, I recommend reading the Burning Wheel first to get a feel for the game. However, if you are eager to start burning, by all means get the fire started, but be prepared to refer to the Burning Wheel as you go.



Character Creation Basics

From the Day You Were Born...

Characters are built step-by-step, from birth through the tumult of life, up to the day the character starts his or her new calling—the adventure. There ain't no levels and there ain't no randomly generated numbers.

In this system, the basic currency of the character creation, or "character burning" as we like to call it, is the *lifepath*.

Lifepaths

A *lifepath* is a short slice of life, usually just a handful of years. This slice of life teaches skills, bestows traits, toughens a character, and can make a character richer or poorer.

Ultimately, the character is the sum of his lifepaths. The total of all his experience that brought him to where he is today can be prosperous and fruitful, miserable and painful, or a combination of the two. It is up to the player to determine the exact paths walked.

Setting

In this book, lifepaths are grouped together in loose categories called *settings*. A setting is segment of the character's culture that contains many related lifepaths. This relationship is often indirect. The bounds of a setting are usually geographical—how people live in a particular setting and how they associate with the rest of the world. For example, the City-Dweller setting has paths from all levels of society, from wealthy ministers to sturdy sailors to lowly beggars.

A character may only choose lifepaths from the setting he was born into—unless, of course, life leads him in another direction.

Leads

Opportunity is strange and unpredictable. Often a person cannot directly decide the paths he must walk—he must follow life's *leads*.

A lead is a possibility, an opportunity to change. It can be a chance at something good, or a chance of calamity. Either way, the leads allow characters to move on to another setting and choose from a different set of lifepaths. In fact, the *only* way to get from one setting to another is to take a lead.

The Elements of a Lifepath

On each path, characters can learn skills, gather friends, earn wages and garner affiliations. Each lifepath ages the character and grants her trait points, resource points, stat points, leads, skills and skill points. These are the building blocks of every character.

Time

Each lifepath is listed with an allotment of years. This is how long it takes to walk this particular path. Years are totalled after all lifepaths are chosen to determine the age of the character.

Trait

Traits are details that differentiate characters from one another—quirks, affections and odd abilities. Burning Wheel is designed so that players can take on heroic personae—traits help to give those heroics depth and life.

Traits will affect gameplay. Some traits will do so often and drastically; these will cost the most “points.” Other traits will affect gameplay infrequently or in subtle ways; these will be less expensive.

Dwarves, Elves and Orcs all have certain racial traits that all members of their race must take. They are free and mandatory.

Resource

Players use resource points (rps) to purchase material possessions, land, gold, spells, and to acquire contacts and affiliations.

Statistics (Stats)

Stat points are garnered from two sources, lifepaths and age. Once all a character's lifepaths have been chosen, his *age is determined and used to find his Starting Stat Pool*. Also, many lifepaths give the character a bonus point toward either a mental or physical stat.

The maximum stat exponent for all characters is 8. Except: Dwarves have a maximum Speed of 6 and maximum Forte of 9. Elves have a maximum Perception of 9.

A *starting character's* maximum stat exponents are 6. Special consideration for starting with higher stats should be brought to the GM's attention.

Leads

Social mobility in the Middle Ages, even the fantasy Middle Ages, was not the same as it is now. It was very difficult to break out of one's station. Most people were born into their lot and had no chance of doing better. To represent this, each lead costs *one year* added to the character's age.

A peasant Farmer can take a lead to the Villager setting and become an Apprentice Craftsman. While in the Village, he can be conscripted into the king's army. After a term as a Conscript he then joins the army formally and becomes a Foot Soldier (Professional Soldier setting) only to be caught in a great defeat and taken as a captive of war (Servitude setting).

The lead from Peasant to Villager, from Villager to Soldier, and from Soldier to Servitude adds three years onto the character's starting age.

Skill

Each lifepath comes with a set of skills that may be learned. The character only chooses skills from the lifepaths he has walked. If a player wants different skills for his character, he has to choose the lifepaths which offer those skills.

The first skill listed with each lifepath is required. If the character already has the first skill from a previous path, he must purchase the second one listed; if he has already learned the first and second skills he must choose the third, and so on. After the requisite skill is taken, the player may choose any of the other skills on the path.

A player does not have to spend all the skill points provided with each lifepath on the skills within that path. Skill points may be reserved for later use as long as the character has taken the required skills from that path.

Racial Stock

This game provides players with four fantasy races to choose from: Dwarves, Elves, Men and Orcs.

Each race has a unique culture, complete with myriad settings and dozens of lifepaths. A character may never choose lifepaths outside of his race.

Races also grant access to particular traits, certain skills and cultural artifacts. Each race has its own list of resources, though all races use the general list for contacts, affiliations and reputations.




the Character Burner



Fortune's Wheel, plunging down the mighty and (more rarely) raising the lowly, was the prevailing image of the instability of life in an uncertain world.

—Barbara Tuchman

to play a one-eyed Orc mercenary fresh out of a job.” It is ultimately up to the player to foster this concept into a playable persona.

 *Discuss your concept with the GM.* Do not sequester yourself in a cave with the rules, a pad and a pencil, to emerge years later with the perfect Elf Farmer-King while the GM has been planning a down and dirty backroom lowlife campaign in a big ol’ Orc city. The GM will have definite ideas about where he wants the campaign to go and will be able to honestly tell you if your character concept will have a useful and fruitful existence within it. This does not mean that the GM will rigidly decide which characters are going to participate, but if you discuss your character with the GM, certain difficulties can be smoothed out well ahead of time.


As you discuss your character concept with the GM, start building a sketch of the character’s personality and history. Make notes on where your character grew up, how he spent his adolescent years, schooling and training, etc. Try to determine how your character got to the point where he is now. The reason for this is twofold. First, it prepares you for the next step, Determine Lifepaths, and second, it allows the GM to begin shaping the campaign around character histories.

I have a concept for a character: I want to make a simple, starting character with only three lifepaths. A human peasant with dreams of becoming a Ranger one day. Nothing fancy, but with a good base and lots of room to develop.

2. Determine Lifepaths

After hearing your character concepts, the GM decides roughly how many lifepaths your character should take—essentially, he determines the “experience level” of your character. Once your experience is determined, you and the GM map out the character’s precise lifepaths.

Four lifepaths makes a good, experienced starting character; six lifepaths makes a tough veteran; and with eight lifepaths, men are old and Elves are very powerful. Characters with three or less lifepaths are neophytes and inexperienced—these make great starting characters! In fact, follow the example to see what can be done with just three lifepaths.

 Remember, simplicity is key. There are a lot of tempting choices, but it is important not to bite off more than you can chew. I have seen players make super-complicated characters only to be bored to tears because they are overqualified or over-specialized. (And as a general rule, I sincerely advise: No clowns, ever. Especially not firebreathing ones.)


The Twelve Steps

1. Choose a Character Concept
2. Choose Lifepaths
3. Determine Age
4. Stat Pool
5. Dividing the Stat Pool
6. Skill Point Pool
7. Buying Skills
8. Attributes
9. Traits
10. Resources
11. Determine How You Die
12. Instincts and Beliefs

The Lifepath System

The player dictates the precise direction of his character’s life and then fine tunes those experiences to meet his concept.

1. Character Concept

 Develop a concept and stick with it. In my humble opinion, this is the most important step of character burning.

Imagine what kind of character you want to play. This concept need not be lofty; in fact, the simpler the better. For example, “I would like to play an old sorcerer who has a magic cow.” Simple enough. Or even simpler: “I would like

Smooth Out the Wrinkles—Choose the Paths

Choose the lifepaths. Character lifepaths should be linear and smooth—one path should logically lead to the next. Build a character history from birth up until the moment that *you* take over and the character enters the game.

The *Born* lifepath is the starting point for every character. First, pick a setting in which the character was born. (A very important decision, as it determines what opportunities are available to the character in life.) Then choose the lifepaths you wish to take from that setting. (Note that some lifepaths have requirements that must be taken beforehand.)

Born... Lifepath

The Burning Wheel Lifepath system assumes that every kid gets a few years to grow up before being put to work. Depending on where and how they were born, characters get eight to twelve years of childhood before they embark on life's hard journey. (Elves and Dwarves have slightly longer childhoods. See their respective sections in the Lifepaths section.)

All Born lifepaths give General Skill Points which represent natural, innate talent, or early nurturing in the character's life. See General Skill Points, below, for more on that.

As you choose your character's lifepaths, use the Burner Worksheet (provided in the back of this book and downloadable from the website) to note down the numbers and info from each lifepath. Like so:

2. DETERMINE LIFEPATHS CHOOSE A RACE AND A STARTING SETTING, THEN CHOOSE LIFEPATHS WITHIN THAT SETTING. USE LEADS TO MOVE TO OTHER SETTINGS.

LIFEPATH	TIME	TRAIT	RES	STAT	SKILL PTS	REQ SKILL	OTHER SKILLS
<i>Born... Peasant</i>	8yrs	2	—	—	3 general pts	—	—
<i>Farmer</i>	8yrs	1	5	1phys	8pts	Farming/Mend, Husb, Cook, Sing	—
<i>Hunter</i>	5yrs	1	3	1phys	7pts	Hunt/ Track, Stealth, Orient, Bow	—

I have chosen to make a peasant farmer who spent a lot of his youth hunting with his father. With two of his three lifepaths he has managed to cull a variety of useful skills and the skill points to open them up. (Farmer and Hunter both come with more skills than those listed above, but I only wrote down the skills I know I might want from each path, leaving others aside—saving time and space.) After choosing the character's lifepaths and noting them down on the worksheet, proceed to the next step, Age.

Note: There is no limit to the number of lifepaths a player may choose for a character...save one: Age. The age limit for each race is the natural cap to the number of lifepaths available. You can build a character who is elderly and ready to die, but his adventuring career might be rather short.

3. Age

Total up the years in the Time column from the lifepaths you have chosen for your character. Add one year for every lead taken in the lifepaths. This total is your character's starting age.

3. CHARACTER AGE

Total Time	8+8+5
+	
Number of Leads	(—)
Character Age	21yrs

My Farmer from the above example is 21 yrs old—8yrs for Born Peasant + 8yrs for Farmer + 5 yrs for Hunter. He hasn't taken any Leads to any other Settings, so he doesn't have to pay the additional year(s).

4. Stat Pool

Take the total from step 3, Age, and consult the age chart appropriate to the character's race. These are the base Stat Pools for the character. Add the bonus stat points earned from the lifepaths into the appropriate pools.

In the *stat* column of the lifepath lists:

- A "I" indicates an *either/or* choice.
- A "," indicates *and*.

Thus "*Stat: +1 Men/Phy*" means the character can choose to add one to his *Mental* or *Physical* Pool, not both.

A. Consult the applicable *Starting Stat Points by Age* chart, use the Character's age from Step 3 to determine starting Stat pools.

B. Add Stat Bonuses earned from Lifepaths into their proper pools

MENTAL POOL	PHYSICAL POOL
8	16+2=18

My Farmer is a 21-yr-old human. Consulting the Human Age chart, I find that he gets: 7 pts Mental, 16 pts Physical. In addition he earned 1 Mental and 2 Physical points from his lifepaths, bringing his total to 18 pts Physical and 8 pts Mental. (+1 Physical for Farmer, +1 Mental and Physical from Hunter.)

5. Dividing the Stat Pool

All stats start at zero. Each point added raises a stat by one. So to purchase a stat of 3 costs three stat points from the appropriate pool.

All stats start in the mundane/Black shade. Black shade is free. Gray shade costs 5 points, and White shade costs 10 points. Thus if a player wants a G3 Will it costs 8 points (5 for shade, 3 for the exponent) from the Mental Pool. Shade is discussed in the Elements of Character section of the Burning Wheel.

Divide the Mental Pool points between Perception and Will.

Divide the Physical Pool between Agility, Speed, Power and Forte.

Maximum starting character stat exponent is 6. Heroic or Supernatural shades must be approved by the GM. Powerful Elves, Dwarves and Orcs should be considered for higher starting maximums.

5. STATS

A. DIVIDE THE MENTAL POOL

Perception 5
 Will 3

B. DIVIDE THE PHYSICAL POOL

Agility 5
 Speed 5
 Power 4
 Forte 4

All Stats start as Black Zero (B0).
 Each point added raises the exponent by 1. (From 0 to 1, from 1 to 2, 2 to 3, etc.)

My Farmer has 8pts in his Mental Pool. I decide to give him a Perception of B5 and a Will of B3. He has 18pts in the Physical Pool. I divide these like so: Agility B5, Speed B5, Pow B4, Forte B4. A very nice character indeed. To indicate Black shade I mark the box with an 'X'; To identify a Gray shade use a '/'; White shade is left blank.)

6. Skill Point Pool

Total all the skill points accrued from the character's lifepaths. General Points should be kept separate.

My Farmer has 15 skill points—8 from Farmer and 7 from Hunter. He also has 3 General points which I set aside. These are important and are discussed in the following section, Buying Skills.

7. Buying Skills

It costs one point to purchase or "open" a skill. It costs one point to raise or "advance" a skill after it has been opened.

Root Skills

Skills do not start at zero. All skills have a starting *root* rating. A *root skill* is always half (rounded down) of its *root stat*. Each skill is listed with its stat root in the Skill List in this book.

Thus, it costs 1 point to open a skill at its *root*, and 1 point for each exponent level advanced from the *root*.

I spend 1 pt to open Tracking for my Farmer. The root for Tracking is Perception. His Perception is B5, thus the Root Skill is B2 (Half of 5 rounded down). I get a B2 Tracking for 1 pt; I can then advance this with additional skill points.

Maximum Starting Skill Exponent

The maximum starting skill exponent is B6. Heroic and/or supernatural shades must be approved by the GM. *Once a character is in play there is no overall maximum exponent for skills.* However, it is rare to find skills of 7 or 8 and extremely rare to see any higher than that.

Shades

A skill starts with the shade of its root. Players can, however, pay to change the shade of their character's skills. It costs 5 points to open a Black shade skill at Gray, and 10 points to go from Black to White.

Roots that are the average of two or more stats start at the shade of the darker stat. Therefore, when factoring roots, all stat shades must be the same in order to earn a lighter shade.

My Farmer's stats are all in the Black, thus all of his Root Skills will start in the Black.

If one of the stat is Black and another is Gray, add +2 to the total before doing the average to find the root.


What Skills are Available?

Only the skills from the lifepaths that the character walked are available.

My Farmer has these skills available to choose from: Farm, Mend, Husbandry, Weave, Cook, Sew, Firebuilding, Sing, Hunting, Tracking, Stealthy, Orienteering, Javelin, and Bow.


I would like to take the Brawling skill but my farmer doesn't get that skill on any of his lifepaths. So, *I may not take Brawling using the skills or skill points earned on his lifepaths.* See General Skill Points below for exceptions to this rule.

Am I required to take any Skills?


 Yes, a character must take the first skill from each of his lifepaths. If the character already has that particular skill from another path, then they must take the second, and so on. Basically, the character must take at least one skill from each lifepath. Players are not obligated to advance those skills, but they must open them.

My Farmer is required to take Mending and Hunting.

Unlisted Skills

 Occasionally, a lifepath will contain skills that are not in the Lists. This is deliberate, generally these skills are so self-explanatory they bear no further discussion and they are so specialized or obscure that it is unlikely they will ever be used in the game. However, they are provided as additional details for players and GMs to work with when shaping the characters and the campaign.

Do I have to "eat maggots"?

 Do I really have to eat maggots? Yes. You'll notice that some lifepaths come with odd bits of "skills" that don't seem to fit in with the rest. These are called *lifepath traits* and are discussed under the step 9, Traits.

Training Skills

There is a sub-class of skills called "Trainings." They represent additional experience and skill that enhances the use of one aspect of that stat. Observation Training is a good example. Characters are trained to better notice small details. The training uses the Perception stat when tested, however it grants the stat special bonuses.

Some Training skills represent little bits of know-how that allow the character to function without penalty in certain circumstances. These are never tested, per se. Armor Training is a good example. Once the character has been taught how to don, wear and doff armor she is good to go, no tests are required.

Trainings like Shield Training supplement a skill, in this case a weapons skills. This type of training allow a player to use skill dice in a different way than is normally allowed.

Trainings cost 2 skill points to open and are not raised/advanced. They do not have a shade. If rolling against a training, use the shade of the root stat. For example, Observation uses Perception's shade and exponent.

Appropriate Weapons Skills

Listed with some lifepaths is an "appropriate weapons" skill. This indicates that the player is allowed the discretion to choose exactly what weapons his character has learned to use on this lifepath. A player is only restricted by his own good judgment when choosing appropriate weapons.

Obviously, a knight wouldn't train in the staff or club, but he would study the lance, sword, mace and dagger combat. The GM has final say over what is an appropriate weapon for a lifepath.

Buying Skills Example

I divided my Farmer's skills like this:

Skill	Root (pt.ca)	Skill Pts	Total Exp
Farm	<input checked="" type="checkbox"/> 2	+ 0	= 2
Mend	<input checked="" type="checkbox"/> 2	+ 0	= 2
Anim. Husbandry	<input checked="" type="checkbox"/> 2	+ 0	= 2
Cook	<input checked="" type="checkbox"/> 2	+ 0	= 2
Sing	<input checked="" type="checkbox"/> 2	+ 0	= 2
Hunt	<input checked="" type="checkbox"/> 2	+ 1	= 3
Track	<input checked="" type="checkbox"/> 2	+ 1	= 3
Stealth	<input checked="" type="checkbox"/> 2	+ 1	= 3
Orient	<input checked="" type="checkbox"/> 2	+ 1	= 3
Bow	<input checked="" type="checkbox"/> 2	+ 1	= 3
	<input type="checkbox"/>	+ —	= —
+1 General point to Tracking,			
+1 General point to Bow,			
and 1 General point to			
"open" Brawling: — = —			
	<input type="checkbox"/>	+ —	= —
Brawl	<input checked="" type="checkbox"/> 2	+ 0	= 2
Total should not exceed 64			
10 + 5			
(+3 General points)			

I am a veteran player and I know the deal behind character creation in any game—I want lots of interesting skills, but I also want some basic adventurer type skills. So I balance the two, taking ten skills from my lifepaths, giving my character a variety of skills that will be useful later on down the line. Why do I bother with Animal Husbandry? Because I don't trust my GM, and I may get stuck having to take care of horses in a tight spot. Cooking? Because I am a hunter and I want to be able to prepare the rudiments of a meal from what I kill. All the rest are fairly obvious. All in all a very good starting character.

General Points

These points represent natural talent or circumstances beyond the confines of the lifepaths. General skill points can be used to buy *any skill* from *any lifepath* (within your race). Skills *opened* with General points can only be advanced with General points—you can't use your lifepath skill points to advance them.

General skill points can also be used to advance regular skills. In this case they are combined with the regular old lifepath skill point pool.

I think my Farmer is just naturally good with a Bow, so I drop a General point in Bow to boost it from 3 to 4—just enough to give him an edge. Also, my Farmer grew up in a family with other brothers—they were always fighting and tussling. Thus, I spend a General point to open up a root Brawling Skill. He's not very good at it, but that must be why he spent so much time alone in the forest tracking deer. Tracking is another thing he is naturally good at, and another skill I dropped a General point into.

8. Attributes

Attributes are additional abilities and limits imposed on the character by his stats. There are six attributes.

Health, Reflexes, and Mortal Wound are governed directly by the character's Statistics. Steel is determined by the character's life experiences. Faith is purchased as a trait. Aptitude is kind of special.

Rounding Off Attributes

When rounding off the averages of your stats to factor attributes, round down unless told otherwise. (That means drop all remainders.)

Health

To factor Health, average Will and Forte.

Shade of Health

If both of the stats are the same shade, then that is the shade of Health.

However, if one of the Health stats is Gray, add two to the total before doing the average.

Be Careful of What You Eat


In addition, the character's health is also governed by his or her lifestyle. Do you lead a life of hardship and toil? Are you underfed? Are you sedentary?

These subtract from Health—they wear upon the body and impair its ability to recover from hardship.

On the plus side: Regular exercise? Eat decent foods? Consume moderate amounts? Keep regular hours? These benefit your character's overall Health and will help when real hardship strikes.

Once gameplay begins the GM should keep a general idea of how a character treats his body. This will affect the rate at which he heals and his susceptibility to disease and toxins. For example, a character who drinks excessively in game could be penalized by a drop in Health.

The averages for my Farmer come out to B3—Will B3 and Forte B4. But I ask the GM about it and he says the character is young and leads a somewhat healthy lifestyle (all that running around in the woods), so he bumps my Health up a notch to B4.

Health	 4
Health is the average of Will and Forte (rounded down).	

Reflexes


To factor Reflexes, average Perception, Agility and Speed.

Shade of Reflexes

If all three of your stats are the same shades, then that is the shade of your Reflexes.

However, if one of the Reflexes stats is Gray, add two (+2) to the total before doing the average. Add four (+4) if two of the stats are Grey and one is Black.

My Farmer has Perception B5, Agility B5, Speed B5. Average them for Reflexes B5. A very good Reflexes!

Reflexes	 5
Reflexes is the average of Perception, Agility and Speed (rounded down.)	

Mortal Wound

This is the dividing line, the final sign post before the last exit into the trackless wastes of death. The number generated determines exactly what wound, when delivered to the character, will kill him. It represents the rightmost limit on the Physical Tolerances Gray Scale. All other tolerances are subordinate to this, and will be marked in sequential descending order to the left of the Mortal Wound.

In order to generate the character's Mortal Wound, average the character's Power and Forte exponents. Take the result, 1-8, and add it to a base of 6. A number from 7-14 will be generated. This total is the Character's Mortal Wound marker.

Shade of Mortal Wounds

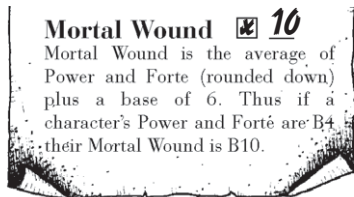
If the character's Power and Forte are both mundane shade, then the Mortal Wound is marked at the appropriate point in the black on the Grayscale. If Power and Forte are both Gray, then the Mortal Wound is Gray, and if both Stats are white the Mortal Wound falls at the far right end the Physical Tolerances Grayscale.

However, if only one of the stats is Gray, add two to the total before doing the average. The shade would be black.

Black Mortal Wounds have a base of 6.
Gray Mortal Wounds have a base of 4.
White Mortal Wounds have a base of 0.

See step 11, Determine How You Die, for the details on Physical Tolerances.

My Farmer has a Power of B4 and a Forte of B4, thus his Mortal Wound is B10. That is the average for most characters.



Steel

Steel measures how well a character handles life threatening, unexpected and overwhelming situations. The hardened, more experienced characters won't even bat an eye as their friends wilt around them, eviscerated and dying, while the green tenderfoot may be overcome by the sheer horror of it all.

In Burning Wheel the failure to deal with these situations manifests as *hesitation*. Steel is a way to overcome your character's inherent hesitation.

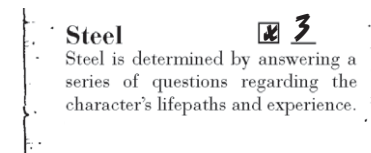
See the Using Your Abilities section in *The Burning Wheel* for more on Steel tests.

Every character starts with a base Steel of B3. After the lifepaths and character history have been finalized, the player and GM should look over the character's experiences to determine if steel should be raised or lowered.

- If the Will stat is exponent 5 or higher, raise Steel by one.
- If the character has actual “combat” experience, raise Steel by one. Meaning: Has the soldier actually been in a war? Has the bandit been on raids? Has the urchin been in street gang riots?
- If the character has ever been shot, stabbed or beaten severely, *and* has military training, raise Steel by one. (Any *soldier* lifepath counts as military training. *Volunteering to fight and conscripts don't count.*)
- If the character has been shot, stabbed or been beaten severely *and* does not have “military training” *and* their Will is 4 or lower, subtract one from the Steel exponent.
- If the character has been repeatedly physically beaten, *and* has a Will of B5, raise Steel by one.
- If a character has faced and killed *more than one person*, raise Steel by one.
- Characters serving in multiple wars should be considered for a Gray Steel if their Will is 5 or higher.
- If the character has never witnessed any violence whatsoever, subtract one from Steel. (The character has lived a sheltered life.)
- If the character has given birth to a child, raise Steel by one.
- If the character is Gifted or Faithful, raise Steel by one.
- If the character's Perception is B6 or higher, raise Steel by one.
- If the character's Will is B7 or higher, raise Steel by one.
- If the character's Forte is B6 or higher, raise Steel by one.
- If the character has never engaged in competitive play or sport, subtract one from Steel.

These are just a few examples. and they are not set in stone. The GM is the final arbiter of the Steel attribute.

Sadly, my Farmer doesn't qualify for any of the above Steel modifiers. Though he hasn't led an idyllic life on the farm, he hasn't seen terrible devastation or suffered grievous torture. So he starts with a Steel of B3—it's not horrible, but it ain't great, either. I'll just have to toughen him up in game.



Faith

Faith is a special attribute. In order to start a character with it he must have the *Faithful* trait. Paying for the Faithful trait earns a character a B4 Faith. The player and the GM can then negotiate for a higher Faith exponent.

In order to get a better understanding of the character, the GM should ask the player these simple questions: Whom do you trust most? When in danger, whom do you consult for aid? Ultimately, how can you best serve your allies? There is only one answer to these questions: God. Players should never start with a Faith of higher than B6.

Faith is not belief. A character can believe devoutly in a god and not have the Faith attribute. *Faith represents the character's ability to work miracles in the name of that faith.*

See step 9, Traits, for more on acquiring traits like Faithful.

The above rules stand for the Orc's Blasphemous Hatred as well.

I already know that I am not going to spend my Trait points on Faithful (it is an expensive trait.), so I just skip right over this section and draw a line through the Faith attribute on my character sheet. I believe, sure, but I won't be working any miracles any time soon.

Aptitude

Aptitude indicates how quickly a character absorbs knowledge and techniques. In the game, it determines how quickly the character learns new skills.

There are 6 basic Aptitudes: Perception Aptitude, Will Aptitude, Agility Aptitude, Speed Aptitude, Power Aptitude and Forte Aptitude. Skills that use the average of two stats to find their *root* (like Mending) use the average of those same stats for Aptitude.

To determine an Aptitude subtract the stat (or average of stats) from 10. This is the Aptitude for Skills with that Root. See the Skill Advancement rules in the The Burning Wheel for more on using Aptitudes in game.

My Farmer's stats are as follows: Perception B5, Will B3, Agility B5, Speed B5, Pow B4, Forte B4. Thus his eight Aptitudes are: Per Apt 5, Will Apt 7, Agi Apt 5, Spd Apt 5, Pow Apt 6, For Apt 6. He is a slow learner in social skills, where the Will Aptitude really counts, but a decent learner in all other areas.

9. Traits

Spending trait points is a simple affair. Sit and think for a bit about what quirks and odd habits separate your character from the rest. Consult the trait list in the back of this book for point costs and effects of Traits. See also Using Traits in the Burning Wheel for more on what traits can and will do in the game.

Mechanically, there are three kinds of traits: die traits, call-on traits and character traits. Die traits affect die rolls in the game and are the most expensive of the bunch. Call-on traits are the fun ones. They represent tiny quirks or special abilities that characters can use to get out of or into trouble. They are called "call-on" because in order to use them the player must announce that his character is calling on that trait. Character traits are embellishments added to flesh out characters and make them more fun to roleplay.

The player and the GM should discuss how exactly certain traits will affect the character. In general, a trait shouldn't be more than a little perk that helps the character get out of sticky situations.

Trait	Cost
<i>Sense of Direct.</i>	<i>3pts</i>
<i>Determined</i>	<i>1pt</i>
_____	_____
_____	_____

My Farmer has 4 Trait points to spend. I decide to take the call-on trait, Sense of Direction (3 pts)—because it is fitting for the character (I hope to develop him into a ranger-type character as the campaign progresses) and because it is downright useful. With my last point I choose the character trait, Determined (1 pt). Why? Because I feel that it is indicative of this young farmer's resolve get off his farm and out into the wide world. And it is a really fun trait to play.

We call these bits *lifepath traits*.

Lifepath Traits

Sometimes a lifepath ineffably changes a character. It can be something very unpleasant, like becoming accustomed to eating maggots as a galley slave on an oar-ship. Or it can be something beneficial like an Orc Pitwright's Deep Sense.

Most of these odd bits of traits are not described in the Lists. These have been deliberately left open to interpretation. They are free, unrated and most are fairly

self-explanatory, like Eat Maggots from Galley Slave. Some are not, like Farmer's Almanac from the Gardener lifepath in the Noble Court setting, it is up to the GM and the players to devise suitable interpretations for those.

The majority of lifepath traits are character traits, like Oddly Likeable from the Dwarven Graybeard path. But these traits can really be of any stripe—a call-on, character or die trait. It is up to you to decide. See Using Traits in the Burning Wheel for more on traits in Gameplay.

These are quirks that the character has acquired in his journeys and players are *must* mark them in their characters' trait list.



10. Resources

Resources are a combination of material possessions, monetary assets, properties, organizational affiliations, spells and, most importantly, contacts.


By allocating resource points in character generation, the player is specifying how his character spent his time and energy—his resources—in his life thus far. Was he focused on material wealth? Did he spend his time glad-handing and socializing, building a network of friends and associates? Or did he spend his time studying ancient tomes, absorbing arcana in the solitude of his study?

Each aspect of resources is very important to the character; spend these points wisely.

Possessions Rp Cost

Poor Quality Arms	.3
Run of the Mill Arms	.5
Superior Quality Arms	.20
Poor Quality Bow	.3
Run of the Mill Bow	.5
Poor Quality Long Bow	.4
Run of the Mill Long Bow	.8
Superior Quality Long Bow	.25
Poor Quality Crossbow	.4
Run of the Mill Crossbow	.7
Superior Quality Crossbow	.26
Quilted, Padded or Leather Armor	.3
Plated Leather Armor	.6
Chainmail Armor	.10
Plated Mail Armor	.20
Superior Quality Armor	.x4 COST
Poor Quality Armor	.1/2 COST
Riding Mount or Pack Animal	.5
War Mount	.12
Clothes	.1
Traveling Gear	.1
Shoes	.1
Finery	.5
"Skill" Tools or Kit	.9
Printed Volumes	.10
Home (leased land for a year)	.15
Rented Apt (for a year lease)	.10
Land	.3 per 10 ACRES
Workshop	.21
Laboratory	.25
Alchemical	.+3
Enchantment	.+4
Summoning	.+5
Nigromantic	.+5
Astrology	.+2
Paper, Parchment, Scrolls	.2
Quills/Inks	.1
Bound Volumes (blank)	.5
Inscription Inks	.20
Laborers	.2 ea
Servants	.4
Man-at-Arms	.6
Metal Farming Tools	.6
Individual Animal	.3 ea
Herd of Animals	.20 for 20
Incantations and Runes	.SEE BELOW

Notes on Possessions

 It is assumed that a character starts naked and penniless. Players spend resource points during character creation to acquire worldly goods. Clothing, land and money must be bought with resource points.

The resource point system isn't designed to quibble over small details like "How many arrows do I get?" or "Does my horse have a saddle?" When buying a horse the cost of bit, bridle and saddle is included; when buying a sword the scabbard is part of the cost; take a quiver and as many arrows as you think you'll need when buying a bow.

For money, the GM should devise a rough conversion for resource points into coin. This will really depend on the type of campaign being run. In general, one resource point should be worth a bit of money as each represents months of hard work squeezed from the character's life.

Arms— This covers the necessary hand-weaponry to suit a character's idiom. Arms for a knight would consist of a sword, lance and dirk. For a foot soldier perhaps an axe and dagger.

Poor Quality Arms— These are base Obstacle 2 to use and have the Run of the Mill weapon stats.

Run of the Mill Quality Arms— Base Obstacle 1 to use and have the Run of the Mill stats for weapons.

Superior Quality Arms— Base Obstacle 1 to wield. Use the Superior Quality weapon stats.

Armor— When buying armor, a player may choose as much or as little as suits his character (up to one complete suit—7D—of armor). Chainmail and plated mail armor require Armor Training to use without penalty. Also, a shield may be included in an armor kit at no extra cost.

Poor Quality Armor— This armor falls apart. ALL 1S COUNT for losing armor dice.

Run of the Mill Armor— ONLY THE FIRST 1 COUNTS when losing armor dice.

Superior Quality Armor— ONLY THE FIRST 1 COUNTS, which is rerolled; if that die comes up a 1 again a protection die is lost.

Traveling Gear— This is all the necessary bits, odds and ends and what-nots that are needed for survival on the road—candles, matches, flint and steel, a pocket knife, a rain cloak, a rain hat, a good sturdy rucksack, a thick leather belt, a money purse or wallet, a warm coat, etc. The exact choices are up to the player, but the GM obviously has final say—no flamethrowers or Elven cloaks in traveling gear. Oh, yes, I almost forgot...don't forget to bring a good length of rope; you'll want one if you don't.



Bow, Longbow and Crossbow— Included in the cost of these weapons are enough missiles to adequately outfit the character. Special arrowheads are not included and cost extra resource points. They cost 1 rp per special head.

Riding Mount— A horse, pony, camel and so forth can be bought with this choice. See Riding the Beast in the Burning Wheel for more on mounts.

War Mount— These trained beasts will attack anyone who gets in their way! See Riding the Beast for more on Mounts.

Skill Tool Kits— Many skills require tools. If a skill is listed with *Tools: Yes*, then a character must spend rps on a tool kit in order to be able to adequately perform skill tests. Tests without tools (for skills that require them) are at a double obstacle penalty.

Laboratory— A Laboratory is necessary to make tests without penalty for the listed skills—Alchemy, Enchantment, Summoning, Nigromancy and Automata.

Servant/Man-at-Arms— A servant is a two lifepath character: Born Slave, Servant. Or an eight lifepath character: Born Slave, Servant seven times. A Man-at-Arms

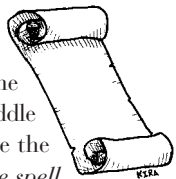
is a three lifepath character: Born Villager, Runner, Foot soldier. A character with a Noble Affiliation may have a Man-at-Arms as the following: Born Noble, Page, Squire.

Gear	Cost
Poor Qu. Bow	3pts
Clothes	1pt
Shoes	1pt
Travel. Gear	1pt

I have precious few resource points for my Farmer—only 8pts! But I dearly want a bow to start with, that's 5pts of my 8. I know a good bow is useful and they will be expensive down the road. However, there are some things I won't be able to buy in game—so I save a few points by buying a poor quality bow and set aside a few rps for contacts. Lastly, not wanting him to be a complete wastrel, I buy clothes and shoes for him.

Purchasing Spells with Resources

Starting sorcerer characters buy spells with resource points. The resource point cost for each spell is 2 rps for every point of obstacle. If the spell is listed with a “^”, the cost is 4 rps per obstacle point. If the obstacle is listed as a “range,” price the spell using the obstacle in the middle of the variable range. (For example, if a spell obstacle is “2-5,” price the spell as an Ob 3 spell.) *If the spell Obstacle is based on a stat, price the spell based on a stat of 5—essentially, these spells cost 10 resource points each.*



My Farmer doesn't have the Gifted trait, nor is he a sorcerer in any way, so I just skip over this one.

Contacts

Contacts is a list of who the character knows: friends, family, associates and acquaintances. This does not have to be a list of your entire inner circle (though they would definitely feel left out if they were not included), but a list of people that you know who could help you out in the future. You don't necessarily have to be friends, you just need a mutually beneficial relationship. (Right?)

Contacts are considered to be essentially friendly to the character to start. Loyalty and animosity can be purchased before the game begins with additional resource points. Double the base cost for loyal contacts. Halve the cost for contacts who bear the character animosity.

A noble father and his son war over the rights to land; They are contacts but they are definitely not friends. The noble father would cost 2 resource points if the son took him as a contact: 5pts for the Important contact, -1 because he is related, and halved because of his antipathy.

It is very cheap to have lots of relatives hate you.

Always round point costs up.

Minimum cost for any contact is 1rp.

Loyalty in Contacts



Loyal contacts are friendly to the character and will generally attempt to help when asked, but they are not unswervingly devoted henchmen. Loyalty is not a constant state and may change during the game. If, for example, the character ends up killing his best friend's husband, she may not have the same feelings for him as she did before. And she might have a hard time believing that her husband was a "demon." "How do you know my own husband better than I do?!"

Contacts	
Insignificant Contact	.1
Minor Contact	.2
Important Contact	.5
Powerful Contact	.10
<i>Family Relations are -1 rp cost.</i>	
<i>Contacts that hate you are half cost.</i>	
<i>Contacts that are loyal to you are x2 rps.</i>	
Reputation	
Local Reputation	.5
Regional Reputation	.15
Continental Reputation	.25
Reputation within an Affiliation	.8
Affiliations	
Guild	.20
Noble Family	.20
Arcane Order	.20
Military	.10
Temple	.20
Government	.10
University	.5
Outcast Group	.7
Special/Exclusive Group	.25

Contact	Relation	Cost
Me Dad	Dad!	1pt
Funkeep	--	1pt

I never like to start a character without contacts. It just doesn't make sense—he must know somebody! And contacts can be useful in so many ways—for adventure hooks especially. So, I choose to take my Farmer's father as a contact: Insignificant 1 rp and Related -1rp. Since the base cost of the contact is zero, I choose to make him "loyal," zero doubled is still zero. However, the minimum cost is still 1rp. In addition I create another contact for him, an

Innkeeper (1rp for an Insignificant contact) at a roadside inn on a busy highway twenty leagues from his farm. My Farmer and his father used to go there

occasionally to sell their catches; it was a busy place flowing with news and rumor. As good a place as any to start an adventure.

Reputation

Players can buy their characters a reputation. The points cost determines how widely known the character is. It is up to the player and GM to determine exactly what the player's reputation is for and in what circles it is known.



Every player wants a reputation for his character. From the noblest elf ring-smith to the lowliest rat-catcher. Everyone thinks it is a blast to have a reputation. Sure, it's lots of fun when every character in the company is renowned for something or other. No peace and quiet for you—everyone clamoring for your autograph. My point is that reputations should be thoughtfully chosen. Far and away it is better to develop a reputation in-game than start the game with one.

Affiliations

An Affiliation is a membership in an organization. Once "affiliated" with an organization, a character gains access to resources and privileges. Obviously, a former acolyte is not going to be able to take ancient temple scrolls out on loan, but he might know which doormat the servant's entrance key is under...

The points spent on an affiliation are meant to represent the time and energy devoted to the organization.

Characters also gain access to the organization's reputation. Being a bona fide member of "The Rangers" carries a certain weight—it rolls off the tongue well no matter where you are. Of course affiliations and their reputation earns enemies as well as allies, but that's another reason for membership: protection.

Affiliated Contacts

Affiliations give "free" contacts. Work-mates, partners, friends, former subordinates and so on. Take the cost paid for the affiliation and divide it in half. This is how many "free" points the character can spend on contacts within the organization. Though it is quite possible that a character knew and worked with many more people in his organization, they should be taken as standard contacts beyond the affiliation bonus.

Affiliated Goods

Lastly, an affiliation earns the character discounted goods or services—a one-time resource point bonus to be spent in character generation. This represents the perks afforded to the organization's members. Divide the affiliation cost by 5 (round down) for the resources point bonus. This is how many free gear/resource points the character earns for joining the organization. This purchase can be used on material assets, monetary assets, property and

spells (if applicable). *The purchase must reasonably come from within the scope of the organization.*

Noble Affiliation

When a character buys a Noble Affiliation he is granted a title and a rough amount of land. The exact land disbursement is up to the GM and the campaign, but I have provided suggestions. (There were many knights who were penniless and many who were richer than dukes.) The basic 20 points for Noble Affiliation earns a “Knight’s Fee,” 10 acres of land and a two room cottage. It also grants the title “knight” and the right to wear one’s own banner. +20 rps gets the title Lord, a manor house, and governance over a village. +40 points earns the title Baron, a keep, and governance over a small town. +60 points earns the title Viscount, a small castle and a town. +100 points earns the title Count, a castle and several towns.

Obviously, these lands require attention to govern properly. Unless playing a detailed and involved campaign, assume that the lands do well enough to support themselves, but not well enough to generate a profit or real benefit.

My character has neither a Reputation nor any Affiliations to speak of. So I now move on to 11. Determine How You Die.

11. Determine How You Die

Oh, pain: Hated enemy, ally of all adversaries. In this step the player determines how fragile his character is—what makes him bleed, what makes him cringe and what knocks him cold.

Creating Physical Tolerances

The Physical Tolerances Grayscale (PTGS) illustrates the character’s “physical durability.” It indicates how external damage affect the character’s body. Ballistic weapons, blunt trauma, falling and impact damages all have an effect on the body and not every body is affected to the same degree. There is an almost random element to how a person’s body will react to being hurt or strained—there are countless stories of people being shot and not even feeling it. Then there are the rest of us who get seriously woozy when we slice our finger open.

Mortal Wound, which is determined in step 8, Attributes, tells the player what damage on the PTGS kills the character outright. There are five other grades of damage that can be sustained by the body in question. The effect of each grade is exceedingly harsh. The more wounded a character is, the harder it is for him to do his job.

The Physical Tolerances, from left to right, are: *Superficial, Light, Midi, Severe, Traumatic* and *Mortal*. These are marked, in order, on the PTGS on the character sheet.

Physical Tolerances and What They Mean

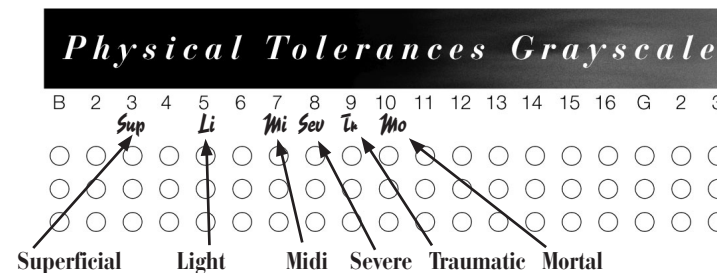
- Superficial:** Bumps, surface cuts, stubbed toes.
- Light:** Deep cuts, fractured nose or finger.
- Midi:** Fractured bones, deep puncture wounds
- Severe:** Broken bones, lost fingers or toes, mangled limbs
- Traumatic:** Shattered bones, organ damage, hemorrhaging, lost limbs
- Mortal:** Cranial trauma, cardial trauma, major organ damage:
You know, death.

The Superficial Wound Tolerance

The Superficial wound marker is: 1 plus half the Forte exponent (rounded down). Mark this coordinate on the corresponding number in the black area of the grayscale.

Light through Traumatic

After marking the Superficial Wound, place the Light, Midi, Severe and Traumatic tolerances on the Grayscale. They must be in the order listed above. Each tolerance can’t be farther apart than half the character’s Forte exponent.



My Farmer’s Mortal Wound is B10, thus I mark it below the number 10 on the black portion of the Grayscale. His Forte is B4 thus his Superficial Wound is B3 (Half Forte plus 1). The other tolerances I place in between that range, from 4 to 9. It’s not a lot of room to work with, but he is only an inexperienced human. If I wanted a higher Mortal Wound, I could have raised my Forte and Power, but it would have been at the cost of my high Agility and Speed—and for this character I would rather have faster Reflexes than a higher Mortal Wound.

Heroic Mortal Wounds

If the character has a Gray Power and a Gray Forte, the Mortal Wound tolerance marker is placed in the Gray. The remaining tolerances are stretched from the left of the Mortal Wound into the bottom of the mundane shade. *The distance between the Superficial and Light wound can be equal to the character's Forte exponent.* The distance between the other wounds is half Forte.

If the character's Mortal Wound is supernatural, then the tolerance marker is placed in the White and the rest of the tolerances are stretched back to Black. Characters with a White Mortal Wound may space apart their tolerances pips equal to the Forte exponent.

12. Beliefs and Instincts

More important than your Mortal Wound

Beliefs

Beliefs are a roleplaying aid to help remind players what is of essential importance to their characters. Obviously, these will vary drastically from player to player. Also, they are not necessarily designed to lock a character into a set of strictures but to encourage them to put some more flesh on the bones of the numbers.

Often, Beliefs help settle disputes between player and GM, kind of a last defense for all of the irrational behavior that goes into roleplaying. Using Beliefs players and GMs alike can determine if characters are acting fairly within the game or if they are using outside-game knowledge to benefit or preserve their character.

Most people hold their survival in the highest priority, but some may have devoted their life to a higher cause—and be willing to give it for that cause. Others lay their beliefs in the bed of vengeance and still others lay theirs in the arms of service. Of course, once penned, this list is not set in stone and is meant to change with time. Characters should start with at least one belief, but with no more than three.

This is where the traits, numbers, lifepaths and character history all start to come together. What does this character believe? Well, I need to take a look at the world from his perspective—he is a farmer, a peasant, who grew up tilling land for distant lord in a high manor. Belief 1: The Lord of land's word is law. Ok, now something to tie into his traits. His father taught him this: Belief 2: If you want something done right, do it yourself. A little clichéd, sure. But this is also a good excuse to get him adventuring. And it will dovetail nicely with the last Belief: Hates Orcs. Orcs have begun raiding in his region, some of his

cousins were killed, and his family's livestock was stolen and slaughtered, forcing his family into debt with their lord...forcing our boy to seek his fortune in the world.



Instincts



“Instincts” is a slight misnomer for this category. This is not a list of the basic instincts that drive the human mind like hunger, self preservation or reproduction. Rather, this is a list of zero to three gut-reactions that the character had driven into his skull over the course of his life. A basic instinct for martially trained characters could be: “When confronted, I take the Aggressive Stance.”

Instincts do not have to be combat oriented. They can be set in any venue. Such as in social situations, “I am always lying,” or in technical situations, “I have been trained always to work *diligently and carefully.*”

Instincts exist to both protect the players from their own mistakes and to allow them a little leeway in roleplaying. A player can faithfully know what his character will do in certain situations and does not have to constantly worry about forgetting little details.

These reactions, once set, become involuntary and *must be carried out when the sign and stimulus are given.* They can act as protection for characters just as they can be manipulated by those who are in the know.

My farmer is fairly inexperienced in the ways of the world, and hasn't had too much adventure-useful stuff drilled into his head. However, I can think of a few Instincts that might help him out. Instinct 1: Never stand behind the beast of burden. Instinct 2: Always keep the bowstring dry, and always keep an extra string. Instinct 3: Always be on the lookout for tracks, and mark them when I see them. Those should help out in a pinch.

Playing Instincts

Instincts must be announced by the player when they are triggered in game. They cannot save you if you forget you have them. In general, instincts should be allowed to supersede the dice/mechanics of the game.

For example, if the GM says something like: "It rains all night and you are soaked through, much of your gear is ruined."

I could counter with: "One of my Instincts is to 'Always keep my bowstring dry,' I have my extra string carefully wrapped in oilcloth and tucked in the center of my rucksack." Remember, I also spent resource points on Traveling Gear which includes these items.

Since it is an Instinct (and written down) the GM lets me have a dry bowstring in the morning...very useful for fighting off the bandits who promised to return at first light.

Now all that is left is to complete my character is to copy my notes to the character index sheet and think up a name. Ah, I've got one...

Miles Black Completed!

Miles Black

Peasant Man

Age: 21 yrs

Perception: B5 Will: B3, Agility: B5, Speed: B5, Power: B4, Forte: B4

Reflexes: B5, Health: B4, Steel: B3, Mortal Wound: B10

Skills: Farming B2, Mending B2, Animal Husbandry B2, Cooking B2, Singing B2, Hunting B3, Tracking B4, Stealthy B3, Orienteering B3, Bow B4, Brawling B2.

Gear: Poor Quality Bow, Canvas Quiver, 21 Hunting Arrows, Clothes, Shoes, Rain Cloak, Rain Hat, Rucksack, Belt, Skinning Knife, Cook Pot.

Contacts: Dad, Inn Keeper at the Shattered Aft.

Traits: Sense of Direction, Determined.

Instincts: Never stand behind the beast of burden, Always keep my bowstring dry, Always look out for track and note them when I see them.

Beliefs: The Lord's word is Law; If you want something done right, do it yourself; Orcs are bad.

Lifepaths: Born Peasant, Farmer, Hunter



Lifepath Notes

Repeating Lifepaths: The Law of Diminishing Returns

You can repeat a lifepath as many times as you like. The first two times a path is taken, all points are accrued as normal. The third time a character walks a lifepath he only receives half of the skill and resource points—no traits or stats. If a lifepath is taken a fourth time, the character only earns half of the resource points and nothing else (aside from years).

Some Inherent Knowledge



It is not assumed a character is literate. That's a skill. Spoken language is another matter, characters may take a skill in their native tongue at their Perception root. Additional languages can be taken also, but this really depends on the lifepaths of the character and the culture they grew up in. Additional languages do not cost points. Discuss their ratings with the GM, but do not feel obligated to spend skill points on languages unless the language is obscure or ancient.

Also, as a matter of course, it is up to the player to decided whether or not their character can swim or whistle or do handstands. None of these require skills, though some skills use and augment these little abilities.



Starting Character “Experience”



In Burning Wheel players are not forced to enter the game as a complete buffoons (aka, “first level characters”). The system is designed so players can choose any experience level they desire, and the mix of experiences usually creates a more interesting game.

Generally, the more lifepaths a character has taken the more powerful they tend to be. Thus the final decision of how many lifepaths are appropriate to the character is up to the GM. Approach the GM with a general idea of your character so that you can discuss exactly how experienced the character is.

Also, watch out for min-maxing. Just because a character is a “veteran” doesn’t necessarily mean he must have a B8 Power or a B8 Sword skill. *In Burning Wheel expert level is exponent 5.*

Balancing Stats



In the Burning Wheel system all stats are fairly interdependent—each one relies on its partners in order for the character to function. Min-Maxing stats is highly frowned upon. Not only is it bad sportsmanship, but it will lead to a very short life for your character. For example, a soldier with these stats: Pe B6, Wi B2, Spd B3, Ag B3, Po B8, Fo B8 is a cripple. First, when he is wounded he can only lose two dice before he falls unconscious. Second, a B2 Will sorely reduces the Health attribute, so even if he does manage to survive a brawl it will take ages to recover.

The GM is under no obligation to approve Heroic/Gray shades. There is a lot to consider when allowing that kind of power into the game. Veteran Elf, Dwarf, and Orc characters may have a Gray stat or two. But only truly heroic beasts, like demons and giants, will have all their stats in the gray.

As for Supernatural stats and skills...ferget it. Dream on. Supernatural Shade Statistics are the stuff of dragons and deities, and supernatural skills are the stuff of legend.

Limiting Skill Exponents

Exponent 3 to 4 is the range for average ability, 5 dice is expert level, 6 dice is damn good, 7 and 8 are right out.



Min-maxing skills doesn’t necessarily have the same disastrous effects it does for stats, but it is still a game-killer. First, *in BW an 8 really is master level*. This isn’t a joke, like an ‘18’ in D&D. In the end it is up to you how to play this game. Play it in the way that you enjoy it most.

Ultimately the GM has final say over a character’s numbers.

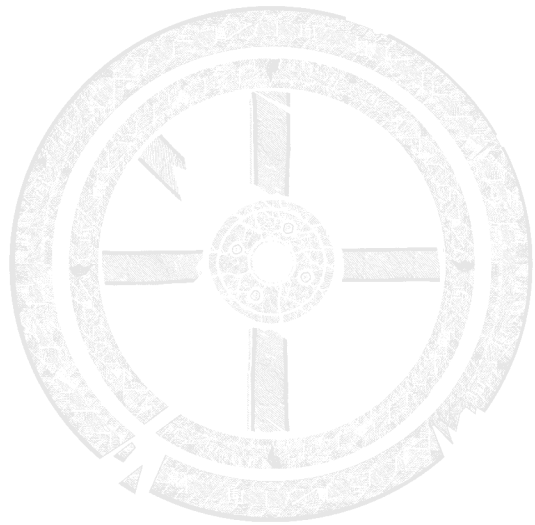
Missing Paths

Obviously, in trying to detail every avenue of life, the system has missed a few streets and cut a few corners. If you find something missing, please feel free to draw up a new path based on one of the existing ones.

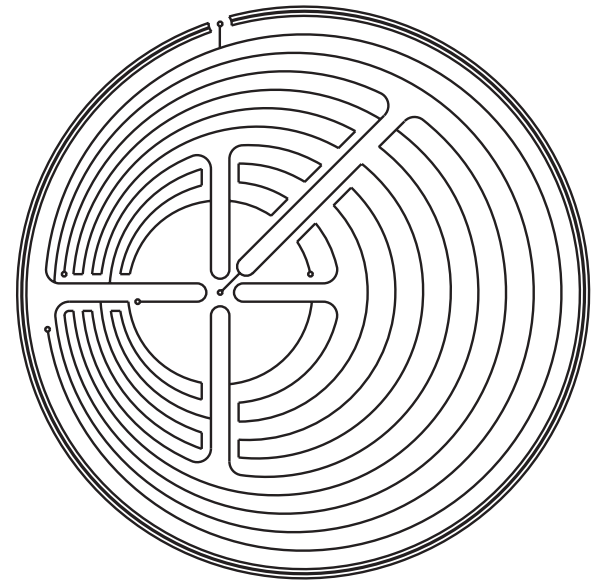
Lifepath Requirements: Keep Things Logical

Some lifepaths have requirements in order to journey down them. For example, you must be an Apprentice before you can be a Court Sorcerer. Requirements are listed with each lifepath. Of course if a player can come up with a solid story for his character, let the story supersede the rules.





Lifepaths



How small a part of the boundless and unfathomable time is assigned to every man? For it is very soon swallowed up in the eternal. And how small a part of the whole substance?...Reflecting on this consider nothing to be great, except to act as your nature leads you, and to endure what common nature brings.

—Marcus Aurelius Antonius

Von Goten's Story Part I

Tiel was born a third son to a thinly stretched brewer in Graas, in central Tiernika. When he was just nine years old his father, Sir Goudrian Von Goten, once a knight himself, told his boy flatly that he had nothing to give him and he would have to make his own way in the world, just as he had done.

Without batting an eye, young Tiel packed his few belongings and set out to join the Emperor's Army, which was assembling at Konigsberg to march north against Samagosia. Before he left, his mother made sure Tiel had a letter with his family seal, marking him of noble birth.

His lineage meant little to the haggard captains of the assembled companies—he received no great honors. But when he informed one of the captains that, "I am ready to serve unto death. There is no other lot for me, sire," the dark haired lad was granted the position of runner and messenger among the ranks.

The campaign against Samagosia lasted many years, and young Tiel served through it all. Suffering through the terrible winter of his third year in the north, the boy was promoted from courier to foot soldier in a single night. A Samagosian raid had wiped out his mercenary company. The burly boy watched his sergeant hacked to pieces before him—and then and there took up the sword of vengeance and joined the survivors in driving off the attack.

Months bled into years, Tiel watched endless companies of knights and mercenaries march north to earn glory and honor in the name of the Emperor. During his service, Tiel was attached as a guard to Meus, one of the Tiernikan fortified towns on the frontier, and served in the retinue of various knights. He participated in a few raids against the barbarian villages, but rarely saw full-scale battle—the Samagosians preferred to burn their own villages rather than face the iron knights of the Emperor.

A raid led by Sir Sotonius, a knight from Iberex, nearly cost Tiel his life. The mad knight refused to quit the field until he had met the barbarians in single combat. But the wily Samagosians retreated before the knight's armored retinue, leading them further and further astray. A storm descended, a thick white veil on the black face of night. Sotonius flew into violent rage, "God!" he bellowed to the sky, "Why doth thou mock me!"—and promptly dropped dead in his saddle. From what, no one knew, but Tiel suspected Samagosian black magic. What else could fell such a determined and stalwart man?



With dawn came the inevitable reprisal from the barbarians. They swept in like wicked wolves, intent on devouring the lost party. The company's captain was killed, and the soldiers panicked, but Tiel managed to hold them firm with a brave attack against the Samagosian black-witch himself. In an act of utter desperation, the young soldier launched himself at the fur-clad sorcerer and beat him to the ground—once again his brave actions drove off the enemy, and saved his life as well as his companions.

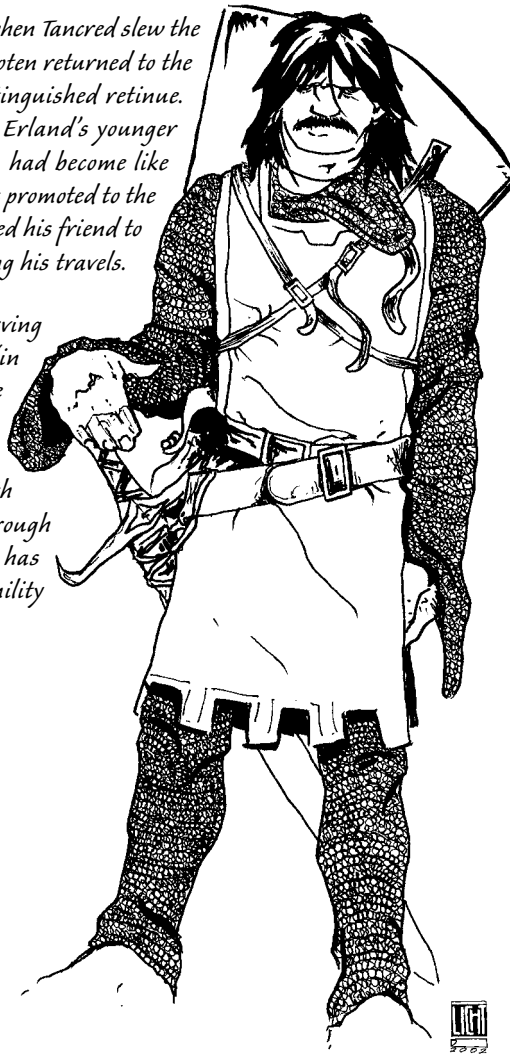
Tiel returned the body of Sotonius to Meus whereupon he was promoted to sergeant and given his own company. The young man quickly shed his boy-name and took the name of his father, insisting all his charges call him Von Goten.

It was during his service as a sergeant in the Northern Marches that Von Goten met the young Baron Tancred d'Erland. He fought with the Baron and his brothers in the terrible ambush at Rilthigmene, where Tancred and company were taken by surprise by the great Samagosian prince, Ethilgor. Von Goten valiantly defended Tristam d'Ufford as the young squire fought against his equal in Ethilgor's retinue.

After the victory, Erland took note of Von Goten's service and bravery. The Baron hired him into his demesne as a squire and promised that should he continue to serve so brilliantly he would earn his spurs one day. To this Von Goten curtly replied, "Sire, I am not worthy of such an honor."

The war in the north was ended when Tancred slew the barbarian prince, Ethilgor. Von Goten returned to the capital as a part of Erland's distinguished retinue. Since the battle at Rilthigmene, Erland's younger brother, Tristam, and Von Goten had become like brothers. Thus, when Tristam was promoted to the office of Knight-Justiciar, he invited his friend to serve as his personal squire during his travels.

Overwhelmed by the honor of serving in a true knight's demesne (in actual sworn service to the Emperor), Von Goten readily accepted the offer. Tristam's new duties took him across the length and breadth of the Empire, through which journeys Von Goten has continued to serve with humility and grace.



Tiel Von Goten

Age: 27 yrs

Perception: B4, Will: B5, Agility: B4, Speed: B4, Power: B6, Forte: B4

Reflexes: B4, Health: B5, Steel: B6, Mortal Wound: B11

Skills: Armor Training, Shield Training, Mounted Combat, Riding B3, Sword B5, Brawling B4, Knives B3, Lance B3, Crossbow B3, Intimidation B2, Command B2, Field Dressing B3, Etiquette B2, Inconspicuous B2, Sprinting.

Gear: Helmet, Mail Hauberk, Mail Arms and Leggings, Bastard Sword, Dirk, Sword Belt, Money Pouch, Field Dressing Kit, Boots, Leather Gloves, Rain Cloak, and a Warhorse.

Contacts: Sire Von Goten, father (minor, loyal, family); Baron Tancred (Important); Sir Tristam, Knight-Justiciar (minor).

Traits: Loyal, Fearless.

Instincts: Kneel in the presence of my betters; Sleep in armor; Care for the tack and harness of mine and my lord's horse.

Beliefs: I'm unworthy of praise; To serve one's lord with unflinching loyalty is the greatest act a man can perform; Samagosians are bad, Orcs are worse.

Lifepaths: Born Noble, Lead to Professional Soldier, Runner, Foot soldier, Sergeant, Lead to Noble Court, Squire.



Lifepaths of Man

Peasant Setting

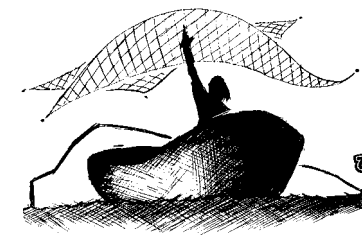
Name	Time	Trait	Res	Stat	Leads	Skill
Born Peasant	8 yrs	2	—	—	<i>Servitude, Soldier, Sea, Religious</i>	3pts: General
Farmer	8 yrs	1	5	+1 Phy	<i>Villager, Soldier, Servitude</i>	8pts: Farm, Mend, Husbandry, Weave, Cook, Sew, Firebuilding, Sing, Hoarding*
Head of Household	15 yrs	2	10	+1 Men	<i>Villager, Soldier</i>	10pts: <i>As Farmer</i> plus Carpentry, Hunting and Haggling, Almanac
Midwife¹	10 yrs	2	10	+1 Men	<i>Villager, Outcast</i>	10pts: <i>As Farmer</i> plus Herbalism, Soothing, Child-Birth [‡] , Omen [‡] , Ills and Ails
Peddler	5 yrs	2	10	+1 Men	<i>Villager, Serv., City-dweller, Outcast</i>	7pts: Mend, Sing, Haggle, Candlemaker, Persuasion, Inconspicuous, Falsehood
Miller	7 yrs	1	15	—	<i>Villager</i>	5pts: Miller, Brewer, Mend, Carpenter
Itinerant Priest²	6 yrs	2	8	+1 Men	<i>Villager, Outcast, City-dweller</i>	7pts: Oratory, Suasion, Candlemaker, Ride, Read, Scribe, Doctrine
Recluse Wizard³	15 yrs	2	3	+1 Men	<i>Outcast, Villager, City-dweller</i>	7pts: Astrology, Sorcery, Alchemy, Enchanting, Illuminations, Ancient/Obscure History
Fisherman	6 yrs	1	5	+1 Phy	<i>Villager, Outcast, Seafaring</i>	6pts: Fishing, Rigging, Knots, Mend, Cook, Boatbuilding, Superstitious*
Shepherd	4 yrs	1	3	+1 Phy	<i>Villager, Outcast</i>	4pts: Husbandry, Sing, Climb, Cry Wolf*
Woodcutter	5 yrs	1	3	+1 Phy	<i>Villager, Outcast</i>	5pts: Firebuilding, Mend, Foraging, Orienteering, Treewise, Tree-cutting
Hunter	5 yrs	1	3	+1 Men, Phy	<i>Villager, Outcast, Soldier</i>	7pts: Hunting, Tracking, Stealthy, Cook, Orienteering, Javelin, Bow
Trapper	5 yrs	1	6	+1 Men, Phy	<i>Villager, Outcast, Soldier</i>	6pts: Trapper, Stealthy, Tracking, Cooking, Hagging, Taxidermy
Elder⁴	15 yrs	1	5	+1 Men	<i>Villager, Outcast</i>	6pts: Observation [‡] , Persuasion, Ugly Truth, Peasant-wise, Local History, Crotchety*
Pilgrim	4 yrs	1	3	—	<i>Outcast, Servitude, Villager</i>	4pts: Road-weary*, Alms-taker*, Doctrine
Augur⁵	5 yrs	2	6	+1 Men	<i>Servitude, Outcast</i>	4pts: Astrology, Sorcery, Falsehood, Ugly Truth
Conscript	1 yr	1	3	—	<i>Servitude, Soldier, Outcast</i>	2pts: Waiting*, Marching*, Running Away*, Foraging
Country Wife	10 yrs	1	5+ [§]	+1 Men, Phy	<i>Religious[§]</i>	2pts: Child-rearing [‡] , Cooking: [§] Note: Player may choose husband's lifepath from the Peasant setting. Wife may take half husband's skill pts and leads. She also takes 50% of husband's Res.

*These skills are free. They must be added to the character's trait list.

[‡] Denotes *Training Skill*.

Peasant Notes:

- 1:** Midwife requires Lady, Young Lady, Court Doctor, Head of Household, Sorcerer, Court Sorcerer, Physician, Doctor or any Wife lifepath.
2: Itinerant Priest requires Acolyte.
3: Recluse Wizard requires Sorcerer
4: Elders must be 50+ yrs. **5:** Augur requires Wife, Midwife, Elder or Witch



Villager Setting

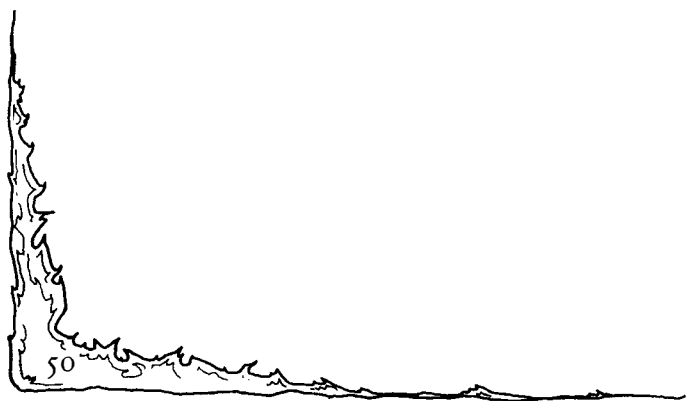
Name	Time	Trait	Res	Stat	Leads	Skill
Village Born	10 yrs	2	3	—	Peasant, Servitude, Sea, Religious	3pts: General
Merchant	7 yrs	1	20	+1 Men	City-dweller, Outcast, Seafaring	4pts: Accounting, Persuasion, Falsehood, Deal-Maker*
Clerk	4 yrs	1	8	—	City-dweller, Outcast, Soldier	3pts: Persuasion, Bureaucracy, Etiquette
Town Official ¹	5 yrs	—	25	+1 Men	City-dweller, Outcast, Soldier	8pts: Law, Persuasion, Etiquette, Interrogation, Forgery, Falsehood, Doctrine
Shopkeeper	5 yrs	1	15	—	City-dweller, Peasant	4pts: Haggling, Accounting, Observation ²
Apprentice	7 yrs	2	6	+1 Phy	City-dweller, Peasant, Soldier, Sea	4pts: Choose: Blacksmith, Carpenter, Tanner, Potter, Cooper; Mending
Journeyman ²	6 yrs	1	15	+1 Phy	City-dweller, Peasant, Soldier, Sea	5pts: Haggling plus skills as Apprentice (above)
Master Craftsman ³	10 yrs	—	30	+1 Men, Phy	City-dweller, Soldier	2pts: As Journeyman; 3pts: General
Sailor	5 yrs	1	5	+1 Phy	Soldier, City, Peasant, Serv., Sea	5pts: Rigging, Knots, Brawl, Mend, Sing, Superstitious*
Acolyte	7 yrs	3	10	+1 Men	Peasant, Outcast, Serv., City, Relig.	2pts: Doctrine, Bureaucracy, Read, Scribe
Priest ⁴	8 yrs	1	15	+1 Men	City-dweller, Outcast, Religious	6pts: Oratory, Suasion, Doctrine, Symbology
Laborer	4 yrs	2	3	+1 Phy	Soldier, Outcast, Serv., Peasant	2pts: Mind Numbing Work*
Taskmaster	6 yrs	1	15	—	City-Dweller, Outcast, Soldier	5pts: Intimidation, Brawl, Sing, Command, Barking*, Bawling*
Guard	3 yrs	—	6	+1 Phy	Soldier, City-dweller, Peasant, Serv.	3pts: Appropriate Weapon, Intimidation, Brawling, Graft*
Sergeant	5 yrs	1	8	+1 Phy	Soldier, Servitude, Noble Court	5pts: Command, Intimidation, Field Dressing, Appropriate Weapon, Shield Training ² , Graft*
Tailor	5 yrs	1	12	+1 Phy	City-dweller, Peasant	4pts: Sew, Weave, Embroidery, Frippery*
Tax Collector	5 yrs	1	15	+1 Men	City-dweller, Peasant, Outcast	4pts: Hard-Hearted*, Intimidation, Accounting, Haggling, Persuasion
Runner	4 yrs	1	5	+1 Phy	City-dweller, Peasant, Soldier	3pts: Streetwise, Inconspicuous
Pilgrim	2 yrs	2	3	—	Religious, Servitude, Villager	4pts: Road-weary*, Alms-taker*, Doctrine
Cloth-Dyer ⁵	5 yrs	—	15	+1 Men	City-dweller, Peasant	4pts: Cloth Dyeing, Accounting, Haggling
Groomsman	4 yrs	1	5	+1 Phy	Peasant, City-dweller, Soldier	4pts: Animal Husbandry, Ride, Mend, Horse-wise, Road-wise
Vintner	10 yrs	1	25	+1 Men	Noble Court, Peasant, Villager	4pts: Wine-making, Wine-tasting, Estate Management
Conscript	1 yr	1	3	—	Servitude, Soldier, Outcast	2pts: Waiting*, Marching*, Running Away*, Foraging
Peddler	5 yrs	3	10	+1 Men	Peasant, Serv., City-dweller, Outcast	7pts: Mend, Sing, Haggle, Candlemaker, Persuasion, Inconspicuous, Falsehood
Village Wife	8 yrs	1	5+ [§]	+1 Men/Phy [§]		2pts: Child-rearing, Cleaning; [§] Note: Player may choose husband's lifepath from Villager setting. Wife may take half husband's skill pts and any of his leads. She also takes one third of husband's Resources.

* These skills are free. They must be added to the character's trait list.

¹ Denotes Training Skill.

Villager Notes:

- 1:** Town Official requires Clerk, Merchant, Journeyman Craftsman, Vintner, Cloth-dyer, Sergeant or Tax-Collector
- 2:** Journeyman Craftsman requires Apprentice Craftsman
- 3:** Master Craftsman requires Craftsman or Journeyman
- 4:** Priest requires Acolyte
- 5:** Cloth-dyer requires Apprentice Craftsman



City-dweller Setting

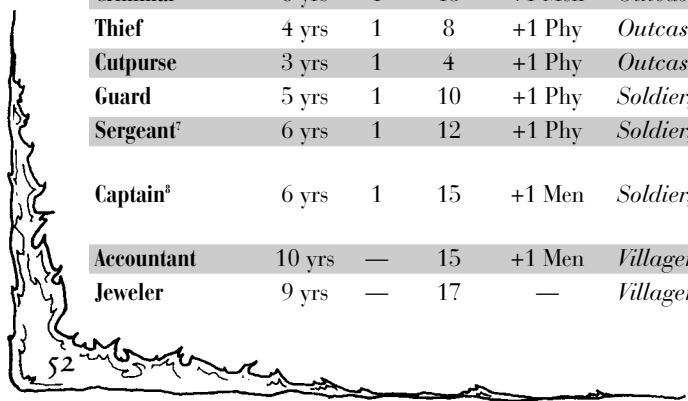
Name	Time	Trait	Res	Stat	Leads	Skill
City Born	12 yrs	1	10	—	<i>Servitude, Court, Noble, Outcast</i>	4pts: General
Student	4 yrs	2	5	+1 Men	<i>Outcast, Soldier, Serv., Peasant</i>	10pts: Read, Scribe, Philosophy, Rule of Law, History, Symbology, Anatomy, Astronomy, Inconspicuous, Streetwise
Runner	3 yrs	1	7	+1 Phy	<i>Villager, Soldier</i>	3pts: Streetwise, Inconspicuous
Courier	4 yrs	1	10	+1 Men	<i>Villager, Soldier</i>	4pts: Riding, Streetwise, Country-wise
Laborer	4 yrs	2	3	+1 Phy	<i>Soldier, Outcast, Serv., Peasant</i>	2pts: Mind Numbing Work*, Drunkenness*
Artist	4 yrs	1	5	+1 Men/Phy	<i>Outcast, Peasant, Noble Court</i>	2pts: Choose: Sculptor, Painter, Inlayer; Passionate*, Odd*
Composer	4 yrs	1	5	+1 Men	<i>Outcast, Peasant, Noble Court</i>	2pts: Choose: Poet, Music Composition; Remote*, Esoteric*
Dramaturge	4 yrs	1	5	+1 Men	<i>Outcast, Peasant, Noble Court</i>	3pts: Playwright, Waiter
Performer	3 yrs	2	5	+1 Men	<i>Villager, Outcast, Soldier</i>	5pts: Acting, Persuasion, Singing, Falsehood, Conspicuous, Sleight of Hand
Scribe	7 yrs	1	6	+1 Men	<i>Villager, Peasant</i>	4pts: Scribe, Read, Illuminations, Crampies*, Cartographer
Scholar ¹	10 yrs	2	15	+1 Men	<i>Villager, Outcast, Noble Court</i>	8pts: History, Philosophy, Symbology, Instruction [‡] , Illuminations, Know-It-All*
Pilgrim	2 yrs	2	3	+1 Men	<i>Religious, Servitude, City</i>	4pts: Road-weary*, Alms-taker*, Doctrine, Religious Diatribe*, Tall Tales*
Lawyer ²	6 yrs	—	20	+1 Men	<i>Outcast, Noble Court, Villager</i>	6pts: Law, Bureaucracy, Persuasion, History, Rhetoric
Doctor ³	7 yrs	—	18	+1 Men	<i>Outcast, Noble Court, Villager</i>	6pts: Anatomy, Surgery, Apothecary, Soothing Platitudes, Frustration with Church*
Groomsman	4 yrs	1	5	+1 Phy	<i>Peasant, Villager, Soldier</i>	4pts: Animal Husbandry, Ride, Mend, Road-wise
Banker ⁴	10 yrs	—	40	—	<i>Noble Court, Noble</i>	2pts: Accounting, Administration, For the Love of Money*; 2pts General
Tax Collector	5 yrs	1	15	+1 Men	<i>City-dweller, Peasant, Outcast</i>	4pts: Hard-Hearted*, Intimidation, Accounting, Hagging, Persuasion
Physician	5 yrs	1	12	+1 Men	<i>Noble Court, Soldier</i>	5pts: Herbalism, Anatomy, Research
Tailor	5 yrs	1	12	+1 Men/Phy	<i>City-dweller, Peasant</i>	4pts: Tailor, Sew, Weave, Embroidery, Frippery*
Taskmaster	6 yrs	1	15	+1 Men/Phy	<i>City-dweller, Outcast, Soldier</i>	5pts: Intimidation, Brawl, Sing, Command
Apprentice Artisan	8 yrs	1	10	+1 Phy	<i>Villager, Soldier</i>	7pts: Mason, Smith, Carpenter, Read, Scribe, Jargon
Artisan ⁵	10 yrs	2	30	+1 Men	<i>Soldier, Noble Court</i>	9pts: Jargon, Mason, Engineer, Architect, Carpenter, Read, Scribe
Engraver ⁶	7 yrs	—	15	+1 Ag	<i>Soldier, Noble Court</i>	4pts: Engraving, Etching, Jargon
Criminal	6 yrs	1	15	+1 Men	<i>Outcast, Noble Court</i>	5pts: Intimidation, Forgery, Falsehood, Numbers [‡] , Streetwise
Thief	4 yrs	1	8	+1 Phy	<i>Outcast, Villager, Servitude</i>	4pts: Brawling, Stealthy, Lockpick
Cutpurse	3 yrs	1	4	+1 Phy	<i>Outcast, Servitude, Soldier</i>	4pts: Inconspicuous, Brawling, Knives, Streetwise, Street Smart*
Guard	5 yrs	1	10	+1 Phy	<i>Soldier, Outcast</i>	5pts: Brawling, Appropriate Weapons, Armor [‡] , Intimidation
Sergeant ⁷	6 yrs	1	12	+1 Phy	<i>Soldier, Outcast</i>	6pts: Intimidation, Appropriate Weapons, Armor [‡] , Shield [‡] , Field Dressing
Captain ⁸	6 yrs	1	15	+1 Men	<i>Soldier, Outcast, Noble Court</i>	6pts: Intimidation, Command, Etiquette, Appropriate Weapons, Armor [‡] , Shield [‡]
Accountant	10 yrs	—	15	+1 Men	<i>Villager, Peasant</i>	4pts: Accounting, Bureaucracy, Read, Scribe
Jeweler	9 yrs	—	17	—	<i>Villager, Peasant</i>	5pts: Lapidary, Jeweler, Appraisal, Hagging, Falsehood

* These skills are free. They must be added to the character's trait list.

[‡] Denotes Training Skill.

City-dweller Notes:

- 1:** Scholar requires Student
- 2:** Lawyer requires Student
- 3:** Doctor requires Student
- 4:** Banker requires Doctor, Lawyer, Merchant, Moneylender, Artisan, Lord or Steward
- 5:** Artisan requires Apprentice Artisan
- 6:** Engraver requires Apprentice Artisan
- 7:** Sergeant requires Guard, Marine, or any Professional Soldier, Noble or Noble Court lifepath
- 8:** Captain requires Knight, Quartermaster, Sea Captain, Military Order or Sergeant
- 9:** Minister requires Merchant, Artisan, Master Craftsman, Plumber, Sorcerer, Banker, Lawyer, Doctor, Captain, Tailor or Scholar
- 10:** Journeyman requires Apprentice Craftsman
- 11:** Priest requires Acolyte
- 12:** Sorcerer requires Apprentice
- 13:** Plumber requires Apprentice Artisan



Lifepaths

Lifepaths of Man

Moneylender	8 yrs	1	20	—	<i>Villager, Peasant, Outcast</i>	4pts: Accounting, Haggling, Penny-wise*
Merchant	6 yrs	1	25	+1 Men	<i>Villager, Peasant, Noble Court</i>	4pts: Persuasion, Accounting, Falsehood
Minister⁹	9 yrs	1	30	+1 Men	<i>Villager, Noble Court, Outcast</i>	4pts: Oratory, Persuasion, Law, Administration, Law-wise, Minister-wise
Journeyman¹⁰	5 yrs	1	12	+1 Men/Phy	<i>Villager, Peasant, Soldier</i>	5pts: Blacksmith, Carpenter, Tanner, Potter, Cooper
Acolyte	5 yrs	3	10	+1 Men	<i>Peasant, Outcast, Serv., Religious</i>	3pts: Doctrine, Bureaucracy, Read, Scribe
Priest¹¹	5 yrs	1	20	+1 Faith	<i>Village, Outcast, Sold., Court, Relig.</i>	8pts: Oratory, Suasion, Read, Scribe, Doctrine, Symbology
Sorcerer¹²	6 yrs	1	25	+1 Men, Phy	<i>Villager, Outcast, Noble Court</i>	6pts: Sorcery, Enchanting, Calligraphy
Sorcerer's Apprentice	6 yrs	3	10	+1 Men	<i>Villager, Peasant, Outcast, Serv.</i>	7pts: Skulking*, Sucking Up*, Calligraphy, Read, Scribe, Research, Symbology, Sorcery
Clerk	4 yrs	1	9	+1 Men	<i>Villager, Outcast, Soldier</i>	4pts: Persuasion, Bureaucracy, Etiquette, Graft*
Shopkeeper	6 yrs	1	15	+1 Men	<i>Villager, Peasant</i>	4pts: Haggling, Accounting, Observation [†]
Sailor	5 yrs	1	5	+1 Phy	<i>Soldier, Seafaring, Peasant, Serv.</i>	5pts: Rigging, Knots, Brawl, Mend, Sing, Gambling
Peddler	5 yrs	2	10	—	<i>Village, Serv., Peasant, Outcast</i>	7pts: Mend, Sing, Haggle, Candlemaker, Persuasion, Inconspicuous, Falsehood, Story-spinner*
Plumber¹³	7 yrs	1	20	+1 Men	<i>Noble Court, Outcast</i>	6pts: Plumbing, Engineer, Coppersmith, Waterworks, A Touch of Madness*
Conner	6 yrs	2	10	—	<i>Noble Court, Peasant, Villager</i>	4pts: Brewing, Mending, Drinking, Cooper
Alewife	6 yrs	2	10	+1 Phy	<i>Noble Court, Peasant, Villager</i>	4pts: Brewing, Mending, Drinking, Administration
Locksmith	8 yrs	1	13	+1 Men	<i>Peasant, Villager</i>	4pts: Locksmith, Haggling
City Wife	6 yrs	1	5+ [§]	+1 Men	<i>Religious[§]</i>	2pts: Child-rearing; [§] Note: Player may choose husband's lifepath from the City-Dweller setting. Wife lifepath may take half husband's skill pts and leads. She also takes 25% of husband's Resources.

*These skills are free. They must be added to the character's trait list.

† Denotes Training Skill.

Noble Notes

1: Squire requires Page or any Professional Soldier Lifepath
2: Young Lady may only be taken once. And it may only be taken when the character would be aged 8 to 18
3: Knight requires Squire or Cavalryman
4: Lady requires Young Lady or Courtier
5: Lord requires Knight
6: Dame requires Lady

Noble Setting

Name	Time	Trait	Res	Stat	Leads	Skill
Born Noble	8 yrs	1	15	—	<i>Any</i>	5pts: General
Page	6 yrs	1	15	+1 Phy	<i>Soldier, City-dweller, Serv.</i>	8pts: Ride, Brawl, Read, Scribe, Sword
Squire¹	6 yrs	—	15	+1 Men, Phy	<i>Soldier, City-dweller, Serv., Outcast</i>	9pts: Sword, Shield [‡] , Armor [‡] , Lance, Knives, Mounted Combat [‡] , Crossbow, Etiquette
Student	4 yrs	—	10	+1 Men	<i>City-dweller, Noble Court</i>	9pts: Read, Scribe, Law, Oratory, Doctrine, Etiquette
Apprentice	6 yrs	3	10	+1 Men	<i>City-dweller, Court, Outcast</i>	8pts: Calligraphy, Read, Scribe, Skulking*, Sucking Up*, Research, Symbology, Sorcery
Acolyte	5 yrs	3	10	+1 Men	<i>City-dweller, Religious, Court</i>	4pts: Doctrine, Bureaucracy, Read, Scribe, Etiquette
Young Lady²	10 yrs	2	20	+1 Men	<i>City-dweller, Court, Religious</i>	12pts: Read, Scribe, Etiquette, Astrology, Musical Instrument, Composition, Field Dressing, Apothecary, Doctrine
Knight³	5 yrs	1	20	+1 Phy	<i>Soldier, City-dweller, Outcast, Relig.</i>	11pts: Mounted Combat [‡] , Shield [‡] , Armor [‡] , Appropriate Weapons, Intimidation, Falconry, Conspicuous
Lady⁴	5 yrs	1	17	+1 Men	<i>City, Outcast, Religious, Court</i>	8pts: Etiquette, Persuasion, Cuckolding*, Seduction, Inconspicuous, Doctrine
Lord⁵	10 yrs	—	50	+1 Men	<i>Soldier, Noble Court, City-dweller</i>	4pts: <i>General</i> ; 4pts: Hunting, Dance, Sing, Falconry, Round in the Belly*
Dame⁶	10 yrs	1	35	+1 Men	<i>City, Court, Outcast, Religious</i>	4pts: <i>General</i> ; 3pts: Estate Management, Round in the Belly*



Noble Court Sub-Setting

Name	Time	Trait	Res	Stat	Leads	Skill
Page	6 yrs	1	15	+1 Phy	<i>Soldier, City-dweller, Serv.</i>	8pts: Ride, Brawl, Read, Scribe, Sword
Squire ¹	6 yrs	—	15	+1 Men, Phy	<i>Soldier, City-dweller, Serv., Outcast</i>	9pts: Sword, Shield [‡] , Armor [‡] , Lance, Knives, Mounted Combat [‡] , Crossbow, Etiquette
Student	4 yrs	—	10	+1 Men	<i>City-dweller, Noble</i>	9pts: Read, Scribe, Law, Oratory, Doctrine, Etiquette
Young Lady ²	10 yrs	2	20	+1 Men	<i>City-dweller, Noble</i>	12pts: Read, Scribe, Etiquette, Astrology, Musical Instrument, Composition, Field Dressing, Apothecary, Doctrine
Knight ³	5 yrs	1	20	+1 Phy	<i>Soldier, Noble, Outcast</i>	11pts: Mounted Combat [‡] , Shield [‡] , Armor [‡] , Appropriate Weapons, Intimidation, Falconry, Conspicuous
Man-at-arms	6 yrs	1	12	+1 Phy	<i>Soldier, City-dweller, Outcast</i>	8pts: Mounted Combat [‡] , Shield [‡] , Armor [‡] , Brawling, Intimidation, Etiquette, Appropriate Weapons
Chaplain ⁴	5 yrs	1	18	+1 Men/Phy	<i>Soldier, City, Religious, Serv.</i>	7pts: Oratory, Doctrine, Riding, Mounted Combat [‡] , Appropriate Weapons, Armor [‡] , Shield [‡]
Court Sorcerer ⁵	8 yrs	2	30	+1 Men	<i>Outcast, City-dweller</i>	7pts: Etiquette, Falsehood, Astrology, Alchemy, Sorcery
Courtier	5 yrs	1	15	+1 Men	<i>City-dweller, Outcast, Noble</i>	8pts: Etiquette, Observation [‡] , Persuasion, Seduction, Inconspicuous, Court-Gossip-wise, Noble-wise, Rapier Wit*
Court Lawyer ⁶	8 yrs	—	25	+1 Men	<i>City-dweller, Outcast</i>	6pts: Etiquette, Oratory, Persuasion, Law, History, Slippery*
Court Doctor ⁷	8 yrs	—	20	+1 Men	<i>City-dweller, Outcast</i>	7pts: Etiquette, Apothecary, Bloodletting, Surgery, Anatomy, Symbology, Falsehood, Incomprehensible Diagnosis*
Court Artist	6 yrs	1	15	—	<i>City-dweller, Outcast</i>	4pts: Sculptor, Painter, Engraver, Observation [‡] , Seduction, Romantic*
Minstrel	4 yrs	1	10	+1 Men	<i>City-dweller, Outcast, Villager</i>	5pts: Poetry, Sing, Musical Instrument, Coy Implications*
Chronicler ⁸	10 yrs	2	15	+1 Men	<i>City-dweller, Outcast, Villager</i>	6pts: Composition, History, Etiquette, Illumination, Obscure History, Flatterer*, Denunciation*, Cynical* or Righteous*
Court Jester	5 yrs	3	10	—	<i>Outcast, Servitude</i>	6pts: Sing, Sleight of Hand, Climb, Conspicuous, Throw, Ugly Truth
Court Chef	5 yrs	1	14	+1 Men	<i>Outcast, City-dweller</i>	5pts: Cooking, Sing, Herbalism, Falsehood
Court Priest ⁹	6 yrs	2	20	+1 Men	<i>Outcast, City-dweller, Religious</i>	5pts: Etiquette, History, Symbology, Doctrine, Persuasion
Advisor to the Court ¹⁰	§	1	10/yr	+1 Any	<i>Any</i>	Note: § <i>Advisors may choose their tenure: The player determines number of years: Character earns 1 General skill point and 10 resource points per year.</i>
Servant	6 yrs	2	7	—	<i>Outcast, Servitude</i>	4pts: Inconspicuous, Lifting Heavy Things*, Veneer of Obedience*, Etiquette, Court Gossip, Bored*
Nurse	6 yrs	2	7	—	<i>Outcast, Servitude, Villager</i>	5pts: Child-rearing, Soothing, Etiquette, Gossip, Field Dressing, Mommy of All*, Child-wise
Governess	8 yrs	1	10	—	<i>Outcast, Servitude, Villager</i>	5pts: Administration, Intimidation, Etiquette, Spanking [‡] , Ear-pulling [‡] , Knows the answer to everything*, Child-birth [‡] , Bitter*
Steward	7 yrs	1	15	+1 Men	<i>City-dweller, Noble, Outcast</i>	6pts: Estate Management, Accounting, Observation [‡]
Gardener	10 yrs	2	10	+1 Phy	<i>City-dweller, Servitude</i>	5pts: Gardening, Flower Arranging, Tree-wise, Herbalism, Farm, Farmer's Almanac*, Plant-wise, Pest-wise
Huntsman	5 yrs	1	10	+1 Men/Phy	<i>Peasant, Soldier</i>	6pts: Hunting, Animal Husbandry, Forest-wise, Stealthy, Cook, Tracking, Orienteering, Crossbow

* These skills are free. They must be added to the character's trait list.

‡ Denotes Training Skill.

Noble Court Notes:

1: Squire requires Page or any Professional Soldier lifepath
2: Young Lady may only be taken once. And it may only be taken if the character is currently age 8 to 18
3: Knight requires Squire or Cavalryman
4: Chaplain requires Priest. **5:** Court Sorcerer requires Sorcerer **6:** Court Doctor requires Doctor or two Student lifepaths **7:** Court Lawyer requires Lawyer or two Student lifepaths **8:** Chronicler requires the Read and Scribe skills previous to taking the lifepath **9:** Priest requires Acolyte **10:** Advisors must have a "master level" lifepath: Captain, Lord, Master Artisan or Craftsman, Scholar, Minister, Eunuch or Thinker **11:** Armorer requires Journeyman Craftsman **12:** Atilliator requires Journeyman Craftsman

Falconer	5 yrs	1	10	+1 Men/Phy	<i>Peasant, Soldier, City-dweller</i>	4pts: Falconry, Animal Husbandry, Boasting*, Weird*, Birdie Talk*
Armorer¹	8 yrs	1	18	+1 Phy	<i>City-dweller, Soldier</i>	5pts: Armorer, Etching, Smith, Tanner
Torturer	5 yrs	1	10	+1 Men	<i>Outcast, Servitude, Soldier</i>	4pts: Interrogation, Torture, Anatomy, Torture Devices, Unsavory Madman*
Atilliator²	10 yrs	2	20	+1 Phy	<i>Soldier, City-dweller</i>	6pts: Crossbow Manufacture, Carpentry, Carving, Smith, Tanner
Forester	7 yrs	1	8	+1 Men/Phy	<i>Peasant, Soldier, Villager, Outcast</i>	8pts: Observation [‡] , Orienteering, Foraging, Survival [‡] , Tracking, Trapping, Cudgel, Staff, Hunting Bow
Groom	4 yrs	1	5	+1 Phy	<i>City-dweller, Villager, Soldier</i>	4pts: Animal Husbandry, Ride, Mend, Border-wise, Road-wise

*These skills are free. They must be added to the character's trait list.

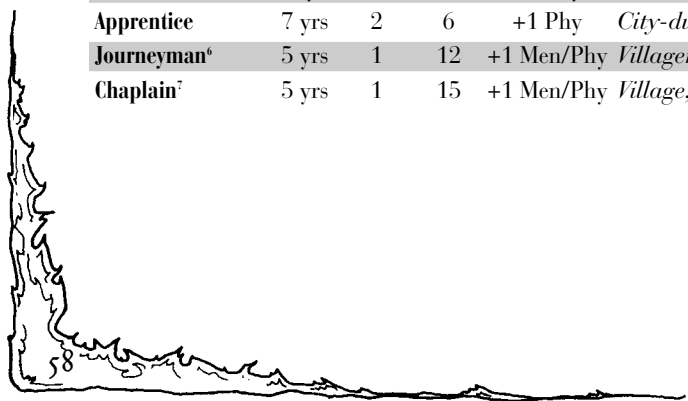
[‡] Denotes Training Skill.

Professional Soldier Sub-Setting

Name	Time	Trait	Res	Stat	Leads	Skill
Runner	3 yrs	1	5	+1 Phy	<i>Villager, Peasant, Servitude</i>	4pts: Inconspicuous, Sprinter [‡] , Stealthy, Sing
Musician	3 yrs	1	5	+1 Men	<i>Villager, Peasant, Servitude</i>	4pts: Musical Instrument, Conspicuous, Riding
Herald	3 yrs	1	6	+1 Men	<i>Villager, Servitude, Noble Court</i>	4pts: Oratory, Conspicuous, Riding, Heraldry
Bannerman	3 yrs	1	7	+1 Phy	<i>Villager, Servitude, Noble Court</i>	5pts: Conspicuous, Riding, Appropriate Weapon, Armor Training [‡]
Foot soldier	3 yrs	1	6	+1 Phy	<i>Villager, Peasant, Servitude</i>	5pts: Appropriate Weapon, Shield [‡] , Brawling, Foraging, Firebuilding
Sergeant¹	5 yrs	1	8	+1 Men/Phy	<i>Villager, Servitude, Noble Court</i>	6pts: Intimidation, Command, Field Dressing, Appropriate Weapon, Shield [‡]
Cavalryman	4 yrs	1	9	+1 Phy	<i>Villager, Servitude, Noble Court</i>	8pts: Riding, Mounted Combat, Armor Training [‡] , Shield [‡] , Appropriate Weapon
Captain²	6 yrs	1	15	+1 Men, Phy	<i>Villager, Servitude, City, Court</i>	8pts: Command, Contract Negotiation (Haggling), Oratory, Appropriate Weapon, Field Dressing, Riding
Quartermaster	5 yrs	1	17	+1 Men	<i>Villager, City-dweller, Noble Court</i>	6pts: Administration, Accounting, Haggling
Archer	3 yrs	1	5	+1 Phy	<i>Villager, Peasant, Servitude</i>	5pts: Bow, Fletcher, Brawling, Foraging, Firebuilding
Crossbowman	3 yrs	1	6	+1 Phy	<i>Villager, Peasant, Servitude</i>	5pts: Crossbow, Fletcher, Brawling, Foraging, Firebuilding
Engineer³	5 yrs	1	15	+1 Men	<i>City-dweller, Noble Court</i>	6pts: Artillerist, Engineering, Observation [‡]
Sailor	5 yrs	1	5	+1 Phy	<i>Villager, City-dweller, Seafaring</i>	5pts: Rigging, Knots, Mending, Navigation, Knives, Sword
Scout	3 yrs	1	4	+1 Phy	<i>Peasant, Servitude</i>	5pts: Stealthy, Observation [‡] , Foraging, Orienteering, Appropriate Weapon
Armorer⁴	8 yrs	1	18	+1 Men	<i>City-dweller, Villager</i>	5pts: Armorer, Etching, Smith, Tanner
Atilliator⁵	10 yrs	2	20	+1 Phy	<i>Court, City-dweller</i>	6pts: Crossbow Manufacture, Carpentry, Carving, Smith,
Apprentice	7 yrs	2	6	+1 Phy	<i>City-dweller, Peasant, Villager</i>	4pts: Smith, Carpenter, Tanner, Potter, Cooper
Journeyman⁶	5 yrs	1	12	+1 Men/Phy	<i>Villager, Peasant, Villager</i>	3pts: As Apprentice plus Appraisal, Practical, Mending
Chaplain⁷	5 yrs	1	15	+1 Men/Phy	<i>Village, City, Sea, Court, Religious</i>	4pts: Oratory, Armor Training [‡] , Riding, Mounted Combat [‡] , Appropriate Weapons

Professional Soldier Notes:

- 1:** Sergeant requires Bandit, Free Company, Foot Soldier or Guard
- 2:** Captain requires Sergeant, Knight, Squire or Man-at-Arms
- 3:** Engineer requires Apprentice Artisan or Artisan
- 4:** Armorer requires Journeyman Craftsman
- 5:** Atilliator requires Journeyman Craftsman
- 6:** Journeyman requires Apprentice Craftsman
- 7:** Chaplains requires Priest or Acolyte



Seafaring Setting

Name	Time	Trait	Res	Stat	Leads	Skill
Son of a Gun	8 yrs	1	3	—	<i>Servitude, Soldier</i>	3pts: General, Sea-legs*
Captain¹	7 yrs	1	18	+1 Men	<i>Servitude, Soldier, City-dweller</i>	6pts: Command, Stern Demeanor*, Oratory, Ship-wise, Sea-wise; 2pts General
Lieutenant² (1* Mate)	6 yrs	1	15	+1 Men	<i>Servitude, Soldier, City-dweller</i>	4pts: Intimidation, Command, Conspicuous, Seaman-wise, Sword
Steward³	6 yrs	1	15	+1 Men	<i>Servitude, Soldier, City-dweller</i>	4pts: Accounting, Ship Management, Tabulation [†]
Purser	4 yrs	1	5	—	<i>Servitude, Soldier</i>	3pts: Accounting, Ship Management, Skimming*, Bitter Resentment*
Signalman	5 yrs	1	3	+1 Men	<i>Servitude, Soldier</i>	3pts: Signalling, Observation [†] , Cryptography
Landsman	4 yrs	1	2	—	<i>Servitude, Soldier</i>	3pts: Knots, Cursing [†] , Brawl, Rope-wise, Aches and Pains*
Sailor	5 yrs	1	4	+1 Phy	<i>Servitude, Soldier</i>	4pts: Rigging, Knots, Brawl, Sing, Sea-wise, Gambling
Marine	4 yrs	1	5	+1 Phy	<i>Soldier, City-dweller, Servitude</i>	4pts: Sea-legs*, Appropriate Weapon, Waiting*, Disciplinarian*, Knots
Bosun	5 yrs	1	7	+1 Mean	<i>Soldier, City-dweller, Servitude</i>	3pts: Intimidation, Brawling, Obeying Orders*
Helmsman	4 yrs	1	6	+1 Bored	<i>Soldier, City-dweller, Villager</i>	3pts: Helm, Navigation, Observation [†]
Drummer	5 yrs	1	5	—	<i>Soldier, City-dweller, Villager</i>	3pts: Drum, Sing, Drum-maker, Incessant Tapping*
Ship's Doctor⁴	6 yrs	—	12	+1 Men	<i>City-dweller, Outcast</i>	6pts: Apothecary, Bloodletting, Surgery, Anatomy, Astrology, Falsehood, Incomprehensible Diagnosis*, Saw-Bones*
Cook	5 yrs	1	6	+1 Men	<i>Outcast, City-dweller</i>	4pts: Cook, Sing, Falsehood
Ship's Chaplain⁵	5 yrs	1	10	—	<i>Villager, City, Religious, Soldier</i>	4pts: Oratory, Doctrine, Burial At Sea [†] , World Weary*
Navigator	6 yrs	1	8	+1 Men	<i>Villager, City-dweller, Servitude</i>	4pts: Navigation, Sea-wise, Cartography
Carpenter⁶	4 yrs	1	11	+1 Phy	<i>Villager, City-dweller, Servitude</i>	5pts: Mending, Carpentry, Shipwright, Boatwright, Ship-wise
Carpenter's Mate	6 yrs	1	6	+1 Phy	<i>Villager, Servitude</i>	3pts: Mending, Cursing [†] , Spitting [†] , Gambling
Sailmaker	5 yrs	1	10	+1 Phy	<i>Villager, City-dweller, Servitude</i>	4pts: Sew, Weave, Mend, Sail-wise
Rat-catcher	6 yrs	1	3	—	<i>Outcast, Servitude</i>	4pts: Trapper, Poisons, Rat-speak*, Ratiquette*, Feral*, Bilge-Drinker*
Engineer⁷	4 yrs	1	12	+1 Men	<i>Soldier, City-dweller, Villager</i>	4pts: Artillerist, Engineer, Carpentry, Mending
Artillerist	4 yrs	1	6	+1 Men	<i>Soldier, City-dweller, Servitude</i>	3pts: Mending, Carpentry, Artillerist
Cabin Boy (Page)	6 yrs	1	8	—	<i>Soldier, City-dweller, Serv.</i>	4pts: Etiquette, Cursing [†] , Ship-wise, Obsequious*, Veneer of Obedience
Galley Slave	6 yrs	2	3	—	<i>Servitude, Soldier</i>	3pts: Rowing [†] , Tasting the Lash*, Rowing [†] , Eating Maggots*, Rowing [†] , Tasting the Lash*, Singing, Following the Beat*, Rowing [†] , My Back Hurts*

*These skills are free. They must be added to the character's trait list.

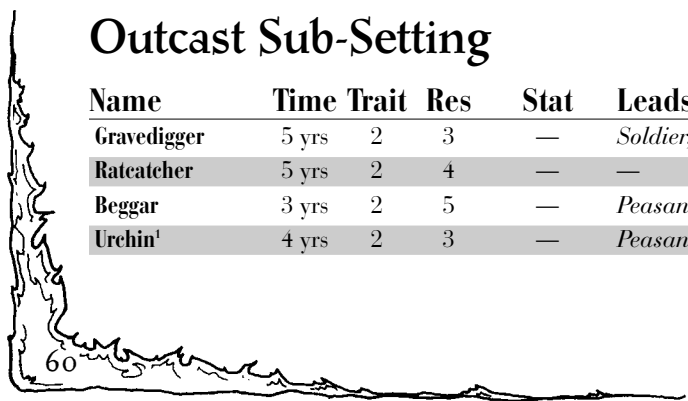
[†] Denotes *Training* Skill.

Seafaring Notes:

1: Captain requires Lieutenant, Engineer or Knight **2:** Lieutenant requires Knight, Steward or Bosun **3:** Steward requires Lieutenant or Purser **4:** Ship's Doctor requires Student **5:** Chaplain requires Acolyte **6:** Carpenter requires Apprentice Craftsman or Carpenter's Mate **7:** Engineer requires Apprentice Artisan or Artillerist

Outcast Sub-Setting

Name	Time	Trait	Res	Stat	Leads	Skill
Gravedigger	5 yrs	2	3	—	<i>Soldier, Servitude</i>	2pts: Ditch Digging, Philosophy, Bitter*
Ratcatcher	5 yrs	2	4	—	—	4pts: Trapper, Poisons, Rat-speak*, Ratiquette*, Diseased*
Beggar	3 yrs	2	5	—	<i>Peasant, Soldier</i>	3pts: Inconspicuous, Conspicuous, Streetwise, The Story*
Urchin¹	4 yrs	2	3	—	<i>Peasant, Soldier</i>	3pts: Inconspicuous, Streetwise, The Story*, Pick the Pocket, Addicted*



Lifepaths

Leper	4 yrs	2	3	-1 Phy	<i>Servitude, Peasant</i>	2pts: The Story*, Frustration*, Anger*, Acceptance*, Wasting unto Death*, Unbeliever*
Prostitute	5 yrs	2	6	—	<i>Peasant, Villager, City, Servitude</i>	3pts: Persuasion, Falsehood, Hagglng, Soothing Platitudes, Tolerant*
Whoremonger	6 yrs	1	11	—	<i>Villager, City-dweller</i>	2pts: Intimidation, Hagglng
Itinerant Performer	3 yrs	2	3	—	<i>Peasant, Villager, City, Soldier</i>	4pts: Cooking, Sewing, Theatrics, Sleight of Hand, Hagglng, Mending, Broken-man*
Insurrectionist	3yrs	1	5	—	<i>City-dweller, Soldier</i>	4pts: Philosophy, Law, Oratory, Firebombs, <i>Additional Belief</i>
Thug	4 yrs	1	7	—	<i>Soldier, City-dweller</i>	4pts: Streetwise, Murder-wise, Guard-wise, Throttling [‡] , Brawling, Cold Blooded*
Bandit	3 yrs	1	7	+1 Phy	<i>Soldier, Peasant</i>	4pts: Appropriate Weapon, Intimidation, Stealthy, Caravan-wise
Smuggler	4 yrs	1	10	+1 Men	<i>Soldier, City-dweller, Villager</i>	5pts: Persuasion, Falsehood, Appraisal, Law-wise, Forgery, Stealthy, Paranoid*, Inconspicuous
Poisoner	5 yrs	1	8	+1 Men	<i>City-dweller, Villager, Court</i>	5pts: Poisons, Cook, Inconspicuous, Disguise
Ranger	6 yrs	1	3	+1 Phy	<i>Soldier, Peasant, Servitude</i>	6pts: Forest-wise, Orienteering, Foraging, Tracking, Firebuilding, Riding, Stealthy, Appropriate Weapon
Free Companyman²	4 yrs	1	10	+1 Phy	<i>Soldier, Peasant</i>	4pts: Intimidation, Appropriate Weapon, Looting [‡] , Patis [‡]
Mad Wizard[‡]	10 yrs	2	5	—	<i>Peasant</i>	4pts: Fear of Cheese*, Fear of Wet Noises*, Summoning, Nigromancy, Automata
Crazy Witch⁴	6 yrs	2	6	—	<i>Peasant, Servitude, Village</i>	4pts: Herbalism, Sorcery, Poisons, Evil Eye*
Heretic Priest[‡]	7 yrs	2	6	—	<i>Peasant, Servitude</i>	4pts: Heretical Doctrine, Oratory, Demonology, Lunatic*, Overbearing Loony*
Cultist	4 yrs	2	8	—	<i>Peasant, Servitude, Soldier</i>	3pts: Heretical Doctrine, Rabble-rouser*, <i>Additional Belief</i>
Thinker⁶	15 yrs	3	3	+1 Men	<i>Any</i>	5pts: Philosophy, Strategy, Games (Chess, Go, etc.), Painting; 1pt: General

Lifepaths of Man

*These skills are free. They must be added to the character's trait list.

[‡] Denotes *Training Skill*.

Outcast Notes:

1: Urchin lifepath must be taken while character is under 16 yrs of age. Otherwise take Beggar **2:** Free Companyman requires one Professional Soldier lifepath **3:** Mad Wizard requires Sorcerer or Recluse Wizard **4:** Crazy Witch requires Augur, Poisoner, Wife, Young Lady or Midwife **5:** Heretic Priest requires a Priest lifepath **6:** Thinker lifepath can only be taken if the character's starting age will be 36 yrs or older.

Servitude Setting

Name	Time	Trait	Res	Stat	Leads	Skill
Born Slave	12 yrs	2	3	-1 Men/Phy	<i>Soldier, Outcast</i>	2 pts: General
Ditch Digger	4 yrs	2	3	—	<i>Soldier, Outcast</i>	2 pt: Back-breaking Labor*, Blisters*, Sing
Servant	5 yrs	2	6	—	<i>Outcast, Soldier, City, Court</i>	2 pts: Soothing Platitudes, Mind Numbing Work*, Obsequious*
Field Laborer	6 yrs	2	5	—	<i>Outcast, Soldier</i>	2 pts: Farm, Mend, Sing, Hope*
Captive of War	4 yrs	1	3	—	<i>Outcast, Soldier, City-dweller</i>	1 pt: Claustrophobia*, Resigned to Fate*
Harem Slave	5 yrs	2	3	—	<i>Outcast</i>	2 pts: Falsehood, Seduction, Numb*
Bondsman	7 yrs	1	6	—	<i>Peasant, Soldier, Outcast</i>	Player may choose bondsman's owner's lifepath from City-dweller, Soldier or Villager. Bondsman may purchase from owner's skills with one quarter of the lifepath's points (minimum of 1); Lucky*



Religious Sub-Setting

Name	Time	Trait	Res	Stat	Leads	Skill
Acolyte	6 yrs	3	5	+1 Men	City-dweller, Outcast, Soldier	3pts: Read, Scribe, Doctrine
Notary ¹	5 yrs	1	15	—	City, Outcast, Court	4pts: Law, Bureaucracy, Church Law, Slippery*
Abbot/Abbess ²	10 yrs	1	45	+1 Men	City, Outcast, Court	4pts: Administration, Accounting, Wine-tasting, Jolly*; 2pts: General
Canon ³	10yrs	1	45	+1 Men/Phy	City, Outcast, Court	5pts: Law, Church Law, Administration, Doctrine, Church-wise
Priest ⁴	5 yrs	1	18	+1 Men	Villager, Outcast, Soldier, Court	7pts: Oratory, Suasion, Read, Scribe, Doctrine, Ritual, Symbology, Religious History
High Priest ⁵	5 yrs	1	25	+1 Men	City, Outcast, Court	7pts: Oratory, Suasion, Read, Scribe, Doctrine, Ritual, Symbology, History, Religious History, Imperious Demeanor*, Church-wise
Prelate ⁶	8 yrs	1	35	—	City-dweller, Outcast, Noble Court	7pts: Religious History, Intimidation, Ritual, Symbology, History, Obscure History, Domineering Presence*
Cloistered Monk/Nun	10 yrs	2	12	—	Peasant, Outcast, Noble Court	5pts: Research, History, Meditation, Bored*, Monastic Ritual, Vintner, Symbology
Itinerant Monk/Nun	6 yrs	1	6	—	Peasant, Villager, Outcast	4pts: Doctrine, Suasion, Meditation, Begging
Pardoner	5 yrs	2	12	—	Peasant, City, Villager, Outcast	4pts: Persuasion, Falsehood, Venal*, Intimidation, Doctrine
Zealous Convert	4 yrs	2	10	—	Outcast, Peasant, Servitude, Court	4pts: Doctrine, Rhetoric, Infallible Religious Logic*, Righteous*, Firm*, Demagogue*
Eunuch	7 yrs	3	15	+1 Men	Soldier, Outcast, Noble Court	5pts: Persuasion, Falsehood, Administration, Schemer*, Law, Etiquette
Military Order ⁷	3 yrs	2	5	+1 Phy, Men	Soldier, Outcast, Court, Serv., City	5pts: Doctrine, Discipline and Order*, Fanatical Devotion*, Appropriate Weapons, Riding, Armor [‡]

* These skills are free. They must be added to the character's trait list.

‡ Denotes Training Skill.

Religious Notes:

1: Notary requires Student
2: Abbot/Abbess requires Cloistered Monk/Nun
3: Canon requires Prelate.
4: Priest requires Novitiate
5: Head Priest requires priest
6: Prelate requires High Priest
7: Knights of a Holy Military Order requires Knight, Squire or a Professional Soldier Lifepath

Starting Stat Points for Humans by Age

Starting Age	Mental Pool	Physical Pool
01-10 years	5 pts	10 pts
11-14 years	6 pts	13 pts
15-16 years	7 pts	16 pts
17-25 years	7 pts	16 pts
26-29 years	7 pts	15 pts
30-35 years	7 pts	14 pts
36-40 years	7 pts	13 pts
41-55 years	7 pts	12 pts
56-65 years	7 pts	11 pts
66-79 years	7 pts	10 pts
80-100	6 pts	9 pts



Dunif's Story

Dunif son Dunin was born to the vast Clan Findûn. His childhood was spent learning the traditions of the farm and doing the chores his father and brothers demanded—removing stones from the fields, keeping the ox out of the lettuce, and mending broken tools. Life was uneventful, which was only proper.

The fifth and youngest son of Dunin, his prospects of inheriting his own land were dim. This was a disappointment for Dunif; for he was in love with Bergita and wanted to marry her; wanted many sons; wanted his own farm with oxen and pigs; wanted to grow barley for the local brewery—he was sure he could reap a great profit. This, however, would be impossible if he had no land nor profession to call his own. Therefore Dunif sought his father one eve, after the harvesting season was over.

"Father," Dunif approached respectfully, head bowed, "I have a request of you. I am the youngest of your sons and I know that the farm will never be mine, it will pass to my eldest brother Dunt. But, I want to make Bergita my wife. Of course, she rightly will not have me if I have nothing to offer. So, I ask you for leave, so that I might petition Lord Famâz Findûn for a place in his Host. I wish to earn honor for our family and amass wealth of my own."

The following week, the family gathered for a feast as they bade farewell to their youngest son. It was grand, with endless portions of food and nog. Toward the end of the night, Dunin called forth Dunif. Before him on the table was one of his family's proudest heirlooms—the hammer and armor first given to his great-great-great-grand sire by High-Captain Findûn before the Battle of Gârriz Pass. It had been handed down through the ages from father to son. The hammer's carved oaken shaft was freshly polished, its gleaming iron head without a trace of rust or corrosion. The heavy armor reflected the firelight along the plates and twinkled among the sturdy chain links. The helmet was buffed to perfection and a new, heavy oaken shield leaned against the table. With great reverence, Dunif accepted the responsibility before him. A proud nod from his father assured him he had the blessings of the family.

The following morning, before the sun rose over the sleeping fields, Dunif set out. His armor sat proudly on his shoulders, his shield and hammer slung across his back, along with traveling gear his mother had prepared for him. The journey to the Lord's



Hold would take nearly two weeks. Stopping at relatives' homes along the way, Dunif spent his evenings gathering news and gossip. On the fifteenth morning of travel, he approached the Lord's gate.

It was three months before he was finally granted audience with the Hold-Warden and offered a position within the Host as a foot soldier. It would have taken much longer had his ancestor's name been forgotten, but the court chronicler quickly recalled his family's merits. Delighted at his first measure of favor and success, Dunif was instructed to report to Mungrin Keep, where he would begin his service to High-Captain Bedrik. And so he set off; led by a Graybeard of stern will and accompanied by a dozen other recruits. Almost all the recruits were equipped in a similar manner—with armor and weapons inherited. But Dunif knew that his gleamed the brightest in the midday sun. He took the lead behind the Graybeard and imagined the road ahead.

Eight months later, after a long journey which included stops in almost every town and village in the Lord-Hold, Dunif and his fellows, now numbering near 100 strong marched in a column through the great gate of Mungrin, whose bastions have never fallen. His life would never be the same.

Lifepaths

Long years passed in service. Dunif was no longer an ardent recruit but a seasoned and trained soldier. Since his admission into the ranks, the ambitious Dwarf had distinguished himself in a skirmish with Orc raiders. Now he was an official Soldier in the War-Host of Lord Findûn under High-Captain Bedrik. He had the "right stuff;" his sergeant once told him. It was the only compliment he received during his service but it was the kind of remark one places deep in the heart. He kept it next to his thoughts of Bergita. If his good fortune continued, he would someday return to her; a dwarf of wealth and substance, a sergeant or perhaps even a captain of the Host, retired and prepared to marry.



Introduction to the Dwarven Lifepaths: Dunif's Story

Dunif Son of Dunin

Age: 51 yrs

Perception B4, Will B5, Agility B4, Speed B4, Power B4, Forte B6

Health B6, Mortal Wound B11, Reflexes B4, Steel B6

Skills: Farming B2, Foraging B3, Brawling B2, Hammer B3, Mending B2, Armor Training, Shield Training, Cursing

Traits: Stout, Born Under Earth, Child of the Master Maker, Accustomed to the Dark, Traditional, Bearded, Tough, Gold Greed, Ambitious

Possessions: 6 dice of Plated Chain, Oaken Shield, Hammer, Traveling Gear, Sturdy Clothes and Stiff Leather Boots.

Beliefs: Serve the Lord with honor and humility, Strong arms are good but strong armor is better, I will earn wealth and position beyond my dreams

Instincts: Care for armor and weapons at every opportunity; Collect whatever is useful; Always volunteer

Lifepaths: Born Clansmen, Tender, Lead to Dwarven Host, Foot Soldier

This is a 3-Lifepath character made in less than 30 minutes.



Dwarven Lifepaths

Clansmen Setting

Name	Time	Trait	Res	Stat	Leads	Skill
Born Clansmen	20 yrs	1	7	—	<i>Guilder</i>	3 pts: General
Tender	20 yrs	—	6	+1 Phy	<i>Guilder, Host</i>	3 pts: Farming, Cursing*, Crop-Wise
Husband/Wife	70 yrs	—	15	+1 Men	<i>Guilder, Host, Outcast</i>	3 pts: Calm demeanor*, Go-between*, Dispute-settler*
Longbeard ¹	77 yrs	1	30	+1 Men	<i>Host, Outcast</i>	5 pts: Oath-swearer*, Folksy Wisdom*, Coarse Persuasion, Dwarf-wise, Clan-wise
Tinkerer	35 yrs	1	10	+1 Men	<i>Guilder, Outcast</i>	4 pts: Stuff-wise, Mending, Curious*, Tinkerer*
Herdsman	15 yrs	—	8	+1 Phy	<i>Guilder, Host</i>	5 pts: Animal Husbandry, Flock-wise, Fence-Building, Climbing, Yodeling*
Miller	30 yrs	—	25	+1 Men	<i>Guilder, Host</i>	6 pts: Grain appraisal, Grain Farming, Milling, Mending, Brewing
Brewer	40 yrs	—	30	+1 Phy	<i>Guilder, Host, Outcast</i>	5 pts: Beer Appraisal, Nogger [§] , Milling
Delver	20 yrs	1	10	+1 Phy	<i>Host, Guilder</i>	4 pts: Deep Sense*, Tunnel-wise, Excavation [§]
Foreman ²	35 yrs	—	20	+1 Phy	<i>Guilder, Host, Artificer</i>	5 pts: Earth-wise, Mining

[§]Dwarven Art. These skills cost 2pts to open up.

NOTE: Dwarves must abide by the Gold Greed rules

*These skills are free. They must be added to the character's trait list.

[†] Denotes Training Skill.

Clansmen Notes:

1: Longbeard requires Husband/Wife
2: Foreman requires Delver

Guilder Setting

Name	Time	Trait	Res	Stat	Leads	Skill
Born Guilder	21 yrs	1	5	—	<i>Clansmen</i>	4 pts: General
Word Bearer	15 yrs	—	7	+1 Phy	<i>Clansmen, Host</i>	4 pts: Announcements*, Iron Memory*, Quick step [†]
Carter	20 yrs	—	10	+1 Phy	<i>Clansmen, Outcast</i>	3 pts: Animal Husbandry, Ox-team Driving, Patience*, Iron Nose*
Apprentice	15 yrs	—	15	+1 Phy	<i>Clansmen, Artificer</i>	4 pts: Tanner, Carpentry, Carving
Journeyman ¹	25 yr	—	20	+1 Phy	<i>Clansmen, Artificer, Host</i>	4 pts: Haggling, Cartwright, Mending
Craftsman ²	45 yrs	—	40	+1 Men	<i>Clansmen, Artificer</i>	4 pts: Appraisal, Shipwright
Trader ³	45 yrs	1	70	+1 Men	<i>Clansmen, Outcast</i>	6 pts: Stentorious Debate [§] , Shrewd Appraisal [§] , Haggling, Persuasion

Guilder Notes:

1: Journeyman requires Apprentice
2: Craftsman requires Journeyman
3: Trader requires Carter, Adventurer, Seneschal, Longbeard, Quartermaster, Chronicler or Khirurgeon.

Artificer Setting

Name	Time	Trait	Res	Stat	Leads	Skill
Born Artificer	20 yrs	1	10	—	<i>Clansmen</i>	3 pts: General; 2 pts: Dwarven Rune-Script
Ardent	21 yrs	—	15	+1 Phy	<i>Clansmen, Noble, Host, Guilder</i>	5 pts: Waiting*, Fetching Water*, Firebuilding, Pumping bellows*, Soothing Platitudes
Apprentice Artificer¹	25 yrs	—	20	+1 Phy	<i>Guilders, Host, Outcast</i>	5 pts: Black-metal craft [§] , White-metal craft [§] , Stone-craft [§] , Firebuilding, Determined*
Artificer²	30 yrs	—	35	+1 Phy	<i>Outcast, Host</i>	5 pts: Sculpture, Etching, Engraving, Gem-craft [§]
Mask-Bearer³	55 yrs	1	50	+1 Men	<i>Outcast, Host</i>	8 pts: Metallurgy [§] , War-craft [§] , Jargon, Forge-craft [§]
Master of the Arches⁴	75 yrs	—	75	+1 Men	<i>Outcast, Host</i>	7 pts: Engineer, Hallmaster [§] , Mining, Symbology, Etiquette
Master of Forges⁵	75 yrs	—	75	+1 Men	<i>Outcast, Host</i>	5 pts: Forge-craft [§] , Appraisal, Engineer, Meticulous*

[§]Dwarven Art. These skills cost 2pts to open up.

NOTE: Dwarves must abide by the Gold Greed rules

* These skills are free. They must be added to the character's trait list.

[†] Denotes Training Skill.

Dwarven Noble Setting

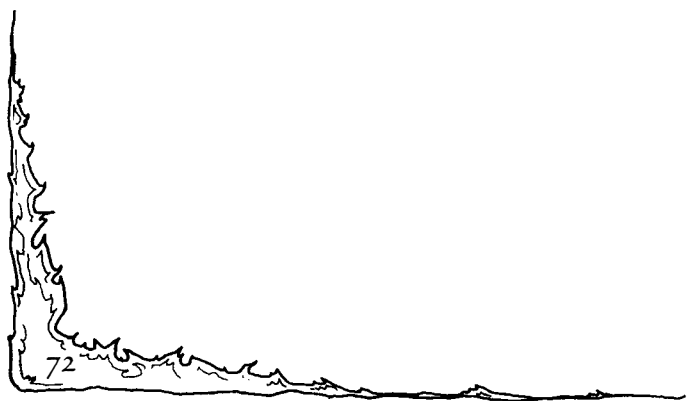
Name	Time	Trait	Res	Stat	Leads	Skill
Born Noble	21 yrs	1	10	—	<i>Guilders, Artificer</i>	4 pts: General; 2pts: Dwarven Rune-Script
Abecedart	20 yrs	—	10	+1 Men	<i>Guilders, Artificer, Outcast</i>	4 pts: Chronology of Kings, Etiquette
Ardent	25 yrs	—	20	+1 Phy	<i>Guilders, Artificer, Outcast</i>	4 pts: Waiting*, Serving*, Soothing Platitudes, Singing, Accounting
Axe-bearer¹	20 yrs	—	20	+1 Phy	<i>Host, Outcast</i>	8 pts: Axe, Armor [†] , Shield [†] , Formation Fighting [†] , Throwing
Chronicler²	50 yrs	1	20	+1 Men	<i>Guilders, Artificer, Host</i>	8 pts: Ink and Parchment-wise, Illuminations, Ancient and Obscure History, Clan-wise, Dwarf-wise, Poetry, Cartographer, Etiquette
Seneschal³	55 yrs	—	50	+1 Men	<i>Guilders, Host</i>	5 pts: Etiquette, Command, Estate Management, Practical*
Treasurer⁴	75 yrs	1	100	+1 Men	<i>Outcast, Host</i>	4 pts: Rain Man*, Accounting, Dangerous Obsession*, Etiquette
High-Captain⁵	75 yrs	—	75	+1 Phy	<i>Host, Outcast</i>	7 pts: Command, Strategy, Formation Fighting [†] , Stentorious Voice*, Muttering*, Conspicuous
Prince⁶	100 yrs	—	200	+1 Men	<i>Host, Outcast</i>	7 pts: Conspicuous, Galvanizing Presence*, Etiquette, Intimidation, Oratory, Command, Grumbling*, Baleful Stare*

Artificer Notes:

1: Apprentice requires Ardent **2:** Artificer requires Apprentice Artificer **3:** Mask-Bearer requires Artificer **4:** Master of Arches requires Mask-Bearer

Noble Notes:

1: Axe-bearer requires Ardent **2:** Chronicler requires Abecedart **3:** Seneschal requires Trader, Clanhead, Graybeard, Quartermaster, or Mask-Bearer **4:** Treasurer requires Seneschal or Quartermaster **5:** High-Captain requires Captain or Prince **6:** Prince requires Born Noble and Axe-bearer



Dwarven Host Sub-setting

Name	Time	Trait	Res	Stat	Leads	Skill
Foot Soldier	10 yrs	—	5	+1 Phy	Clansmen, Outcast, Guilder	5 pts: Foraging, Brawling, Hammer, Armor [‡] , Shield [‡]
Banner-bearer	7 yrs	1	7	+1 Phy	Clansmen, Outcast, Guilder	4 pts: Conspicuous, Polishing*
Horn-bearer	7 yrs	—	7	+1 Phy	Clansmen, Outcast, Guilder	4 pts: Brass trumpet, Links, Conspicuous
Axe-bearer ¹	15 yrs	—	15	+1 Phy	Guilder, Outcast, Noble	8 pts: Axe, Armor [‡] , Shield [‡] , Formation Fighting [‡] , Throwing
Graybeard ²	20 yrs	—	20	+1 Phy	Guilder, Outcast, Noble	4 pts: Intimidation, Field dressing, Chuffing*, Oddly likable*
Khirurgon ³	25 yrs	1	25	+1 Men	Guilder, Outcast, Noble	5 pts: Khirurgy, Soothing Platitudes, Cooking
Quartermaster ⁴	50 yrs	1	35	+1 Men	Guilder, Outcast, Noble	5 pts: Accounting, Logistics [‡] , Planning [‡] , Strategy, No Nonsense*
Captain ⁵	55 yrs	—	40	+1 Men	Guilder, Outcast, Noble	7 pts: Command, Conspicuous, Formation Fighting [‡] , Strategy, Cartographer
Arbalester	12 yrs	—	12	+1 Men/Phy	Clansmen, Outcast, Guilder	5 pts: Crossbow, Mending, Fletcher, Squinting*, Artillery Hand
Artillerist ⁶	55 yrs	—	45	+1 Men/Phy	Artificer, Outcast, Noble	5 pts: Artillerist, Mending, Carpentry, Complaining (about supplies, weather, conditions, etc)*
Engineer ⁷	60 yrs	—	50	+1 Men/Phy	Artificer, Noble	6 pts: War Engineer [§] , Jargon, Estimation [‡]
Warden ⁸	75 yrs	—	65	+1 Men/Phy	Outcast, Noble	6 pts: Conspicuous, Oratory, Observation [‡] , Strategy, Chuntering*

Dwarven Outcast Sub-setting

Name	Time	Trait	Res	Stat	Leads	Skill
Adventurer	5 yrs	1	10	+1 Phy	Clansmen, Guilder	10 pts: Boasting*, Survival [‡] , Climbing, Knots, Herbalism, Haggling, Firebuilding, Brawling, Knives, Sword, Crossbow, Lockpick, Appraisal, Obscure History, Symbology
Gambler	7 yrs	1	15	+1 Men	Clansmen	5 pts: Games of Chance, Stone-faced*, Observation [‡]
Oath-Breaker ¹	20 yrs	1	5	+1 Men	Clansmen	4 pts: Bitter*, Ugly Truth, Falsehood
Drunk ²	10 yrs	1	5	—	Clansmen	2 pts: Stentorous Singing*, Drunking [§] , Drunk*, Despondent*

[§]Dwarven Art. These skills cost 2pts to open up.

NOTE: Dwarves must abide by the Gold Greed rules

*These skills are free. They must be added to the character's trait list.

[‡]Denotes Training Skill.

Dwarven Host Notes:

1: Axe-bearer requires Foot soldier and Banner-Bearer
2: Graybeard requires Axe-bearer, two Host lifepaths or Longbeard
3: Khirurgon requires Graybeard, Seneschal, Trader, Adventurer or Longbeard
4: Quartermaster requires Seneschal, Khirurgon, Trader, or Captain
5: Captain requires Graybeard, Prince or Seneschal
6: Artillerist requires Mask-Bearer or Craftsman
7: Engineer requires Mask-Bearer or Artillerist
8: Warden requires Prince, High Captain or Captain

Dwarven Outcast Notes:

1: An Oath-Breaker is a Dwarf who lied and was caught. Never to be trusted again. **2:** A Drunk must really be a drunk. Not a clown, but a drunk.



Starting Stat Points for Dwarves by Age

Starting Age	Mental Pool	Physical Pool
≥20 years	7 pts	14 pts
21-30 years	8 pts	14 pts
31-50 years	8 pts	15 pts
51-76 years	9 pts	16 pts
77-111 years	9 pts	17 pts
112-151 years	10 pts	18 pts
152-199 years	10 pts	19 pts
200-245 years	11 pts	20 pts
246-300 years	12 pts	19 pts
301-345 years	12 pts	18 pts
346-396 years	13 pts	17 pts
397-445 years	13 pts	16 pts
446-525 years	14 pts	15 pts
526-600 years	13 pts	14 pts



Dwarven Special Rules

Dwarven Traits

Common Dwarven Traits

Born Under Earth

Dwarves were born beneath the Earth and it was long before they came forth into the light of the sun. In these dark ages they grew familiar with the ores, veins, rocks and sediments that were their sky and air.

Thus dwarves tend to be adept at working mines or carving stone, and equally adept at discovering veins of ore and lodes of stone. This trait is the reason why dwarves open-end many of their craft skills. It isn't magic per se, it is their nature.

Children of the Master Maker

Dwarves were made by the *One Who Most Dearly Loves to Shape with His Hands*. This love of building, shaping and crafting was passed down to his children—whom he made with his hand and craft.

Because of this, above all else it is craftsmanship and the beauty of that which is wrought by skill that Dwarves love most. And since they were Born Under Earth, metals, stones and gems are their first love—far beyond cloth, wood or leather.

Accustomed to the Dark

Contrary to popular belief, a Dwarf cannot see in pitch dark—however, they learned to make fire early and to reflect its light broadly across their glimmering halls. Thus they could see within their delvings by the shimmering starlight of the constellations of gems sprayed across their halls.

Dwarves do not suffer any penalty for twilight, starlight, candlelight, lamplight or torch light. But they do suffer from complete darkness as Men and Elves do.

Traditional

Dwarven society is very rigid and conservative. All Dwarves have stern values hammered into their skulls from a very early age. To break these traditions, which have seen the Dwarves through all these dark ages, is a terrible crime and one not easily forgiven or forgotten.

Stout

Dwarves are smaller than Men in stature, but they tend to be a bit thicker around the middle, with broader hands, feet and arms.

Lifepaths

Though tough and doughty, Dwarves' stout frame also hinders them slightly. Dwarven Speed multipliers as follows: Walk x1; Jog x1.5; Sprint x2.

Dwarven-nature allows for a Forte maximum of 9 rather than 8, and suffers a Speed maximum of 6 rather than 8.

Bearded

A Dwarf's beard is a sign of rank and maturity. No male Dwarf would dare go about with a bald face.

Tough

Dwarves are durable folk, made from the stuff of the underpinnings of the Earth. Dwarves may round up when factoring their Mortal Wound.

Gold Greed

Deep in the heart of every Dwarf lies a terrible seed, a lust for the beauty of gold and gems that sprouts and takes root as soon as they first taste wealth.

When creating a Dwarven character, a player must determine the effects of Gold Greed on their personality. Roll on the chart below for every 50 resource points the character acquires. If the roll is within the listed Die of Fate result, then those 50rps or fraction thereof, must be converted to gold, gems, land or halls. They must be hoarded—they may not be spent on anything else.

# Resource Points	DOF	Result
up to 50	—	<i>First 50 rps are "free"</i>
2nd 50 (100)	1	Must be hoarded as gold.
3rd 50 (150)	1-2	Must be hoarded as gold.
4th 50 (200)	1-3	Must be hoarded or buy Hall.
5th 50 (250)	1-4	Must buy Hold or Hall
6th 50 (300)	1-5	Must be hoarded or buy Hold
7th 50 (350)	1-5	Must be hoarded or buy Hold
8th 50 (400)	1-5	Must be hoarded or buy Hold

Dwarven Special Traits

Grudge-keeper

Type: Character Trait Cost: 1 pt

Dwarves have long memories and each tends to keep a running log of perceived slights, grievances and transgressions against him. These grudges are always repaid in kind.

Dwarven Lifepath Traits

Oath-swearer

Dwarves live by their word. Once an oath is sworn, they consider themselves bound eternally. The Longbeard will often pronounce an edict on or for another Dwarf or Dwarves, thereby binding them to judgment.

Dwarves who break oaths are outcasts and never again trusted.

Dwarven Special Rules: Traits, Arts, Resources

Folksy Wisdom

Neglect mending a small fault and it will soon be a great one. Or Never reveal the bottom of your purse or the depth of your mind. Or What breaks in a moment may take years to mend.

Galvanizing Presence

The presence of a Dwarven Prince is forceful and electric. Doubt flees from those around him. *All allies in the Presence of the Prince may count this trait as a call-on for their Command and Steel tests.* (This doesn't count for the Prince!).

Baleful Stare

The Baleful Stare of the Prince is reserved for those who have earned his utmost displeasure. This a call-on trait for Intimidation.

Dangerous Obsession

Dwarven Treasurers get very intimate with their work. So intimate, in fact, that it is difficult to separate them from it at all....

Stone-faced

The Dwarven Gambler is inscrutable. This trait blocks Marks, Discerner, and Truthseeker.

Stentorious Singing

Dwarves sing boisterously and loudly, drunken Dwarves sing *very* loudly.

Stentorious Voice

May be used as a call-on for Command, Conspicuous or Intimidation.

Dwarven Skills

Meticulous Dedication

Dwarves can work very carefully. In fact, it is in their nature to take the time needed to produce the best results. Therefore they may reduce the Obstacle for a craftsman skill test by up to half. Each level of Obstacle reduced adds +50% to the time for the test. Conversely, Dwarves may never Work Quickly.

Artillery Hand

ROOT: Per/Ag

Or Artie-Op for short. Dwarven Artillerists and Engineers are always in short supply. Therefore when the Host is on the march, Arbalesters are oftentimes assigned to crew the army's war engines. This skill allows the character to assemble and dismantle artillery pieces, as well as fire direct-fire type mechanisms like siege crossbows or ballistae. Effectively operating indirect-fire artillery requires the Artillerist skill.

FoRKs: Artillerist

Skill Type: Special

Tools: A wrench and a really big crossbow.

Beer Appraisal ROOT: Will/Per

Years of training are required to fine tune the sensitive taste of a discerning Dwarf. But once finely honed the taste of a Dwarf can determine the type of grain used, the type and length of the brewing, how long it has been in the cask, and even the wood of the cask.

FoRKs: Grain Appraisal, Nogger

Skill Type: Craftsman **Tools:** No (Unless you count a few kegs of beer. But who's counting?).

Chronology of Kings ROOT: Per

A song of history, telling the story of all the great Dwarven kings, their deeds and their riches.

FoRKs: Ancient and Obscure History

Skill Type: Academic **Tools:** No.

Earth-wise ROOT: Per

A Dwarf with this skill can tell the type of earth and stone, where it came from and generally how old it is.

Skill Type: Special **Tools:** No.

Fence-Building ROOT: Will/Per

Dwarves are meticulous and exacting neighbors who are very adamant about their borders and boundaries.

Skill Type: Craftsman **Tools:** Yes.

Games of Chance ROOT: Per

There is a certain cult among the Dwarves fascinated by, and very knowledgeable of, games of chance. The games include dice, cards, keg and mug spinning. This skill does not cover Games of Skill such as Pins or Darts.

FoRKs: Gambling

Skill Type: Special **Tools:** Yes, dice, mugs or cards.

Grain Appraisal ROOT: Per

Though not as adept at growing healthy stocks as Elves or Men, Dwarves are very proud of their ability to discern the fine grain from the chaff. And only the finest grains are selected for famous Dwarven Nogs.

FoRKs: Nogger

Skill Type: Craftsman **Tools:** No.

Khirurgion ROOT: Agility/Per

Using a hot iron, the Khirurgion cauterizes and seals wounds thereby greatly aiding the healing process. Khirurgy can be used as medical or first aid skill to stop bleeding. Use the Surgery chart. Khirurgy is primarily a Dwarven practice and is not well suited for Men and Elves.

Skill Type: Medicinal **Tools:** Yes.

Linker ROOT: Will/For

When on the march Dwarven armies utilize a complex system of horn-signals to transmit information between camps. The system is called "links" because it connects the Dwarven regiments like links of sausage. The Linker skill gives the character the ability to perform and decode the signals.

FoRKs: Musician skills, Math

Skill Type: Academic **Tools:** Yes, a big brass horn.

Tunnel-wise ROOT: Per

Life underground gives Dwarves a good sense of tunnels. Is it safe? How old is it? Who built it? All of these questions can be answered by the Tunnel Wise.

FoRKs: Excavation, Mining

Skill Type: Special **Tools:** No.

Dwarven Arts

These "arts" are the true secrets of the Dwarven people. *All Dwarven Arts are open-ended all the time (like Perception tests or Elven Songs).* These skills are listed with the § mark in the lifepaths. Most Dwarven Arts will be "as" another skill. Use those skills for descriptions and FoRKs. For example, Black-metal Craft is the Dwarven version of Blacksmithing (except that the skill dice are always open-ended!).

Drinking ROOT: Will/For

As Drinking.

Excavation ROOT: Power/Per

Dwarves have a special art to delving into the earth and quickly removing rock, dirt and stone. This skill covers the actual act of digging, not prospecting or even extracting ore, per se—those aspects are covered under Mining.

FoRKs: Mining

Skill Type: Craftsman **Tools:** Yes.

Stentorious Debate ROOT: Will

This skill is a combination of Hagglng, Oratory and Persuasion. It is loud, boisterous and heated. Generally, it is the way a Dwarven council will agree to a course of action. However, Men and Elves tend to find the art a bit overwhelming—rather than convincing, they find it a bit off-putting.

Shrewd Appraisal ROOT: Per

The Dwarven eye for detail, in regard to craftsmanship, jewelwork or gemcraft, is legendary. This skill is the art of noting every single flaw in an item—thereby reducing its price. *As Appraisal.*

Black-metal craft ROOT: Will/Ag

As Blacksmith. Dwarven Tools are Obstacle 4 to create and take two months.

Lifepaths

White-metal craft root: Will/Ag

As Whitesmith

Stone-craft root: Will/Pow

As Mason

Gem-craft root: Will/Ag

As Lapidary

Metallurgy root: Black-metal/White-metal/War-craft

Dwarves have perfected techniques that are carefully guarded secrets kept by master craftsmen. These secrets allow Dwarves to forge works of everlasting durability and unique beauty from the rare metal, True Silver. Dwarven armor, weapons and shields cannot be crafted without Metallurgy

Skill Type: Craftsman Training **Tools:** Yes.

Forge-craft root: Will/Per

This special skill teaches the secrets of building the sacred fires of Dwarven forges. Dwarven forges burn hotter—much hotter—than the forges of Men, Elves and Orcs, this allow them to further refine their incredible metalworks. A Forge is Obstacle 10 and takes five years before it is the proper temperature.

Skill Type: Craftsman **Tools:** Yes.

Hallmaster root: Will/Per

As Architect and Engineer. This skill built the sweeping halls of the great delvings.

Nogger root: Will/Per

Dwarven brew is renowned throughout the known lands. Some say a draught of the finest *nog* is worth the price of the greatest kingdom of Men. *As Brewer.*

War Engineer root: Will/Per

This master art contains many terrible secrets of the Dwarven Hosts. It teaches the construction and use of terrible war engines, and the knowledge of destroying fortifications from below. *As Engineer and Artillerist.*

War-Craft root: Will/Ag

Dwarves take special pride in their artful creation of weapons. Mask-Bearers spend much time in terrible heat of the forges beating out wicked blades and unyielding armor. *As Armorer and Weapon-smith.*

War-Craft may be used to construct shields, masks, weapons and armor:

Dwarven Mail is Obstacle 8 and requires 5 years time to construct.

Dwarven Shields are Obstacle 4 and require 3 months.

Dwarven Special Rules: Traits, Arts, Resources

Dwarven Masks are Obstacle 8 and require 2 years.

Dwarven Axes are Power 4, VA 2, Slow weapon, two-handed, may Great Strike. They require 4 months.

Dwarven Hammers are Power 3, VA 2, Slow weapon, one-handed, may Great Strike. They require 3 months.

Dwarven Possessions

Run of the Mill Arms	.5
Dwarven Arms	.15
Run of the Mill Crossbow	.6
Superior Quality Crossbow	.25
Plated Leather Armor	.9
Chainmail	.10
Plated Mail	.20
Dwarven Mail	.75
Forge Mask	.30
Dwarven Shield	.15
Riding Mount or Pack Animal	.8
Clothes	.1
Traveling Gear	.1
Sturdy Shoes	.1
Finery	.5
Printed Chronicles	.15
Dwarven Hall	.30
Dwarven Hold	.3/10 ^{“ACRES”}
Dwarven Forge, Nogger	.100
Dwarven Mill or Craftsman's Workshop	.50
Dwarven Artificer's Shop	.75
Forge Tools	.20
Etcher or Engraver's Tools	.25
Craftsman's Tools	.15
Other "Skill" Tool Kits	.8
Dwarven Ardent	.25 ea
Carts and Baggage	.15

Notes on Dwarven Possessions

Dwarven Arms— All Dwarven Arms are considered superior quality items. Traditionally, Dwarves use only axes and hammers, though this choice can include throwing axes, pins and knives.

Dwarven Mail— This is the most precious of armor. It is DN 3 (rather than 4), counts as Superior Quality Armor, and it negates all Clumsy Weight penalties except the Agility penalty for Gauntlets and the Stealthy Penalty for Chain Leggings.

Forge Mask— This is a highly coveted piece of Dwarven craftsmanship. The Forge Masks are constructed under great secrecy using the most complex and obscure Dwarven forging techniques. Designed to withstand

the extreme heat of the Dwarven forge and heavy blows of the smithing process, they are requisite protection for every Artificer and Mask-Bearer, as well as a sign of rank and skill. The Mask may also be worn as a piece of armor added onto another suit. It counts as DN 2 face coverage (+1 Ob Perception due to Clumsy Weight Penalties) and is completely resistant to flame and heat. Also, it causes cringing fear in the enemies of the Dwarves; all those in the Presence of the Mask-Bearer in battle must make a Steel test.

Dwarven Shields— These are sturdy constructions of the highest quality. They are metal and provide 3D/DN 3 of shield dice for Dwarves and 2D/DN 3 for all others. Dwarven Shields count as Quality Armor (1s are rerolled) and are completely resistant to heat and flame.

Lifepaths

The combination of a Dwarven Mask and Shield makes the bearer completely resistant to bombardment by flame, magical or otherwise.

Riding Mount—Dwarves tend to ride ponies or mules.

Dwarven Hall—This is the place where a Dwarf lays his head at night. The Hall is just one apartment of many in the vast underground cities of the Dwarves.

Dwarven Workshops—Workshops are necessary to completely utilize Dwarven artificer and Dwarven craftsman skills—without one, the Dwarf may only undertake smaller projects easily done by hand. Also, Dwarven Workshops are required if the character will be building special “Dwarven items” like masks, shields, arms or mail—anything that requires the Dwarven Metallurgy technique. A properly constructed Dwarven Forge adds +2D to the skill of all those who work therein.

Tools—Every Master Artificer builds and maintains his own tools. It is an ancient and proud art passed down from master to student. A vital tradition, for the tools are the Artificer’s fingers and hands in the forge. Dwarven Tools (of any type) provide the user with 1D of equipment dice when used with the appropriate skill.

Dwarven Ardent—Dwarven characters of Noble or Artificer birth may have an Ardent assigned to them for 25 rps. The Ardent is a Dwarf with 2 or 3 lifepaths (Born..., Student, Ardent.)



The Story of Quenesh Quenayas

Quenesh discovered the trail by accident. He was out foraging for his companions and took the opportunity to find a good piece of wood—while at camp, inspiration struck him, and he wished to carve a stag as a gift for his beloved Milaissa, who waited for him in Lidurain.

“But that will have to wait,” he thought.

Instead, he began to hum the Rhyme of the Pathfinder. In response to his melody, the undergrowth parted to reveal footprints in the soft loam. Nearby saplings showed him their broken branches. The song confirmed that two Men had passed through this area of the Wilderlands not long ago. If the trespassers continued on their present course they would come upon the Elven village of Naildur. It was Quenesh’s duty to prevent them from doing so.

In accordance with the Etharch’s law, only Elves were allowed past the Crossing of Gudhain. It was the Rangers who enforced this law. And now Quenesh held a place among their ranks. A new recruit, he was recently pulled from the ranks of bowyers among the Etharch’s host. It was an unimagined honor for him, who was once a simple hunter and a messenger among the Wilderlands.



the characters burn me

Lifepaths

Continuing his Rhyme, Quenesh began to follow the trail. His quarry did not even try to hide their passing—they were moving haphazardly, sometimes stopping, sometimes sprinting. Quietly darting beneath branch and bough, he rapidly gained ground. As he closed the distance, the Ranger drew forth his bow and began to change his tune.

The sound of his breath mimicked the whisper of the winds, the soft thudding of his boots melded with the groaning of the branches—the very forest seemed to inhale the Ranger. He merged with the essence of the woods and became a mere shadow flickering among the massive trunks.

He came upon them soon after. Immediately, he knew their story. The clothes they wore, the fearful and panicked look in their eyes, and the fact they carried very little, all indicated that he had tracked a pair of refugees, a young couple running for their lives. Intolerably common these days, they were the byproduct of neighboring Tiernikan lords once again trying to conquer each other. Previous warnings that intrusions into the Elf-lands were inexcusable went unheeded. Thus the Etharch proclaimed their doom, "Death is the only welcome we have for those who violate the sanctity of our borders."

And so, without hesitation, Quenesh nocked an arrow, took aim, and felled the man—he never saw his slayer. The woman, seeing her companion drop dead, froze in terror. As Quenesh took aim on her heart, he noticed a slight resemblance to his own Milaissa. Something about her neck and the curve of her jawline. But his arrow flew and swept away his reverie. The nameless intruders lay dead next to each other.

As he began the process of burial, he sang to lament their passing—he wished they had never entered his wood. The forest tilted its branches in solemn agreement as he finished his task. "Your time of sorrow is over," he whispered to his victims. "No longer shall you know fear, hunger or pain. May you enjoy your love forever."

On his way back to camp, his thoughts turned once again to turned to his own love. Quenesh stooped to pick up the piece of wood he had sought earlier. As he examined the raw piece he visioned the final product, a couple embracing. "A fine gift you will make," he whispered.

Introduction to the Elven Lifepaths: Quenesh's Story



Quenesh Quenayas

Wilder Elf

Age: 151 yrs

Stats: Per B6, Will B4, Agi B6, Spd B6, Po B4, For B4

Attributes: Reflexes B6, Health B4, MW B10, Steel B6

PTGS: Sup B3, Li B5, Mod B7, Se B8, Tr B9, MW B10

Trait: Statuesque, Fair, Born Under Stars, First Born, Essence of the Earth, Keen Sighted, and Merciless

Skills: Riding B3, The Gift of Speed B3, Rhyme of the Pathfinder B4, Orienteering B3, Bow B4, Sword B3, Knife B3, Threne of the Chameleon B4, Stealthy B4, Observation Training, Song of Soothing B3, Foraging B3, Mending B3, Bow-craft B3, Carving B3, Lament B2

Gear: Bow w/quiver: 24 arrows, Elven Knife, Elven Sword, Clothes, Shoes, Travelling Gear, Riding horse ("Tanagra"), 1 RP in coins

Contacts: Elven Rangers (Affiliation), Milaissa (Girlfriend/Minor Contact)

Lifepaths: Born Wilder Elf, Huntsman, Rider, Bowyer, Ranger

This is a 5-Lifepath character made in 45 minutes.



Elven Lifepaths

Wilderlands Setting

Name	Time	Trait	Res	Stat	Leads	Skill
Born Wilder Elf	20 yrs	1	5	—	<i>Citadel</i>	4 pts General; 2 pts: Singing, Read, Elven Script
Agrarian	50 yrs	—	5	+1 Phy	<i>Protector</i>	5 pts: Song of Harvest [§] ; Farming, Firebuilding, Husbandry, Mend
Patriarch/Matriarch ¹	100 yrs	1	10	+1 Men	<i>Citadel</i>	4 pts: Homesong [§] , Song of Healing [§] ; plus Agrarian
Spouse	75 yrs	—	7	+1 Men	<i>Citadel</i>	4 pts: Song of Soothing [§] , Rhyme of Rules [§] , Song of Feasting [§]
Vintner	60 yrs	—	20	+1 Men	<i>Citadel</i>	5 pts: Purple Song [§] ; Vine-wise, Cooper
Miller	60 yrs	—	18	+1 Men	<i>Citadel</i>	4 pts: Grain Song [§] ; Mending, Carpentry
Gatherer	40 yrs	—	3	+1 Phy	—	5 pts: Rhyme of the Gatherer [§] ; Foraging, Herbalism, Orienteering
Song Singer	45 yrs	—	10	+1 Men	<i>Citadel, Protector</i>	4 pts: Song of Songs [§] , Song of Soothing [§] , Lament of the Westering Sun [§] ; Oratory
Fisherman	50 yrs	—	8	+1 Phy	<i>Citadel</i>	5 pts: Hymn of Scales and Fins [§] ; Navigation, Boatbuilding, Knots, Mending, Cooking
Shepherd	45 yrs	—	6	+1 Phy	<i>Citadel</i>	4 pts: Song of the Flocks [§] ; Climbing
Wanderer	75 yrs	1	5	+1 Phy	<i>Citadel</i>	5 pts: Song of Paths and Ways [§] , Air of Gates [§] ; Orienteering, Foraging
Huntsman	45 yrs	—	9	+1 Phy	<i>Citadel</i>	5 pts: Call of the Wild [§] ; Javelin, Bow, Tracking, Stealthy, Observation [†]
Trader	50 yrs	—	15	+1 Men	<i>Citadel</i>	5 pts: The Offering [§] ; Trader, Conspicuous, Appraisal
Elder ²	150 yrs	—	20	+1 Men	<i>Citadel, Etharch</i>	5 pts: Verse of Decision [§] ; Observation [†] , Wise Aphorisms*, Council-caller [§]
Rider	20 yrs	—	8	+1 Phy	<i>Citadel, Protector</i>	6 pts: Riding; The Gift of Speed [§] , Verse of the Horse [§]
Weaver	50 yrs	—	10	+1 Men	<i>Citadel</i>	4 pts: Fabric of Rhythm [§] , Threading Song [§] ; Mending
Forester	90 yrs	—	5	+1 Phy	<i>Citadel</i>	4 pts: Song of Arbors [§] ; A Tree Grows in Brooklyn*, Forest-wise, Orienteering

[§] Denotes Elven Spell-Song, Skill-Song or Craft. These skills cost 2 pts to open up.

NOTE: Elves must abide by the Grief rules

* These skills are free. They must be added to the character's trait list.

[†] Denotes Training Skill.

Wilderlands Notes:

1: Patriarch/Matriarch requires Spouse lifepath
2: Elder requires that character be 1000 yrs or older after taking this lifepath

Citadel Setting

Name	Time	Trait	Res	Stat	Leads	Skill
Born into the Citadel	20 yrs	1	7	—	Wilderlands	5 pts General; 2 pts: Read, Elven Script
Student	20 yrs	—	10	+1 Men	Wilderlands, Protector	6 pts: Song of Law [§] , Song of History [§] ; Elven Script, Etiquette, Oratory
Novice	25 yrs	—	10	+1 Phy	Wilderlands	5 pts: Mending, Fetching*, Watching*; Wood-Craft [§] , Stone-Craft [§] , Smith-Craft [§] , Gem Craft [§]
Servitor	20 yrs	1	5	+1 Phy	Wilderlands, Protector	4 pts: Humility*, Lifting Heavy Things*, Waiting*
Artist	60 yrs	—	12	+1 Men	Wilderlands	5 pts: Appreciation for Beauty*; Song of Form [§] ; Sculptor, Painter
Song Singer	25 yrs	—	10	+1 Men	Wilderlands, Protector	5 pts: Song of Songs [§] , Song of Soothing [§] , Lament of Stars [§]
Bard ¹	65 yrs	—	20	+1 Men/Phy	Wilderlands, Protector	7 pts: Song of Merriment [§] , Lament of Mourning [§] , Verse of Friendship [§] , Tract of Enmity [§] ; Oratory, Conspicuous, Lyre or Flute
Clothier	75 yrs	—	20	+1 Men	Wilderlands	5 pts: Tailor, Embroider; Leather-Craft [§] , Weaving-way [§]
Shaper ²	35 yrs	—	15	+1 Phy	Wilderlands	4 pts: Wood-Craft [§] , Stone-Craft [§] , Smith-Craft [§] , Gem-Craft [§]
Crafter ³	75 yrs	—	20	+1 Phy	Wilderlands, Protector	5 pts: As Shaper plus Jewel-Craft [§] ; Appraisal, Patient*, Nimble Hands*
Artisan ⁴	150 yrs	—	40	+1 Men	Wilderlands, Protector, Etharch	6 pts: Arch-craft [§] , Song of Years [§] , Star-craft [§] , Antiphon Union ^{is}
Seafarer	50 yrs	—	5	+1 Phy	Wilderlands, Protector	7 pts: Weather-song [§] , Rope-song [§] ; Air of Sails [§] , Navigation, Rowing, Spear
Sea Captain ⁵	100 yrs	—	15	+1 Men	Wilderlands, Protector	8 pts: Slip of Currents [§] , Supplication to the Wind [§] ; Command, Oratory, Navigation, Sword
Soldier-Protector	45 yrs	—	10	+1 Phy	Wilderlands, Protector, Etharch	7 pts: Alarm [§] ; Armor [†] , Shield [†] , Sword, Bow, Knives, Fletcher, Mend
Wanderer	75 yrs	—	5	+1 Phy	Wilderlands	6 pts: Song of Paths and Ways [§] , Air of Gates [§] ; Orienteering, Foraging, City-wise
Adjutant ⁶	75 yrs	—	20	+1 Men	Wilderlands, Protector	5 pts: Elven Protocol, Etiquette, Song of Waiting Around Patiently ^{§*} , Song of Organization ^{§*}
Loremaster ⁷	200 yrs	—	25	+1 Men	Wilderlands, Etharch	10 pts: Ancient/Obscure History, Research; Song of History [§] , Song of Law [§] , Song of Years [§] , Rhyme of Tongues [§]
Althing ⁸	250 yrs	—	100	+1 Men, Phy	Wilderlands, Protector, Etharch	10 pts: Song of Councils [§] , Song of Citadels [§] , Song of the Wilderlands [§] , Song of Silence [§] ; Persuasion, Administration

[§] Denotes Elven Spell-Song, Skill-Song or Craft. These skills cost 2 pts to open up.

NOTE: Elves must abide by the Grief rules

* These skills are free. They must be added to the character's trait list.

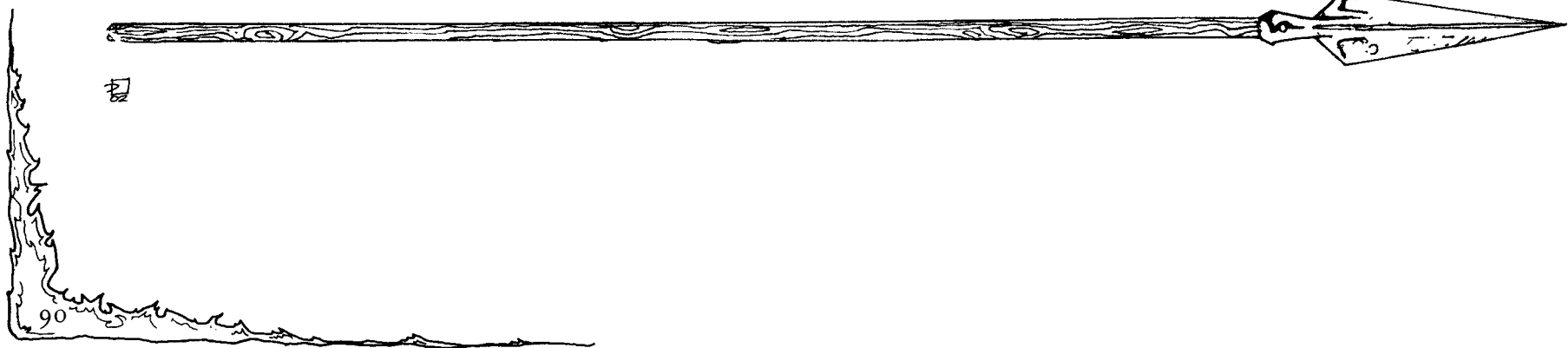
[†] Denotes Training Skill.

Citadel Notes:

- 1:** Bard requires Song Singer
- 2:** Shaper requires Novice or Servitor
- 3:** Crafter requires Shaper
- 4:** Artisan requires Crafter
- 5:** Sea Captain requires Seafarer
- 6:** Adjutant requires Student, Matriarch, Trader, Elder, Captain or Steward
- 7:** Loremaster requires Student, Adjutant, Steward or Prince
- 8:** Althing requires Adjutant, Captain, Lord Protector, Etharch, Elder, Steward or Prince

Protector Notes:

- 1:** Outrider requires Rider
- 2:** Lancer requires Second or Outrider
- 3:** Lieutenant requires Sword Singer, Lancer, Second, Soldier-Protector or Bowyer
- 4:** Captain requires Lieutenant, Prince, Steward or Sea Captain
- 5:** Armorer requires Crafter



Protector Sub-Setting

Name	Time	Trait	Res	Stat	Leads	Skill
Bowyer	20 yrs	—	8	+1 Phy	<i>Wilderlands, Citadel</i>	5 pts: Bow-craft [§] ; Mending, Bow
Spearbearer	20 yrs	—	8	+1 Phy	<i>Wilderlands, Citadel</i>	6 pts: Spear-craft [§] ; Spear, Armor [†] , Formation Fighting [†]
Sword Singer	30 yrs	—	10	+1 Phy	<i>Any</i>	9 pts: Sword, Armor [†] , Shield [‡] , Knives, Brawling, Song of the Sword [§]
Rider	40 yrs	—	8	+1 Phy	<i>Wilderlands, Citadel</i>	5 pts: Riding, Animal Husbandry; The Gift of Speed [§] , Verse of the Horse [§]
Outrider ¹	20 yrs	—	10	+1 Phy	<i>Citadel</i>	8pts: Mounted Bowman [†] , Sword, Riding, Animal Husbandry, Mending, Stealthy, Shield [‡]
Lancer ²	50 yrs	—	12	+1 Phy	<i>Any</i>	8 pts: Song of Burning Bright [§] , Lamentations [§] ; Mounted Combat [†] , Lance, Shield [‡] , Armor [†]
Lieutenant ³	65 yrs	—	10	+1 Men	<i>Any</i>	5 pts: Command, Sword, Shield [‡] , Formation Fighting [†]
Captain ⁴	85 yrs	—	15	+1 Men, Phy	<i>Any</i>	9 pts: Oratory, Sword, Command, Formation Fighting [†] ; Monody of the March [§] , The Hymn of Victory [§] ,
Herald	40 yrs	1	10	+1 Men/Phy	<i>Wilderlands, Citadel</i>	5 pts: Paean of Deeds [§] , Morn-song [§] , Even-song [§] , Recitation of Ages [§] ; Silver Trumpet
Armorer ²	90 yrs	—	15	+1 Phy	<i>Wilderlands, Citadel</i>	6 pts: Armorer, Etching, Weaver, Tailor, Tanner; Air of Mithril [§] , Smith-craft [§]
Blade-smith ⁶	80 yrs	—	15	+1 Phy	<i>Wilderlands, Citadel</i>	4 pts: Acute [*] , Weaponsmith, Etching; Riddle of Steel [§]
Ranger	45 yrs	—	7	+1 Men/Phy	<i>Wilderlands</i>	9 pts: Observation [‡] , Stealthy, Running [†] , Bow, Orienteering, Foraging; Rhyme of the Pathfinder [§] , Song of Soothing [§] , Threne of the Chameleon [§] , Song of Healing [§]
Soother	30 yrs	—	10	+1 Men	<i>Wilderlands, Citadel</i>	6 pts: Song of Healing [§] , Song of Soothing [§] , Doom of Strength [§] ; Herbalism, Foraging
Lord Protector ⁷	125 yrs	—	20	+1 Phy, Men	<i>Any</i>	10 pts: Song of Seeing [§] , Song of Courage [§] , Song of Rage [§] ; Command, Formation Fighting [†] , Administration, Logistics

6: Blade-smith requires Crafter **7:** Lord Protector requires Captain, Etharch, Steward or Prince [§] Denotes Elven Spell-Song, Skill-Song or Craft. These skills cost 2 pts to open up.

NOTE: Elves must abide by the Grief rules

* These skills are free. They must be added to the character's trait list.

[†] Denotes Training Skill.

Etharch Notes:

1: Second requires Page or any Protector Lifepath. **2:** Sword Singer requires Page, Lancer, Second, Soldier-Protector or Bowyer **3:** Steward requires Artisan, Elder, Lieutenant, Second, Captain or Sea Captain **4:** Prince requires Born Etharch and Page or Student, and Sword Singer **5:** Etharch requires Prince

Etharch Setting

Name	Time	Trait	Res	Stat	Leads	Skill
Born Etharch	25 yrs	1	10	—	<i>Wilderlands, Citadel</i>	5 pts General; 2 pts: Read, Elven Script, Etiquette
Student	25 yrs	—	10	+1 Men	<i>Wilderlands, Citadel</i>	8 pts: Song of the Etharch [§] , Song of Law [§] , Song of History [§] ; Oratory, History, Elven Calligraphy
Attendant	25 yrs	—	15	+1 Phy	<i>Wilderlands, Citadel, Protector</i>	4 pts: Calm Demeanor [*] ; Ride, Brawl, Sword
Second ¹	35 yrs	—	15	+1 Phy	<i>Any</i>	8 pts: Patience of the Ages [§] , Song of Bonding [§] ; Sword, Knives, Bow, Mending, Riding, Mounted Combat [†]
Sword Singer ²	40 yrs	—	10	+1 Phy	<i>Any</i>	7 pts: Song of the Sword [§] ; Sword, Armor [†] , Shield [‡] , Knives, Brawling
Steward ³	110 yrs	—	20	+1 Men	<i>Citadel, Protector</i>	8 pts: Litany of Responsibilities ^{**} ; Estate Management, Accounting, Observation [‡]
Prince(ess) ⁴	150 yrs	—	100	+1 Men/Phy	<i>Citadel, Protector</i>	2 pts: Song of Lordship [§] ; 8 pts General
Etharch ⁵	250 yrs	—	200	+1 Men, Phy	<i>Citadel, Protector</i>	12 pts: Voice of the Ages [§] , Song of Councils [§] , Deliberator [§] , Deep Listener [§] , Discerner [§] ; Observation [‡]

Starting Stat Points for Elves by Age

Starting Age	Mental Pool	Physical Pool
≥25 years	7 pts	13 pts
26-60 years	8 pts	13 pts
61-100 years	9 pts	14 pts
101-125 years	9 pts	15 pts
126-160 years	10 pts	16 pts
161-225 years	10 pts	17 pts
226-325 years	11 pts	17 pts
326-425 years	12 pts	17 pts
426-525 years	13 pts	18 pts
526-625 years	13 pts	19 pts
626-725 years	14 pts	19 pts
726-825 years	14 pts	20 pts
826-925 years	15 pts	20 pts
926-1025 years	15 pts	21 pts
1026-1125 years	15 pts	22 pts
1126-1225 years	15 pts	23 pts
1226-1325 years	15 pts	24 pts
1326+ years	16 pts	24 pts



Elven Special Rules

Elf Traits

Common Elf Traits

First Born

Elves are made from the fabric of the earth—wind, air, wood and water. They know its secrets very well. Elves know how to preserve much of her power—even when she is taken and shaped into something new. It is this intimate knowledge which allows the Elves to weave their songs.

Elves are, ultimately, very practical—they will inevitably devise a solution to any problem. However, they are very emotional and proud of their First Born position, which oftentimes gets in the way of their clear seeing nature.

Elves' Perception maximum is 9 rather than 8.

Born Under the Silver Stars

To those who look upon the Elves with clear eyes, there shimmers an unmistakable halo, like white light through a gossamer veil, like stars shining at night.

Essence of the Earth

Elves do not feel the effects of earthly cold and heat as do Men; they do not fall ill; they are ageless and will only pass on when the Earth ends. However they are not deathless. Elves may be killed by violence or may waste away due to Grief.

Fair

Elves are fair and beautiful to all who look upon them.

Statuesque

The Elven form tends toward tall and slender, rounded by graceful curves.

Keen Sight

Like an eagle, Elves may see a great distance with perfect clarity. Elves also may see in starlight as if it were day. However, complete darkness is still obscure to them.

Grief

Any Elf who has taken more than 225 yrs has witnessed suffering. Years of emotion and strife take their toll, and the Elf begins to feel Grief tug at his heart.

World Weary

Any Elf who has taken more than 500 years of life feels a weariness creep into her bones at the constant trial and tribulation that marks the passing of years.

Elven Grief

Starting Grief

In Burning Wheel, Grief is represented by an attribute (that takes the place of Faith). A character may not start with a Grief higher than 9. Thus if a player creates a character whose experiences give earn him a 10 Grief the player must cut back on the character's woeful lifepaths. Grief starts at zero:

- Add one if the character has taken *any* Protector lifepath
- Add one to that if the character has been a Lancer, Lieutenant or Captain
- Add one to that if the character has been a Lord or Soother
- Add one if the character is Born Etharch
- Add one if the character has been a Loremaster, Adjutant or Althing
- Add one if the character has taken the Elder lifepath
- Add one if the character *does not know* any Lamentations
- Add one if the character's history includes tragedy
- Add one if the character has lived among Men
- Add one for every point of the character's Steel *over* 5
- Add one if the character's Perception exponent is greater than 5
- Add one if the character is starting 500 yrs old or...
- Add two if the character is starting 750 yrs old or...
- Add three if the character is starting older than 1000 yrs

Tragedy: Advancing Grief

Grief is an attribute. Like Health or Steel it can be tested in game, and the tests help Grief advance. However, it is tested a little differently from other stats, skills or attributes. The *experiences* of the character test Grief—the magnitude of the experience determines the level of the test.

Obstacle 1 Grief

Being lied to; Betraying your Instincts.

Obstacle 2 Grief

Being robbed; Betraying your Beliefs.

Obstacle 3 Grief

Being accused of a crime you did not commit; Being maliciously attacked or wounded; Witnessing a drought or famine; Seeing a person killed.

Obstacle 4 Grief

Killing; Having *your* home burnt to the ground; Losing a friend.

Obstacle 5 Grief

Fighting in a massive and bloody battle; Having your homeland betrayed by a friend; Being captured by the enemy.

Obstacle 6 Grief

Being imprisoned for a crime you did not commit; *Losing* a massive and bloody battle; Being personally betrayed by a friend; Being mortally wounded.

Obstacle 7 Grief

Forced to flee your homeland by scourging tides of darkness; Having to kill your friend whose mind has been twisted to the side of darkness.

Obstacle 8 Grief

Being tortured; Witnessing your friend, the most powerful wizard around and the sole hope of all that is good, pulled down by a demon.

Obstacle 9 Grief

Realizing that all of your hopes and dreams have led to nothing but murder, destruction and evil. Then to watch your fellows commit suicide, taking those dreams with them.

Obstacle 10 Grief

To watch the light of the world doused and to witness the cold tide of darkness come rushing forth.

Each time a character participates in or witnesses the above conditions they note a Grief test on their character sheet. The obstacle of the test is used only to determine the level of the test for the purposes of advancement.

An Elf with a starting Grief of B5 sees his companion cut down by an Orc. In a rage the Elf then slays the Orc. He now must note two Obstacle 4 Grief tests on his character sheet. One for Killing and one for Losing a Friend. In order for his Grief to advance he needs another Difficult test (Ob 4 or 5) and a Challenging (Ob 6) test. (See Advancement in the Burning Wheel.)

The Limit of Grief

An Elf whose Grief has reached exponent 10 can no longer tolerate the trials and struggles of this world—his sadness, disgust, contempt or pity has overwhelmed him. He lays down his worldly trappings and passes on, either wasting away from Grief or wandering into the West. Either way he is not seen or heard from again—until the ending of days.

Laments: Mitigating Grief

Elves are well aware of the toll of living an ageless life. They know that unless they are careful, the strain of Grief will overtake them, and they will either collapse under its weight or fly into a burning, all-consuming rage—that will inevitably result in their death. Knowing this, Elves are careful to lament tragedy in their lives. These songs help mitigate the bite of Grief.

When a Grief test need be taken, an Elf may sing a Lament to counteract its effects. (The lament need not be sung immediately after; so long as it is sung in a reasonable time afterwards it will have its intended effect.)

The obstacle for the Lament is equal to the obstacle for the Grief test.

The effects of the Lament are a bit different from normal spells or songs. *They lower the “level” of the test the character would have taken by one step.* If the character takes a Challenging Grief test, a properly sung Lament will lower that to a Difficult test. Laments do not make Grief go away, but they do help the Elf cope with its effects.

A Note on Grief

No, Elves are not big fans of The Cure—they are not always depressed and morose because of Grief. This overwhelming sadness is something that Men cannot understand, it is a plague known only to the immortal. Even the Dwarves, whose lives are long, do not feel its full effects before they pass.

Grief manifests in many ways: In sadness, in bitterness, in anger, in silence and in isolation. Nearly all Elves have some stain of Grief on them, but very few show it, and even fewer let it overwhelm them.

Choosing Elven Skills

Like Men, Elves are required to take the first skill on each lifepath. However, if the character has already acquired that skill from another path, the player may choose from *any* of the other available skills for his requirement; he is not forced to take the second skill and so on.

If a lifepath’s skill section begins with a “lifepath,” the player must take that trait as per the standard rules. But the character is then free to choose any other skill on the path to fulfill his requirement.

Thus, Elven characters have more freedom in choosing skills, but are still required to open up at least one skill for each lifepath they take.

Elven Songs

Men possess Sorcery, Orcs have their Blasphemous Hatred, but both pale in comparison to the subtle yet mighty Elven Songs. Their position as the First Born grants Elves a deep and intuitive understanding of the earth and its ways. They gather this knowledge into powerful and effective songs.

All songs, Spell-Songs, Skill-Songs and Craft-Songs have their own shade and exponent. They are advanced like a skill.

All Spell-Song, Skill Song, and Elven Craft skill dice are open-ended for all tests.

Skill Songs and Crafts vs Spell Songs

Elven Skill Songs and Crafts are essentially just “magical” skills. All the rules for skills apply to them. Spell Songs are similar to spells except that they are bought, opened and advanced as skills rather than spells.

Special Song and Craft Options

Working with the Care of the Eternal

Elves work more carefully than Men (or Orcs). Therefore, they may reduce the Obstacle for craftsman skills, crafts or any song by up to half (round down). Each level of Obstacle reduced adds +50% to the time for the test. Conversely, Elves may never Work Quickly.

Special Spell Song Rules: *Wonderment*

All Spell-Songs, regardless of primary effect, cause *Wonderment*. This enchantment effects all non-Elves in the Presence of the singer, forcing them to make a Steel test at +1 Ob Hesitation for each success over song obstacle.

For example, The Recitation of the Ages seems to have no “in game” effect, but, if sung during the game, it will cause *Wonderment* to all who hear the stories of the ages. *Wonderment* takes effect in a number of exchanges equal to the target character’s Will. The song does not have to be sung completely for *Wonderment* to take effect, but the it must be successfully sung.

This doesn’t mean that Elves should go about half-cocked singing songs. The primary effect still takes precedence. If an Elven Prince sings Doom-Sayer to impress a girl, he has just bound that maiden fair to an inescapable fate!

Song Roots

Unless otherwise specified, the root for Elven *Spell-Songs* is Will. The roots for *Skill-* and *Craft-Songs* are as the skill indicated in the description.

Casting Spell-Songs

Songs are cast using the speech rules in the Action Reaction section of the Burning Wheel. Songs may be sung while doing something else (like playing an instrument or bashing up Orcs).

Sustaining Spell-Songs

An Elf may sing a song continuously (sustain it) for a number of hours equal to his Will exponent. Elves may only sing one song at a time. If the song is not complete or the Elf wishes the song to continue, he may pass off the tune to another Elf who knows the song. The new singer needs only to make successful song test to pick up where the first Elf left off.

Range of Spell-Songs

The range, or source, of spell-songs is always Personal unless otherwise stated in the description.

Spell-Songs

Air of Gates Ob * Syllables x50

This is a special song an Elf can sing to a door or gate. The singer may ask one gate in his Presence, "What lies beyond?" And he will be answered. Ob 1 Fence gates; Ob 2 Cabin doors; Ob 3 House doors; Ob 4 Doors of a Great Hall; Ob 5 Fortress Gate; Ob 6 Castle Gate; Ob 7 City Gates; Ob 8 Gates of the Realm.

Alarm Ob 5 Syllables 150

This song is an alarm sent round the realm when black armies gather at the border. All those within the Realm hear the song.

Deliberator Ob See Description Syllables x70

With this song an Elven lord acts as an intercessor between two feuding parties. The adversaries are bound by the song of the Deliberator to abide his decision. If they fail to abide, a Doom is pronounced. Obstacle is 1+ half the combined Will of all parties.

Discerner Ob See Description Syllables: 10

This spell song allows the prince to see what swims in the dark seas of the heart of Men, Dwarves and Elves. The great Etharch may test his Will versus the successes of a deceiver in order to detect if he dissembles. Discerner is used to see through Falsehood, Soothing Platitudes, Persuasion, and Seduction.

Doom of Strength Ob See Below Syllables: 90

In the throes of battle every soul is needed to assure victory over the darkness of the enemy. During these desperate times the Soother will sing the Doom of Strength to revitalize the wounded and send them back into the breach. Obstacle is equal to Health of the wounded. If successful the song temporarily reduces 1D of wounded dice penalty. Effect lasts for minutes equal to Health of recipient, after which the die penalty immediately returns.

Doom Sayer Ob Will of the Doomed Syllables *

Doom Sayer is the terrible power to pronounce binding and everlasting judgment upon any creature of the earth. *The Elven prince names the fate of one so called, who is then doomed to walk that path inescapable.*

* The time taken to cast this spell is the length of the utterance of the very syllables of the Doom. The ones doomed must be in the Presence of the prince when their fate is pronounced.

Even-song Ob 5 Syllables 1300

A festival song sung to greet the Moon on the evening of his First Rising.

The Gift of Speed Ob * Syllables 15

This powerful song lightens the tread of the rider's horse until it seems the steed is galloping on air. Extra successes increase the Speed of the horse for as long as the song is sung. Obstacle is equal to 10 minus the Perception of the horse being thusly commanded. Rider must be mounted on the horse.

The Hymn of Victory Ob 5 Syllables 45

A song sung of all the victories of the Elves—this one included.

Homesong Ob 5 Syllables 120

For Patriarchs/Matriarchs to keep the home and hearth safe. When sung over a hearth, the master of the house knows everyone who enters (or tries to enter) their dwelling.

Lament for the Fallen Ob See Description Syllables x100

Elves must lament their fallen, otherwise Grief will overwhelm them. This lament is sung to alleviate the pain of seeing comrades fall in battle. Obstacle is equal to the Grief obstacle. See Elven Grief at the beginning of this section.

Lament of Mourning Ob See Description Syllables x200

Sung to remember the tragedies and boons of past ages. Obstacle is equal to the Grief obstacle. See Elven Grief at the beginning of this section.

Litany of Responsibilities Ob 5 Syllables 999

The endless list of duties of the Steward of an Elven house.

The Long March _____ Ob 5 _____ Syllables 500

An Elven marching song that quickens the step and keeps morale. Elves marching to this song Walk at x2 Spd multiplier. Affects all those in the Presence of the singer.

Morn-song _____ Ob 5 _____ Syllables 3650

A festival song to sung to commemorate the First Rising of the Sun.

The Offering _____ Ob Will _____ Syllables 25

This is a devilish song that draws the eyes and ears of Men and Dwarves to the wares of the Elven merchants. When selling wares, extra successes from The Offering may be added onto the Conspicuous skill to attract customers. obstacle is the Will of the intended customer. Meeting the obstacle of the Offering gives 1 bonus die. Affects all those in the Presence of the singer.

Patience of the Ages _____ Ob 5 _____ Syllables *

A simple tune Elves hum while waiting. Elves can wait a long time. *This song goes in endless repetition.

Recitation of Ages _____ Ob 5 _____ Syllables 5000

Another history from the Elvish perspective.

Rhyme of Rules _____ Ob 5 _____ Syllables 60

The Rules of the House of your host or father. Listen when he sings the Rules.

Rhyme of Tongues _____ Ob 5 _____ Syllables 8

Elven Loremasters spend many years studying the languages of all things. This simple Rhyme helps them remember the sound of what they have learned and allows them to communicate with nearly any creature.

Song of Arbors _____ Ob 5 _____ Syllables: 4444

The Wilder Elves keep in concert with their brethren the trees. The Song of the Arbors is sung to protect the trees and keep them strong. It also allows the Elves to communicate in the tongue of the Leafed Ones and learn what news they can from the strange mind of the wood. An Elf may sing to any tree in his Presence.

Song of Bonding _____ Ob Will of Singer _____ Syllables 555

When a Second serves a Sword Singer or Lancer, he bonds himself to service unto death or until the master's word of release. The Song of Bonding is usually only sung once.

Song of Burning Bright _____ Ob 10 minus Grief _____ Syllables: x4

The Song of Burning Bright evokes the true fire within the Elven heart. Once summoned, it drives the Elf into a blinding fury that strikes terror in the hearts of his enemies. All who look upon him (all those in his Presence) *regardless of traits or Steel* must make a Steel Test at a Hesitation obstacle penalty equal to the Burning Bright's extra successes. If an Elven Lancer's Grief is B5, his obstacle to Burn Bright is 5 (10 minus 5). If he rolls 7 successes his enemies *must* make Steel tests at +2 Hesitation Obstacle.

Song Root: Grief

Song of Councils _____ Ob 5 _____ Syllables 300

The Elven prince has the power to summon a council of his peers to decide on matters portentous for the Elven people.

The Council is a venerable and hallowed tradition among the Elves. In times of need the Etharch will send forth the word with this song on the lips of his heralds that all the princes, althings and elders should come and give their sage advice.

Song of Courage _____ Obstacle 5 _____ Syllable: 77

A fierce song of hope that holds Elves steadfast against terrible foes. When properly sung, no Elf in the host will leave his station so long as the Lord lives. Elven Lord's Presence x100.

Song of the Etharch _____ Ob 5 _____ Syllables 1000

A history of the Elven princes.

Song of Law _____ Ob 5 _____ Syllables 300,000

The song of the Laws laid down since the beginning of time.

Song of Healing _____ Ob Health of Wounded Syllables 250

This beautiful and strong song seeps into the veins of the wounded and weary, strengthening body and mind. When sung over a wounded character, successes over the wounded character's Health add dice to the character's Health tests for the purposes of Recovery.

Song of History _____ Ob 5 _____ Syllables 500,000

History of the world as seen by the Elves.

Song of Merriment _____ Ob 3 _____ Syllables 35*

Brings joy to all who hear it. Sadness is washed away and fatigue forgotten. *Repeats in endless variation.

Song of Organization _____ Ob 5 _____ Syllables 600 _____

The memorization that every Adjutant must have of the hierarchy of Elven leadership.

Song of Rage _____ Ob 6 _____ Syllables: 177 _____

The Lord Protector can summon forth all of his Grief and hone it into a fine rage. While he sings of his wrathful sorrow and coming vengeance, Grief dice are added to the Lord Protector's weapon skills .

Song Root: Grief

Song of Seeing _____ Ob 5 _____ Syllables: 9 _____

The Lord Protector can extend his sight across his realm. He may extend the range of his vision to the horizon.

Song of Silence _____ Ob 10 minus Will of Singer Syllables 8 _____

To voice his displeasure, an Elven Lord will utter the brief syllables of the Song of Silence and then fall into an impenetrable aphony, thinking deeply on all matters at hand. No social skills or "mind affecting" spells will have any effect on the Lord while he is under the Song of Silence.

Song Root: Grief

Song of Songs _____ Ob Special _____ Syllables: Special _____

This beautiful harmony can be sung in accompaniment to any other song. *The Song of Songs may help any other Elven Spell-Song as if it were a related skill. Song of Songs may not help craft- or skill-songs.*

For example, the Lord is in dire need; the servants of the Dark have unleashed terrible beasts of shadow, and his war-host quails before them. He calls his Song-Singers to aid him as he sings the mighty Song of Courage. The Lord has a Song of Courage of B6, and each "Song of Songs" Singer adds +1 die plus 1d for every four dice of his exponent in the Song of Songs. The Lord character would then cast his song dice plus the helping dice to pass the test.

If an obstacle is needed use the *time and obstacles of the skill being helped*. The Song of Songs may be used to cause Wonderment like other spell-songs at a base Ob 2, 25 syllables.

Song of the Sword _____ Ob See Below _____ Syllables: x2 Ob _____

The Song of the Sword infuses the blade with a terrible and vengeful power. The singer chooses the blade blessing sung: Preternatural Balance, Ob 3, +1 die; Crushing Edge, Ob 4, +1 VA; Singing Blade, Ob 5, open-ended sword dice; Sword of Might, Ob 6, +1 Pow; Blinding Blade, Ob 7, Fast Weapon; Blood Drinker, Ob 8, reduce Add by 1. All blessings also make weapon a "spirit blade" which may affect ghosts and ethereal creatures.

Elf may only sing one blessing at a time. Elves may bless any sword in their Presence.

Song of Lordship _____ Ob 5 _____ Syllables 20 _____

The rights of rulership of the lord. Used to pull rank on lesser Elves.

Supplication to the Wind _____ Ob See Description _____ Syllables x40 _____

Elven Seafarers are friends to the wind, and in times of need, they may ask her to treat them kindly. Ob 3 to call a breeze; Ob 4 to calm a breeze; Ob 5 to call a wind; Ob 6 to calm a wind; Ob 7 to call a strong wind; Ob 8 to calm a strong wind.

Threne of the Chameleon _____ Ob 3 _____ Syllables 15 _____

This quiet song escapes the lips as barely a whisper. While it is sung the Ranger is cloaked in shadow, invisible to the eyes of his foes. *As the sorcerous Chameleon Spell.*

Tract of Enmity _____ Ob 5 _____ Syllables 66 _____

When grave deeds are performed against the houses of the Elves, terrible, undying oaths of vengeance are sung. Rarely are these retracted. (Often the Tract leads to the death of the utterer and his enemy, as there are always unforeseen consequences to such an oath.)

Once marked as an Enemy, the creature is given a new name and thenceforth all Elves know him thus. Such enemies arouse the passion of Elves and they are moved to destroy them, even those not personally aggrieved.

Verse of Decision _____ Ob 5 _____ Syllables * _____

The Elder speaks the litany of decisions made. Once the verse is spoken, all Elves obey. This Verse is very rarely spoken without first invoking a Council. After hearing the words and thoughts of the fellow council members, the Elder uses this verse to pronounce a decision.

* Syllables equals the number of syllables of the decision made.

Verse of the Horse _____ Ob 10 minus Per of Horse Syllables 6

Certain Elves develop a close bond with their steeds. Through this Verse an Elf may communicate with his horse and may call to it over great distance. Obstacle is the Will of the animal. Distance for Calling is 100p plus 100p per extra success.

Verse of Friendship _____ Ob 5 Syllables 99

The bards come forth to offer goodwill to new friends. Once friendship is given, it is rarely taken back—once the song is sung over Man or Dwarf, she is given a new name and all shall hence know her as Elf-friend.

Voice of the Ages _____ Ob See Description Syllables 44

Naming his age and wisdom, the Elven lord lends weight and authority to his opinion, such that none can deny him. Add the extra successes from VoA to Oratory or Persuasion tests. The Obstacle for Voice of Ages is 10 minus the Will of Singer

Weather-song _____ Ob 3 Syllables 50

Elves sing to the sky and listen to her reply to know the coming weather so that they may be best prepared. *As the Weather Sense trait*, but accuracy of the prediction depends on the successes of the song sung.

Skill Songs

Remember that skill-song dice are always open-ended.

Air of Sails _____

Sung to the sails to keep them supple and strong. *As Sailmaker and Rigging*.

Call of the Wild _____

The Huntsman's song. *As the Hunting Skill*.

Grain Song _____

A special song to purify grain and prepare it for grinding. *As Milling*.

Hymn of Scales and Fins _____

A slow, flowing hymn that calls to the fish of the seas, rivers and streams. *As (Net) Fishing skill*.

Paeon of Deeds _____

This tremendous song takes the Elven herald and transforms him into a symbol of inspiration for the Elven host. *As Conspicuous*.

Purple Song _____

For making that special Elven wine. *As Vintner*.

Rhyme of the Gatherer _____

This song is sung to gather the fruits of the forest and plains. Character may gather materials for the Songs of Healing and Soothing in addition to materials for Herbalism and Poisons. *As Foraging skill*.

Rhyme of the Pathfinder _____

Little that passes through his ward can escape the notice of an Elven Ranger. And once found, nothing escapes. *As Tracking skill*.

Rope-song _____

This song keeps ropes strong and free of snarls. It will also weave ropes of incredible strength. *As Knots*.

Silent Fury _____

Within every Elf is the quiet fury of endless time. *As Intimidation*.

Slip of Currents _____

A Slip sung to the waves calling them to answer, "Whither do you go?" Their answers help Elven sailors guide their ships through the ocean currents with unerring accuracy. *As Navigation*.

Song of Citadels _____

The overtures sent to please the ears of Kings of the Elven Citadels. *As Etiquette*.

Song of Feasting _____

Elven feasts are renowned throughout the lands and ages. The delightful food and wine are beyond compare. This song is sung as the food is prepared, seasoning it with an inimitable quality. *As Cooking*.

Song of the Flocks _____

To tend the sheep—none ever stray, and the flock remains healthy. *As Animal Husbandry*.

Song of Harvest _____

Grain rises from rich soil and ripens, pure and clean. With the strains of this song the Elves call the grain to ripen so that it may easily fall from the stalk. *As Farming*.

Song of Paths and Ways

Elves have walked many paths through their timeless lives. It likely they have walked this one before. This combined with their intimate knowledge of the stars makes it difficult for them to become lost. *As Orienteering.*

Song of Soothing

The Elven healing arts are renowned throughout the known world. *As Herbalism.*

This song may also counteract the effects of poison. Obstacle is equal to half the maximum die-effect of the poison. Thus if the poison subtracts 8 dice of Forte, the obstacle to stop its effects is 4. Or if a poison causes +2 Ob modifier, the obstacle to clean it out is 1. Detailed poison rules forthcoming.

Song of the Wilderlands

The overtures sent to please the ears of Kings of the Wilder Elves. *As Etiquette.*

Threading Song

As the Sewing skill.

Voice of Thunder

The commands of the Elven Captains can be heard clear above the din of battle. *As Command.*

Weaving Way

When this song is sung over the loom, the cloth spun is rich and lustrous. *As Weaving.*

Elven Craft Songs

The Air of Mithril

Elven Armorers build the fabled Elven white-mail. Elven armor has the same properties as chain mail, same Dice and DN, but it does not have any Clumsy Weight penalties whatsoever. In addition, the mithril armor counts as Quality Armor.

To manufacture a suit of mithril armor requires a supply of the fabled metal, a forge of great quality, and four years' time. Obstacle 8 for working with mithril.

The Air of Mithril acts as a Training Skill for *Armorer* and *Gem-Craft*. (Thereby making *Armorer* dice open-ended when working with Mithril.)

Antiphon Union

This specialized training allows the artisan to blend spell and craft. He may create items using a "craftsman" Skill-song or Craft-song) and imbue said item with the effects of one spell-song. The artisan must know both song and

skill to be sung. Base obstacle is 3 plus the obstacles as for the item being crafted. The successes of the spell-song sung are imbued into the article.

This Craft-Song training costs 4 skill points to open up in character burning.

For example, if an artisan wanted to create a cloak imbued with the Threne of Chameleon he would have to know the Weaving Way skill-song and the Threne of Chameleon spell-song. Obstacle to weave the cloak would be base Ob 3 + Ob 2 (for a decent cloak), total Ob 5. Then he would sing the Threne of the Chameleon over it, successes over the Threne obstacle are imbued in the cloak. 4 successes over means the cloak now gives 4D of Threne of the Chameleon.

Arch-Craft

As Architect and Engineer.

Bow-Craft

Every Elven archer is also a *bowyer* and a *fletcher*. Bow-craft teaches how to make beautiful Elven Bows. Elven Bows are bigger than hunting bows, but not as big as the longbows of men. They have a draw time of 6 actions. (See Action Reaction in the Burning Wheel.) They have a long range of 300 paces, and a 150 pace medium range, and 75 pace short range. Obstacle 6; Time is 6 months.

Jewel-Craft

The manufacture of jewelry, refinement of gems, and secrets of material beauty beyond imagining. Elven gems and jewels glow with their own light. *As Jewelcraft.*

Leather-Craft

As Tanner.

The Riddle of Steel

A secret of the Dwarves given to the Elves in ages past, the Riddle tempers steel beyond its mortal strength. Elven swordsmiths create bright-bladed Elven swords with an unmatched cutting edge. Base obstacle, for a Pow 3, VA 2, Add 2, Slow weapon, is Ob 6; Time is 3 months.

As Weaponsmith in all other regards.

Smith-Craft

The forging and shaping of metal objects and tools. *As Blacksmith.*

Spear-Craft

Every Elven soldier is taught to make his own weapon, the fabled Elven spear—a white-bladed spear two and half paces long; Pow 2, VA 2, Add 2, Fast. Obstacle 5; Time is two months. Roots and practice *as Weaponsmith.*

Star-Craft

For the making of jewels unto stars. And orbs, too. *As Enchanting.*

Stone-Craft

Masonry of flowing curves. *As Mason.*

Wood-Craft

Wilder Elves seamlessly merge their dwellings with the surrounding trees and hills. *As Carpentry* but without cutting or nailing.

Elven Possessions

Elven Arms	.15
Quilted Armor	.3
Plated Leather Armor	.6
Chainmail	.10
Plated Mail	.20
Elven Mail	.65
Run of the Mill Bow	.5
Elven Bow	.30
Elven Cloak	.25
Elven Steed	.8
Elven Clothes	.2
Traveling Gear	.2
Elven Rope	.12
Elven Bread	.16
Elven Mirror-Wine	.10
Star-Light	.50
Shoes	.1
Finery	.5
Tome of Lore	.20
Elven Harp or Lyre	.8
Silver Trumpet	.5
Elven Smithy	.50
Artisan's Shop	.60
Crafter's Tools	.15
Other "Skill" Tools Kits	.8
Servitor (2 Lps)	.15ea
Rider (3 Lps)	.25ea
Second (4 Lps)	.40ea

Notes on Elven Possessions

Elven Arms are considered "superior quality" weapons. Elven Spears are Power 2, Add 2, VA 2, Fast weapon, May Great Strike; All other Elven Arms use the Superior Quality Weapons stats.

Elven starting characters, who have 4 or less lifepaths and whose last lifepath is Swordsinger or Spear-Bearer, may take the appropriate Elven Arms for 5 rps.

Elven Mail is Superior Quality Chainmail Armor (re-roll 1s). Also, there are no Clumsy Weight Penalties for Elven Mail whatsoever—none. The cost of Elven Mail does not include a shield, this must be paid for separately as "chainmail."

Elven Bow These are the weapons made by the Elven Bow-Craft skills. Elven Bows are bigger than hunting bows, but not as big as the longbows of men. They have a draw time of 6 actions. (See Action/Reaction in The Burning Wheel.) They have a long range of 300 paces. DOF: 1-2 Incidental, 3-4 Mark, 5-6 Superb. Elven Bows are also very sturdy and are often used as a club to brain opponents who get too close: Pow 2, VA -, Add 2, Slow weapon.

When purchasing an Elven Bow, Elves may choose from these arrows:

Hunting Head:	I: B5, M: B9, S: B12	VA 2	Free
Leaf Head:	I: B6, M: B10, S: B13	VA 1	+1 rp
Bodkin:	I: B4, M: B8, S: B11	VA 3	+1 rp

Elven characters who take 4 or less lifepaths and whose last lifepath is Elven Bowyer may take an Elven Bow for 5 resource points.

Elven Cloaks are also often know as Gray Mantles. They are imbued with the *Threne of the Chameleon* and hide Elven Rangers who guard the fences of the hidden kingdoms of the Elves. Gray Mantles give +4D Chameleon which can be used in conjunction with the *Threne* and/or *Stealthy*. In addition, Elven Cloaks are warm in winter, cool in summer, covering in rain and quick to dry.

Elven Steeds are swift in travel and steadfast in war.

Elven Bread This rare and extremely cherished bread is nourishing and restorative. It grants +3D to all Health tests taken for the day after it is eaten. One portion of Elven Bread will suffice as a meal for a day. 16 rps buys 6 "portions."

Elven Rope is light and strong. It weighs half as much as its normal counterpart and holds twice as much for its thickness. Knots and Rigging tests taken using Elven Rope may add +1D.

Star-Light A bottle of star-light to illuminate the darkest times with the silver halo of the favored star. As Mage-Light with 4 successes over obstacle. Counts as sunlight for creatures with Cold Black Blood or Enemy of the Sun traits.

Elven Mirror-Wine Mirror-wine refreshes and restores those who taste it. Add +2 open-ended dice to the next Health test taken. 10 rps buys three draughts.

Elven Workshops Workshops are necessary to completely utilize Stone-craft, Smith-craft, Star-craft, and Gem-craft skills—without one the Elf may only undertake smaller projects easily done by hand. Also, Elven Workshops are required if the character will be building special "elven works."

Crafter's Tools Tools add +1D of equipment dice when used with Smith-craft, Stone-craft or Gem-craft.



Nuul Adder's Story

Nuul waited in the brush along the road. Dim moon shadows stretched across the dusty track, as trees groaned in the soft wind. His hides squirmed with fleas and lice, and his leg was cramping, but he knew better than to stir now—his prey neared. Slowly, he lifted an arrow to his toothy rictus. A long, black, eel-like tongue extended and wrapped itself around the shaft. Slime and spittle oozed from its surface. Licking up and down, the arrow was soon dripping with bile and poison.

To Nuul's right lay Maw. They had spent their youth scavenging battlefields, graves, and mines. After scouring one field of carnage, Nuul and Maw were caught by a whip-bearer named Daskiish. He beat them and a bunch of other scavengers into a real hunting pack—the Black Bone Pack. Under Daskiish's leadership, they were very successful and raided many villages and caravans. Life was good for an Orc.

Then Maw got into a scrap with a 'Seeker over the rights to a corpse. During the brawl about 50 Hunters showed up to back up the rat's claim. It turned out that a Headtaker, Ruum Red Hand, was marching on Warren's Deep. Maw, Nuul and even Daskiish were all "recruited" into Ruum's Black Hunters. Not a bad gig really. Most nights Nuul spent scouting for the Legion, away from the Lashers and the Great Ones. The war went well for them until the Deep was reinforced by a host of Dwarves and the siege was broken. Nuul, Maw and a few of their fellow pack-mates managed to escape the slaughter—this time slipping across the border into the realm of Men. There the small band took up another successful turn of raiding, murdering, and stealing.

Beyond Maw lurked Bagah. He was a member of the Black Bone Pack, too. Back in the 'Hunters, he was always on the same raids and sorties as Nuul and Maw, but more as competition than a companion. Bagah was hard and tough, Nuul left him alone—one night they had a disagreement, and Nuul lost a finger to him.

Voices drifted down the road and broke Nuul from his reverie. A nod to Maw and Bagah put them all on the ready. Their prey was close—he could taste them. Sliding the arrow against his bow, he drew back and took aim.

Three men rounded the bend in the road—farmers returning from the village tavern. They grunted and whined in their language, one made a choking noise as he bared his teeth. The braying and choking caused Nuul's head to ache. He hated these fools for their soft life, and he despised them doubly because they were too oblivious to realize they were about to die.

Nuul's lips drew back and his brow creased, he released his arrow with murderous glee. The choking man spit blood as the shaft plunged into his belly. Maw and Bagah loosed their shafts into the other two. The three men fell, moaning in pain. This soothed Nuul's ears, perhaps now these braying asses would understand! He rushed forward to watch them die.

Bagah barreled forth with his sword drawn and hacked at his victim. He then went to finish Nuul's kill. Nuul screamed at the bristling Orc "No! I want to watch him!" The wounded man struggled to crawl away.



Bagah grunted and knocked Nuul down. Laughing, he turned back to the man and drove his sword into his back. Maw was already going over the third one. He stripped the body and dragged it back into the woods. Nuul and Bagah followed suit.

Back at camp, the three Orcs feasted on the flesh of their prey. Twice, Nuul tried to take Maw's share, and twice the scuffle ended in bruises and bite marks. Bagah threw things at them both. Finally, Nuul gave up and instead tried on his new boots.

Nuul Adder

Chattel Orc

Age: 22

Perception B3, Will B2, Agility B4, Speed B5, Power B3, Forte B4

Reflexes B4, Health B3, Mortal Wound B9, Steel B6

Skills: Razing Training, Foraging B2, Brawling B2, Stealthy B3, Bow B3, Black Bile Poison Training, Running Away, Hiding, Stealing

Traits: Loathsome, Twisted, Fanged Maw, Cold Black Blood, Cannibal, Claw-handed, Lynx-Eyed, Breeder, Tasting the Whip, Pack Hunter, Light Sleeper and Abnormally Long Tongue

Resources: Bow, 16 Arrows, 1 Armor Piercer Arrow, Hide Armor, Clothes, Hobnailed Boots, Traveling Gear, Outcast Affiliation (Black Bone Pack)

Contacts: Maw (Loyal Insignificant) and Bagah (Insignificant)

Instincts: Loot corpses, Eat Corpses, Stealth when in the woods/wilderness

Beliefs: I am cursed, It's not my fault

Lifepaths: Born Chattel, Scavenger, Ravager, Black Hunter



Orcan Lifepaths

Chattel Setting

Name	Time	Trait	Res	Stat	Leads	Skill
Born Chattel	10 yrs	1	5	+1 Phy	<i>Black Legion, Servant of the Dark</i>	2 pts: General
Cattle-Slave	5 yrs	1	1	+1 Phy	—	2 pts: Tasting the Whip*, Manure Shoveling*, Screaming and Shouting*, Kicking the Beast*
Butcher ¹	7 yrs	—	7	+1 Men	—	4 pts: Butchery, Tanner, Intimidation
Scavenger	3 yrs	—	5	+1 Phy	<i>Black Legion</i>	3 pts: Tasting the Whip*, Foraging, Inconspicuous, Running (Away)*, Hiding*, Stealing*, Scavenger*
Forge-slave	5 yrs	1	1	+1 Phy	—	2 pts: Tasting the Whip*, Back Breaking Labor [‡] , Pain Life*, Numb*
Forger ²	7 yrs	—	7	+1 Men	—	5 pts: Blacksmith, Orcan Gear-smith, Intimidation
Hauler	5 yrs	—	1	+1 Phy	—	2 pts: Tasting the Whip*, Hauling Impossible Loads [‡] , Cursing*, Spitting*, Yowling*
Cutter-slave	5 yrs	—	1	+1 Phy	—	2 pts: Tasting the Whip*, Tree Pulling [‡] , Back Breaking Labor [‡] , Hatred of Forests*
Wood-cutter ³	7 yrs	—	7	+1 Men	—	4 pts: Rude Carpentry, Mending, Intimidation
Tunneler	4 yrs	1	1	+1 Phy	—	2 pts: Ditch Digging, Dirt Hauling [‡] , Black Lung*, Tasting the Whip*
Pitwright ⁴	8 yrs	—	6	+1 Men	—	4 pts: Excavation, Intimidation, Deep Sense*
Ravager	3 yrs	1	5	+1 Phy	<i>Black Legion</i>	4 pts: Razing [‡] , Brawling, Cudgel, Intimidation, Pack Hunter*
Whipmaster ⁵	9 yrs	1	10	+1 Men	<i>Black Legion</i>	4 pts: Interrogation, Intimidation, Brawling, Torture, Shouting*, Where There's a Whip, There's a Way*

NOTE: Orcs must abide by the Brutal Life Special Rule when choosing lifepaths.

*These "skills" are free. They must be added to the character's trait list.

[‡] Denotes Training Skill.

Orc Chattel Notes:

1: Butcher requires Cattle-Slave

2: Forger requires Forge-Slave

3: Wood-Cutter requires Cutter-Slave

4: Pitwright requires Tunneler

5: Whipmaster requires Pitwright, Forger, four Slave lifepaths or any Legion lifepath.



Black Legion Sub-Setting

Name	Time	Trait	Res	Stat	Leads	Skill
Goblin	3 yrs	1	2	+1 Phy	Chattel	2 pts: Tasting the Whip*, Charging Blindly*, Marching*, Exhaustion*, Running (Away)*, Foraging, Brawling
Goblin Sun-Blotter	3 yrs	—	3	+1 Phy	Chattel	2 pts: Hiding*, Running (Away)*, Bow, Mending, Fletcher
Hatred-Bearer ¹	1 yr	1	3	+1 Men, Phy	Chattel	2 pts: Paranoid*, Psychotic*, Conspicuous
Despair-Shouter ²	3 yrs	—	5	+1 Phy	Chattel	3 pts: Brazen Horn of Despair, Intimidation, Brawling
Legioner ³	4 yrs	—	4	+1 Phy	Chattel	4 pts: Spear, Shield [†] , Brawling, Foraging
Night Seeker ⁴	4 yrs	—	4	+1 Men, Phy	Chattel	5 pts: Tasting the Whip*, Orienteering, Tracking, Trapper, Stealthy, Climbing, Garrote
Black Hunter ⁵	5 yrs	1	5	+1 Phy	Chattel	6 pts: Bow, Black Bile Poison [‡] , Hunting, Field Dressing, Stealthy
Astride the Beast ⁶	5 yrs	—	6	+1 Phy	Chattel, Great and Black	8 pts: Mounted Combat [†] , Riding, Warg Husbandry, Appropriate Weapons, Armor [‡] , Intimidation, Cry of Doom*
Bears the Lash ⁷	6 yrs	—	7	+1 Men	Chattel, Great and Black	5 pts: Intimidation, Where There's a Whip, There's a Way*, Torture, Command, Sword, Brawling
Head-Taker ⁸	6 yrs	1	10	+1 Men, Phy	Chattel, Great and Black	5 pts: Command, Brutal Intimidation, Axe, Fondness for Elven Blood*, Taste for Man-Flesh*, Brawling, Unrelenting Savagery*



Great and Black Setting

Name	Time	Trait	Res	Stat	Leads	Skill
Born Great	10 yrs	1	5	—	Servant of the Dark	3 pts: General
The Rites	3 yrs	—	2	+1 Men, Phy	Legion, Servant of the Dark	3 pts: Intimidation, Brawling, Torture, Running [†] , Life is Death*
Servant of the Gate	4 yrs	1	5	+1 Phy	Legion, Chattel	2 pts: Humiliation*, Toadying*, Following Orders*, Soothing Platitudes
Follower ¹	5 yrs	1	7	+1 Men, Phy	Legion, Chattel	7 pts: Silent Hatred*, Sword, Armor [‡] , Shield [†] , Mace, Axe, Bow, Riding
Black Destroyer ²	5 yrs	—	10	+1 Men, Phy	Chattel	6 pts: Mounted Combat [†] , Intimidation, Intense Hatred*, Warg Husbandry, Riding, Spear, Low Cunning*
Named ³	8 yrs	1	15	+1 Men, Phy	Chattel	5 pts: Command, Brutal Intimidation, Savage Consequences*, Torture
Siege Master ⁴	10 yrs	—	20	+1 Men	Chattel	5 pts: Orcish Siege Engineer, Artillerist, Mending, Brutish Efficiency*
Gate Forger ⁵	10 yrs	—	20	+1 Men	Chattel	5 pts: Mason, Bastions of Hatred Architect, Excavation
Whisperer ⁶	9 yrs	1	25	+1 Men	Servant of the Dark	4 pts: Poisonous Platitudes, Falsehood, Persuasion, Forked-Tongue*
Great One ⁷	20 yrs	1	50	+2 Men, Phy	—	5 pts: Brooding*, Flights of Murderous Fancy*, Unrelenting Hatred*, Command, Strategy; 1 pt General

NOTE: Orcs must abide by the Brutal Life Special Rule when choosing lifepaths.

*These "skills" are free. They must be added to the character's trait list.

[†]Denotes Training Skill.

Black Legion Notes:

Born Great Orcs may never take Goblin, Sun-Blotter, Night Seeker or Legioner.

1: He Who Bears the Flag of Our Hatred requires The Rites, Legioner or Whipmaster **2:** Despair-Shouter requires The Rites, Legioner or Whipmaster **3:** Legioner requires Ravager, Whipmaster or Goblin **4:** He who Lurks in the Twilight and Seeks Our Enemies requires Legioner, Sun-Blotter, Scavenger or Ravager **5:** He Who is Fell and Stalks the Night requires Follower, Ravager, or Night Seeker **6:** He Who Sits Astride the Howling Black Beast requires Black Hunter or Follower **7:** He Who Bears the Lash and Drives Us Ever On requires Black Hunter, Astride the Beast or The Rites **8:** He Who Cleaves the Heads of His Enemies From Their Shoulders and Sets Them on Pikes for All to See requires Bears the Lash, Black Destroyer, or Named

Great and Black Notes:

All Great and Black paths except Whisperer require Born Great.

1: Follower requires The Rites **2:** He Whose

Servant of the Dark Sub-Setting

Name	Time	Trait	Res	Stat	Leads	Skill
Slave to the Dark	6 yrs	1	2	—	Chattel	2 pts: Resentment*, Hatred*, Poisonous Ambition*, Obedience*, Respect*
Drinker of the Dark ¹	5 yrs	—	4	+1 Men, Phy	Chattel	4 pts: Void Embrace [†] , Stark Madness* Rituals of Night
Bloodletter ²	5 yrs	—	4	+1 Men, Phy	Chattel	5 pts: Rituals of Blood, Vile Poisoner, Knives, Foraging
Knower of Secrets ³	6 yrs	1	5	+1 Men/Phy	Chattel	4 pts: Dark of Night ^Δ , Black Wings [⊆] , Intonation of Earth's Black Secret ^Δ
Master of Blood ⁴	7 yrs	1	6	+1 Men/Phy	—	4 pts: Black Rust [⊆] , Cry of the Black Wolf [⊆]
Master of Darkness ⁵	7 yrs	—	6	+1 Men/Phy	—	4 pts: His Creeping Hand ^Δ , Hand of Death ^Δ
Dark Summoner ⁶	10 yrs	1	7	+1 Men/Phy	—	4 pts: Black Shield ^Δ , Impenetrable Gloom ^Δ , Enemy of the Sun ^Δ
Blood Summoner ⁷	10 yrs	—	7	+1 Men/Phy	—	4 pts: The Gathering of Stones [⊆] , Pack Lord [⊆] , Black-Blooded Rage [⊆]
Servant ⁸	50 yrs	1	20	+1 Men	—	4 pts: Call forth His Might ^{⊆Δ} , Call of the Pit ^{⊆Δ}

Skin is Like a Winter Night and Wastes All Beneath His Blade requires Follower, Astride the Beast or Head-Taker **3**: He Who is Mighty and Earned the Right to be Named requires Black Destroyer **4**: Siege Master requires Servant of the Gate **5**: Gate Forger requires Siege Master **6**: Whisperer requires Slave to the Dark, Whipmaster, Gate Forger or Bears the Lash **7**: Great One requires Named

Starting Stat Points for Orcs by Age

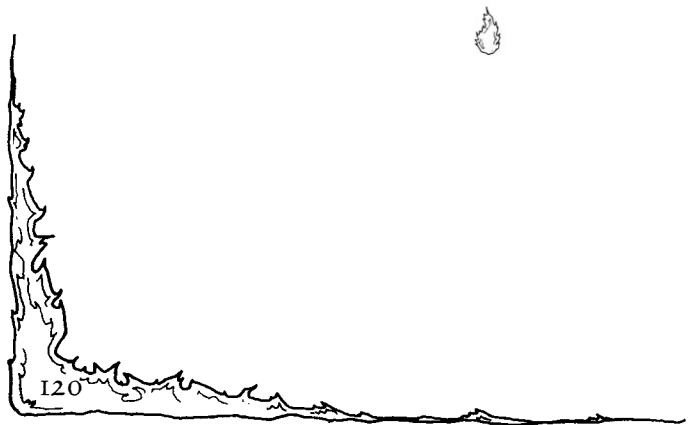
Starting Age	Mental Pool	Physical Pool
≥10 years	3 pts	10 pts
11-16 years	4 pts	11 pts
17-22 years	5 pts	12 pts
23-30 years	5 pts	13 pts
31-40 years	6 pts	14 pts
41-50 years	6 pts	15 pts
51-60 years	7 pts	16 pts
61-80 years	7 pts	17 pts
81-99 years	8 pts	17 pts
100-125 years	8 pts	18 pts
126-150 years	9 pts	18 pts
150-200 years	9 pts	19 pts



⊆ Orc Blood Spell requiring Rituals of Blood to cast. These "skills" cost 2 *skill* points to purchase but act like spells in all other respects.
 Δ Orc Dark Spell requiring Rituals of Night to cast. These "skills" cost 2 *skill* points to purchase but act like spells in all other respects.

Servant of the Dark Notes:

1: Drinker of the Dark requires Slave to the Dark **2**: Bloodletter requires Slave to the Dark **3**: Knower of Black Secrets requires Drinker or Letter **4**: Master of Blood requires Knower of Secrets **5**: Master of Darkness requires Knower of Secrets **6**: Dark Summoner requires Master of Darkness **7**: Blood Summoner requires Master of Blood **8**: Servant to The Dark Blood requires both Dark and Blood Summoner



Orc Special Rules

Brutal Life

Like their Elven kin, Orcs are immortal—they are tied to the fate of the earth and will only die when it dies. However, they, like Elves, may be prematurely killed by violence. (Grief means little to them, Orcs know no pity and feel little remorse for life's tragedy. Their Grief has been twisted into a raging hatred of light, life and their own dark selves.)

This self-loathing manifests in the utterly brutal conditions of Orc life—an Orc is far more likely to be killed by his kin than he is to die in battle against hated enemies.

To represent this difficulty of living a peaceful and fruitful existence, Orcs have a special rule when taking lifepaths. An Orc may take up to four lifepaths at no penalty. After the fourth lifepath the player must roll the Die of Fate for each additional lifepath he wishes to take. If the DOF comes up a 1, it indicates that the Orc would have died on this lifepath—he would have been savaged, slaughtered and eaten by his allies and companions. This doesn't quite mesh with a character creation system based on freedom of choice, now, does it? So, rather than crumpling up the character and starting over, the Orc is given a crippling trait—to represent the character's narrow escape from death. The player may continue to take lifepaths until he is satisfied or his Orc is a complete cripple.

If the Orc player wishes to take another lifepath after the fourth he may note it down on his worksheet, but after he does so he must roll on the chart below to see if his character survives unscathed. If a player chooses to roll the DOF to take another lifepath he must abide by the results. Must. Must. MUST.

Rolling the DOF is no joke. Before you decide to take another path ask yourself this question: Can I live without this lifepath? Can I live without this limb?

# Lifepath	DOF	Result
≥4 Lps	—	May take 4 lps without risk
5th Lp	1	Missing Digits trait
6th Lp	1	Lame trait: May not sprint
7th Lp	1	Missing Eye trait: +2 Ob Per
8th Lp	1	Missing Hand
9th Lp	1	Missing Limb trait
10th Lp and up	1-2	Missing Limb trait

Orcan Special Rules: Brutal Life, Traits, Spells and Skills

Um, I really wish I hadn't lost both my legs...

Sometimes a player pushes it too far and ruins a good character that he has been working on for hours. If a player gets a bad roll on the DOF and loses something he didn't want to lose he can take back the roll. *However, he does not get to travel the lifepath he was rolling for and may not take any other lifepaths, period.* The Orc was confronted by his betters and he chose to bow and prostrate himself rather than stand against them and fight. His chances for advancement are over.

Orc Hatred

In case you didn't notice, I am trying to make a point. Orcs hate. Period. They hate themselves because they are twisted parodies of life and their lives are constant torture. They hate all others because they remind them of what they once were and what they will never have. They hate their masters because of their power over them. Orcs hate Men and Elves and Dwarves because they are ignorant and blind to the truth of life: Life is Pain and Death—joy is for the enslaved and benighted. *You live a lie, we are truth.*

They cling to life fiercely, if only so that they might drag another down into death with them; to spread ruin further and cast down this infernal world. Never give in, never give up (except when it means your own skin, except when you can live to fight another day).

Orc Traits

Common Orc Traits

Loathsome

Orcs are repellent, even to their own kind, and especially to Elves, Men and Dwarves.

Twisted

The Orc figure is bent and squat, with ugly, long arms and sickening charred flesh. Orc stat maximums are straight 8s.

Fanged Maw

The mouth of an Orc is a violent organ, well suited to tearing flesh and shouting blasphemies. Orcs may use their Fanged Maw on the Inside of an opponent. The bite causes damage like a barefisted strike at +1 Power.

Lifepaths

Cold Black Blood

The stuff of night runs through their veins. Orcs suffer +2 Ob to all tests while abroad in the sunlight. If the sunlight is clouded or dawn/twilight, the penalty is only +1 Ob.

Orcs' black blood serves them as well as hurts them. *Cold Black Blood reduces Hesitation obstacles due to gore or violence by two.*

Cannibals

So vile are they that Orcs will not hesitate to slay and eat their companions.

Claw-handed

Claws like steel shards protrude from the gnarled fingers of Orcs. They may be used on the Inside like a *knife* (no penalty). +1 Pow, Fast, VA –.

Lynx-Eyed, Like Burning Coals

An Orc's eyes glow red with the inner fire of hatred and despise; Orcs see clearly in the darkness and shadows.

Breeders

A hateful curse on Orcs, though they loathe life so much that death is yearned for, they are compelled by their accursed nature to procreate often and quickly.

Vile Language

Orcs speak a special language of shadow, chill and blight. This tongue they share with the corrupt vermin, wolves, trolls and shades of the world.

Orc Lifepath Traits

Brutish Efficiency

Orc engineers make machines of simple design and great effect (even if that effect comes at the cost of the lives of hundreds of their own crew).

Cry of Doom

This awesome trait can be used as a call-on for Conspicuous or used to force the enemies of He-Who-Sits-Astride-the-Howling-Black-Beast to make a Steel test as he charges (while mounted).

Intense Hatred

Like a flag unfurled, black as night, so comes forth the undying hatred of the Black Destroyer. Reduce hesitation caused by Elves by one.

Life is Death

Reduce Hesitation Obstacles due to injury or pain by two.

Orcan Special Rules: Brutal Life, Traits, Spells and Skills

Low Cunning

Black Destroyers possess a level of cunning absent from most Men and Elves. Think raptors.

Pack Hunter

Orcs with this trait gain +1D of Steel when hunting en masse. However, in order to fully benefit the Orc's pack must outnumber the group/entity that caused the Steel test. Thus if three Ravagers stumble upon an Elven spearman straggler who then begins to sing, the Orcs—who outnumber him—would gain +1D to their Steel vs Wonderment.

Savage Consequences

Failure brings death.

Silent Hatred

An Orc Follower, in the retinue of a Named One, is constantly plotting the demise of his inept and cowardly leader.

Tasting the Whip

This trait makes Orcs susceptible to the rule of the lash. Driven on by the crack of the whip, there is nothing they will not do. Orcs with this trait *must* do as they are told when whipped by an Orc with the *Where There's a Whip, There's a Way* trait. However, whipped Orcs gain the benefits of the whip-master's *Aura of Determination* (earned from whipping them!).

Unrelenting Hatred

Once an object has become fixed in his baleful glare, the Great One will never relent and never give up. As *Determined, Tenacious, Brutal* and *Murderous*.

Where There's a Whip, There's a Way

A taskmaster with a whip in hand and Orcs to lash feels that nothing can stop him! When whipping away he gains the *Aura of Determination* trait. ...so long as he can keep whipping his fellows forward...

In addition, this trait counts as a call-on for Intimidation, Command or Torture when the whip is used against characters with the Tasting the Whip/Lash trait.

Special Orc Traits

Blasphemous Hatred

Type: Die Trait Cost: 3 pts

This is the Orc equivalent to the Gifted and Faithful traits. Buying this trait starts a Faithful/Hatred attribute and allows the Orc to use *Rituals* to cast spells. Combine Rituals skill and Blasphemous Hatred attribute in the same way as to Sorcery and Will. Orcs do suffer Tax from their spells.

Lifepaths

Enemy of the Sun Type: Die/Character Trait Cost: 3 pts

The greatest, most fearsome of Orcs have been bred to resist the pure rays of the sun. They may travel by day and suffer no obstacle penalties as under *Cold Black Blood*.

Choosing Orc Skills

If an Orc lifepath begins with a “lifepath trait” the player may choose any skill on the path to fulfill the skill requirement. One skill must be opened per path. (Except in the case of paths with no skills.)

Orc Skills

Bastions of Hatred Architect root: Perception

As the *Architect* and *Engineer* skills of Men, except Orcs only build towers to cause fear in their own people and enemies. Otherwise they live in caves and delvings.

FoRKs: Mining, Excavation

Skill Type: Craftsman Tools: Yes

Black Bile Poison root: Perception

A little known secret, even in the armies of the night, is that Orc bile and blood is noxious to Men. Therefore the Black Hunters will spit and vomit on their weapons before going into battle in order to cause their enemies further pain. Black Hunters must make a Black Bile Poisons test (Ob 2) to properly infect their weapons.

If infected with the Black Bile, Men become sick and weak, unable to eat and barely able to even take water. Make an Ob 3 Health test, if passed the victim is feverish and nauseous and suffers from a +1 Ob Hesitation to all Steel tests until they sleep and rest. If the victim fails the Health test, then they are at +2 Ob to all tests for one day for each point by which they missed the Obstacle.

FoRKs: Vile Poisoner

Skill Type: Medicinal Training Tools: No.

Brazen Horn of Despair root: Will

Pleasing to the ears of Orcs, this horn is most foul to the hearts of Men and Elves, for it heralds the coming of the Black Legion. Fear us and rejoice! The end of thy life has begun! All hail the Black Legion!

FoRKs: None

Skill Type: Musician Tools: A brass horn.

Orcan Special Rules: Brutal Life, Traits, Spells and Skills

Brutal Intimidation root: Will/Power

Terrible is the hatred of the Orcs for the those who dare to stand against them. Orcs will use any means to cow their servants and enemies, often beating them to the edge of death.

FoRKs: Torture, Interrogation, Conspicuous

Skill Type: Social Tools: No.

Void Embrace root: Health

These conditionings and meditations allow the Servant to regain his strength after being Taxed by the Rituals. A Servant of the Dark may not recover from the Sickness/Tax without this training.

FoRKs: None

Skill Type: Sorcerous Training Tools: No.

Excavation root: Perception

The simple art of digging tunnels for extracting ore.

FoRKs: Bastions of Hatred

Skill Type: Craftsman Tools: Yes.

Garrote root: Agility/Power

A garrote is a short length of cord with small handles at either end used for throttling a person to death. This weapon may only be used on the Inside. Once on the Inside make a Lock test using the Orc's Garrote skill vs the victims Natural Defenses. If the Orc wins the test by two successes, the garrote is looped around the neck and tightened to an excruciating degree. So long as the 2D Lock is maintained, the victim loses 1D of Forte every exchange thereafter. The Orc may opt to increase his Lock as per the rules described in the Martial Actions section of the Burning Wheel.

FoRKs: Throttling Training

Skill Type: Craftsman Tools: Yes.

Razing root: Perception/Will

Ravagers are driven ahead of the oncoming Black Legion in order to burn and pillage the land and make it suitable for their masters.

The reputation of Ravagers is such that when a sizable pack of them appears before a settlement bearing their smoking torches, all of the residents must make a Steel test. For, Orcs don't use fire out of need for vision, they use it as a weapon to cause fear in their enemies.

Skill Type: Special Training Tools: Torches, axes and such.

Lifepaths

Rituals of His Blood ROOT: Will

Rituals of Blood is equivalent to the Sorcery skill of Men, but rather than being rolled in conjunction with Will, this skill is combined with the Orcish attribute, Blasphemous Hatred. Blood must be spilled, whether Orc, Man or Elf, in the enacting of these Rituals—one drop for every syllable spoken. Without blood, no boon is given.

In addition to casting, this skill is used for learning additional Rituals of Blood and penning new ones.

FoRKs: None

Skill Type: Sorcerous **Tools:** Yes.

Rituals of His Night ROOT: Perception

These rituals encompass the profane arcana necessary for calling forth the might of the Darkness. Rituals of Night is equivalent to the Sorcery skill of Men. But rather than being rolled in conjunction with Will, this skill is combined with the Orcish Faith attribute, Blasphemous Hatred.

In addition to castings, this skill is used for learning Rituals of His Night and penning new ones.

FoRKs: None

Skill Type: Sorcerous **Tools:** No.

Tree Pulling ROOT: Power/Perception

Orcs actually have methods for pulling a tree out by its roots. Interestingly, it is not a matter of sheer brute force; there is a technique.

FoRKs: None

Skill Type: Special Training **Tools:** Rope and clawed hands.

Vile Poisoner ROOT: Perception

This skill teaches how to mix terrible poisons that corrupt and kill living things. Poisons take 1 day per obstacle number to prepare. One preparation gives 1-6 doses, roll randomly.

- An imbibed poison that reduces 12 points of Forte (1 die per exchange) is Ob 4.
- A blade poison that reduces 12 points of Forte (1 die per exchange) is Ob 5.
- An imbibed poison that causes illness and permanently reduces the Health of the victim by 1 die is Ob 3.
- A blade poison that causes a withering illness and permanently reduces Health by 1 die is Ob 4.

Detailed Poison rules are forthcoming.

Forks: Black Bile Poisoner.

Skill Type: Medicinal **Tools:** Yes.

Orc Rituals

Servants of the Dark Blood use skill points to “open” spells during character burning. Once in play the Orc spells act as Sorcerous spells in all other regards. Orcs learn new rituals using the same rules as for Sorcery. *Orcs may not use Incantations.* **△** Indicates this spell requires Rituals of Night to cast. **Ⓛ** Requires Rituals of Blood to cast.

Summoning Spells

Summoning Spells are very different from the sorcery of man. They do not have a duration, and their effect is highly unpredictable. The spell only sends forth the call for the dark creatures and compels them to respond. They are in no way under the control of the caster once they arrive. It is up to the Summoner to negotiate terms if he wishes some deed done. All of the creatures summoned by the Rituals of Blood spells speak the Vile Language and thus can communicate directly with the Servant.

How long it takes for the summoned creatures to arrive is dependent on their proximity to the caster, and the terrain of the region. It may take a few minutes, it may take weeks. But they will come...

How long they stay is up to the situation and the GM. If the summoner is prepared with offerings of man-flesh and the promise of pillage and glory, then he might convince his summoned horde to stay long. If he is just calling to see who will respond, perhaps they will eat him as recompense for their trouble.

Dark of Night[△] Ob 2-6 21 Syllables

As Sorcerous Spell but may only dim Beacon Lights (Ob 6 and under)

Black Wings[Ⓛ] Ob 3 66 Syllables

With a vile, chattering cacophony, the Summoner sends forth his power and draws near all of the stinking, biting bats of the caves and warrens.

The summoner can send the bats against his enemy—at the least a cloud of Black Wings acts as a distraction and incurs obstacle penalties. If enough are summoned they can blot out the moon or even the sun.

Range: Personal. The summoned creatures come to the caster like a moths to flame.

Area: This spell can summon 1000 bats from anywhere within 10 leagues. If there are more bats to be had the Summoner can call an additional 1000 per extra success or extend his range by 10 leagues per extra success.

Duration: Summoning spell, see notes above.



Intonation of Earth's...[^] Ob 4 99 Syllables

This Ritual of Night seeks out caves and delvings and reveals their location to the Night Servant. It cannot reveal magically concealed entrances.

Range: Sight

Area: Each casting divines a single entrance to the underworld.

Duration: Instantaneous Effect

Black Rust[^] Ob 3 5 Syllables

At the touch of Servant's black hand, the Black Rust turns flesh into a charred twisted ruin. Damaging Effect: *Power* of caster plus 1 per extra success; *straight damage*, no DOF or IMS. Caster need only touch victim (simple Agility test or Ob1 Strike). Armor does not work against this spell. The Black Rust ruptures skin and bone, thus the caster may poison his hand as he would a blade and use the touch of the Black Rust to deliver a poison.

Range: Personal

Area: One victim touched by the caster.

Duration: Sustained (until touch)/Instantaneous effect (upon touch)

Cry of the Black Wolf[^] Ob 5 99 Syllables

Summon Wargs. All the strictures of Summoning spells apply.

Range: Personal. The summoned creatures come to the caster like a moth to flame.

Area: All Wargs within 10 leagues of Caster, plus 1 league per extra success.

Duration: Summoning Spell

His Creeping Hand[^] Ob 6 150 Syllables

This spell releases a crawling black vapor from the void. The vapor is noxious to breath and obscures light. However, once released, His Hand has a will of its own and is not under the control of the caster—it goes where it wants. The Creeping Hand has the effects of a Ob 3 *Dark of Night* spell and the *Bilious Smoke* spell.

Range: Presence

Area: 10p cloud plus 5p per extra successes.

Duration: Instantaneous Effect/Permanent

Hand of Death[^] Ob 4 9 Syllables

A frigid wind erupts howling from the mouth of the Servant of Night. Damaging Effect: Base Power equals 1/2 Will plus 1 per extra success. Also may allocate successes into Wind Effects as per *Breath of Wind*. Thus 1 success may go into Damaging Effects while 3 others go into ripping branches off trees.

Range: Personal

Area: 50-pace cone extending from the mouth of the caster. Additional successes allocated to wind effects automatically increase range by 10p per success.

Duration: Instantaneous Effect

Black Shield[^] Ob 3 15 Syllables

Combines the effects of *Eldritch Shield* and *Dark of Night*. The darkness is a is equal to the successes of the shield itself.

Impenetrable Gloom[^] Ob 3 66 Syllables

A Dark Summoner may hide his den from the prying eyes of Elves and Men. Impenetrable Gloom conceals caves and warrens from normal sight, requiring a Perception test at double obstacle (obstacle is the successes of the spell) to even notice the cave. Also, will work against the The Sense and Second Sight: Sorcerers using the Sight may spot Impenetrable Gloom on a Perception Test with the Obstacle equal to the number of Successes of IG. Also may hide from Air of Gates, test AoG against the Obstacle of the Impenetrable Gloom successes.

Range: Personal

Area: One cave or cave network that the Servant is present in.

Duration: Sustained

Enemy of the Sun[^] Ob 5-7 33 Syllables

A grey haze falls across the sky shielding the Orcs from the sun's rays. A basic casting of this spell will shield Orcs from Twilight/Dawn-light, an Ob 6 casting will shield Orcs from indirect or beclouded sunlight, an Ob 7 casting will shield Orcs from the light of day.

Range: Personal

Area: All Orcs within the Presence of the Servant.

Duration: Sustained.

Gathering of Stones[^] Ob 6 333 Syllables

Summon Trolls. All summoning strictures apply.

Range: Personal. The summoned creatures come to the caster like a moth to flame.

Area: 50 leagues round the caster.

Duration: Summoning Spell

Pack Lord^b Ob 6 555 Syllables

Summon Orcs. All the rules of summoning spells apply.

Range: Personal. The summoned creatures come to the caster like moths to flame.

Area: 10 leagues plus 5 per extra success

Duration: Summoning Spell

Black-Blooded Rage^b Ob 6 55 syllables

Calling upon the memories of torture in the pits, reminding them endlessly of their hated enemies—light, life and their own master—the Black-Blooded Rage sends Orcs into a howling fury. While under this spell, Orcs ignore 6 dice of Hesitation, thus they only make Steel tests for phenomena with a Hesitation Ob 7 or higher. Also, so furious are these Orcs that they ignore pain—they do not suffer the effects of Superficial Wounds and only suffer +1 DN from Light wounds.

If the Orcs should actually be forced to make a Steel test while under the effects of this spell, they go permanently, stark raving looney. Add the Slavering Mad trait. Mad Orcs are rather unpredictable and may just as likely turn on each other as the enemy.

Range: Personal

Area: All Orcs within the Presence of the Servant

Duration: Special. This Ritual may be sustained for one hour (only), regardless of the Servant's Forte.

Call Forth His Might^{AB} Ob 9 666 Syllables

This calling summons a Demon of Shadow and Fire. This is a very bad spell. It is best to just run away and hide after casting it—unless, of course, the Servant has some trick up his sleeve. Use the average of the Servant's Rituals skills to cast this difficult and dangerous incantation.

Range: Personal. The summoned creatures come to the caster like moths to flame.

Area: Any Demon within 1000 leagues of the caster

Duration: Summoning Spell

Call of the Pit^{AB} Ob 10 999 Syllables

Violent, black words tear a rift in the skin of the earth, spewing fire and vapor, tremors shiver the ground into shards like a hammer shatters a mirror. Use the average of the Servant's Rituals skills to cast this difficult and dangerous incantation.

Range: Sight

Area: How does one contain an earthquake?

Duration: Instantaneous Effect. How does one get out of the way of one's own earthquake?

Orc Possessions

Poor Quality Arms3
Run of the Mill Arms5
Superior Quality Arms30
Poor Quality Bow3
Run of the Mill Bow5
Poor Quality Crossbow4
Run of the Mill Crossbow6
Hides3
Plated Leather Armor7
Poor Quality Hides2
Poor Quality Plated Leather3
Superior Quality Plated Leather Arm.	..25
Chain mail12
Black Iron Helmet5
Black Iron Shield (3d/DN 4)4
Riding Mount or Pack Animal10
Warg Mount15
Rags1
Traveling Gear3
Hobnailed Boots1
Whip1
Poison5
"Skill" Tool Kit9
Chattel Slaves (2 lps)5 ea
Little Furry Animals2 ea

Notes on Orc Possessions

Most of the items in the above list are fairly self-explanatory. Orcs don't get a whole lot to work with, and what they do get is usually pretty poor.

Warg Mount— Great Black Wolves are intelligent, speaking creatures who would just as soon as eat their riders as allow them to mount up. Make sure your Orc is tough enough to tell a Warg what to do. Stats for these beasts can be found in the back of the Burning Wheel.

Black Iron Helmet— Complete with spikes, horsehair tassels and a prison-gate like mask (if desired). 1D/DN 3.

Black Iron Shield— This bulky shield is requisite for any serious Orc. Comes with an unpolished iron boss. Sharpen edges for effect! 3D/DN 4.

Whip— The lash is required for making use of the *Where There's a Whip* trait.

Poison— Orcs may purchase three doses of one of the specific types of poison listed under Vile Poisoner.

Little Furry Animals— Summoners often need a quick supply of blood...



The Lists



*Handsome gifts that fate and nature lend us are very often
those that least befriend us.*

—Chaucer



General Skill List

A

Accounting ROOT: Perception

Accountants keep track of expense, income, stocks and tax.

Sample Obstacles: Factoring taxes for a single income, single residence individual Ob 1; Maintaining simple personal finances: Ob 2; Maintaining a family's income: Ob 3; Maintaining a small business' books: Ob 4
Maintaining an estate's books: Ob 5; Maintaining a large business' books: Ob 6; Maintaining a town's books: Ob 7; Maintaining a city's books: Ob 8; Maintaining a province's books: Ob 9; Maintaining a nation's books: Ob 10.

Suggested FoRKs: Research, Reading

Skill Type: Academic **Tools:** Yes, ledgers, pens and ink.

Acting ROOT: Perception

The skill of imitation and recitation used to effect a performance.

Skill Type: Special **Tools:** No.

Alchemy ROOT: Perception

Alchemy is the distillation of materials in order to divine their essence. Also, Alchemists can create mixtures of arcane substances to generate a specific effect.

Sample Obstacles: Turning Lead to Gold: Ob 10; Gold-plating nickel: Ob 2.

Suggested FoRKs: Enchanting, Herbalism, Apothecary

Skill Type: Sorcerous **Tools:** An alchemical Laboratory.

Anatomy ROOT: Perception

Anatomy is the study of the human body and its functions.

Suggested FoRKs: Surgery, Field Dressing

Skill Type: Academic **Tools:** No.

Animal Husbandry ROOT: Will

Animal Husbandry involves raising, care and breeding of animals.

Sample Obstacles: Properly feeding a horse: Ob 1; Tending a beast of burden: Ob 2; Shoeing a horse: Ob 3.

Skill Type: Peasant **Tools:** No, but feed and such are necessary.

Appraisal ROOT: Perception

This skill is used to judge the value or worth of certain items such as jewelry, gems, art work and antiques.

Sample Obstacles: Appraising cut stones: Ob 1; Appraising old or rare coins: Ob 2; Appraising uncut stones: Ob 3; Identifying a sacred relic: Ob 4

Suggested FoRKs:

Skill Type: Special **Tools:** No.

Apothecary ROOT: Perception

Apothecaries use herbs, roots, minerals and animalia to cure and prevent common and chronic ailments. Apothecaries may alleviate the symptoms of infection and illness; they may also *Treat* wounds for recovery. Use the Herbalism chart in Post Trauma.

Sample Obstacles: Alleviate Headache: Ob 2; Cure warts: Ob 3; Stop Itching: Ob 2; Stop Infection: Ob 4. Alleviate pain (+1 DN): Ob 3; Numb Area (reduce wounded die penalty by 1, but increases obstacles by 1): Ob 4.

Suggested FoRKs: Herbalism

Skill Type: Medicinal **Tools:** Yes, powders and tinctures for administration; laboratory to create the medicines.

Architecture ROOT: Perception

Architects possess knowledge of the myriad factors used in designing and constructing complex structures, such as buildings, arches and bridges.

Suggested FoRKs: Engineer, Mason, Carpenter

Skill Type: Academic **Tools:** Yes. Compass, rules, and measuring sticks.

Armor Training ROOT: Power/Speed

To the unaccustomed, armor is heavy, hot and uncomfortable. Characters *without* Armor Training who wear chainmail suffer +1 Ob penalty to all tests. Wearing plated mail *without* Armor Training incurs a +2 Ob penalty. Obviously, Armor Training mitigates these penalties completely, Clumsy Weight penalties still apply.

Skill Type: Training **Tools:** Um...armor.

Armorer ROOT: Agility/Perception

This specialized and dedicated craft is used to manufacture personal protection worn by soldiers in battle. The skill's knowledge base is diverse, encompassing aspects of Blacksmith, Tailor and Tanner.

Suggested FoRKs: Blacksmith, Tailor, Tanner

Skill Type: Craftsman **Tools:** Yes.

Artillerist ROOT: Perception

Artillerists use basic physics and mathematics topped with some healthy guesswork to lob indirect-fire projectiles from war machines. Artillerists also know the designs for constructing various war engines. Actual construction requires teams of laborers and at least one carpenter.

Sample Obstacles: Carving shot: Ob 1; Assessing suitable shot: Ob 2; Building a trebuchet: Ob 3; Building a mangonel: Ob 4; Building a ballista: Ob 5; Building a catapult: Ob 6; Estimating the right tools for the job: Ob 5; Ranging shots (aka, hitting the broadside of a barn): Ballista: Ob 2; Mangonel Ob 3; Trebuchet: Ob 3; Catapult: Ob 4. *If you don't know the difference between a ballista, mangonel, trebuchet and a catapult you shouldn't be playing with such dangerous toys and you shouldn't be playing an artillerist!*

Alternate Rule: In campaigns that use black-powder weapons, the Artillerist skill can be used to cover the manufacture and operation of cannons, bombards and bombs. Someday there will be a separate appendix on black-powder weapons, but first I think I will get my doctorate in medieval history.

Suggested FoRKs: Engineer, Architect

Skill Type: Military **Tools:** Yes.

Astrology ROOT: Per

The study of the stars, the planets and the zodiac—astrology is a deep and ancient science that describes the relations of the celestial sphere to the terrestrial.

Suggested FoRKs: *Any.* This skill may be FoRKed with any skill except Martial or Physical skills. However, the Astrology FoRK die is different from other FoRKs. It is always open-ended. Unlike standard open-ended dice, it opens both ways. 6s are rerolled as per the normal open-end rules, but 1s are open-ended as well. If a 1 is rolled, reroll the die. If the second roll is a *failure*, then a success is *subtracted* from the main skill dice!

Skill Type: Academic **Tools:** Yes, to conduct predictions or readings an astrological chart is required. Otherwise, no.

Aura Reading ROOT: Will/Per

This is the talent to read an aura and see in it the present, future and past. Aura readers can decipher gossamer veils of emotion, deception, clarity and purpose. Aura reading does not automatically grant the character the ability to *see* auras. That ability must be acquired through a trait, prayer or spell.

Sample Obstacles: Seeing a character's basic emotive state: Ob 1; Seeing an Aura trait: Ob 2; Reading mood: Ob 2; Seeing a character trait: Ob 3; Reading intent: Ob 3; Seeing a die or call-on trait: Ob 4; Sensing deception Ob 5; Seeing a character's past: Ob 6; Seeing Beliefs: Ob 7; Seeing Instincts: Ob 8; Seeing the future: Ob 9.

Skill Type: Sorcerous **Tools:** No.

Automata ROOT: Will/Per

Automata is a specialized form of enchantment that allows wizards to construct golems and other magical automatons. Golems a long time to build. All golems must have a name inscribed on an amulet worn about their neck. To command the golem you speak the name, to stop a golem you must remove the amulet.

Sample Obstacles: Humanoid golem: Ob 5 + (total stat points divided by 4). Construction time is base 100 days plus 25 days for every stat point imbued in the construct.

Suggested FoRKs: Enchanting, Alchemy, Nigromancy

Skill Type: Sorcerous **Tools:** Automaton Laboratory

Axe ROOT: Agility

This skill teaches the character how to use one- and two-handed axes to chop off arms, legs and heads in battle. It's not about cutting wood! Also, I don't care for endless lists of poleaxe skills. Let this skill cover the use of halberds, glaives and naginatas.

Sample Obstacles: See sword for examples.

Suggested FoRKs: Brawling, Martial Arts, or any melee weapon skills.

Skill Type: Martial **Tools:** A big metal stick.

B

Blacksmith ROOT: Agility/Pow

A blacksmith forges iron and steel tools, implements and weapons. This is an arduous and time consuming task, requiring tools and a workshop.

Sample Obstacles: Horseshoes Ob: 1; Stirrups: Ob 2; Arrow heads: Ob 2; Speartips, Knives: Ob 3; Blacksmith's tools: Ob 3; Sword: Ob 4.

Suggested FoRKs: Armorer, Weaponsmith

Skill Type: Craftsman **Tools:** Yes.

Bloodletting ROOT: Perception

Bloodletters believe that when a person is ill, his blood is contaminated with disease and impurities. By draining blood from the system the bloodletter seeks to purify him. Bloodletting *cannot* be used to *Treat* a wound.

Bloodletting may be used to *Attend* to Superficial and Light wounds. Any person being treated by a Bloodletter for an infection or illness immediately loses 1 die of Health. He continues to lose a die of Health for every week he is in the care of the Bloodletter.

Sample Obstacles: Leeches: Ob 1; Attention for a Superficial wound: Ob 1; Tapping a vein: Ob 2; Attention for a Light wound: Ob 2; Diagnosis: Ob 3.

Suggested FoRKs: Apothecary, Surgery

Skill Type: Medicinal **Tools:** Yes.

Boatbuilding ROOT: Agility/Per

This skill allows the character to construct small watercraft, including canoes, dugouts, barges and planked and tarred longboats.

Sample Obstacles: Patching small leaks: Ob 1; Retarring a hull: Ob 2; Making oars and oarlocks: Ob 2; Building dugout: Ob 3; Building rowboat: Ob 3; Building barge: Ob 4; Building longboat: Ob 5.

Suggested FoRKs: Carpenter

Skill Type: Craftsman **Tools:** Yes.

Bow (Archery) ROOT: Agility

The bow is a simple, effective tension-drawn weapon that launches thin shafts at high velocity. This skill allows characters to use said device as an effective weapon in battle.

Sample Obstacles: The following obstacles were determined for hitting a man-sized target at short range for a hunting bow. Hitting the target: Ob 1; Hitting a *walking* target: Ob 2; Hitting a walking target while the shooter is also walking: Ob 3; Hitting at stationary target behind partial cover: Ob 3; Hitting a target with Speed B4 who is jogging across line of fire: Ob 3; Hitting a target with a “snapshot”: Ob 4; Hitting a target behind full cover: Ob 4; Hitting a target with Speed B4 who is sprinting across line of fire: Ob 5; Hitting a target with Speed B4 who is sprinting across line of fire while bowman is walking: Ob 6; Hitting a target with Speed B4 who is sprinting across line of fire and is behind *partial* cover: Ob 7; Hitting a target with Speed B4 who is sprinting across line of fire and is behind *full* cover: Ob 8.

Skill Type: Martial **Tools:** A bow.

Bowyer ROOT: Agility/Per

A bowyer creates bows and fine arrows from suitable wood. A bowyer also knows how to make bowstrings from gut and how to care for them.

Sample Obstacles: Carving arrows: Ob 1; Adding flights: Ob 2; Making a hunting bow: Ob 3; Making gut bow-string: Ob 4; Making longbow or great bow: Ob 5.

Suggested FoRKs: Carpenter, Carving

Skill Type: Craftsman **Tools:** Yes.

Boxing (Martial Arts) ROOT: Agility

This is the blanket term used to describe all trained, unarmed martial arts. It is superior to Brawling because this skill gives the character access to all the martial actions when they are *not* using a weapon.

Sample Obstacles: Striking prone, unconscious, undefended target: Ob 0; Striking opponent: Ob 1; Striking opponent while dashing (jog speed): Ob 2; Striking opponent while you and opponent are dashing: Ob 3.

Suggested FoRKs: Brawling or melee weapon skill

Skill Type: Martial **Tools:** No.

Brawling ROOT: Agility

Brawling is the “untrained” side of barefisted combat. Brawlers are limited to Strike, Block, Charge, Push and Lock actions. Brawlers may also use “found weapons.” Found weapons include: clubs, brooms, lamps, rocks, sharp pieces of glass, towels and pencils. These count as melee weapons but rely on the Brawling skill rather than a weapons skill.

Sample Obstacles: See Boxing above.

Suggested FoRKs: Boxing/Martial Arts, or melee weapon skill

Skill Type: Martial **Tools:** No.

Brewer ROOT: Perception

A brewer is a specialized miller who grinds grain to ferment into alcohol. Obviously, this practice requires a mill (or at least some ground grain) and a still, if not an actual brewery.

Suggested FoRKs: Miller

Skill Type: Craftsman **Tools:** Yes.

Bureaucracy ROOT: Will

Bureaucracy is the knowledge of the hierarchies within a codified government of officials (or bureaus). This skill allows characters to navigate said structures in order to accomplish certain tasks or impel the bureaucracy to move in a certain direction. Often it involves filling out lots of forms, researching obscure laws, and paying bribes to people who are very bored with their jobs.

Sample Obstacles: Locating a bureau or office: Ob 1; Locating a low-level bureaucrat: Ob 2; Filing forms: Ob 3; Forming a committee: Ob 4; Finding a coherent policy: Ob 5; Locating mid-level bureaucrat: Ob 6; Obtaining useful information in a timely manner: Ob 7; Finding Lord Julius: Ob 8.

Suggested FoRKs: Research, Etiquette, Soothing Platitudes, Falsehood

Skill Type: Special **Tools:** No.

C

Calligraphy ROOT: Agility/Per

Formal, stylized handwriting that is required for communicating with religious, royal or governmental bodies.

Suggested FoRKs: Scribe

Skill Type: Academic **Tools:** Yes.

Candlemaker ROOT: Agility/Per

Candlemaking allows characters to make candles from wax and tallow.

Skill Type: Craftsman **Tools:** Yes.

Carpenter ROOT: Agility/Per

A carpenter can select suitable trees, cut the lumber and use it to build structures, implements and furniture.

Sample Obstacles: Simple Box: Ob 1; Cups and Bowls Ob: 2; Shelves: Ob 2; A stool: Ob 2; A wooden ladder: Ob 2; A wall: Ob 3; A table: Ob 3; A chair: Ob 4; Cabinets: Ob 4; A slatted floor: Ob 5; A wooden staircase: Ob 6.

Suggested FoRKs: Engineer

Skill Type: Craftsman **Tools:** Yes. For building small works, a carpenter only needs hand tools: an axe, an adze, an awl and hammer—tools.
For larger projects carpenters require large saws, winches, benches and pulleys—a workshop.

Cartographer ROOT: Agility/Per

Cartography is the school of map-making. This skill requires a hand for illustration and an eye for detail. Since cartography is somewhat a language of its own, this skill also allows the interpretation of other maps.

Sample Obstacles: Simple local, rural area maps: Ob 1; Detailed rural area maps: Ob 2; Simple urban maps: Ob 3; Detailed urban maps: Ob 4; Simple sea charts: Ob 5; Detailed sea charts: Ob 6; Topographical maps: Ob 7.

Suggested FoRKs: Calligraphy, Illuminations

Skill Type: Academic **Tools:** Yes.

Carving ROOT: Agility/Per

Carving is the careful shaping and engraving of wood.

Sample Obstacles: Whittling a stick to a smooth rod: Ob 1; A low-detail model duck: Ob 2; Carving blocks into reliefs of letters/pictographs to be used as stamps: Ob 3; A high-detailed model duck: Ob 4; Intricate reliefs and lifelike carvings: Ob 5; Fine detailed patterns (clouds): Ob 6.

Suggested FoRKs: Carpenter, Etching, Engraving

Skill Type: Craftsman **Tools:** Yes.

Climbing ROOT: Speed

This skill allows the character to navigate sheer surfaces using rope, harnesses and really strong finger muscles. In addition, rougher surfaces can be scaled with bare hands.

Sample Obstacles: Navigating a 45° slope of of scree: Ob 1; Climbing a tall wooden, close-faced fence: Ob 2; Navigating 70° rock wall: Ob 3; Climbing 90° jagged rock wall: Ob 4; Climbing 90° ice wall with harness and such: Ob 5; Climbing side of house barehanded: Ob 5; Climbing 90° rough, rock wall (i.e. a castle wall): Ob 6; Climbing 90° ice wall without equipment: Ob 7; Climbing 90° ice wall without equipment in a windstorm: Ob 8.

Suggested FoRKs: Knots, Rigging

Skill Type: Physical **Tools:** Yes.

Command ROOT: Will

Command is the ability to deliver curt and effective orders on the field of battle.

Sample Obstacles: Obstacle for Command is based on the Will of the soldiers being ordered and the complexity/difficulty of the order. When commanding neutral or unfriendly troops, use the Will stat as obstacle plus the obstacles below if applicable. For commanding friendly troops in the field: Simple marching orders: Ob 1; Orders to charge: Ob 2; Complex marching orders (wheel left, about face, charge!): Ob 3 (at least); Ordering a fighting withdrawal: Ob 4.

Suggested FoRKs: Oratory, Conspicuous, Philosophy

Skill Type: Social **Tools:** No.

Conspicuous ROOT: Will

Characters with the conspicuous skill can make themselves noticed above all in a crowd or scene. Conspicuous characters tend to be flamboyant and overbearing.

Sample Obstacles: Attracting attention to oneself in a crowded room: Ob 1; Attracting attention to oneself in a busy shop: Ob 2; Attracting attention to oneself on a busy street: Ob 3; Attracting the attention of a massive, gathered crowd: Ob 4; Attraction attention to oneself in a pitched battle: Ob 5.

Suggested FoRKs: Command, Oratory

Skill Type: Social **Tools:** No.

Cooking ROOT: Perception

Skinning, gutting, preparing and cooking game, veggies and grains.

Sample Obstacles: Stone soup: Ob 1; Oatmeal: Ob 1; Peeling Potatoes: Ob 1; Baking bread: Ob 2; A decent meal: Ob 2; Spicy fish stew: Ob 3; French pastries: Ob 4.

Suggested FoRKs: Herbalism, Apothecary

Skill Type: Peasant **Tools:** Yes.

Cooper ROOT: Agility/Per

A cooper uses iron, wood and wax to make barrels to store wine, grain and other sundries necessary for the survival of the village.

Sample Obstacles: Barrel staves: Ob 1; Barrel hoops: Ob 2; Barrel lids: Ob 3; Watertight barrels: Ob 4.

Suggested FoRKs: Carpenter

Skill Type: Peasant **Tools:** Yes.

Coppersmith ROOT: Agility/Per

Similar to a Blacksmith or Whitesmith, a Coppersmith specializes in the use of copper.

Sample Obstacles: Roof tiles: Ob 1; Bowls and Cups: Ob 2; Coins: Ob 3.

Suggested FoRKs: Blacksmith, Whitesmith

Skill Type: Craftsman **Tools:** Yes.

Crossbow ROOT: Agility

The crossbow is a mechanical, tension-drawn missile weapon. The most basic crossbow uses a hook system to hold the string so that the bow can be drawn very tightly and held in place while the weapon is loaded. More complex examples use a winch system to draw the bow. These are very powerful weapons; however they are slow to load and difficult to manufacture. The crossbow skill allows the character to use the crossbow as a weapon in battle situations.

Sample Obstacles: See Bow for examples.

Skill Type: Martial **Tools:** Yes, a crossbow.

Cudgel (Club) ROOT: Agility

This skill allows the character to use short, single-handed and long, double-handed blunt staves as weapons.

Sample Obstacles: See sword for examples.

Suggested FoRKs: Brawling, Martial Arts, Boxing, or any melee weapon skill

Skill Type: Martial **Tools:** Yes, a big stick.

D**Dance** ROOT: Speed

The art of moving the body in time with rhythm in an expressive manner.

Suggested FoRKs: Acting, Seduction

Skill Type: Physical **Tools:** No.

Demonology ROOT: Perception

Demonology is the study of the history and behavior of demons and devils. This is an academic skill that does not necessarily involve the act of summoning.

Sample Obstacles: Identifying type of common spirit: Ob 1; Identifying type of obscure spirit: Ob 2; Diagnosing possession: Ob 3; Naming minor spirit: Ob 4; Naming major spirit: Ob 8.

Suggested FoRKs: Ancient and Obscure History, Summoning, Doctrine

Skill Type: Special **Tools:** No.

Doctrine ROOT: Perception

Religious Doctrine describes the tenets and beliefs of a particular faith.

Sample Obstacles: Common, popular beliefs: Ob 1; Citing relevant passages from common religious texts: Ob 2; Naming an obscure saint: Ob 3.

Suggested FoRKs: Philosophy

Skill Type: School of Thought **Tools:** No.

Drinking ROOT: Forte

The skill of getting drunk and not showing it.

Sample Obstacles: One beer: Ob 1; Strong wine: Ob 2; Bottle of sake: Ob 3; Half a bottle of vodka: Ob 4; Whole bottle of vodka: Ob 5; 10 tequila shots in a row: Ob 6; Overcoming alcohol poisoning: Ob 10.

Skill Type: Special **Tools:** No.

E**Embroidery** ROOT: Agility/Perception

An embroiderer stitches designs into cloth.

Sample Obstacles: Basting: Ob 1; Blanket Stitching: Ob 2; Saddle Stitching: Ob 2; Galloon: Ob 3; Petit-point: Ob 3; Hardanger: Ob 4; Orphey: Ob 5.

Suggested FoRKs: Tailor, Weaver

Skill Type: Craftsman **Tools:** Yes.

Enchantment ROOT: Perception

This skill allows a sorcerer to imbue material goods with magical properties.

Enchantment also teaches the sorcerer how to cure and purify vessels.

Sample Obstacles: See the forthcoming Enchantment Appendix.

Suggested FoRKs: Carpenter, Etching, Engraving, Blacksmith, Jeweler

Skill Type: Craftsman **Tools:** Yes.

Engraving ROOT: Agility

Engraving is the careful art of carving symbols into unyielding stone.

Sample Obstacles: Simple low reliefs: Ob 1; Ganosis: Ob 2; Complex low reliefs: Ob 3; Simple high reliefs: Ob 3; Mezzo-relievo: Ob 4; Complex high reliefs: Ob 5.

Suggested FoRKs: Etching, Mason

Skill Type: Craftsman **Tools:** Yes.

Engineering ROOT: Perception

Engineers are learned men. They possess the knowledge of the myriad factors used in designing and constructing complex structures. Usually engineers direct a team of masons, carpenters, blacksmiths and laborers in the construction of a building or bridge.

Sample Obstacles: Stone wall: Ob 1; Determining load on structural wall of simple building: Ob 2; Obelisk: Ob 2; Stone arch: Ob 3; Buttress: Ob 3; Dome: Ob 4;

Suggested FoRKs: Architect, Mason, Carpenter

Skill Type: Craftsman **Tools:** Yes.

Etching ROOT: Agility

Etching is the delicate skill of scratching indelible symbols into metal.

Sample Obstacles: Burnishing: Ob 1; Embossing simple pattern: Ob 2; Inlay simple pattern: Ob 3; Embossing complex pattern: Ob 4; Damascening: Ob 5.

Suggested FoRKs: Etching, Whitesmith

Skill Type: Craftsman **Tools:** Yes.

Etiquette ROOT: Will/Perception

Etiquette is proper courtly behavior. One cannot make requests of the court without the proper etiquette.

Sample Obstacles: Proper etiquette for a minor lord: Ob 1; Proper etiquette for a baronial lord: Ob 2; Proper etiquette for a ducal lord: Ob 3; Proper etiquette for the king: Ob 4; Proper etiquette for the queen: Ob 5; Proper etiquette for the queen-mother: Ob 6.

Suggested FoRKs: Soothing Platitudes, Falsehood

Skill Type: Social **Tools:** No.

F**Falconry** ROOT: Will/Perception

The training of and hunting with hawks. A very popular (and expensive) sport among medieval nobility of all stripes.

Skill Type: Forester **Tools:** Yes. A hawk and tons of little bits of equipment.

Falsehood ROOT: Will

Falsehood is bare-faced lying.

Sample Obstacles: Base obstacle for Falsehood is always the Will of the character you are deceiving. Reduce obstacle if the lie is believable, damn good or has some known truth to it. Increase obstacle if it is a whopper or just a bad lie. "That wasn't me, that was my twin brother!" +2 Ob...

Suggested FoRKs: Persuasion

Skill Type: Social **Tools:** No.

Farming ROOT: Perception

Farming is the prodigious knowledge of seeding, planting and harvesting.

Sample Obstacles: Hiring samurai to protect crops from bandits: Ob 7.

Skill Type: Peasant **Tools:** Yes.

Field Dressing ROOT: Perception

Field Dressing is the skill acquired by soldiers in the field who are forced to tend to their own wounded. It imputes a bare knowledge of anatomy and requires a splash of common sense.

Sample Obstacles: See Post Trauma in the Burning Wheel for more on Field Dressing.

Suggested FoRKs: Herbalism, Surgery

Skill Type: Medicinal **Tools:** Yes.

Firebuilding ROOT: Perception

Firebuilding teaches characters how to light and maintain a fire suitable to their needs under any conditions. Characters without firebuilding who light fires in the forest are liable to get into trouble.

Sample Obstacles: Starting a (controlled) fire in the wilderness with flint and steel: Ob 1; Maintaining a bonfire that lasts the duration of the night: Ob 2; Starting a fire on a windy night: Ob 3; Starting a fire on a rainy night: Ob 4.

Skill Type: Forester **Tools:** Yes and No. You know?

Fishing (Line) ROOT: Agility/Perception

This skill teaches characters the nature of fish, where they live and what they like to eat. (Hopefully, this should help catch some.) A good-sized game fish can feed four people at one meal. This skill doesn't include cooking.

Suggested FoRKs: Net Fishing

Skill Type: Peasant **Tools:** Yes.

Fishing (Net) ROOT: Perception

Net fishing is primarily used in lakes and seas. It allows the fisherman to gather up large catches of fish in comparatively less time than line fishing. The skill teaches the character the nature of fish, where they live, their habits and what they like to eat. It also teaches how to make a basic net.

Sample Obstacles: Weaving a net: Ob 3; Bait fish, Ob 1; Herring Ob 2; Shrimp/Squid, Ob 3, The Marlin: Ob 5.

Suggested FoRKs: Line Fishing

Skill Type: Peasant **Tools:** Yes.

Fletcher ROOT: Perception/Agility

“Fletching” is the art of applying flights of leather, paper or feather to an arrow. In addition, a fletcher may carve suitable arrows for bows and crossbows. The Fletcher skill does not include the manufacture of arrow/bolt heads. That process is the province of a weapon- or blacksmith.

Suggested FoRKs: Carving

Skill Type: Craftsman **Tools:** Yes.

Foraging ROOT: Perception

Using foraging a character can gather enough roots, fruit and greens from the land to feed herself in times of austerity. Usually foraging is a day long endeavor.

Sample Obstacles: Edible berries: Ob 1; Edible greens: Ob 2; Edible roots:

Ob 3; Enough forage to feed yourself for the day: Ob 2; Enough forage to feed two people for the day: Ob 3; Three people: Ob 4, etc....

Suggested FoRKs: Hunting, Herbalism

Skill Type: Forester **Tools:** Yes.

Forgery ROOT: Agility/Per

Forgery is the ability to flawlessly copy documents, signatures and seals.

Sample Obstacles: Mimic document style: Ob 1; Mimic handwriting: Ob 2;

Forge signature: Ob 3; Forge stamp/seal: Ob 4; Perfect duplicate document: Ob 5; Perfect duplicate handwriting: Ob 6; Perfect duplicate signature: Ob 7; Perfect duplicate stamp/seal: Ob 8.

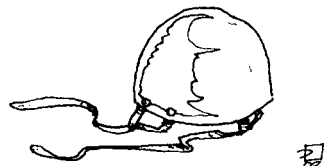
Suggested FoRKs: Calligraphy, Scribe, Illuminations

Skill Type: Special **Tools:** Yes.

Formation Fighting ROOT: Will

Characters with Formation Fighting training have been taught how to fight shoulder-to-shoulder in a regiment. This Training skills teaches discipline and combat savvy. This is a rare, rare skill and is only taught in the most forward-thinking and visionary armed forces (e.g. the Roman Legions).

Skill Type: Military Training **Tools:** No.



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G, H

Haggling ROOT: Will

Haggling is the skill required to negotiate prices, terms of purchase and contracts.

Sample Obstacles: Haggling obstacles are based on the Will of the intended victim. Reasonable deals reduce obstacles, trading heavily in your opponent's favor reduces obstacle, outlandish requests raise obstacle, the stubborn trait raises the obstacle.

Suggested FoRKs: Persuasion, Soothing Platitudes

Skill Type: Social **Tools:** No.

Hammer ROOT: Agility

This is a weapon skill that covers the use of wooden and metal hafted, metal-headed, blunt, one- and two-handed weapons: Warhammers, maces and their ilk.

Sample Obstacles: See sword for examples.

Suggested FoRKs: Brawling, Martial Arts, or any melee weapon skills.

Skill Type: Martial **Tools:** Yes, a big metal stick.

Helmsman ROOT: Power/Per

The helmsman is the all-important crewman who guides the ship through storm and calm. A good helmsman can stay the course through the most terrible gale. Helm works closely with the navigator.

Sample Obstacles: Steady as she goes: Ob 1; 3 degrees to port: Ob 2; Hard to starboard!: Ob 3; Staying the course during a squall: Ob 4; Staying the course in a storm: Ob 5.

Suggested FoRKs: Navigation

Skill Type: Seafaring **Tools:** Yes, a ship and a wheel.

Herbalism ROOT: Perception

Herbalism uses herbs and roots to cure and prevent common and chronic ailments. Herbalism can be used as a medical skill for treating wounds and stopping bleeding.

Sample Obstacles: See Post Trauma for obstacles for Treating/Attending wounds. Identifying common herbs: Ob 1; Diagnosing common ailments: Ob 2; Identifying uncommon herbs: Ob 3; Sleeping potion: Ob 4. Mixing a poison: Ob 5; Dosing a poison: Ob 6. Relieving +1 DN: Ob 2.

Suggested FoRKs: Apothecary or Alchemy for creating potions, Surgery or Field Dressing for tending wounds.

Skill Type: Medicinal **Tools:** Yes.

History ROOT: Perception

History is the knowledge of the records of past events pertaining to one culture or society. The character must specify which history they have studied.

Sample Obstacles Classical history: Ob 1; Ancient history: Ob 2; Recent history: Ob 3; Obscure figure in history: Ob 4. History of the labor movement: Ob 5.

Suggested FoRKs: Research, Philosophy, Doctrine, Ancient and Obscure History

Skill Type: Academic **Tools:** No.

Hunting ROOT: Agility/Perception

Hunters learn the behavior and habits of their quarry so that they might get near enough to bring them down with bow or spear.

A buck will feed a man for weeks if it is properly skinned and cut.

Sample Obstacles: Rabbits and small game: Ob 1; Wild turkey: Ob 2; Deer: Ob 3; A buck: Ob 4; Your neighbor's dog: Ob 1. Drunkenness increases obstacles, of course.

Suggested FoRKs: Tracking, Trapper

Skill Type: Forester **Tools:** Yes.

**Illumination** ROOT: Agility

Illumination is the patient art of embellishing manuscripts with illustrations.

Sample Obstacles: Doodles: Ob 1; Flourishes: Ob 2; Illustrations: Ob 3; Color Illustrations: Ob 4; Gold foil: Ob 5.

Suggested FoRKs: Painting, Calligraphy

Skill Type: Artist **Tools:** Yes.

Inconspicuous ROOT: Will

Quite simply, Inconspicuous is the ability to go unnoticed in a crowd.

Sample Obstacles: Detecting an Inconspicuous character is a Perception test at double obstacle penalty vs number of Inconspicuous skill successes. Ties go to the *looker*.

Suggested FoRKs: Stealthy

Skill Type: Social **Tools:** No.

Instruction ROOT: Will

Instruction is the skill used to teach another. This training uses the Will stat as its root.

Sample Obstacles: See Learning From Another for more details on instruction.

Suggested FoRKs: Command, Persuasion

Skill Type: Social Training **Tools:** No.

Interrogation ROOT: Will

Interrogation is the rigorous questioning of suspects. Using peculiar logic, interrogators gain information from unwilling subjects. Interrogators can also use torture to lower their obstacles.

Sample Obstacles: Obstacle for interrogation is the Will of the person being interrogated. If torture is used, subsequent interrogation tests are -1 Ob. The Iron Will trait doubles obstacles for Interrogation.

Suggested FoRKs: Intimidation, Torture, Ugly Truth

Skill Type: Social **Tools:** Yes, but only when using Torture.

Intimidation ROOT: Will

Intimidation is the non-verbal and verbal communication of threat used to force or bluff someone into doing something they do not necessarily want to do. The threat of violence may intimidate a guard to let you pass, or threats may convince a criminal to confess (whether or not they committed the crime).

Sample Obstacles: Intimidation obstacles are based on the Will of the victim being intimidated. However, circumstances can modify the obstacle: If the Intimidator is of higher station than the Intimidatee: -1 Ob; If he/she is lower station: +1 Ob. If the Intimidator has a particularly nasty threat within notice of the Intimidatee (such as, carrying a platinum-bladed, bone spear, having a wicked-looking bodyguard, or having entrails hanging from their fingernails...): -1 Ob. If the intimidator is obviously not a threat: +1 Ob.

Suggested FoRKs: Ugly Truth

Skill Type: Social **Tools:** No.

**Jargon** ROOT: Perception

Jargon is the specialized speech used by Masons, Architects and Engineers.

Skill Type: Social **Tools:** No.

Javelin ROOT: Agility

Javelins are spears used for throwing.

Suggested FoRKs: Throwing

Skill Type: Martial **Tools:** A pointy stick.

Jewelcraft ROOT: Agility/Per

This skill provides the character with a knowledge of metals and precious gems used to create jewelry. With the proper tools, characters can build necklaces, form bracelets and create brooches.

Sample Obstacles: Polishing and cleaning metal: Ob 1; Weighing and counting elements: Ob 1; Gewgaws and baubles: Ob 2; Chain: Ob 3; Ring: Ob 3; Necklace: Ob 3; Bracelet: Ob 3; Locket: Ob 4; Carcanet: Ob 5; Coronet: Ob 6; Diadem: Ob 6; Crown: Ob 7.

Suggested FoRKs: Etching, Whitesmith, Lapidary

Skill Type: Craftsman **Tools:** Yes.

K**Knives** ROOT: Agility

Hand-to-hand knife fighting techniques. This is not a throwing skill.

Sample Obstacles: Striking opponent: Ob 1; Called shot to the arm or leg: Ob 2; Called shot to the head: Ob 3; Called shot to the throat: Ob 4. Remember knives have a very short striking distance.

Suggested FoRKs: Brawling, Boxing, Martial Arts, or any melee weapon skill.

Skill Type: Martial **Tools:** Something small, sharp and pointy.

Knots ROOT: Agility/Per

Knots is the knowledge of the myriad of rope ties vital to sailors in order to keep a ship in running condition.

Sample Obstacles: Overhand knot: Ob 0; Figure-Eight knot: Ob 1; Bowline (rhymes with rollin') knot: Ob 2; Square knot: Ob 2; Half-hitch: Ob 2; Anchor bend: Ob 3; Rolling hitch: Ob 3; Trucker's hitch: Ob 4. Gordian knot: *It all depends on how you tackle the problem, doesn't it?*

Suggested FoRKs: Rigging

Skill Type: Seafaring **Tools:** Yes.

L**Lance** ROOT: Pow/Agility

The Lance skill is used in tandem with the Mounted Combat training. See the Mounted Combat section in the Wheel for more information.

Skill Type: Martial **Tools:** A really big, pointy stick.

Lapidary ROOT: Perception

Lapidary, or gemcraft, is the careful art of refining gems to be sold on the market or placed into jewelry. This skill includes an ability to appraise cut and uncut stones.

Sample Obstacles: Polishing gems: Ob 1; Cutting and faceting zircon: Ob 2; Shaping opals: Ob 3; Working jade: Ob 3; Cutting and faceting sapphire: Ob 4; Cutting and faceting rubies and emeralds: Ob 5; Cutting and faceting diamonds: Ob 6.

Suggested FoRKs: Jewelcraft

Skill Type: Craftsman **Tools:** Yes.

Law ROOT: Perception

"The Rule of Law" is the body of rules and guides set up to maintain order within the state. Characters familiar with law may act as advocates and magistrates within the system.

Sample Obstacles: Taxonomy of a cause of action, i.e. a case in property or contract: Ob 1; Figuring out which court has jurisdiction over your suit: the Duke's court, the King's bench, or a court of chancery: Ob 2; Determining which court will be the best disposed toward ruling in your favor: Ob 3. Presenting Cases: Ob equal to Will of presiding magistrate.

Suggested FoRKs: For Researching a case: Doctrine, Philosophy, History; For presenting a case: Oratory, Persuasion and Ugly Truth. Only an idiot—or a very powerful man—intimidates or commands a court.

Skill Type: School of Thought **Tools:** No.

Lockpick ROOT: Agility/Per

The skill of disabling and disarming mechanical locks.

Sample Obstacles: Simple lock: Ob 1; Decent lock: Ob 2; Rusted simple lock: Ob 3; Rusted decent lock: Ob 3; Complex lock: Ob 4; Rusty complex lock: Ob 5.

Suggested FoRKs: Locksmith, Sleight of Hand

Skill Type: Special **Tools:** Yes.

Locksmith ROOT: Agility/Per

A rare and complex art, Locksmithing is the knowledge of the pins, slides, levers and keys that comprise locks. A locksmith can build locks as well as disarm locks he happens upon in his travels.

Sample Obstacles: Cleaning a lock: Ob 1; Cutting keys: Ob 2; Building a simple lock: Ob 3; Building a decent lock: Ob 4; Building a complex lock: Ob 5.

Suggested FoRKs: Lockpick

Skill Type: Craftsman **Tools:** Yes.

M

Mace ROOT: Agility

See Hammer.

Martial Arts ROOT: Agility

See Boxing.

Masonry ROOT: Perception/Agility

A mason knows how to choose suitable stone, carve it, and use it to build structures. Also, masons are skilled in mixing mortar and setting foundations.

Sample Obstacles: Making bricks: Ob 1; Making mortar: Ob 2; Cutting soft stone (sand stone or limestone): Ob 3; Cutting marble: Ob 4; Cutting granite or basalt: Ob 5. Slate flooring: Ob 2; Arch: Ob 3; Small stone house: Ob 4.

Suggested FoRKs: Engineer, Architect

Skill Type: Craftsman **Tools:** Yes.

Mending ROOT: Agility/Per

Mending is a very useful skill. It is the knowledge of the form and function of everything on the farm. This skill allows characters to fix, repair or darn just about anything.

Sample Obstacles: Mending the fence: Ob 1; Darning socks: Ob 1; Mending the floor: Ob 2; Mending a rip in your jerkin: Ob 2; Mending the roof: Ob 3; Mending a broken saddle: Ob 3; Mending a broken cart wheel or axle: Ob 4. Mending armor: Non-metal armor, first point: Ob 1; Second point: Ob 3; Metal Armor: First point: Ob 2; Second point: Ob 4. May only mend two points of lost armor dice. Additional repairs must be done by an armorer. Mending shields: Ob 2. May only mend 1 point of shield dice.

Suggested FoRKs: Any appropriate craftsman skill could suffice.

Skill Type: Peasant **Tools:** Yes and no, sometimes a ball of twine and a wooden slat will do just fine. Other jobs call for more serious tools.

Milling ROOT: Perception

Milling is the knowledge of building, maintaining and operating the machinery used to grind grain for consumption.

Sample Obstacles: Windmilling: Ob 1; Water milling: Ob 2; Manual milling: Ob 3. Building a manual mill with the help of your carpenter friends: Ob 4; A water mill: Ob 5; A windmill: Ob 6.

Suggested FoRKs: Brewer

Skill Type: Peasant **Tools:** A workshop.

Mining ROOT: Perception

Mining is the technique of excavating earth in order to remove valuable ore. Mining includes prospecting ore, sinking the shafts and setting up a system to remove the ore.

Suggested FoRKs: Engineer, Architect

Skill Type: Craftsman **Tools:** Yes.

Mounted Combat ROOT: Agility/Speed

Mounted Combat training gives the character the ability to fight effectively from horseback (See Mounted Combat the Burning Wheel). Characters without Mounted Combat fighting from horseback receive +1 Ob to all tests.

Suggested FoRKs: Riding

Skill Type: Martial Training **Tools:** Yes, a horse and a weapon.

Musical Instrument ROOT: Agility/Will

A variety of musical instruments are available to the erstwhile musician. Drums, flute, sitar are but a few of the many options.

Suggested FoRKs: Singing, Composition, also additional instruments can be used as a FoRKs.

Skill Type: Musical **Tools:** Yes, an instrument.

N

Navigation ROOT: Perception

Using charts of the stars, winds and currents, a navigator safely guides his ship from port to port. True navigation allows ships to journey away from the coastline into the open sea without becoming hopelessly lost.

Sample Obstacles: Navigating in clear weather through well-charted water: Ob 1; Navigating on a starry night: Ob 2; Navigating through known waters on a partially cloudy night: Ob 3; Known waters on a cloudy day: Ob 3; Through rough waters: Ob 4; Through a storm at night in unknown waters: Ob 8.

Suggested FoRKs: Astrology, Orienteering

Skill Type: Seafaring **Tools:** Yes, sextant, compass and charts.

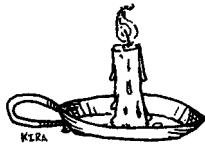
Nigromancy ROOT: Will

Nigromancy is the black art of consorting with the undead. Nigromancy teaches the wizard the methods necessary for imbuing corpses with unlife and summoning back the spirits of the dead.

Sample Obstacles: To come. Go cast a scary spell or something, you freak.

Suggested FoRKs: Enchanting, Alchemy, Automata

Skill Type: Sorcerous **Tools:** Yes, a nigromantic laboratory.



O

Observation ROOT: Perception

Observation is a training skill that teaches the character how to watch a situation for detail. This training relies on the character's Perception stat for tests. Characters with Observation do not suffer the double obstacle penalty when trying to spot concealed things, such as *Stealthy* or *Inconspicuous* characters.

Sample Obstacles: Competitive test: Observation/Perception vs Stealthy or Inconspicuous. Character with most successes wins. *Ties go to the hider.* See Skill Obstacle Modifiers in Expanded Gameplay in the Burning Wheel.

Skill Type: Forester Training **Tools:** No.

Oratory ROOT: Will

Oratory is the ability to rouse the masses with a stirring speech. It teaches how to project the voice and what speaking techniques to use to get a point across. Oratory can also aid the commander in motivating his troops.

Sample Obstacles: Oratory is a tough one to judge. Nominally, like all of the "social" skills its obstacles are based on the Will of the audience. However, good roleplaying should always supersede the dice. Usually, if the player can deliver a rousing and effective speech, then I let them roll their Oratory and so long as they don't flub it, I give it to them.

Suggested FoRKs: Command, Persuasion, Rhetoric

Skill Type: Social **Tools:** No.

Orienteering ROOT: Perception

Orienteering is the ability to navigate across land both with and without maps.

Sample Obstacles: Determining your compass directions during the day in familiar land: Ob 1; Determining compass directions at night in familiar land: Ob 2; Determining compass directions in unfamiliar land: Ob 3; Determining compass directions in unfamiliar land at night: Ob 4; Determining compass directions in familiar land during a storm: Ob 5; Determining compass directions during a storm at night: Ob 6.

Suggested FoRKs: Navigation

Skill Type: Forester **Tools:** No.

P

Painting ROOT: Will/Agility

Painters use dyes, pigments and brushes to craft images on a variety of surfaces.

Sample Obstacles: I will try to do this without getting too political. *Hrm... Ok, now that I think about it: It's art—who's to judge? Certain techniques are more difficult than others, pointillism comes to mind. Roll the dice. If you get lots of successes, hurrah! But that doesn't mean anyone is going to like it.*

Stick figures with india ink: Ob 1.

Suggested FoRKs: Illuminations

Skill Type: Artist **Tools:** Yes.

Persuasion ROOT: Will

Persuasion is convincing someone to act on your behalf because it is in his best interest. This skill often involves an exchange of agreements. Persuasion is very different from Falsehood or Oratory. Those two skills tell someone what to do or believe. Using Persuasion you carefully craft a suggestion that your victim will agree to. With luck he'll think it was his idea in the first place.

Sample Obstacles: Persuasion obstacles are based on the Will of the person you are trying to persuade. Making a good case reduces the obstacle. Being a mealymouthed ass raises the obstacle.

Suggested FoRKs: Falsehood, Haggling, Soothing Platitudes, Ugly Truth

Skill Type: Social **Tools:** No.

Philosophy ROOT: Will/Per

Philosophy is the pursuit and discussion of wisdom. Philosophy centers on the role of man in the great cycle. Usually philosophy is at odds with Law and Doctrine.

Sample Obstacles: Good luck. There is no way I am getting into this one.

Suggested FoRKs: Doctrine, Rule of Law, History

Skill Type: School of Thought **Tools:** No.

Poetry ROOT: Will

Poetry focuses on the expression of ideas and emotions through metered verse.

Sample Obstacles: See Painting for reasons why I don't give obstacles for art.

Dirty limericks: Ob 1.

Suggested FoRKs: Singer.

Skill Type: Musical **Tools:** No.

Poisons ROOT: Perception

Poisons is a specialized herbalism/apothecary skill that allows the character to concoct harmful substances from herbs, minerals and animalia. Poisons skill also lends the character a limited knowledge of antidotes; not every poison has an antidote, though.

Sample Obstacles: See forthcoming Appendix: Poisons. This skill does not cover delivery. That is a very sensitive subject, sometimes covered under Sleight of Hand or Cooking.

Suggested FoRKs: Herbalism, Apothecary, Alchemical

Skill Type: Special **Tools:** Yes.

Pottery ROOT: Agility/Perception

A most ancient and honorable craft, Pottery teaches the character how to make vessels of fired clay.

Sample Obstacles: Preparing argil: Ob 1; Making earthenware: Ob 2; Mixing glaze: Ob 3. Making porcelain: Ob 4; Nankeen: Ob 5; Vitrification: Ob 6.

Skill Type: Craftsman **Tools:** Yes.

R

Reading ROOT: Perception

Reading is comprehending the printed word of your native tongue.

Sample Obstacles: Alphabet: Ob 1; Basic words: Ob 2; Advanced grammar: Ob 3; Complex and obscure ideas: Ob 4.

Skill Type: Academic **Tools:** No.

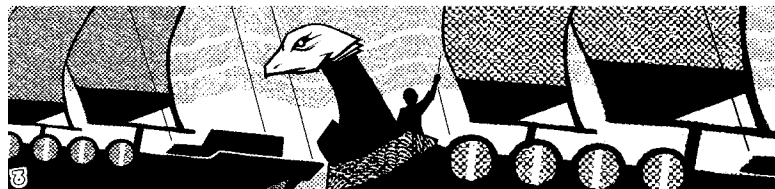
Research ROOT: Perception

Research is the art of navigating libraries, gathering data and collating coherent reports.

Sample Obstacles: Common knowledge: Ob 1; Interesting facts: Ob 2; Collating relevant information from a native language text: Ob 3; Deciphering a handwritten monograph in your own language: Ob 4; Deciphering handwritten monograph about an obscure subject: Ob 5; Deciphering monograph about heretofore unknown subject: Ob 6.

Suggested FoRKs: History, Ancient and Obscure History

Skill Type: Academic **Tools:** No.

**Riding** ROOT: Will

This skill teaches the character to effectively maneuver a mount. Characters riding during a Volley may angle their mount 15° without spending an action. Spurring or reining the mount costs one action. Turning the mount 90° costs one action. Turning the mount 180° costs two actions. These action costs are for both the rider and the mount being prodded.

Sample Obstacles: Simple commands (Go): Ob 1; Complex commands (180° turn, Stop): Ob 2; Steadying frightened mount: Ob 3. See *Riding The Beast* for more information on pursuit, chases and fun stuff like that.

Skill Type: Physical **Tools:** A horse or some such thing.

Rigging ROOT: Agility/Speed

Rigging is the knowledge of setting the sails in seagoing vessels. This includes how they work, and the ability to climb the rigging (like a monkey). This is also a cooperative skill and uses different rules than other skills for helping each other. When running a ship, Rigging dice are combined from all crew in the sails.

Sample Obstacles: Furling sail: Ob 1; Rigging a dinghy: Ob 2; Rigging a small ketch: Ob 3; Rigging a large ketch: Ob 5; Rigging a schooner: Ob 6; Rigging a cog or junk: Ob 6; barque: Ob 35; Large cargo ship: Ob 45; War galley: Ob 175. (*What the hell are those obstacles?* Advanced and detailed ship sailing rules will be released soon.)

Suggested FoRKs: Knots

Skill Type: Seafaring **Tools:** Rope and sail.

Rhetoric ROOT: Will

Rhetoric is the communication of ideas through formal discourse.

Suggested FoRKs: Oratory

Skill Type: Academic **Tools:** No.

Running ROOT: Speed

Also known as Sprinting or Quick Step. Increases *sprint* multiplier by .5p.

Skill Type: Physical Training **Tools:** No.

S

Sculpture ROOT: Agility/Will

Sculptors carve forms and images from obdurate stone.

Sample Obstacles: Mixing plaster: Ob 1; Ganosis: Ob 1; Low relief Ob 2; Mezzo-relief: Ob 3; High-relief: Ob 4. These obstacles stand for working with softer stones like limestone and sandstone. Increase obstacles by one and two respectively for working in marble and granite.

Suggested FoRKs: Mason, Engraving

Skill Type: Artist **Tools:** Yes.

Scribe ROOT: Agility

Scribe is the ability to write. Characters can communicate ideas in written form in their native tongues.

Sample Obstacles: Basic Alphabet: Ob 1; Simple printing: Ob 2; Handwriting: Ob 3; Legible printing: Ob 3; Legible handwriting: Ob 4.

Suggested FoRKs: Calligraphy

Skill Type: Academic **Tools:** Yes.

Seduction ROOT: Will

Seduction involves the extraction of information or the persuasion of action of a subject through the manipulation of sexual desire and intention. This does not necessarily entail sexual intercourse.

Sample Obstacles: Seduction requires a somewhat willing victim. Basic obstacle is always victim's Will. Charisma or Comely traits reduce obstacle. Stench, Belching and so forth, increase obstacle. Certain mind-altering substances can raise and lower obstacle, as well.

Suggested FoRKs: Persuasion, Soothing Platitudes, Poetry

Skill Type: Social **Tools:** No.

Sewing ROOT: Agility

Sewing is used to making garments, blankets, and pillows from swatches of cloth.

Sample Obstacles: Threading Needle: Ob 1; Basting: Ob 1; Blanket Stitching: Ob 2; Saddle Stitching: Ob 2; Pants or dress from pattern: Ob 2; Shirt from pattern: Ob 3; Pants or dress sans pattern: Ob 4.

Suggested FoRKs: Weaver, Tailor, Embroider

Skill Type: Peasant **Tools:** Yes, a needle pulling thread!

Shield ROOT: Weapon Skill

Shield training allows a character to incorporate a shield into her defense. Characters without Shield Training must actively block with a shield in order to gain its benefits. See Armor and Shields in the Burning Wheel for rules.

Sample Obstacles: See *Armor and Shields*.

Skill Type: Martial Training **Tools:** A shield or something similar

Shipbuilding ROOT: Perception

Shipbuilding is the art of designing and constructing ship-sized seagoing vessels. A master shipbuilder usually directs a team of carpenters, blacksmiths and laborers in the construction process.

Sample Obstacles: Building rowboat: Ob 2; Building barge: Ob 3; Building longboat: Ob 5; Building ketch or junk: Ob 6; Building schooner: Ob 7; Building cog: Ob 7; Building barque: Ob 8; Building galley: Ob 10.

Suggested FoRKs: Engineer, Carpenter, Boat Builder

Skill Type: Craftsman **Tools:** Yes.

Singing ROOT: Will

Singing is the art of celebrating through voice, verse and tune. Singing can be used to soothe, invigorate and inform.

Sample Obstacles: Singing in key: Ob 1; Singing in time: Ob 2; Singing in rhyme: Ob 2.

Suggested FoRKs: Poetry

Skill Type: Musical **Tools:** No.

Skirmish Tactics ROOT: Perception/Will

Skirmish Tactics are the opposite of Formation Fighting. Skirmishers are taught how stay in loose formation while still acting as a coherent fighting force. This is a difficult discipline for fighting forces to master. It is a rare school of thought in medieval times and would only be seen in the most forward thinking and elite military forces (e.g. muslim Janissaries).

Skill Type: Military Training **Tools:** No.

Sleight of Hand ROOT: Agility

Sleight of Hand allows the character to perform minor tricks with small objects in the hands. Sleight of Hand also allows the character to surreptitiously place objects on and remove objects from another person.

Sample Obstacles: Simple card tricks: Ob 1; palming coins and making them appear in the ear: Ob 2; Rolling coins down the knuckles: Ob 2. Picking a pocket is a Versus test against Perception. Perception suffers a x2 Ob pen.

Skill Type: Special **Tools:** No.

Sorcery ROOT: Perception

Sorcery is the knowledge of the pronunciation, enactment of rituals, creation of magical sigils and interpretation of arcana. Sorcery is used in conjunction with Will when casting spells (both are rolled together) and it is used alone when researching or developing abstractions and incantations.

Sample Obstacles: Obstacles for sorcery are directly dependent on the spell being cast. See Incantations in the Burning Wheel.

Skill Type: Sorcerous **Tools:** For spell casting, no. For penning spells, yes.

Soothing Platitudes ROOT: Will

Soothing Platitudes is a skill for placating angered or irksome fellows with words that say nothing but compliment everything (or vice versa).

Sample Obstacles: Basic obstacle for Soothing Platitude is the victim's Will. "Looking good today, sire;" "Good show, sir!" "A masterpiece of ingenuity, lord;" "The pope isn't so benevolent as you, sire;" "Looking fit and fine today, sir;" "God's own judgment would falter where yours stands true, lord." "Your ingenious calculations are beyond compare, prime minister."

Suggested FoRKs: Persuasion, Falsehood

Skill Type: Social **Tools:** No.

Spear ROOT: Agility

Spears, lances or pikes are versatile and intuitive weapons. They can be used as a quick slashing weapon, as a thrusting or even smashing weapon. In addition spears and such are often fitted with supplementary weapons fitted to the head and butt, spikes, blades, hooks, cudgels and balls are all common. This is not a throwing skill.

Sample Obstacles: See sword, see also the Combat Space example in the Wheel.

Suggested FoRKs: Martial Arts, Boxing, or any melee weapon skill.

Skill Type: Martial **Tools:** No.

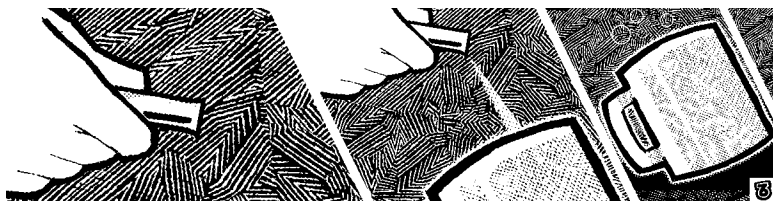
Staff ROOT: Agility

A thin pole usually shod with iron at the ends. Useful for leaning on when walking and as a weapon. Staves can be used as a thrusting weapon, like a spear, swung laterally or vertically, they can be used effectively as a club. Lastly, they may also be thrown like a javelin.

Sample Obstacles: See Sword for hand-to-hand and Javelin for throwing.

Suggested FoRKs: Brawling, Martial Arts, or any melee weapon skill

Skill Type: Martial **Tools:** A pole about as long as your body.

**Stealthy** ROOT: Speed

Stealthy is the ability to use camouflage, natural surroundings, shadow, light, and a quiet step to move unseen.

Sample Obstacles: Stealthy vs Perception, but Perception suffers a double obstacle penalty. To detect a Stealthy person who rolled two successes a searcher would have to roll four successes on his Perception. Essentially, Perception tests set the obstacle for Stealthy retroactively: If the searcher rolls 2 successes it is an Ob 1 test for the Stealther (because of the double obstacle penalty). See the Skill Obstacle Modifiers section in the Wheel.

Suggested FoRKs: Stealthy behavior is the opposite of Inconspicuous behavior.

In some circumstances the two may be FoRKed but not in all.

Skill Type: Forester **Tools:** No.

Strategy ROOT: Perception

Strategy combines tactics, logistics and cunning to guide armies through war. This is a rare and highly specialized skill reserved to only the greatest of generals. (e.g., Alexander, Julius Caesar, Cortez).

Suggested FoRKs: Logistics

Skill Type: Military **Tools:** No.

Streetwise ROOT: Perception

Streetwise is the etiquette of the city streets. This skill helps characters navigate urban centers safely, allowing them to find places only a native would know.

Sample Obstacles: Finding a well known establishment in a city you have never been to: Ob 1; Finding an out-of-the-way place in a familiar city: Ob 2; Staying out of neighborhoods where you don't belong: Ob 3; Acting like you belong there: Ob 4.

Suggested FoRKs: Inconspicuous, Orienteering

Skill Type: Special **Tools:** No.

Suasion ROOT: Will

Suasion is the verbal art of the priest that enlightens the benighted. Suasion allows a Priest to convince others to act on his behalf (because it is in the best interest of their immortal soul). It is a persuasion skill for the clergy.

Sample Obstacles: This skill relies on the Will of the victim for obstacles. If a person to be convinced has a Will of B3 the obstacle for the test is 3.

Suggested FoRKs: Soothing Platitudes, Falsehood

Skill Type: Social **Tools:** No.

Summoning ROOT: Will

Summoning is the dangerous practice of calling forth beings from far dimensions to do the bidding of the sorcerer. This skill goes hand in hand with Demonology.

Sample Obstacles: Summoning has complicated (and wonderful) rules which will be released soon.

Skill Type: Sorcerous **Tools:** For casting, no. For drawing circles, yes.

Surgery ROOT: Agility/Perception

Surgery is a highly specialized art that involves cutting and sewing damaged body parts back into a position where they can heal properly. Surgery can be used to repair broken limbs, stop bleeding and remove bodily aberrations.

Failed Surgery tests increase the blood clock for the wound by one stage. Can be used to Attend wounds of all types.

Sample Obstacles: See Anatomy of Injury for obstacles and mechanics.

Suggested FoRKs: Anatomy, Field Dressing

Skill Type: Medicinal **Tools:** Yes.

Survival ROOT: Will/Perception

Survival training teaches a characters how to build shelters, find water and stay warm/cool in adverse conditions. Character should specify survival conditions: Temperate forest, tropical jungle, grass plains, desert plains, mountainous forest, arctic forest/tundra, sea-borne, swamp land.

Suggested FoRKs: Foraging, Hunting

Skill Type: Forester Training **Tools:** No.

Swimming ROOT: Speed

The character is adept at swimming. Swimming tests are made against the character's Speed. This skill gives the character a x1.5 Speed modifier while swimming. Characters without swimming move at half their walk rate. Sometimes failed Swimming tests result in drowning.

Sample Obstacles: Swimming in a calm pond or pool: Ob 1; Swimming in ocean: Ob 2; Swimming in fast river: Ob 3; Swimming in rough surf: Ob 4; Swimming in rip tide: Ob 5.

Suggested FoRKs: Running or Sprinting Training

Skill Type: Physical Training **Tools:** No.

Sword ROOT: Agility

This skill covers the use of any long-bladed, one- and two-handed weapons. Bastard swords, broad swords, short swords, katana, falchions, machetes, rapiers, gladii or yataghan. (I don't care.)

Sample Obstacles: Ready? Go: *Two opponents not really moving much*: Strike: Ob 1; Strike arm: Ob 2; Strike head: Ob 3. *One opponent dashing*: Strike: Ob 2; Strike arm: Ob 3; Strike head: Ob 4. *Both opponents dashing*: Strike: Ob 3; Strike arm: Ob 4; Strike head: Ob 5. *Both opponents dashing and striking from outside*: Strike: Ob 4; Strike arm: Ob 5; Strike head: Ob 6. You can see the benefits of being a master swordsman—you should be able keep moving, causing huge penalties to your opponent, while still enabling yourself to score palpable hits. And if they should stand still? Then you can behead them.

Suggested FoRKs: Martial Arts, Brawling or any melee weapon skill

Skill Type: Martial **Tools:** A whacka.

Symbology ROOT: Perception

Symbology is the study of ancient, and obscure symbols. A symbologist can recognize as well as interpret these symbols.

Sample Obstacles: Common symbols: Ob 1; Common religious symbols: Ob 2; Common arcane symbols: Ob 3; Obscure religious symbols: Ob 4; Foreign pictograms: Ob 5; Obscure arcane symbols: Ob 6; Unknown religious symbols: Ob 7; Unknown arcane symbols: Ob 8; Truly alien symbology: Ob 9.

Suggested FoRKs: Ancient and Obscure History, Doctrine, Sorcery

Skill Type: Academic **Tools:** No.

T**Tanning** ROOT: Perception

A tanner treats and cures hides so that they can be used as enduring clothing, furniture and coverings. Tanning is a long and delicate process.

Skill Type: Craftsman **Tools:** Yes.

Theatrics root: Will/Perception

Theatrics is the familiarity with the mechanics of stage performance. This skill encompasses sets, make-up and costumes as well as the merits of performance.

Sample Obstacles: Coarse performance: Ob 1; Stage make-up: Ob 1; Making simple masks: Ob 2; Dramatic Historical Reenactment: Ob 2; Disguising an androgynous woman as a man: Ob 3; Mamet: Ob 4.

Skill Type: Special **Tools:** Yes, for set and costume construction.

Throwing ROOT: Agility

Throwing allows characters to accurately throw knives, pins and balls at targets.

Suggested FoRKs: Javelin

Skill Type: Martial **Tools:** Something to throw is helpful.

Torture ROOT: Perception

This is the unsavory skill of inducing severe pain while minimizing bodily harm—in order that the victim will be alive and aware, ready to receive more torture.

Suggested FoRKs: Interrogation, Anatomy, Surgery

Skill Type: Special **Tools:** Yes.

Tracking ROOT: Perception

Tracking is the ability to follow prints, impressions and traces through wilderness.

Sample Obstacles: Following fresh tracks on soft earth: Ob 1; Identifying common animals by tracks: Ob 2; Determining number of creatures from tracks on soft earth: Ob 2; Following fresh tracks on hard earth: Ob 3; Determining weight of creature: Ob 4; Following tracks on soft earth after rain: Ob 5; Identifying a man by his shoes: Ob 6; Following tracks on hard earth after rain: Ob 7.

Suggested FoRKs: Hunting

Skill Type: Forester **Tools:** No.

Trapper ROOT: Agility/Perception

Trapping is the art of setting traps and snares to catch small game.

Sample Obstacles: Rabbits: Ob 1; Dogs and cats: Ob 2; Foxes and raccoons: Ob 3. Pit traps: Ob 3, Man-snare: Ob 4. Searchers must roll Perception at double obstacle to spot said traps (unless they have Observation).

Skill Type: Forester **Tools:** Yes.

U, V

Ugly Truth ROOT: Perception

Ugly Truth is the singular and unique ability to strip a situation or argument to its bare, naked core.

Sample Obstacles: “The emperor isn’t wearing any clothes.” Ob 1; “There is no such thing as Santa Claus.” Ob 2; “Yeah, the mine’s a great idea, we’ll appear inside the castle walls and surprise them... Of course it’s a suicide mission—I’m not going in the mine.” Ob 2.

Suggested FoRKs: Falsehood

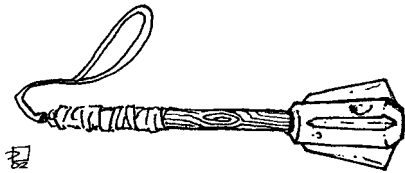
Skill Type: Social **Tools:** No.

Vintner ROOT: Will/Perception

The art of growing grapes, mashing them and fermenting them into wine.

Suggested FoRKs: Farming, Brewer

Skill Type: Peasant **Tools:** Yes.



W, X, Y, Z

Weaponsmith ROOT: Agility/Perception

Weaponsmith is the specialized craft of manufacturing weapons of war. It combines Blacksmith with a little Carpenter. This skill is used to make axes, swords, spears and other assorted melee weapons. It cannot be used to manufacture bows or crossbows.

Suggested FoRKs: Blacksmith

Skill Type: Craftsman **Tools:** Yes.

Weaving ROOT: Agility/Perception

Weaving is the skill used for taking raw fiber (cotton, wool or silk, etc) and turning it into usable cloth.

Suggested FoRKs: Sewing

Skill Type: Peasant **Tools:** Yes.

Wises ROOT: Perception

Character knows what’s what and who’s who about the what-not. Forest-wise, Guard-wise, Noble-wise, Soldier-wise, New York City-wise. Players are encouraged to develop their own Wises for their characters. These can be purchased using General Points. Wises can and will be learned as the character is played in game.

Skill Type: Special **Tools:** No.

Whitesmith ROOT: Agility/Per

Using similar techniques as the blacksmith, a whitesmith forges wares from the softer metals: silver and gold.

Sample Obstacles: Pumping bellows: Ob 1; Pouring into the crucible: Ob 2; Hairpins: Ob 2; Spoons and cups: Ob 3; Silver bullets: Ob 3; Tea service: Ob 4; Silver swords: Ob 4.

Suggested FoRKs: Blacksmith, Jewelcraft, Etching

Skill Type: Craftsman **Tools:** Yes.



General Trait List

Little sparks designed to ignite the gas-soaked briquets of your imagination.



Traits are open to interpretation. The player and GM should have something of an understanding as to what they expect from their traits, but traits in my campaign aren't the same as the traits in your campaign. So rather than give hard and fast rules, I have provided *examples* of how we have used these traits and examples of how I imagine they *could be* used.



There is no balance of positive and negative traits. That's just ridiculous—a hated convention of roleplaying games. Take what traits you will; if you want to play a malignant, crippled Dwarf, pay for the traits and do it. If you want play a sterling hero, pay up and play.

A

Abnormally Long Tongue Type: Character Trait Cost: 1 pt

Yep.

Academic Type: Character Trait Cost: 1 pt

This character has a love for books, facts and figures.

Affinity for... Type: Die Trait Cost: 5 pts

An "Affinity" is a deep-rooted love for a particular subject or activity—something so dear to the character that he could not live without it. It is also something that he is naturally good at, an act at which he excels.

Players may choose one skill for which their character has an Affinity. The Trait gives the character +1D (open-ended!) to that skill.



If an Affinity is not properly played, the bonus is lost. If, for example, a character has an Affinity for Bows that he takes for granted—he is a superb bowman, but his bow is merely a tool, not something to be loved and worried over—the +1D to Bow tests is lost (forever). The GM should be frank and tell the player why.

Alert Type: Call-On Trait Cost: 3 pts

Little, electric voices echo round the character's skull, always informing her of the moment. Character may *Glance Assess*, *Acquire*, or *Aim* (for one action) when *Stand and Drool* hesitating.

Ambidextrous Type: Call-On Trait Cost: 2 pts

Character can sign her name with both hands. *No, this does not let you use two long swords at once, nor does it give you an extra "attack."* But it does allow the character to switch dominant hands as needed.

Ambitious Type: Character Trait Cost: 1 pt

This character has goals and is always looking for ways to achieve them. Combined with Reckless or Murderous, this trait can become very problematic.

Artful Dodger Type: Die Trait Cost: 5 pts

This trait allows the character to see it coming—she knows Destiny has it in for her and knows what he looks like. Once per exchange, she may *forfeit* one action for free (*she does not have to lose one when she changes one*). All the other normal rules and conditions for Forfeiting apply.

Aura of Innocence Type: Character Trait Cost: 4 pts

This character projects the appearance of being completely free of taint and guilt in any crime. No one would ever suspect him.

Aura of Martyrdom Type: Call-On Trait Cost: 3 pts

He will die for our sins. We all know it. We all want it. (Not that we would do anything to speed the process along...) In him we shall be redeemed.

Aura of Determination Type: Call-On Trait Cost: 4 pts

A Determined one will always try one last, final, damn time. This trait can only be called upon after three failed tests or the third test in a series of tests—like Forte tests to drag your friend's body for three days through a desert. Calling on this trait allows the character and those immediately around them to retest, one last time, at no fatigue or wound penalty modifiers. If this test is failed, then that's it. No more.

Aura of Fear Type: Call-On Trait Cost: 5 pts

This character projects fear. Friend and foe alike—within the Presence of the character—must make a Steel test when this character projects her aura.

Aura of Holiness Type: Character Trait Cost: 5 pts

This character is bathed in a divine light. Malevolent men and corrupt demons must make a Steel test to enter her presence.

Aura of Malevolence _____ Type: Call-On Trait _____ Cost: 3 pts _____

This character is evil and everyone knows it. Little children run away crying, dogs bark maniacally.

B**Bedside Manner** _____ Type: Character Trait _____ Cost: 1 pt _____

Character possesses an innate sympathy and comforting presence for the sick, diseased, wounded and dying.

Big Boned _____ Type: Character Trait _____ Cost: 1 pt _____

Character is heavy-set with a prominent bone structure.

Bitter _____ Type: Character Trait _____ Cost: 1 pt _____

One of life's bad turns has left a sour taste in this character's mouth. He takes little pleasure in life's joys, preferring to point out that happiness is a temporary state and we will all come to a bad end some day.

Blank Stare _____ Type: Character Trait _____ Cost: 1 pt _____

No matter the emotion, the character never shows any sign of "getting it." The little lightbulb never seems to come on. GMs might consider raising social skill obstacles for the character since it is harder for other people to read him.

Blind _____ Type: Character Trait _____ Cost: 1 pt _____

There are levels to blindness, none of them particularly fun. Complete sightlessness is the obvious one, but many people who are "blind" can see the difference between light and dark. Others still can see the world, just in a terribly blurred form.


Bodhisattva _____ Type: Character Trait _____ Cost: 6 pts _____

Character is the living embodiment of saintly virtue. *Go ahead. I dare you.*

Booming Voice _____ Type: Call-On Trait _____ Cost: 2 pts _____

This character's voice cuts through walls and overpowers other speakers. This is a very useful trait for characters with Conspicuous, Oratory, Command or even Intimidation.

Bottomless Stomach _____ Type: Character Trait _____ Cost: 1 pt _____

 Eat and eat and eat. "Nature's Cruel Joke." I seriously recommend saddling characters with this trait with the economic responsibility that is incumbent with it. I once suffered from this trait and I know a few people who still do. You spend all your money on food.

Brave _____ Type: Character Trait _____ Cost: 1 pt _____

This character possesses a selfless streak. She is willing to head into danger despite the risks.

Brutal _____ Type: Character Trait _____ Cost: 1 pt _____

Brutal characters take the simple, extra effort to ensure their actions are unambiguous. Why just beat someone into submission when you can beat him into a coma? Why beat someone unconscious with your fists when you can use a hammer? Or a lamp? Why stab someone once when you can stab him ten or twenty times?

Bulbous Nose _____ Type: Character Trait _____ Cost: 1 pt _____

We're talking the size of a grapefruit.

C**Cadaverous** _____ Type: Character Trait _____ Cost: 1 pt _____

All skin and bones, this character has the appearance of one laid to rest long ago.

Charismatic _____ Type: Call-On Trait _____ Cost: 2 pts _____

There is something magnetic and enigmatic about this character that draws people to him. People generally enjoy his company. This trait can be called on for Persuasion, Oratory, Ugly Truth and Command.

Charming _____ Type: Character Trait _____ Cost: 1 pt _____

Suave and likable, this character possesses a certain *je ne sais quoi* that makes her affable (despite her cowardly, murderous personality).

Child Prodigy _____ Type: Die Trait _____ Cost: 2 pts _____

This trait is only for characters 15 years old or younger. Player may add +2D to Perception or Will of the character, or may shade shift one *skill*. Yep. (Abuse this at your peril.)

Chow Yun Fat _____ Type: Die Trait _____ Cost: 5 pts _____

This character is always aware of what is going on around him—always looking one way while acting on something else. CYF gives a free *Tandem Assess* or *Acquire Target* once per exchange.

Chronologue _____ Type: Call-On Trait _____ Cost: 2 pts _____

An innate sense of time plagues this character. He does not know exactly what time it is, but always has a rough and accurate idea.

Cipher _____ Type: Call-On Trait _____ Cost: 5 pts _____

The face cannot be remembered. It is not that the character is completely nondescript, but there is something about the character that makes people *not* take notice. Call-on for Inconspicuous

Claustrophobic _____ Type: Character Trait _____ Cost: 2 pts _____

A specific phobia applying to enclosed spaces. This character will not willingly enter small spaces, like prison cells, closets, tunnels, trunks or even cramped rooms. If he should find himself in an enclosed space for a long period of time, he becomes agitated and eventually hysterical.

Clumsy _____ Type: Call-On Trait _____ Cost: 1 pt _____

This character tends to trip or drop things at the wrong moment. Use this trait to further color failed physical/martial skill tests. "I completely missed with my sword." "Completely? No successes?" "None." "You have the Clumsy trait, don't you?" "Yep." "Ok. Your sword is lodged in a nearby tree." "Doh!"

Cold Blooded _____ Type: Die Trait _____ Cost: 2 pts _____

The sight of death or suffering means little to this character; he is unaffected. Reduce Hesitation for witnessing a death by one.

Color Blind _____ Type: Character Trait _____ Cost: 1 pt _____

Certain colors (reds and greens) appear flat and grayish to the character. The GM should make note of this when describing colors to characters with this trait.

Comely _____ Type: Character Trait _____ Cost: 2 pts _____

Physical beauty is one of this character's prominent traits.

Commanding Aura _____ Type: Call-On Trait _____ Cost: 3 pts _____

This character possesses an imperious and imposing demeanor. Her merest words seem like fiat and her statements like edicts. Her lessers feel compelled to obey—even if it isn't such a good thing to do. This trait is not mind control. Order-takers are subject to normal human guilt, regret and resentment of a person who orders them to kill babies. Obviously, this trait is a call-on for Command and Oratory.

Compulsive Liar _____ Type: Character Trait _____ Cost: 1 pt _____

Character cannot help himself; the lies come unbidden and never ending. Note that this trait does not necessarily make the character a *good* liar.

Contortionist _____ Type: Call-On Trait _____ Cost: 3 pts _____

The ability to bend and twist the body into odd positions. This trait has many uses which I will leave to your fertile imagination.

Cool Headed _____ Type: Die Trait _____ Cost: 3 pts _____

Cool heads keep calm in crazy situations. Character reduces Hesitation from *surprise* (not fear, terror, horror, gore or whatever) by one.

Cowardly _____ Type: Character Trait _____ Cost: 1 pt _____

Not the most flattering trait, Cowardly characters will not willingly put themselves at bodily risk and tend to run from danger—Or at least be conveniently absent.

Cross Eyed _____ Type: Character Trait _____ Cost: 1 pt _____

What do you think it is?

Cursed _____ Type: Call-On/Character Trait _____ Cost: 1 pt _____

There are two ways to interpret this trait. First as the opposite of the Lucky trait—anything that could go wrong around the character does. The character is the poster child for Murphy's Law.

The second interpretation is that the character has some profane hex laid on his head. He could be cursed to be infertile, cursed to illness, or cursed to a frail old age.

Cynical _____ Type: Character Trait _____ Cost: 1 pt _____

Nothing is ever good enough. Ever.

D

Deaf _____ Type: Character Trait _____ Cost: 1 pt _____

Don't. Don't do it unless you are going to play it.

Deep Sense _____ Type: Die Trait _____ Cost: 2 pts _____

Character can sense his depth underground, like knowing the time of day.

Deep Sleeper _____ Type: Call-On Trait _____ Cost: 2 pts _____

Deep Sleepers are very difficult to rouse from sleep. Loud noises, shouts, even calling their own names won't do it.

Determined _____ Type: Character Trait _____ Cost: 1 pt _____

Never give up. Never surrender. Never relent. Always find a way.

Dexterity of the Cat _____ Type: Call-On Trait _____ Cost: 3 pts _____

Keen sense of balance. This trait can be called on when the character is trying to navigate narrow ledges or walks, can help in walking a tightrope or even when executing a jump with a difficult landing. Definitely an acrobat's trait.

Diminutive Hands _____ Type: Character Trait _____ Cost: 1 pt _____

Amuse your friends, amaze your enemies. For reaching into tight places.

Diminutive Stature _____ Type: Character Trait _____ Cost: 1 pt _____

Characters of Diminutive Stature should be no taller than five feet (1.6 paces).

Disturbed _____ Type: Character Trait _____ Cost: 2 pts _____

This represents any number of psychological disorders. This is an open category for players wishing to play the insane or mentally incompetent. This is no joke.

Disturbingly Large Mouth _____ Type: Character Trait _____ Cost: 1 pt _____

Mick Jagger. Carly Simon. Tina Turner.

Divine Wind _____ Type: Call-On Trait _____ Cost: 5 pts _____

The Divine Wind manifests at crucial junctures when its vessel is put utterly to the test. Filled with the might of her god, in one desperate act the vessel hurls herself upon her obstacle or enemy. Success is up to god. This trait should be used once or twice in a campaign.

Dog-Faced Boy _____ Type: Character Trait _____ Cost: 3 pts _____

This is an unpleasant trait that will cause all manner of problems for the character. Perhaps you should consider a circus sideshow act.

Dramatic _____ Type: Character Trait _____ Cost: 1 pt _____

Whatever happens to the character, it is very entertaining and overwrought when he tells you about it later. This trait can be called on for Performance and Musical Skills.

Dreadful _____ Type: Call-On Trait _____ Cost: 2 pts _____

Character is so horrible to look upon that dread fills the hearts of his enemies and friends. Character can use this trait as a call-on for Intimidation and Interrogation.

Dreamer _____ Type: Character Trait _____ Cost: 1 pt _____

Character dreams vividly and explicitly. The dreams have a lifelike and portentous quality to them. (This trait is a great excuse to funnel campaign-relevant information to the character in the form of visions.)

Driven _____ Type: Character Trait _____ Cost: 1 pt _____

There is a distant goal which drives this character on, something burning in his mind that will make all this suffering, hardship and pain worth it in the end.

Drunk _____ Type: Character Trait _____ Cost: 1 pt _____

This character drinks too much alcohol. When offered a drink, it is nearly impossible to find an excuse not to have one. And once drinking, there is no reason not to have one more. Drunks have a shocking inability to see the world through another's eyes, tend to blame the people around them for their problems, and are alternately hostile and worshipful toward those who don't drink.

E

Early Riser _____ Type: Call-On Trait _____ Cost: 2 pts _____

This character tends to get up earlier than others. Even if he stays up late.

For example, a certain zealous knight generally rises early. On this particular day our knight gets up at dawn to persecute a well-meaning innkeeper. His friend happens to like this innkeeper very much and knows the knight has it in for him. At first light, the knight suits up and marches to the inn-keep's chambers. The knight's friend informs the GM that he intercepts him. The knight states that he is up very early, before anyone else. His friend counters that he has the Early Riser trait. The knight does not have such a trait. Thus his friend is awake and ready and intercepts the knight—and fortunately distracts him from his mission.

Eidetic Memory _____ Type: Call-On Trait _____ Cost: 4 pts _____

Also known as *GM's Bane*. The character has the ability to remember nearly anything that she has read or seen. In game circumstances the player should be allowed to consult the GM on occasion about certain important memories. Also, the player should be encouraged to make notes so the GM doesn't have to remember every little thing.

Eldritch Sink _____ Type: Die Trait _____ Cost: 6 pts _____

Magic does not and cannot directly affect this character. This includes both beneficial and detrimental effects. This isn't the best trait for sorcerers.

Entropic _____ Type: Call-On Trait _____ Cost: 2 pts _____

Things fall apart around the character.

Extra Digit _____ Type: Character Trait _____ Cost: 1 pt _____

Fingers and toes!

F

Faithful _____ Type: Die Trait _____ Cost: 5 pts _____

This trait is required to start a character with the Faith Attribute. Buying this trait gives the character a starting Faith of B4 and the potential to work miracles! See the Faith section in the Burning Wheel. Being Faithful gives the character a distinctive aura to those with the Sight.

Familiar Face _____ Type: Character Trait _____ Cost: 1 pt _____

“Don’t I know you from somewhere?” “I’m sorry, you must have me confused with someone else—we’ve never met.”

Family Heirloom _____ Type: Character Trait _____ Cost: 5 pts _____

Some item of great value or power that symbolizes the (once great) might of the family.



Why isn’t this a resource point cost? The Family Heirloom trait is here so that characters with few starting rps can acquire a “magic item.” Characters with more than 20 or so rps should be forbidden to take this trait.

Fearless _____ Type: Call-On Trait _____ Cost: 3 pts _____

Fearlessness reduces Hesitation due to shock, fear, gore or horror. Reduce Hesitation for these circumstances by two.

Fervent Believer _____ Type: Character Trait _____ Cost: 1 pt _____

Whatever he believes, the Fervent Believer does so with unflinching enthusiasm and zeal.

Fey Blood _____ Type: Die Trait _____ Cost: 3 pts _____

The blood of the elder folk runs through her. This character may choose a trait from the Elf, Dwarf or Orc traits list. Lifepath and Common Racial traits are free, Normal costs apply to “Special Traits.”

Fingerspritzeful _____ Type: Call-On Trait _____ Cost: 5 pts _____

“That fingertip feeling.” This is the trait of great generals—the great ones could sense what their opponent was about to do. Fingerspritzeful is meant to influence battles of armies. The “general” should be privately given a hint as to what the enemy plans to do—the fingertip feeling—so he can plan his strategy accordingly. This is not for melee combat.

Fleet of Foot _____ Type: Call-On Trait _____ Cost: 2 pts _____

Fleet of Foot may be called on when the character is racing to beat the clock with the Speed stat or Running Training. If a character is racing another character of similar Speed, the FoF character wins the race. If racing a character who is faster than she is and she loses by one success, she may call on FoF for a reroll.

Forked Tongue _____ Type: Character Trait _____ Cost: 2 pts _____

Just like a snake.

Fortitude _____ Type: Call-On Trait _____ Cost: 2 pts _____

When others would quit from exhaustion, this character will heave to and give it one more try. She has a reserve of endurance that others do not.

Frail _____ Type: Die Trait _____ Cost: 2 pts _____

Weakness saps vitality. This character is less vigorous than his companions. Perhaps due to an overactive life of the mind? Subtract one from Power or Forte. Also, maximum for the Frail stat is reduced to exponent 5.

G

Gift of Babel _____ Type: Character Trait _____ Cost: 5 pts _____

No language is incomprehensible to this character. He may speak and understand any tongue. This does not apply to the written word. Babelers are not conscious of language as it is—there is no barrier for them and thus they have difficulty understanding why others struggle with foreign tongues.

Gifted _____ Type: Character Trait _____ Cost: 5 pts _____

This trait is required for using Sorcery to invoke incantations. The veins of magic cannot be tapped without it. *The Gifted trait is only available to Men*, not for Elves, Dwarves or Orcs. Gifted folk have a distinctive aura.

Glib _____ Type: Call-On Trait _____ Cost: 2 pts _____

Character is a believable storyteller. His manner and expressions are earnest and appropriate. This trait is a call-on for Soothing Platitudes, Falsehood, Seduction and Persuasion.

Gloryhound _____ Type: Character Trait _____ Cost: 2 pts _____

A Gloryhound can not restrain himself when he sees a chance for “glory.” He charges into the fray heedless of safety, tactics or plans. Glory includes: maidens fair, enemy sorcerers commanding the undead hordes, large monsters, enemy knights, enemy kings, lost and ancient artifacts.

Gnawing Hunger _____ Type: Character Trait _____ Cost: 1 pt _____

Eternally hungry. A meal sates, but does not satisfy. And soon after, the character is hungry again, searching for something to fills him.

Graceful _____ Type: Call-On Trait _____ Cost: 2 pts _____

Character is fluid and flowing in motion. Graceful may be called-on for Speed tests requiring maneuver, and for Social Skills requiring presence.

Greasy _____ Type: Character Trait _____ Cost: 1 pt _____

Unpleasant at best.

Greedy _____ Type: Character Trait _____ Cost: 1 pt _____

My precious!

Guilty Conscience _____ Type: Character Trait _____ Cost: 1 pt _____

Even though this character may not have done anything wrong, he can't help thinking that somehow the situation is his fault. This trait may modify obstacles for Falsehood tests. For example, "Did you make this mess!?!?" "Um...no?"

H

Halitosis _____ Type: Character Trait _____ Cost: 1 pt _____

Very, very bad breath. Undead breath.

Hairy _____ Type: Character Trait _____ Cost: 1 pt _____

Like an ape.

Hands of Iron _____ Type: Die Trait _____ Cost: 3 pts _____

The character's fists (and feet) have been so toughened that he gains +1 Pow when striking barefisted.

Hands of Stone _____ Type: Die Trait _____ Cost: 7 pts _____

If playing in a high-powered campaign use this trait to turn the character's hands to heroic weapons!

If a character with heroic (Gray) Power purchases this trait it only costs 4 pts.

Haunted _____ Type: Character Trait _____ Cost: 1 pt _____

Ghosts of the past linger 'round you.

Healthy _____ Type: Character Trait _____ Cost: 2 pts _____

That Hi-Pro glow. No matter what the character does or how he lives his life, he still maintains the glow of fitness. He suffers no penalties to health for "lifestyle choices."

Hollow Bones _____ Type: Character Trait _____ Cost: 1 pt _____

This trait may make a character weigh less than he should by his size, or make a character more fragile.

Hypochondriac _____ Type: Character Trait _____ Cost: 1 pt _____

"My throat hurts. I've been poisoned. Gah! You have to help me."

I

Immortal _____ Type: Die Trait _____ Cost: 5 pts _____

Character ages but will not die.

Impulsive _____ Type: Character Trait _____ Cost: 1 pt _____

"That's a pretty diamond and platinum ring, I'll take it." "Marry you? Of course, Let's go right now!" "Hell yeah, I'll go to Guam with you."

Ineffable Feature _____ Type: Character Trait _____ Cost: 2 pts _____

This is a facial or bodily feature that cannot be altered or destroyed. Or if it is "destroyed" it grows back the same as it was before.

In our campaign we had a hobgoblin with an Ineffable nose. This character had a penchant for bar fights and always got broken noses. Despite the scars the nose was always back for more. We had a Dwarf with an Ineffable beard, the hair tough as iron. Neither fire, flood nor enemy could damage his coal and silver beard. We had another character with an Ineffable beard—except his beard never grew. He had an eternal 5 o'clock shadow, making him look very heroic and suave.

Insomniac _____ Type: Character Trait _____ Cost: 1 pt _____

This character cannot sleep at night. What this means is that when it is time to sleep he is restless and wandering, but the next day he is dozing in his saddle and easy to rile.

Inspirational _____ Type: Call-On Trait _____ Cost: 3 pts _____

This character enervates and motivates other people by his mere presence. Can be used as a call-on for Oratory, Persuasion, Ugly Truth and Command.

Inspiring _____ Type: Die Trait _____ Cost: 4 pts _____

The presence of this character in battle causes others to forget their fear and carry on. This trait reduces the Hesitation of all those around the character by one. Area of effect is Presence.

Intractable _____ Type: Character Trait _____ Cost: 1 pt _____

I won't

Invisible Friend _____ Type: Character Trait _____ Cost: 1 pt _____

Say "Hello" to Captain Howdy.

Iron Hide Type: Die Trait Cost: 7 pts

This character's skin is as tough as iron and scaled like a shark. All incoming damage is reduced by -1 pip on the PTGS. Thus a Mark hit from a hunting bow would do a B7 rather than a B8. A very powerful trait of unseemly origin!

Iron Stomach Type: Call-On Trait Cost: 2 pts

Character can eat nearly anything and not get sick; Character can hear nearly endless gross-out jokes and not puke.

Iron Nails Type: Call-On/Die Trait Cost: 2 pts

Good for digging yourself out of landslides, prying sewer covers up and clawing your way out of cells. This trait should not be used to get extra melee damage—they're not "claws!"

Iron Will Type: Die Trait Cost: 3 pts

Characters with Iron Will are resistant to Interrogation and Seduction. Any attempts at bending them are made at a double obstacle penalty. When Interrogating/Seducing an Iron-Willed player character, the task should be considered impossible.

J

Joan of Arc Type: Character Trait Cost: 3 pts

God has spoken to you and given you a mission.

K

Keen Hearing Type: Call-On/Die Trait Cost: 4 pts

This character has a sharper sense of hearing than others. When sounds become muddled or unclear this character can pick out details. He hears voices as others see colors. Choose one aspect: Character can have an *Ear for Voices*, always remembering a voice and able to discern conversation over distance or noise. A character can have a *Paranoid Ear*; this counts as Observation Training for detecting Stealthy characters. The *Woodland Ear* lets characters know the myriad beasts, birds and insects of the forest, hills and stuff by their telltale noises—even as far as being able to tell the difference between a true call and a mimicked one.

Keen Hearing can always be used as a call-on for Singing, Music and Yodeling.

Keen Sight Type: Call-On/Die Trait Cost: 4 pts

Phenomena that go unnoticed by others are spotted by this character. Character may choose: *Eye of the Hunter*: Counts as Observation Training for detecting Stealthy/Inconspicuous characters; *Penetrating Gaze*: Reduces obstacles for Visibility and Darkness by two; *Eagle Eye*: Reduces obstacles for Range by two steps.

Keen Sense of Humor Type: Character Trait Cost: 1 pt

Comedy! You've got to be able to play this trait out. This is not the Clown trait. That comes free for every player. No one likes a clown. Don't be a clown.

Keen Smell Type: Call-On Trait Cost: 5 pts

Keen Smell can manifest in a number of ways—choose one: The character can have the *Nose of the Bloodhound* and be able to tell apart people and animals by their scent. (Perception tests required.) Also, this aspect can be used as a call-on for Tracking. Or a more human application, *Keen Smell* can manifest as an ability to detect strong emotion in others, namely: Fear, nerves, elation and arousal. Perception test required. Or a character's sense of smell and space can be so intertwined that they gain a +1D Perception. (This is the power-gamer way. Watch out for players who go right for the +1s. *Boooooorrrring.*)

Keen Taste Type: Call-On Trait Cost: 3 pts

This trait can be used to determine the ingredients of a substance sampled by taste. Test Perception when imbibing these unknown edibles—yes, they must be relatively edible. Keen Taste can be used as a call-on for Alchemy, Apothecary, Herbalism, Wine-tasting, Cooking and Baking.

Keen Touch Type: Call-On/Die Trait Cost: 5 pts

Characters can use this trait to make Perceptions tests when sight and sound are inappropriate or inadequate. For example, when detecting a faint heartbeat, impressions on a piece of paper, cracks in a vial or the breeze through a keyhole. Keen Touch can be used as a call-on for Pottery, Carpentry, Tailor, Whitesmithing, Etching, Engraving, Carving, Lapidary and Jewelfraft.

L

Lame Type: Character Trait Cost: 1 pt

One of the character's legs is deformed or permanently injured, causing the character to walk with a pronounced limp. *This character may not sprint.* There are other traits for characters who constantly tell bad jokes.

Landlubber _____ Type: Character Trait _____ Cost: 1 pt _____

"I think...I think I'm gonna throw up." "I can't swim!" Look at the landlubber, seasick and staggering around the deck.

Light Sleeper _____ Type: Call-On Trait _____ Cost: 2 pts _____

Character is easily roused from slumber. This can be great when the character is being hunted by stealthy assassins, but a real pain when the character is a wizard trying to sleep off the Sickness in a very noisy part of town.

Linguist _____ Type: Call-On/Character Trait _____ Cost: 2 pts _____

Languages are interesting to this character—a puzzle to solve, a mystery to unravel, a game he enjoys and is naturally good at. Aptitude for languages should be increased by two.

Lithe _____ Type: Character Trait _____ Cost: 1 pt _____

This character has fluid grace inherent in her muscles' movements. Lithe characters tend to be thin and muscular.

Long of Limb _____ Type: Call-On Trait _____ Cost: 2 pts _____

Abnormally long arms or legs. Can be used a call-on for all sorts of ugly things.

Lost _____ Type: Character Trait _____ Cost: 1 pt _____

This character never knows where he is or in what direction he is going. Explicit directions are required to get him anywhere. And even that rarely works.

Louis Wu _____ Type: Call-On Trait _____ Cost: 2 pts _____

When shocked by revelation (especially when called on to make a Steel test for such instances) this character is prone to laughter. He may replace "Stand and Drool" with "Belly Laugh" in his Hesitation options.


Low Speech _____ Type: Call-On Trait _____ Cost: 3 pts _____

The knowledge of the language of animals and beasts is known to you. Choose one type of animalia: Birds, horses and beasts of burden, beasts of the wild, reptiles and scaly beasts, fish, and insects. This trait may be taken multiple times. Additional Low Speech categories cost +1 trait point.

Loyal _____ Type: Character Trait _____ Cost: 2 pts _____

Unswerving loyalty is rare in individuals, but this character embodies the quality. There is an old saying: "Death is lighter than a feather, but duty is heavier than a mountain." This character lives by these words.

Lucky _____ Type: Call-On Trait _____ Cost: 3 pts _____

 What can you say about this trait? It's the whiner's trait: "I'm sorry, you miss the ledge and fall into the pit." "Uh, but I'm Lucky! I call on my Lucky trait!" Sigh. "Ok, You miss the ledge, but luckily grab onto some roots

sprouting from the wall. You lose your grip and slide down the wall into the bottom of the pit. The roots stalled your momentum and thus you only broke one of your legs."

The best use of a Lucky trait I have ever seen was a character who had come to a split in a tunnel. He was chasing his party who had raced on ahead. Which way did they go? One way meant salvation, the other meant certain death. The player looked at the GM and said, "I choose one at random and walk down. Hell, I'm Lucky." The GM smiled and the character found his party. The second best use was a character who had the Lucky trait and whose player was so appropriately lucky on the dice he never had to call on it! Not that everything went his way, but he always managed to pull through by the skin of his teeth.

Don't call on your Lucky trait too often, because bad luck follows good.

Lunatic _____ Type: Character Trait _____ Cost: 1 pt _____

This character always knows the phase of the moon is.

M

Man of Few Words _____ Type: Character Trait _____ Cost: 1 pt _____

This character only speaks when necessary, and when he does speak it is with an economy of words—sometimes at the cost of being vague.

Massive Stature _____ Type: Character Trait _____ Cost: 2 pts _____

This trait applies to any character over six and a half feet tall.

Melodramatic Family _____ Type: Character Trait _____ Cost: 2 pts _____

This character's home life is like a swinging soap opera. There is always news of a terrible crisis, tragic disaster or deliriously good fortune.

Meticulous _____ Type: Character Trait _____ Cost: 1 pt _____

Character is neat and organized to the point of obsessiveness. All non-physical/martial arts skill tests take longer when performed by this character. This is not necessarily a beneficial trait.

Misplaced Aura _____ Type: Character/Die Trait _____ Cost: 3 pts _____

Character has an aura of another type of person. This must be chosen at the character's inception.

Mister Lee! _____ Type: Die Trait _____ Cost: 8 pts _____

The character always strikes first on the first action of a volley.

Missing Digit _____ **Type:** Character Trait _____ **Cost:** 1 pt _____

Fingers and toes. Depending on the digits gone, this trait can affect the character's ability to perform certain acts. Everything becomes harder when you are missing your index finger, and toes are essential to balance.

**Missing Eye** _____ **Type:** Character Trait _____ **Cost:** 1 pt _____

This does not decrease the Perception stat, rather it increases most sight-based Perception obstacles (including most Assess actions).

Missing Limb _____ **Type:** Die/Character Trait _____ **Cost:** 1 pt _____

Arms and legs. Obviously this will have a serious effect on how the character is played. Missing legs reduce the Speed multiplier or just prevent the character from sprinting.

Murderous _____ **Type:** Character Trait _____ **Cost:** 1 pt _____

This character thinks nothing of removing his rivals by murder.

Muse _____ **Type:** Call-on/Die Trait _____ **Cost:** 4 pts _____

The beauty of art inspires this character to wild heights. The player should choose an art form and a skill it inspires. When under the influence of his Muse the character gains +2 open-ended dice to all "inspired" skill tests. While under the Muse, Temporary Epiphanies only cost 3 pts of Artha.

For example, a major in the army's Muse is German opera. The skills inspired by the opera/muse are Strategy and Tactics. Thus while German opera is blaring, the major has +2 dice to those skills.

A character cannot be his own Muse. Thus he cannot recite poetry to himself while he is madly hacking away at his enemies.

Mute _____ **Type:** Character Trait _____ **Cost:** 1 pt _____

This character cannot or will not speak. Characters who are physically deformed and unable to speak may still communicate using non-verbal sound—simple tones and sighs.

N

Narcoleptic _____ **Type:** Character Trait _____ **Cost:** 2 pts _____

Character has a sleeping disorder that affects her sleep pattern. She cannot control when she falls asleep and will nod off in all sorts of strange places. Narcoleptics can be roused as a normal sleeper.

Once there was a venerable and syphilitic sorcerer who was also a narcolept. He would fall asleep mid-sentence, mid-battle and mid-spell. The GM thought it was hysterical and gave him much Artha. The other players did not find it so amusing.

Nimble _____ **Type:** Call-On Trait _____ **Cost:** 2 pts _____

Character has nimble hands, capable of great acts of dexterity. Nimble may be called-on for Agility tests and the like.

Night Owl _____ **Type:** Character Trait _____ **Cost:** 1 pt _____

Some characters think better at night. These characters tend to stay up into the wee hours and sleep well past dawn.

O

Obscure Aura _____ **Type:** Character/Die Trait _____ **Cost:** 4 pts _____

"Does he have an aura or not? What does it say?" "Well, he definitely has one, but I can't tell what it is. He's inscrutable!"

Obsessive _____ **Type:** Character Trait _____ **Cost:** 1 pt _____

The treasurer couldn't stop counting his coins. Though he counted the same number a hundred times, he counted them again. This character is obsessed with something, he can't stop thinking about it, can't stop touching it, can't stop dreaming about it, can't stop doing it.

Ornery _____ **Type:** Character Trait _____ **Cost:** 1 pt _____

Ornery characters are cranky, difficult and curmudgeonly.

Overbite/Underbite _____ **Type:** Character Trait _____ **Cost:** 1 pt _____

This trait is a pronounced version of said physical characteristic.

P

Palsy _____ Type: Die/Character Trait Cost: 1 pt _____

The shakes. Manifestations of this can be minor or only arise under certain conditions. But whenever it does arise the character has serious difficulty performing delicate work with the hands.

Paranoid _____ Type: Character Trait Cost: 2 pts _____

This character is convinced that he has enemies and that those enemies are pursuing him. Every inconsistency and mystery is evidence of the conspiracy.

Pariah _____ Type: Character Trait Cost: 1 pt _____

Outcast, unclean!

Patient _____ Type: Character Trait Cost: 1 pt _____

Waiting without complaint, listening to endless explanations, taking the long way—none of this upsets the character in the least. In Sorcery, this translates to always casting Patiently unless the *player* says otherwise.

Perfect Pitch _____ Type: Call-On Trait Cost: 2 pts _____

The ability to identify any pitch heard or to produce any pitch referred to by name. Obviously this can be greatly useful in Singing.

Perfectionist _____ Type: Character Trait Cost: 1 pt _____

“If you are going to do something, you might as well do it right.” This is a many-feathered trait. Often, Perfectionists are very good at their craft, but they can *never* leave well enough alone and are always tweaking and improving what should have been done a long time ago.

Phobia _____ Type: Character Trait Cost: 1 pt _____

Choose any one of the numerous phobias floating around out there. If faced with the object of his phobia, a character must make a Steel Test at +2 Hesitation Ob.

Pigpen _____ Type: Character Trait Cost: 1 pt _____

No matter how well he is scrubbed, the character is filthy again in minutes.

Plain Faced _____ Type: Call-On Trait Cost: 2 pts _____

Character just looks like anyone else (of his race and class). Character is difficult to identify in a crowd.

Pointed Ears _____ Type: Character Trait Cost: 2 pts _____

Just like the little people!

Poised _____ Type: Character Trait Cost: 1 pt _____

Despite extremely compromising circumstances, this character remains unflustered and proper.

Poker Face _____ Type: Call-On Trait Cost: 2 pts _____

More than just an inscrutable stone face, Poker Face is all about giving the face you need to mislead your opponent. This trait can be used in conjunction with Falsehood and Gambling/Games of Chance.

Practical _____ Type: Character Trait Cost: 1 pt _____

This trait is the opposite of Reckless. Practical characters do their best come up with a solution with the resources at hand. Usually the solutions are simple, direct and waste little in time or resources—which does not mean that they are always the right answers!

Practiced Precision _____ Type: Die Trait Cost: 3 pts _____

The match appeared in his hand, and in a tiny blur of motion, his pipe was lit. This character has a trademark act that he has repeated so frequently that it has become a single action—like lighting a pipe with a match. Normally this would cost at least three “actions” in game, but the Practiced Precision trait reduces that cost to one action—from three to one. Players must decide what “trademark act” their character will practice before the character enters into the game.



If a player desires the trademark act to be something “combat” related, like drawing a sword or knife, or nocking an arrow, the GM should smack him. However, combat related actions may be Practiced Precision trademarks. But they are only reduced *by* one action, rather than reduced *to* one action. Also, this gesture is something that the character does all the time, like flicking a lighter, so he will walk around town incessantly, drawing his sword or pawing at his quiver. And likely he will be arrested for his strange and aggressive behavior.

Profuse Sweat _____ Type: Character Trait Cost: 1 pt _____

When in stressful situation the character pours out copious amounts of sweat.

Proud _____ Type: Character Trait Cost: 1 pt _____

Possession or showing of great self-esteem, perhaps even to the point of overrating one’s excellences.



Q

Quick Witted _____ **Type:** Call-On Trait **Cost:** 2 pts _____

In a duel of wits this character is going to get to the conclusion faster. Can be called on for Hagglng and Steel tests for surprise.

Quiet _____ **Type:** Character/Call-On Trait **Cost:** 2 pts _____

Quiet characters walk quietly, talk quietly, eat quietly and often startle their friends with unheralded appearances. This trait could plausibly be used as a call-on for Stealthy to get a character out of a jam.

R

Rainman _____ **Type:** Character/Die Trait **Cost:** 3 pts _____

If the character can see it, he counts it. It happens almost instantaneously and it is utterly involuntary. This inevitably leads to characters constantly muttering numbers and figures, and driving his companions crazy.

Rash _____ **Type:** Character Trait **Cost:** 1 pt _____

Heedless of his own safety (or the consequences of his actions) this character rushes into action without thinking. Character must replace his "Fall Prone" Hesitation result with "Sprint Forward." He'll figure it out when he gets there.

Reckless _____ **Type:** Character Trait **Cost:** 1 pt _____

Yet another trait that describes characters that take wild risks at the expense of their party and themselves. Reckless characters tend to flagrantly waste materials in their mad bid for success: they toss away their swords at a dramatic moment, tear off their helmets for effect, set fire to the supply carts to flush out the enemy.

Reincarnated _____ **Type:** Character Trait **Cost:** 2 pts _____

Character is (unfortunately) aware that he has existed in a past life

Remarkable Flatulence/Belching _____ **Type:** Character Trait **Cost:** 1 pt _____

Unpleasant and obnoxious!

Resigned (to Death) _____ **Type:** Character Trait **Cost:** 1 pt _____

This character realizes that he is going to die and has accepted that fact.

Resistant _____ **Type:** Die Trait **Cost:** 5 pts _____

Some people are just naturally resistant to certain things: toxins, drugs, diseases, etc. Choose one (very specific) resistance for the character. The character has double dice (or is double obstacle to be attacked/affected) when dealing with his chosen Resistance. Basically, it takes twice as much to bring him down. For example, Resistance to Alcohol, Resistance to Caffeine, Resistance to Flu and Colds, Resistance to Hagglng, Resistant to Loud Noises.

Reverent _____ **Type:** Character Trait **Cost:** 1 pt _____

This character treats religion and holy icons, whether of her faith or not, with a due and proper respect.

Righteous _____ **Type:** Character Trait **Cost:** 1 pt _____

This character believes that what he is doing is right and in accord with higher powers. Those higher powers might be the state, the law, the king or a god.

S

Scavenger _____ **Type:** Call-On/Die Trait **Cost:** 4 pts _____

The Scavenger always seems to find the bits and pieces that he needs. It might not always be the exact fit, or in the best condition, but nearly always something that will do. Use this trait in conjunction with Perception tests. The player should tell the GM what he is looking for and the GM will determine the obstacle. Only feasibly available material can be scavenged. Characters looking for a suit of knightly armor might find a beat-up helmet and a glare from the GM.

Scheming _____ **Type:** Character Trait **Cost:** 1 pt _____

Scheming characters are always plotting and planning. It doesn't even have to be for their benefit or gain—sometimes they just plot and plan to see their cleverness at work. Combined with Murderous or Ambitious, this can be a very problematic trait.

Sea Legs _____ **Type:** Call-On Trait **Cost:** 2 pts _____

This is the trait for sailors. Characters with this trait never have to make Speed tests when trying to navigate a rocking or wave-tossed ship. Nor do they get seasick. Sea Legs doesn't protect against actually being hit by something on deck—a boom, a tentacle, a wave; Speed tests and whatnot still apply there.

Second Sight Type: Die Trait Cost: 5 pts

Second Sight (SS) is a view into the shifting shadows of the spirit world. Characters with SS can see auras, spirits and magical effects. It is similar to Mage Sense except the character cannot “sense” as in that spell—he can only see. SS is not always on, characters must switch from regular sight to SS. Any physical action taken while using SS is at +2 Obstacle.

Secretive Type: Character Trait Cost: 1 pt

Secretive characters don't talk about their past or their goals for the future. They tend to conceal their material possessions as well.

Sense of Direction Type: Call-On Trait Cost: 3 pts

A good sense of direction is a very useful trait. Characters with this trait have a harder time getting lost because they always have a general idea which direction they came from. However, Characters with SoD can be taken out of their element and be disoriented. It is not universal; a farmer has no SoD at sea, a ranger has no SoD underground, a miner has no SoD above ground, and so on. SoD can be called on to aid Orienteering, Navigation and Deep Sense.

Sharp Dresser Type: Character Trait Cost: 1 pt

Character has a knack for dressing well. This can be an expensive habit.

Sickly Type: Character Trait Cost: 1 pt

This character is prone to illness. Permanently subtract 1D of Health. Alternately, give the character a cap of B4 to his Health.

Sight of the Bat Type: Die Trait Cost: 7 pts

Character can see in the dark. This is a scary supernatural trait.

Sixth Sense Type: Die Trait Cost: 5 pts

Danger Will Robinson! Danger! Character has a big, clunky robot that follows him around shouting warnings. Or character gets a twinge in his brain (or eye, or heart, or stomach) when something life threatening is impending. This is very difficult trait to play, it is really up to the GM to warn the player at appropriate junctures. Generally, the character should get a “bad feeling” when something ill is about to befall him. For example, a character with Sixth Sense is about to ride into battle, but there is an assassin lurking nearby, bow in hand. The character would get a “bad feeling.” The player doesn't know if it is about the impending battle or something more sinister....

Skin of an Apple Type: Character Trait Cost: 1 pts

Character bruises easily. This does not mean she is hurt more easily, it just means that she is constantly covered with bruises, and she only has a vague idea how she got them.

Sleep-talker Type: Character Trait Cost: 1 pt

This character talks in his sleep. A very dangerous trait for the *Secretive*...

Slippery Type: Die Trait Cost: 3 pts

This character is hard to get a hold of—he wriggles and squirms his way out of nearly any grip. This character may use his Speed or Agility rather than Power to escape from and avoid Locks.

Alternately, the Slippery trait can be a character trait applying to a character's natural disposition.

Slow Type: Die Trait Cost: 1 pt

Erudite discourse is not this character's strongest suit. Slow to react and slow to realize, he is not sharpest knife in the drawer. +2 Ob to Perception tests and increase base Hesitation by two.

Solipsistic Type: Character Trait Cost: 1 pt

This character's head is as big as a bloated pumpkin. Everything in the world comes down to one thing: Me. Why? Because I exist; I make this place because of my existence. Without me, it wouldn't exist.

Somnambulist Type: Character Trait Cost: 1 pt

Sleepwalker.

Sonorous Voice Type: Call-On Trait Cost: 2 pts

This character's voice sounds sweet and melodious to the ear. So delightful is the sound that it might be used to aid in Hagglng, Seduction, Persuasion and Suation skill tests.

Spectacular Type: Call-On Trait Cost: 3 pts

Spectacular results: When a character with this trait succeeds he succeeds in style with all the fireworks and cherries on top. Conversely, when he fails it is an amazing display of bizarre and improbable circumstance.

For example, a character with the Spectacular trait is moving with his party along a low, slippery roof, trying to outrun a pursuer. He fails his Speed test—he slips and falls, sliding down the roof into a donkey cart. Startled by his sudden appearance, the donkey bolts and off they go. However, his friend tried to snag him as he fell and also failed his test. The Spectacular results continue—caught in the mayhem his friend tumbles down and crashes through the roof of a china shop. Oops.

Stench Type: Character Trait Cost: 1 pt

Stinky-stinky.

Street Smart Type: Call-On Trait Cost: 2 pts

This character understands the dangers and customs of city living. This trait may be used as a call-on for Streetwise.

Stubborn _____ Type: Character Trait _____ Cost: 1 pt _____

This trait may be used as a call-on to deny being convinced of anything, ever.

Stupid _____ Type: Character/Die Trait _____ Cost: 1 pt _____

+1 Ob to all social skills/spells affecting and used by this character.

Stutter _____ Type: Character Trait _____ Cost: 1 pt _____

Only take it if you are going to play it—and I have seen it played, and played well. So don't think it can't be done!

Superstitious _____ Type: Character Trait _____ Cost: 1 pt _____

Superstitions run strong in all cultures and dictate modes of behavior. Superstitious characters will naturally mistrust the supernatural—but believe very strongly in its power.

Suspicious _____ Type: Character Trait _____ Cost: 1 pt _____

Everyone is suspect in this character's eyes. Nothing is true until proven so.

T

Tainted Legacy _____ Type: Character Trait _____ Cost: 3 pts _____

This character's ancestors have mated with something unholy, and have tainted the bloodline forever. A curse that will never be lifted, a twisted yoke to bear.

Temperamental _____ Type: Character Trait _____ Cost: 1 pt _____

From fits of anger to flights of fancy.

Tenacious _____ Type: Character Trait _____ Cost: 1 pt _____

A Tenacious character has a one-track mind. Once she is fixed on something she keeps after it, succeed or fail.

Thick Skinned _____ Type: Character Trait _____ Cost: 1 pts _____

There are two obvious interpretations: The character has abnormally thick skin and doesn't feel pin pricks or insect bite; or the character is unaffected by insults, nettling and nagging.

Thunderous Snoring _____ Type: Character Trait _____ Cost: 1 pt _____

Snoring so bad that other characters have trouble sleeping near this character.

Tidy Aspect _____ Type: Character Trait _____ Cost: 2 pts _____

Even under the most adverse conditions, the character's clothes and appearance are neat and clean.

Tongueless _____ Type: Character Trait _____ Cost: 1 pt _____

Character's tongue has been cut out either as an act of criminal malice, as cruel punishment or as religious service. Character may not properly speak.

Touch of Ages _____ Type: Die Trait _____ Cost: 7 pts _____

This trait allows the character to “read” objects through her touch. A successful Perception test will give impressions present in the object: strong emotion, arcana and even age. Perception tests start at Ob 3 and get harder the more vague or confused the impression. The character cannot determine *what* she is looking for, only that she is looking. The object gives what it will.

Tough _____ Type: Die Trait _____ Cost: 2 pts _____

A tough character may round up when determining his Mortal Wound.

Tough as Nails _____ Type: Call-On/Die Trait _____ Cost: 4 pts _____

Pain and suffering are a picnic. This character is not required to make Steel tests for pain, exhaustion or deprivation. He just clammers to his feet and keeps going. If kicked back to the ground, he crawls.

Trusting _____ Type: Character Trait _____ Cost: 1 pt _____

This character's unspoiled nature actually allows him to trust other people without question, reserve or suspicion.

Trustworthy _____ Type: Character Trait _____ Cost: 1 pt _____

People feel they can put their trust in you.

Truthseeker _____ Type: Call-On Trait _____ Cost: 5 pts _____

Lies are thin veils. Through a twinge in the gut and a good Perception test this character gets a sense if someone is lying to him. This trait tends to make characters and players bitter and cynical. Hence *Diogenes* searches on with his lamp....

U

Ugly _____ Type: Character Trait _____ Cost: 1 pt _____

Unappealing is a *nice* way to describe his visage. This character suffers penalties when trying to Seduce. Other prejudices are up to the GM.

Unctuous _____ Type: Call-On Trait _____ Cost: 1 pt _____

The personality of this character is so caustic that he is distasteful and difficult to be around. This trait definitely negatively affects Persuasion, Seduction, Hagglng and Oratory. It does not affect Command or even Intimidation.

V

Vigor of Youth Type: Die Trait Cost: 3 pts

Though old, this character possesses the strength and vitality of his youth. If older than 55 years, the character gains +2D to his Health attribute. This trait can be bought young and grown into.

W-Z

Weak-Willed Type: Die Trait Cost: 2 pts

A nicer way to put it would be, "agreeable." This character is pliable, like tapioca. Subtract one from Will. Maximum Will exponent is 5 rather than 8.

Weather Sense Type: Call-On Trait Cost: 2 pts

My joints ache; storm's coming. A twinge in the knee, a stiffening of the joints, back pain or headaches—Weather Sense clues a character in to impending weather with an uncomfortable—sometimes painful—notice from the body. Weather sense should be used in conjunction with a low obstacle Perception test. The character can determine if there will be precipitation and what kind of precipitation it will be.

Wolverine Type: Call-On Trait Cost: 4 pts

Characters with Wolverine recover faster from wounds and illness. May be used as a call-on for Health for recovery from a wound.

Alternately, the trait can be used to decrease time for Recovery. If the character meets his obstacles for Recovery, Wolverine may be called on to reduce the time by a further 10%.

Lastly, Wolverine can be used to buy off a botched recovery test. If used in this way the test is considered passed, but the trait is lost in the bargain.

World Weary Type: Character Trait Cost: 1 pt

So many years and so much humanity has this character seen that life seems to be an endless repetition of petty struggles. "I tire of this game...."



Incantations

Obstacles, Syllables and Descriptions

A

Arcane Kindness Ob Target's Will 16 Syllables

Effect: Soothing rhythms sent forth across the humming wires of sorcery make palatable the desires of the wizard. This incantation reduces obstacles for Seduction, Hagglng, Oratory, and Persuasion tests. Reduce obstacle by one for each success over target's Will.

Range: Personal

Area: All in the Presence the of caster. For Obstacle and Tax, use the highest Will overcome by the spell.

Impetus: Influencing **Element:** Anima **Duration:** Sustained spell

B

Besech Storm Ob 5 50 Syllables

Effect: This incantation allows the caster to ask a storm to quickly move along. However, storms are fickle things and not always mindful of the wishes of snooty sorcerers and witches. After casting the spell roll the DOF; on the roll of a 3+, the storm trundles along. On the roll of a 2, the storm stays on and goes about its business. On the roll of a 1 the storm gets nasty about it and really pours it on, following the caster about for as long as it can.

Range: Sight

Area: Single storm within Range of caster.

Impetus: Influencing **Element:** Water **Duration:** Instantaneous

Bilious Smoke Ob 4 9 Syllables

Effect: Inky, sulphurous vapor pours forth from the wizard's black mouth. The smoke obscures all vision for those trapped in it and for those looking through it (+6 Ob Perception to tests). In addition, those within the cloud are stung and smothered. Every exchange spent in the cloud requires an Ob 3 Forte test. Missed successes are temporarily subtracted from the victim's Health. If Health reaches zero the victim falls unconscious.

Range: Personal

Area: A 5 pace diameter cloud, increased by 5 pace per extra success.

Impetus: Creative/Taxing **Element:** Fire/Earth **Duration:** Sustained spell

Blue-Blooded Heart _____ Ob 4 _____ 40 Syllables _____

Effect: Cold holds no pain for one who knows the secret of the Blue-Blooded Heart. This incantation protects the recipient from the drain of cold.

Range: Presence

Area: Caster or single character within the Presence of the caster.

Impetus: Enhancing **Element:** Anima **Duration:** Sustained spell

Breath of Wind _____ Ob 3^ _____ 8 Syllables _____

Effect: Roaring winds howl from the throat of the sorcerer. Effects of Winds: 1 over Ob: Kicks up dust; 2 over: A nice breeze, papers flutter, candles doused; 3 over: Branches blown down from trees, shutters broken; 4 over: Larger branches blown from trees; 5 over: Wooden buildings damaged, people picked up and tossed down; 6 over: Trees blown down, 12-foot swells; 7 over: Doors ripped from hinges, 15-foot swells; 8 over: Sturdy roofs damaged; 18-foot swells; 9 over: Wooden buildings collapse; 10 over: Most structures destroyed.

Range: Personal, it's from the throat.

Area: Depends on the force of the wind, but the area of effect should logically suit the wind emitted. A gale force wind is not going to stop short over a few paces, while a breeze isn't going to blow candles out a hundred paces down the road.

Impetus: Destroyer **Element:** Air **Duration:** Instantaneous

C

Cat's Eye _____ Ob 2 _____ 10 Syllables _____

Effect: Twilight becomes bright and what lies in the shadows is revealed. Incantation reduces obstacle penalties for dimness, haziness and darkness by two.

Range: Presence

Area: Caster or single character within the Presence of the caster.

Impetus: Enhancing **Element:** Anima **Duration:** Sustained spell

Chameleon _____ Ob 3^ _____ 12 Syllables _____

Effect: Skin and clothing swirl and fade as the sorcerer blends seamlessly into the background. Characters searching for the Chameleoned one must make a Perception test. Obstacle is equal to the number of the caster's successes over the spell obstacle. If the recipient of Chameleon is using Stealthy or—where appropriate—Inconspicuous, then the Chameleon dice count as successes toward that skill. This doesn't make you quiet though...

Range: Presence

Area: Caster or single character within the Presence of the caster.

Impetus: Control **Element:** Heaven **Duration:** Sustained spell

Chaos Ward _____ Ob 4^ _____ 20 Syllables _____

Effect: A cacophony of lights and sounds swirls 'round, obscuring the very earth from thy feet and the sun from thy brow. This incantation causes confusion to all who fall under it. All obstacles in the area are increased by +1 for every success over the spell obstacle.

Range: Sight

Area: 10p circle anywhere the caster deems fit. Area may be increased by 10p per extra success.

Impetus: Influencing **Element:** Anima/Heaven **Duration:** Sustained spell

The Choking Hand _____ Ob 4^ _____ 10 Syllables _____

Effect: Malignant will forms an invisible appendage eager to do the caster's terrible bidding. This incantation conjures a "hand" with a Power equal to the caster's Will plus one per three successes over obstacle. The Hand is used to choke victims. It automatically Gets Inside. Victim may resist with his Power as per normal Locking rules. If the Choking Hand manages to incapacitate its victim, then it may continue to choke him to death. (*Ugh.*) If the victim breaks the hold of the Choking Hand, then the spell is broken.

Range: Personal

Area: Choose single character within the Presence of the caster.

Impetus: Damaging **Element:** Anima/Arcana **Duration:** Sustained spell

The Courage _____ Ob 2 _____ 2 Syllables _____

Effect: The word is fire in thy veins. This simple incantation negates all current Hesitation around the caster.

Range: Personal

Area: All who are in the Presence of the caster.

Impetus: Influencing **Element:** Anima **Duration:** Instantaneous

D

Dark of Night _____ Ob 2^ _____ 12 Syllables _____

Effect: A dim pall suffocates the hall as the wizard enters, shadows lengthen and deepen, lamps shine but give no light. This spell is the antithesis of Mage Light. It creates an aura of darkness that surrounds the caster. The intensity of the darkness is determined by the number of successes generated over the obstacle. Note that this spell does not "snuff out" natural illumination, it only diminishes its light. Thus a candle can be seen in the Dark of Night, but it illuminates nothing. Use the Mage Light list for the effects of the spell: 1 success over obstacle will dim the area around the caster so that candles have no effect, 4 successes over the obstacle will dim campfire lights, and so forth.

Range: Personal

Area: Presence of the caster.

Impetus: Taxing **Element:** Heaven **Duration:** Sustained spell

Delirium Tremens Ob Target's Will 8 Syllables

Effect: The touch of the wizard sends all your senses reeling. This spell increases the obstacles by 10 minus the victim's Will. Effects lessen over time; Obstacle penalty is reduced by one each exchange after initial contact.

Range: Personal

Area: Single person touched by the caster.

Impetus: Influencing/Taxing **Element:** Anima **Duration:** Instantaneous

Dexterity of the Cat Ob 3 30 Syllables

Effect: Purring incantations imbue the recipient with the infallible balance of the cat. Recipient may walk a beam, rope or ledge as if it were flat ground—without penalty or test. Extenuating circumstances like howling storm winds may call for a Speed test.

Range: Presence

Area: Caster or single character within the Presence of the caster.

Impetus: Enhancing **Element:** Anima **Duration:** Sustained spell

Dog's Ear Ob 4 40 Syllables

Effect: Suddenly the world is a storm crashing through an ocean of sound—a man's breath like a gust of wind, a baby's cry like the howl of a gale, footfalls like lightning strikes. Increases Perception by 1D overall, and by +2D for strictly auditory based Perception tests.

Range: Presence

Area: Caster or single character within the Presence of the caster.

Impetus: Enhancing **Element:** Anima **Duration:** Sustained spell

E

Eldritch Shield Ob 2^ 10 Syllables

Effect: This spell protects the caster from the Damaging and Taxing effects of Sorcery. Thus it will protect against Fire Breath, Rain of Fire, White Fire, Fire Fan, Emperor's Hand, Havoc's Hand, and the Choking Hand, etc. It will not protect against a spell like Breath of Wind. When casting the spell note the number of successes over the obstacle. This is the strength of the shield. When a spell effect hits the shield, subtract the shield's strength from the dice used to cast the spell. If the shield reduces the incoming spell's dice below the obstacle needed to cast it, then the spell is completely absorbed. If the spell is not completely reduced, subtract the shield dice from the spell cast and use this number as the new Power for the spell. For example, if a sorcerer is sustaining a 10 die ES and a witch throws a Fire Fan at him with 6 successes, the shield deflects the spell, but it is now reduced to 4 dice. If the shielder then receives a White Fire bolt at 7 successes, 4 of them are blocked by the shield and the other 3 get through. But the damage for the spell is factored as if the caster had only

rolled three successes. If the shield "fails"—if all of its dice are knocked down—the caster must make an Ob 2 Tax test. Also shield failure counts as a "may not" for Sustained Spells.

Range: Personal

Area: The shield covers caster in the front, back or side (just like a physical shield). Caster may increase the coverage: one success per additional facing, and one success per additional, adjacent body/side covered. Once placed, shield dice protect all sides and bodies covered equally. (A sorcerer doesn't have to divide one die for his friend, two dice for him, etc.)

Impetus: Control **Element:** Arcana **Duration:** Sustained spell

Emperor's Hand Ob 3^ 4 Syllables

Effect: Cold blue fire arcs from the wizard's hand into the very soul of his victim, draining his strength. Each success over the obstacle drains one point of Forte from the victim.

Range: Personal

Area: Choose a single character within the Presence of the caster.

Impetus: Tax **Element:** White **Duration:** Instantaneous

F

The Fear Ob 2 2 Syllables

Effect: This charm causes all who are *looking* at the caster to make Steel tests.

Range: Personal

Area: Anyone in the caster's Presence looking at him.

Impetus: Influencing **Element:** Anima **Duration:** Instantaneous

Fiber Ball Ob 2^ 8 Syllables

Effect: Cereal and grains swirl into the caster's hands, hardening into a crusty weapon. This spell manifests and launches a ball of cereal grain fiber at great velocity in the direction indicated by the sorcerer. Damaging Effect: Power = 1/4 Will, plus 1 per two extra successes. Test DOF.

Range: Personal

Area: Single target up to 10p away designated by caster.

Impetus: Destroyer **Element:** Earth **Duration:** Instantaneous

Fire Breath Ob 3^ 5 Syllables

Effect: A tongue of fire lashes out from the caster's gaping maw and bathes his enemies in flames. Damaging Effect spell: Power = 1/2 Will, +1 Power per extra success dedicated to Damaging Effects. DOF.

Range: Personal

Area: A tongue of fire 1p wide and 2p long. Caster can extend the length of the tongue by 1p per success dedicated to Area.

Impetus: Destroyer **Element:** Fire **Duration:** Instantaneous



Fire Fan _____ **Ob 2[^]** _____ **4 Syllables** _____

Effect: Flickering flames flare out from the caster's finger tips and scorch his enemies. Damaging Effect: Power = 1/2 Will, +1 Power for every 2 extra successes. Test DOF.

Range: Personal

Area: A fan of flame 1p wide by 1p long. Caster can increase length or width by 1p per success dedicated to Area.

Impetus: Destroyer **Element:** Fire **Duration:** Instantaneous

Firewalker _____ **Ob 4** _____ **40 Syllables** _____

Effect: Fire cannot burn him who knows this secret. This incantation will protect the caster and his belongings from the ravages of fire. This does not protect against magical fire.

Range: Presence

Area: Caster or single character within the Presence of the caster.

Impetus: Control **Element:** Anima **Duration:** Sustained spell

Fish Lung _____ **Ob 3** _____ **30 Syllables** _____

Effect: Briny water becomes like unto air for the lungs. Allows recipient to breathe under water.

Range: Presence

Area: Caster or single character within the Presence of the caster.

Impetus: Enhancing **Element:** Anima/Water **Duration:** Sustained spell

Flame Finger _____ **Ob 2** _____ **2 Syllables** _____

Effect: A small, bright flame leaps into being in the palm of the sorcerer.

Range: Personal

Area: A small flame no longer than the caster's fingers, for igniting other blazes.

Impetus: Creative **Element:** Fire **Duration:** Sustained spell

G

God of Gamblers _____ **Ob Target's Agility** _____ **60 Syllables** _____

Effect: Summoning the smiling ghosts of the God of Gamblers, the recipient is blessed with mystic coordination between hand and eye. Spell increases recipient's Agility by +1D, increases Sleight of Hand by +2D, increases firearms skills by +1D. Dice are open-ended.

Range: Presence

Area: Caster or single character within the Presence of the caster.

Impetus: Enhancing **Element:** Anima **Duration:** Sustained spell

Grey Cloak _____ **Ob 2-4** _____ **x4 Syllables** _____

Effect: Cold tendrils of gray mist unfold from the sorcerer's robes, blurring shape and hiding form. Ob 2 creates a thin, clinging fog cloud that adds +2 Ob to Perception, shooty and fighty tests; Ob 3 cloud is +3 Ob to above tests; Ob 4 cloud is +4 Ob. Determine density of cloud before casting.

Range: Presence

Area: 10p diameter cloud. Diameter of cloud can be increased by 5p per extra success.

Impetus: Creative/Control **Element:** Water/Air **Duration:** Sustained spell

H-K

Havoc's Hand _____ **Ob 3[^]** _____ **4 Syllables** _____

Effect: The sorcerer's hand becomes unto a venomous blade, the merest touch wreaks havoc upon his victim. *Sorcerer must touch the victim to deliver spell effect.* Generally, a simple Agility test will suffice (or martial arts/boxing if the caster should have it). The touch has a Damaging Effect: Power = Will, + 1 Power per 3 successes over obstacle. DOF. No armor against this spell.

Range: Personal

Area: One victim touched by the caster.

Impetus: Destroyer **Element:** Anima

Duration: Sustained (until touch)/Instantaneous effect (upon touch)

Horse's Stride _____ **Ob Caster's Speed** _____ **8 Syllables** _____

Effect: The swiftness of the running mare courses through the sorcerer's flanks. This spell increases the sorcerer's Speed multiplier for Jogging to x3 and Sprinting to x5. Caster *may* sprint while sustaining this spell.

Range: Personal

Area: Caster.

Impetus: Enhancing **Element:** Anima **Duration:** Sustained spell

Horror _____ Ob 4^ _____ 4 Syllables _____

Effect: Terrible emanations of fear and loathing pour forth from caster. This spell causes all those who can see the caster to make a Steel test at their base Hesitation, +1 Ob for each success over the spell obstacle.

Range: Personal

Area: All in the Presence of the caster.

Impetus: Influencing **Element:** Anima **Duration:** Instantaneous

L**Levitation** _____ Ob 4^ _____ 10 Syllables _____

Effect: This incantation allows the witch to rise straight up into the air. Meeting the spell obstacle lifts the witch 1 pace off the ground. The witch may rise 2 paces per additional success. (Levitation may only rise straight up and may not walk on air laterally.) Though they may push themselves along a ceiling....

Range: Presence

Area: Caster or single character within the Presence of the caster. Caster may take two targets at once at a double obstacle penalty.

Impetus: Control **Element:** Anima **Duration:** Sustained spell

Lights of Simplex _____ Ob Target's Forte _____ 4 Syllables _____

Effect: A rushing blast of color and light flies from the outstretched hands of the caster and stuns all in its path. Target characters are +1 Ob to all tests for each spell success in excess of their Forte. Obstacle penalty is reduced by 1 every exchange following.

Range: Personal

Area: Spell affects a fan 2p in front of caster. Area of effect may be extended by 1p per extra success. This spell will affect multiple targets so long as their Forte is lower than the successes rolled on the spell.

Impetus: Taxing **Element:** Heaven **Duration:** Instantaneous

Low Speech _____ Ob See Description _____ 8 Syllables _____

Effect: This spell allows the caster to communicate with animals. Apes and simians: Ob 1; Dogs, Pigs and Dolphins: Ob 2; Horses, Oxen: Ob 3; Wild beasts: Ob 4; Birds: Ob 5; Reptiles: Ob 6; Fish Ob 7; Insects: Ob 8. Decide which type of animal before casting.

Range: Personal

Area: Within the sound of the caster's voice and within his range of hearing.

Impetus: Influencing **Element:** Anima **Duration:** Sustained spell

M-O**Mage Light** _____ Ob See Description _____ x3 Syllables _____

Effect: Mage Light is a subtle and powerful spell. It can be used to call upon the simple light of a candle or the awesome light of day. Before casting the sorcerer must indicate what kind of light he is conjuring and where the light is set to emanate from; his brow, his staff, or a ring on his finger.

Ob 1: Candle Light; Ob 2: Torch Light; Ob 3: Lantern Light; Ob 4: Campfire Light; Ob 5: Bonfire Light; Ob 6: Beacon Light; Ob 7: Twilight; Ob 8: Dawn Light; Ob 9: Cloudy Daylight; Ob 10: Day.

Range: Personal

Area: As far as the light would legitimately fall from the source. Thus a candle only brightly illuminates a very small area, but can very dimly illuminate a small room, whereas a Beacon will brightly illuminate a whole courtyard and dimly illuminate a field. (Remember, though a candle be small its light can be seen for hundreds of paces, while a beacon can be seen for miles.)

Impetus: Creative **Element:** Heaven **Duration:** Sustained spell

Mask _____ Ob 3^ _____ 6 Syllables _____

Effect: Caster may alter the appearance of her face. Obstacle to penetrate the illusion (with a Perception test) is equal to the *total* number of spell successes.

Range: Personal

Area: Only affects the caster's visage.

Impetus: Control **Element:** Heaven **Duration:** Sustained spell

Mend _____ Ob 2^ _____ 10 Syllables _____

Effect: Under the witch's careful tending, the wear and tear of daily life disappears from cloth, wood and even metal. The spell can fix broken stuff. The more broken it is, the higher the obstacle of the spell. Mend may fix broken armor: First die restored is Ob 3, second is Ob 5.

Range: Personal

Area: A single object touched by the caster.

Impetus: Creative/Enhance **Element:** Earth **Duration:** Instantaneous

P-Q**Patterner** _____ Ob 4^ _____ 20 Syllables _____

Effect: Using a scrap of rope or cloth the wizard can spin out endless lengths while speaking this incantation. Each additional success creates 1p of rope or 1p square of cloth (color is the same as the source cloth).

Range: Personal

Area: One piece of rope or cloth touched by the caster.

Impetus: Creative **Element:** Earth **Duration:** Sustained spell

Persuasion _____ **Ob** Target's Will _____ *** Syllables** _____

Effect: The most foul sorcerous power is the knowledge of twisting man's will.

A sorcerer may offer a "suggestion" to his target, if the spell is successfully cast, then the victim must do as the sorcerer suggests. The "offer" must come in the form of a suggestion, bargain or agreement; the sorcerer may not *command* her target to do anything. *Syllables of the spell are equal to the suggestion made plus one.

Range: Personal

Area: Single character within caster's Presence who can hear his voice.

Impetus: Influencing **Element:** Anima **Duration:** Instantaneous

Phantasmagoria _____ **Ob** See Description _____ **x8 Syllables** _____

Effect: Shadows, dreams and illusion come at the witch's beck and call. Obstacle of this spell is dependent on what image the witch wishes to create. Below are a series of examples to give a basis for judging obstacles: Simple light tricks—glowing, shimmering, dimming: Ob 1; Simple sound tricks—sighing, moaning, thumping: Ob 2; Simple images, like a wooden wall or an indistinct figure: Ob 2; A fairly detailed man-sized image: Ob 3; A man-sized image with simple synchronous sound like footfalls: Ob 4; Multiple, man-sized, low detail images: Ob 4; Lifelike man-sized image: Ob 5; Lifelike image with simple sound: Ob 6; Lifelike image with complex sounds, like speech: Ob 7; Multiple lifelike images: Ob 8; Multiple lifelike images with complex sound: Ob 9; Low detail image with force of touch: Ob 10. Also, smell and temperature can be added on to the illusions for +1 Ob each.

Range: Presence

Area: The area of the effect of the spell is limited by who can see/hear/smell the illusion. Normal physical limits for sensory stimulus should apply—someone in the next room can't see the ghostly apparition, but he can hear it.

Impetus: Control **Element:** Heaven **Duration:** Sustained spell

Poison Wound _____ **Ob** See Description _____ **8 Syllables** _____

Effect: Wracking pains and fountains of blood erupt from the witch's mere touch.

This incantation causes a wound to immediately progress to the next stage of blood loss. The spell obstacles are as obstacles for Surgery *Treatment*.

Range: Personal

Area: Single target touched by caster.

Impetus: Taxing **Element:** Anima **Duration:** Instantaneous

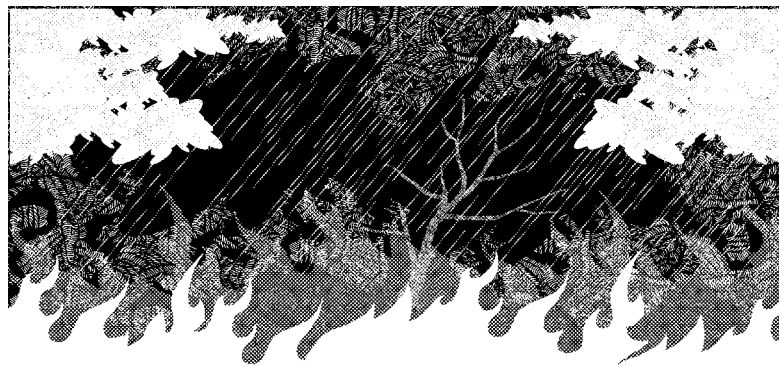
Pyrotechnics _____ **Ob** 3 _____ **4 Syllables** _____

Effect: The sorcerer commands the life of fire. He may cause it to burn high and bright or cause it to be low and smoking. Spell affects bonfire-sized fires and smaller. Caster may treble the size and intensity of a fire (causing it to burn its fuel three times faster), reduce by three times or douse a fire.

Range: Presence

Area: A single bonfire-sized fire (or a bonfire-sized portion of a larger fire).

Impetus: Control **Element:** Fire **Duration:** Instantaneous



8

R

Rain of Fire _____ **Ob** 5^ _____ **25 Syllables** _____

Effect: The sky turns a smoky red and streams of fire erupt suddenly on the wind, annihilating the wizard's enemies. Damaging Effect Spell: Power = Will, +2 Power for every additional success. DOF.

Range: Sight

Area: A roughly 10p square of earth is scorched black. The caster may increase the area of effect by 10p per extra success dedicated to Area.

Impetus: Destroyer/Creator **Element:** Fire **Duration:** Instantaneous

Rainstorm _____ **Ob** 4^ _____ **30 Syllables** _____

Effect: The sky darkens as leaden clouds rush to the sorcerer's call; thick, stinging rain sweeps the fields causing his enemies to despair. This incantation causes a torrential downpour that turns the earth to soupy mud, drowns out the cries of men and washes out bridges and homes. 1 over: Light rain; 2 over: Rain; 3 over: Heavy rain; 4 over: Downpour with accompanying, minor, flash floods; 5 over: Storm squall with flooding and minor damage to buildings; 6 over: Storm and serious flooding, cows float away; 7 over: Heavy storm with damage to wooden buildings; 8 over: Flooding and sudden downpour causes buildings to collapse.

Range: Sight

Area: Roughly 100p circle.

Impetus: Control **Element:** Water/Air **Duration:** Instantaneous

S

Sarch's Glare Ob Target's Will 4 Syllables

Effect: Arcane power flares from the brow of the sorcerer, his eyes become scintillating stars of fear. Those who look into his eyes freeze, their limbs go dead. The sorcerer may nominate one character to be the direct recipient of his gaze and attempt to paralyze him. Obstacle is the target's Will. If there are other characters in the Area and their Will is *lower* than the target's then they, too, are transfixed. The target and the sorcerer must be able to see each other.

Range: Personal

Area: Single character within the Presence of caster. (See Effect above.)

Impetus: Taxing **Element:** Anima **Duration:** Sustained spell

The Sense Ob 2^ 4 Syllables

Effect: This spell grants the caster second sight over her natural sight. The sight allows the caster to see ghosts, auras and magical effects. However, the "other side" is a bizarre, obscure and shifting landscape. Any time the caster wishes to discern some detail using The Sense, she is required to make a Perception test. Looking for a spell effect? Inspecting a person's aura? Hunting for ghosts? All require a Perception test. In addition to this second sight, the spell grants the caster extrasensory perception beyond sight. Sorcerers can try to "sense" what they cannot see—even if it is beyond a wall or out of sight. The "sense" can be used to detect living beings, enchanted artifacts or magical effects. In this case Sense counts as Observation for detecting Stealthing or Inconspicuous characters, etc. Fighting or using any non-sorcerous skills while sustaining The Sense is +1 Ob due to the distracting and warped nature of the "other side."

Range: Personal

Area: Sense and Sight extend 10 paces per success in a globe centered on the caster.

Impetus: Enhancing **Element:** Anima **Duration:** Sustained spell

Shards Ob 2^ 2 Syllables

Effect: With a gesture the sorcerer causes wood or stone to buckle and snap, flinging stinging shards into the flesh of the unwary. (Can only be cast on wood or stone.) Damaging Effect spell: Power = 1/3 Will, +1 Power for every 2 successes. The spell puts a fist-sized dent in the wood or stone.

Range: Presence

Area: A three-pace *diameter* circle emanating out from a piece of stone or wood.

Impetus: Destroyer **Element:** Earth **Duration:** Instantaneous

Sight of the Eagle Ob Target's Perception 30 Syllables

Effect: Light sharpens and hazy distance becomes clear. The recipient gains +2D Perception.

Range: Presence

Area: Caster or single character within the Presence of the caster.

Impetus: Enhancing **Element:** Anima **Duration:** Sustained spell

Sparkshower Ob 2^ 2 Syllables

Effect: Fire leaps and spits sparks at the sorcerer's call. Damaging Effect spell: Base Power = 1/3 Will, +1 Power for every 2 successes. DOF. Must be cast from fire source. Will douse torches when cast, but will not affect campfires or larger.

Range: Presence

Area: 2p diameter circle from the center of the fire. May be increased by 1p per extra success added to Area.

Impetus: Destroyer **Element:** Fire **Duration:** Instantaneous

Spirit Servant Ob 4 50 Syllables

Effect: A ghostly presence forms and shadows the sorcerer answering his beck and call. The servant may perform simple functions for the caster: carry, serve, open, etc. The servant's Speed and Power are equal to the caster's Will. The Servant may not leave the sorcerer's sight.

Range: Presence

Area: A single, diminutive, man-sized servant.

Impetus: Control **Element:** Arcana **Duration:** Sustained spell

Storm of Lightning Ob 7^ 40 Syllables

Effect: The sky chokes into a purple rage and voices its displeasure with searing thunderbolts. Damaging Effect Spell: Power = Will, +3 for every additional success. DOF.

Range: Sight

Area: The caster designates a roughly 15p diameter circle to be obliterated by this awesome incantation. Caster may increase Area by 10p per extra success.

Impetus: Destroyer **Element:** White/Air **Duration:** Instantaneous

Strength of the Ox Ob Target's Power 50 Syllables

Effect: Calling forth the power of ancient spirits, the sorcerer summons the limitless strength of the ox into his veins. Recipient gains +2D to Power.

Range: Presence

Area: Caster or single character within the Presence of the caster.

Impetus: Enhancing **Element:** Anima **Duration:** Sustained spell

T-U

Thunderclap Ob 2 2 Syllables

Effect: Speaking this primal incantation and bringing his hands together, the wizard causes a small thunderclap to erupt and deafen his enemies. Deafens *all* around for 1 hour and causes +1 Ob to *all* in area for 1 exchange. Victims may make a Forte test to reduce time of Deafness: 10 minutes per success. Multiple thunderclaps have no cumulative effect. (*What? I can't hear you.*)

Range: Personal

Area: All those in the Presence of the caster (excluding the caster, of course).

Impetus: Taxing **Element:** Air **Duration:** Instantaneous

Turn Aside the Blade Ob 3[^] 8 Syllables

Effect: This spell makes the caster untouchable by swords, arrows, spears, and even fists and kicks. Turn Aside increases the obstacle to strike or shoot the caster by one for each success over the spell obstacle. Thus, if a sorcerer casts the spell with 7 successes, all incoming Strikes are at +4 Ob.

Range: Personal

Area: Caster only. (The caster can be touched, but may not be struck.)

Impetus: Control **Element:** Earth/Anima **Duration:** Sustained spell

V

Valor Ob 3[^] 4 Syllables

Effect: Waves of courage and zeal pour steadily forth from the wizard. Each success over the spell obstacle negates one point of Hesitation in his Presence.

Range: Personal

Area: Effects all those within the Presence of the caster. Wizard can increase area by 3 paces per extra success dedicated to AoE.

Impetus: Enhancing **Element:** Anima **Duration:** Sustained spell

Voice Caster Ob 2 4 Syllables

Effect: The voice of a sorcerer has no source. He may produce sound wheresoever he desires. This spell takes the sound from the sorcerer's throat and projects it elsewhere. (The sorcerer is silent, his voice is heard from a different point.)

Range: Presence

Area: The range of normal sound applies.

Impetus: Control **Element:** Air/Anima **Duration:** Sustained spell

W-Z

Wallwalker Ob 3 8 Syllables

Effect: Like a hunting spider, the witch clings to walls and clambers about. This spell allows the witch to walk up walls as if they were horizontal surfaces. While wallwalking the witch may carry a reasonable amount of weight. Additional weight may be carried at the cost of a Power test. If the test is failed, the spell is broken and the witch tumbles to the ground.

Range: Personal

Area: The caster.

Impetus: Control **Element:** Anima **Duration:** Sustained spell

Waterwalker Ob 4 20 Syllables

Effect: Water becomes like unto ice to the ensorcelled feet of the witch. The recipient of this spell may tread upon water as if it were solid ground. Though, white/rough water counts as rough (and moving) ground. Theoretically, the character could "climb" rapids, but that would require Speed and/or Climbing tests.

Range: Presence

Area: Caster or single character within the Presence of the caster.

Impetus: Control **Element:** Anima/Water **Duration:** Sustained spell

Wave Ob 3[^] 9 Syllables

Effect: Smashing his hand against the glassy surface of the water the incanter sends forth a powerful wave rippling across the surface. Effects of Waves: 1 over Ob: Ripples; 2 over: Don't rock the boat, baby; 3 over: Small craft sway dangerously, people have difficulty standing; 4 over: People knocked down; 5 over: Small boats capsized, people flattened; 6 over: Mid-sized craft swamped, small boats shattered; 7 over: Mid-sized boats capsized; 8 over: Large vessels swamped, Mid-sized vessels shattered; 9 over: Large vessels capsized; 10 over: Large seagoing vessels shattered.

Range: Personal

Area: Wave must be cast in a suitably sized body of water. Deep pools of water (like a big fountain in a city) can only produce up to "4 over" effects. Small ponds and streams can only produce up to "5 over" effects. The area of the wave depends on many things. The wavefront is 3x the extra successes in paces. Wavelength is really only a single wave, but obviously the body of water in which the spell is cast is mightily disturbed.

Impetus: Control **Element:** Water **Duration:** Instantaneous

Whisper on the Wind Ob 2[^] 24 Syllables

Effect: This simple incantations sends words winging like divine messengers across the gulf of distance into the ear of the named receiver. Caster can deliver a short (syllables= 2x Caster's Will) message to a named and known recipient. Spell travels 1 league (1500p) plus 1 league for each additional success of the spell over obstacle.

Range: Personal

Area: From the caster's lips to the ear of the intended recipient—in a whisper, in an instant.

Impetus: Control **Element:** Air/Arcana **Duration:** Instantaneous

White Fire Ob 3[^] 8 Syllables

Effect: A crashing bolt of lightning arcs from the caster's brow, obliterating his enemies. Damaging Effect Spell: Power = Will, +2 Power for every additional success. DOF.

Range: Personal

Area: A bolt 10p long and 1p wide launches straight from the caster's head. Caster may increase length by 10p per extra success.

Impetus: Destroyer **Element:** White **Duration:** Instantaneous

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Will-o-Wisp Ob 3 3 Syllables

Effect: Globes of swirling light orbit the caster and move with a Speed equal to the caster's Will. The Wisps hover and float at the caster's command.

Range: Presence

Area: The globes illuminate as if they were torches. The wisps may not move to the beyond limits of the caster's Presence.

Impetus: Control **Element:** Heaven **Duration:** Sustained spell

Windlash Ob 2 4 Syllables

Effect: Rain and wind grow hostile and literally lash out at the enemies of the witch. Windlash increases obstacle penalties for rain and fog: From +1 Ob for light rain to +2 Ob; From +2 Ob for heavy rain to +3 Ob; From +4 Ob for storms to +6 Ob. If a test is not normally penalized by being performed in the rain, Windlash adds a +2 Ob modifier.

Range: Sight

Area: 10p circle somewhere in a rain storm.

Impetus: Control **Element:** Air **Duration:** Instantaneous

Wisdom of the Ancients Ob Caster's Will 60 Syllables

Effect: Voices whisper answers and questions across the indigo gulf of time. This spell grants the wizard +2D Will.

Range: Personal

Area: Caster only.

Impetus: Enhancing **Element:** Anima **Duration:** Sustained spell

Witch Flight Ob 4^ 16 Syllables

Effect: This incantation launches the witch in a long leap and allows him to come safely to earth. He leaps 10 paces for every success over the spell obstacle.

Range: Personal

Area: Caster or single character within the Presence of the caster.

Impetus: Control **Element:** Anima/Air **Duration:** Instantaneous

Witch Key Ob See Description x6 Syllables

Effect: Witch Key opens any mundane lock for the caster. Simple skeleton key locks are Ob 2; Rudimentary Pin locks are Ob 3; Good solid locks are Ob 4; and Complex tumbler locks are Ob 5.

Range: Personal

Area: One lock touched by the caster.

Impetus: Control **Element:** Earth **Duration:** Instantaneous

Wolf Snout Ob 4 45 Syllables

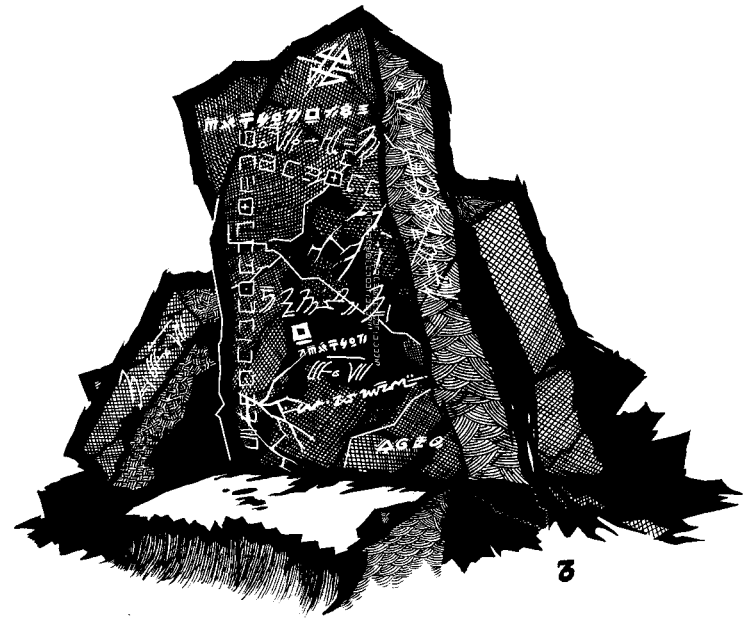
Effect: To the witch, a man's scent becomes as distinct as his voice, fear becomes a taste on the tongue. This incantation increases Perception by +1D over all, by +2D for strictly olfactory/taste-based tests.

Range: Presence

Area: Caster or single character within the Presence of the caster.

Impetus: Enhancing **Element:** Anima **Duration:** Sustained spell

Reference



I believe in you. We all keep the flame; we are all pure flame inside.

—Neurosis

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Slippery	Die Trait	3 pts	191
Slow	Die Trait	1 pt	191
Solipsistic	Character Trait	1 pt	191
Somnambulist	Character Trait	1 pt	191
Sonorous Voice	Call-On Trait	2 pts	191
Spectacular	Call-On Trait	3 pts	191
Statuesque	Elf Common Trait	—	95
Stench	Character Trait	1 pt	191
Stentorious Singing	Dwarf Lifepath Trait	—	79
Stentorious Voice	Dwarf Lifepath Trait	—	79
Stone-faced	Dwarf Lifepath Trait	—	79
Stout	Dwarf Common Trait	—	77
Street Smart	Call-On Trait	2 pts	191
Stubborn	Character Trait	1 pt	192
Stupid	Character/Die Trait	1 pt	192
Stutter	Character Trait	1 pt	192
Superstitious	Character Trait	1 pt	192
Suspicious	Character Trait	1 pt	192
Tainted Legacy	Character Trait	3 pts	192
Tasting the Whip	Orc Lifepath Trait	—	125
Temperamental	Character Trait	1 pt	192
Tenacious	Character Trait	1 pt	192
Thick Skinned	Character Trait	1 pts	192
Thunderous Snoring	Character Trait	1 pt	192
Tidy Aspect	Character Trait	2 pts	192
Tongueless	Character Trait	1 pt	193
Touch of Ages	Die Trait	7 pts	193
Tough	Die Trait	2 pts	193

Reference Lists for Skills, Spells and Traits

Trait	Type	Cost	Page
Tough	Dwarf Common Trait	—	78
Tough as Nails	Call-On/Die Trait	4 pts	193
Traditional	Dwarf Common Trait	—	77
Trusting	Character Trait	1 pt	193
Trustworthy	Character Trait	1 pt	193
Truthseeker	Call-On Trait	5 pts	193
Twisted	Orc Common Trait	—	123
Ugly	Character Trait	1 pt	193
Unctuous	Call-On Trait	1 pt	193
Unrelenting Hatred	Orc Lifepath Trait	—	125
Vigor of Youth	Die Trait	3 pts	194
Vile Language	Orc Common Trait	—	124
Weak-Willed	Die Trait	2 pts	194
Weather Sense	Call-On Trait	2 pts	194
Where There's a Whip...	Orc Lifepath Trait	—	125
Wolverine	Call-On Trait	4 pts	194
World Weary	Elf Common Trait	—	96
World Weary	Character Trait	1 pt	194

Spell Reference List

Spell	Obstacle	Syllables	Page
Air of Gates	Ob *	Syllables x50	100
Alarm	Ob 5	Syllables 150	100
Arcane Kindness	Ob Target's Will	16 Syllables	195
Beseech Storm	Ob 5	50 Syllables	195
Bilious Smoke	Ob 4	9 Syllables	195
Black Rustß	Ob 3^	5 Syllables	130
Black ShieldΔ	Ob 3^	15 Syllables	131
Black Wingsß	Ob 3	66 Syllables	129
Black-Blooded Rageß	Ob 6	55 syllables	132
Blue-Blooded Heart	Ob 4	40 Syllables	196
Breath of Wind	Ob 3^	8 Syllables	196
Call Forth His MightΔß	Ob 9	666 Syllables	132
Call of the PitΔß	Ob 10	999 Syllables	132
Cat's Eye	Ob 2	10 Syllables	196
Chameleon	Ob 3^	12 Syllables	196
Chaos Ward	Ob 4^	20 Syllables	197
The Choking Hand	Ob 4^	10 Syllables	197
The Courage	Ob 2	2 Syllables	197
Cry of the Black Wolfß	Ob 5	99 Syllables	130
Dark of Night	Ob 2^	12 Syllables	197
Dark of NightΔ	Ob 2-6	21 Syllables	129
Deliberator	Ob See Description	Syllables x70	100
Delirium Tremens	Ob Target's Will	8 Syllables	198
Dexterity of the Cat	Ob 3	30 Syllables	198
Discerner	Ob See Description	Syllables: 10	100
Dog's Ear	Ob 4	40 Syllables	198
Doom of Strength	Ob See Below	Syllables: 90	101
Doom Sayer	Ob Will of the Doomed	Syllables *	101

The Lists

Spell	Obstacle	Syllables	Page
Eldritch Shield	Ob 2^	10 Syllables	198
Emperor's Hand	Ob 3^	4 Syllables	199
Enemy of the Sun Δ	Ob 5-7^	33 Syllables	131
Even-song	Ob 5	Syllables 1300	101
The Fear	Ob 2	2 Syllables	199
Fiber Ball	Ob 2^	8 Syllables	199
Fire Breath	Ob 3^	5 Syllables	199
Fire Fan	Ob 2^	4 Syllables	200
Firewalker	Ob 4	40 Syllables	200
Fish Lung	Ob 3	30 Syllables	200
Flame Finger	Ob 2	2 Syllables	200
Gathering of Stones \S	Ob 6	333 Syllables	131
The Gift of Speed	Ob *	Syllables 15	101
God of Gamblers	Ob Target's Agility	60 Syllables	201
Grey Cloak	Ob 2-4	x4 Syllables	201
Hand of Death \S	Ob 4^	9 Syllables	131
Havoc's Hand	Ob 3^	4 Syllables	201
His Creeping Hand Δ	Ob 6	150 Syllables	130
Homesong	Ob 5	Syllables 120	101
Horror	Ob 4^	4 Syllables	202
Horse's Stride	Ob Caster's Speed	8 Syllables	201
The Hymn of Victory	Ob 5	Syllables 45	101
Impenetrable Gloom Δ	Ob 3^	66 Syllables	131
Intonation of Earth's... Δ	Ob 4	99 Syllables	130
Lament for the Fallen	Ob See Description	Syllables x100	101
Lament of Mourning	Ob See Description	Syllables x200	101
Levitation	Ob 4^	10 Syllables	202
Lights of Simplex	Ob Target's Forte	4 Syllables	202
Litany of Responsibilities	Ob 5	Syllables 999	101
The Long March	Ob 5	Syllables 500	102
Low Speech	Ob See Description	8 Syllables	202
Mage Light	Ob See Description	x3 Syllables	203
Mask	Ob 3^	6 Syllables	203
Mend	Ob 2^	10 Syllables	203
Morn-song	Ob 5	Syllables 3650	102
The Offering	Ob Will	Syllables 25	102
Pack Lord \S	Ob 6	555 Syllables	132
Patience of the Ages	Ob 5	Syllables *	102
Patterner	Ob 4^	20 Syllables	203
Persuasion	Ob Target's Will	* Syllables	204
Phantasmagoria	Ob See Description	x8 Syllables	204
Poison Wound	Ob See Description	8 Syllables	204
Pyrotechnics	Ob 3	4 Syllables	204
Rain of Fire	Ob 5^	25 Syllables	205
Rainstorm	Ob 4^	30 Syllables	205
Recitation of Ages	Ob 5	Syllables 5000	102
Rhyme of Rules	Ob 5	Syllables 60	102
Rhyme of Tongues	Ob 5	Syllables 8	102
Sarch's Glare	Ob Target's Will	4 Syllables	206
The Sense	Ob 2^	4 Syllables	206
Shards	Ob 2^	2 Syllables	206
Sight of the Eagle	Ob Target's Perception	30 Syllables	206

Reference Lists for Skills, Spells and Traits

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Song of Arbors	Ob 5	Syllables: 4444	102
Song of Bonding	Ob Will of Singer	Syllables 555	102
Song of Burning Bright	Ob 10 minus Grief	Syllables: x4	103
Song of Councils	Ob 5	Syllables 300	103
Song of Courage	Ob 5	Syllable: 77	103
Song of Healing	Ob Health of Wounded	Syllables 250	103
Song of History	Ob 5	Syllables 500,000	103
Song of Law	Ob 5	Syllables 300,000	103
Song of Lordship	Ob 5	Syllables 20	105
Song of Merriment	Ob 3	Syllables 35*	103
Song of Organization	Ob 5	Syllables 600	104
Song of Rage	Ob 6	Syllables: 177	104
Song of Seeing	Ob 5	Syllables: 9	104
Song of Silence	Ob 10 minus Will of Singer	Syllables 8	104
Song of Songs	Ob Special	Syllables: Special	104
Song of the Etharch	Ob 5	Syllables 1000	103
Song of the Sword	Ob See Below	Syllables: x2 Ob	105
Sparkshower	Ob 2^	2 Syllables	207
Spirit Servant	Ob 4	50 Syllables	207
Storm of Lightning	Ob 7^	40 Syllables	207
Strength of the Ox	Ob Target's Power	50 Syllables	207
Supplication to the Wind	Ob See Description	Syllables x40	105
Threne of the Chameleon	Ob 3	Syllables 15	105
Thunderclap	Ob 2	2 Syllables	207
Tract of Enmity	Ob 5	Syllables 66	105
Turn Aside the Blade	Ob 3^	8 Syllables	208
Valor	Ob 3^	4 Syllables	208
Verse of Decision	Ob 5	Syllables *	105
Verse of Friendship	Ob 5	Syllables 99	106
Verse of the Horse	Ob 10 minus Per of Horse	Syllables 6	106
Voice Caster	Ob 2	4 Syllables	208
Voice of the Ages	Ob See Description	Syllables 44	106
Wallwalker	Ob 3	8 Syllables	208
Waterwalker	Ob 4	20 Syllables	209
Wave	Ob 3^	9 Syllables	209
Weather-song	Ob 3	Syllables 50	106
Whisper on the Wind	Ob 2^	24 Syllables	209
White Fire	Ob 3^	8 Syllables	209
Will-o-Wisp	Ob 3	3 Syllables	210
Windlash	Ob 2	4 Syllables	210
Wisdom of the Ancients	Ob Caster's Will	60 Syllables	210
Witch Flight	Ob 4^	16 Syllables	210
Witch Key	Ob See Description	x6 Syllables	210
Wolf Snout	Ob 4	45 Syllables	210

* See individual entries for details on spell obstacle.

^ Indicates that additional successes increase the effect of the spell.

\S Requires Rituals of His Blood

Δ Requires Rituals of His Night



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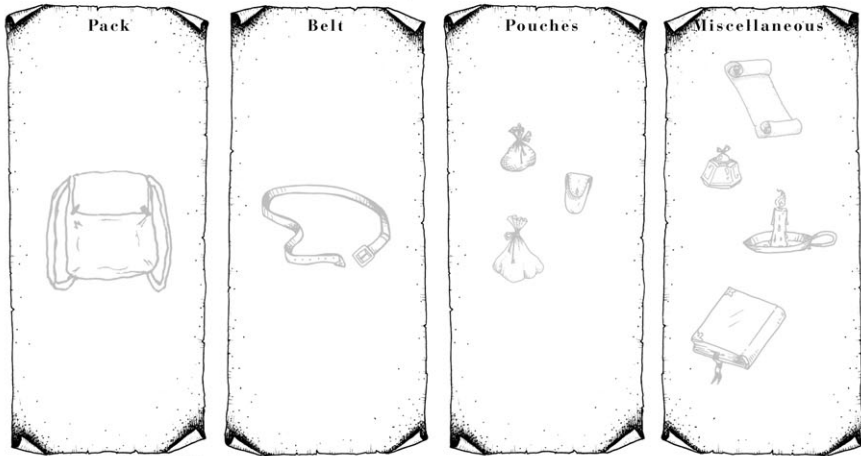


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Gear



MISSILE WEAPON

Weapon Range: S M L

I	M	S	VA	a	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	m	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o
				a	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o

Weapon Range: S M L

I	M	S	VA	a	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	m	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o
				a	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o

MELEE WEAPONS

Shades Power Shade Incidentals 3x Pow expant Marks Pow Exp Superb 1.5x Pow exp

Weapon	I	M	S	Add	VA	WS
Bare-fisted	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2	-	F
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			

ARMOR

First Suit Armor Type: Covered Locations: DN/Dice:

Second Suit Armor Type: Covered Locations: DN/Dice:

A armor Types	DN
Leather, Quilted	.6
Plated Leather	.5
Chain	.4
Plated Chain	.3

Armor Protection

Add the dice and use those dice to test against attack. Difficulty Number is according to armor type. Modify the DN according to weapon VA rating. Success means the attack has been deflected. If the test is failed (no successes generated) the character is wounded as normal.

Clumsy Weight Penalties

- Chapeau de Guerre +1 Ob Perception (DN 5)
- Helmet (Basinet) +2 Ob Perception (DN 4)
- Cover Helm +4 Ob Perception (DN 5)
- Face Mask +1 Ob Perception
- Armored Gloves +2 Ob Agility*
- Armored Leggings -1d Speed
- Plated Leather +1 Ob Stealthy
- Chainmail +2 Ob Stealthy
- Plated Mail +3 Ob Stealthy
- Chain Leggings Additional +1 Ob Stealthy
- Plated Mail Leggings Additional +2 Ob Stealthy

*Armored Gloves also give a +2 Ob to all fire-hand capacity manipulation skills like Strength of Hand, Bow or Pistol.

*Your armor penalties count regardless of the type of armor worn.

NOTE: A character can never have more than 7D of body coverage.

*Boots, Gloves and a Mask worn together offer one die (1d) of protection.

Character Notes

Practice Log

Skills Being Learned

Skill Name	Aptitude	Tests toward Aptitude	Skill Name	Aptitude	Tests toward Aptitude
		○○○○●			○○○○●
		○○○○●			○○○○●
		○○○○●			○○○○●
		○○○○●			○○○○●
		○○○○●			○○○○●
		○○○○●			○○○○●
		○○○○●			○○○○●
		○○○○●			○○○○●
		○○○○●			○○○○●
		○○○○●			○○○○●






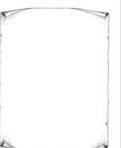


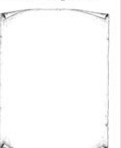


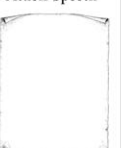
Aptitude equals 10 minus Stat. Perception Aptitude ___ | Will Aptitude ___ | Agility Aptitude ___ | Speed Aptitude ___ | Power Aptitude ___ | Forte Aptitude ___

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Character Sheet page 3 shown here at 60%.

Character Sheet page 4 shown here at 60%.

R e f l e x e s S c r i p t T e m p l a t e

e x c h a n g e	Volley 1 Action/Speech	Volley 2 Action/Speech	Volley 3 Action/Speech	e x c h a n g e
				
	<i>movement</i>	<i>movement</i>	<i>movement</i>	
e x c h a n g e	Volley 1 Action/Speech	Volley 2 Action/Speech	Volley 3 Action/Speech	e x c h a n g e
				
	<i>movement</i>	<i>movement</i>	<i>movement</i>	
e x c h a n g e	Volley 1 Action/Speech	Volley 2 Action/Speech	Volley 3 Action/Speech	e x c h a n g e
				
	<i>movement</i>	<i>movement</i>	<i>movement</i>	
e x c h a n g e	Volley 1 Action/Speech	Volley 2 Action/Speech	Volley 3 Action/Speech	e x c h a n g e
				
	<i>movement</i>	<i>movement</i>	<i>movement</i>	

Reaction/Actions per volley: **B1/1** (per exchange); **B2/2**(per exchange); **B3/1**; **B4/1**, remainder 1; **B5/1**, remainder 2; **B6/2**; **B7/2**, remainder 1; **B8/2**, remainder 2; **B9/3**. **Remainder** actions must be spread evenly throughout the volleys.