

LIVING EARTHDAWN

FOURTH EDITION®



CHARACTERS



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LIVING EARTHDAWN

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CHARACTER CREATION

1 CHOOSE A DISCIPLINE

Your Discipline is your character's profession and, more importantly, his way of life. Every Discipline is comprised of adepts who wield magic in a very specific and unique way. Even within a Discipline, no two Namegivers see their path in quite the same light. You begin the game as a 1st Circle character in one of the following Disciplines:

Discipline	Attributes	Spells	Description
Air Sailor	Cha, Dex, Wil	No	Swashbuckling Merchants of the Sky
Archer	Dex, Per	No	Perceptive Masters of All Things Ranged
Beastmaster	Cha, Dex, Wil	No	One with Nature in Both Form and Spirit
Cavalryman	Cha, Dex, Per	No	Fierce Fighters Closely Bonded with Their Mounts
Elementalist	Per, Wil	Yes	Magicians with Power Over the Five Elements
Illusionist	Cha, Per, Wil	Yes	Magicians who Wields Trickery and Deceit
Nethermancer	Cha, Per, Wil	Yes	Magicians Focused on the Netherworlds
Scout	Dex, Per	No	The Vanguard, at Home in Their Environment
Sky Raider	Cha, Dex, Str	No	Airborne Pirates of a Proud Heritage
Swordmaster	Cha, Dex	No	Fighters with Flash and Panache
Thief	Cha, Dex, Per	No	Adept in Stealth and Masters of Information
Troubadour	Cha, Per	No	Entertainers, Storytellers, Historians
Warrior	Dex, Str, Tou	No	Wielder of Strength and all Things Combat
Weaponsmith	Cha, Per, Wil	No	Determined Craftsmen of Legends
Wizard	Cha, Per, Wil	Yes	Magicians with Mastery of Knowledge and Focus

2 CHOOSE A RACE

Your character's race determines his starting attributes and abilities. Some races are more likely to follow a Discipline than others, but any combination is legal with a good backstory. The below Races comprise the most common types of 'Namegivers' within Barsaive as well as their base attributes. Racial Abilities are discussed further in step 5.

Race	Dex	Str	Tou	Per	Wil	Cha	Move	Karma Mod.	Racial Abilities
Dwarf	9	10	12	11	11	10	10	4	Heat Sight, Strong Back
Elf	12	10	8	11	11	11	14	4	Low-Light Vision
Human	10	10	10	10	10	10	12	5	Versatility
Obsidiman	8	18	13	9	10	9	10	3	Increased W.T., Natural Armor
Ork	10	13	11	10	8	9	12	5	Gahad, Low-Light Vision
Troll	10	14	12	9	11	10	14	3	Heat Sight
T'Skrang	11	10	11	10	10	11	12	4	Tail Combat
Windling	11	4	8	11	10	12	6/16	6	Astral Sight, Flight, Increased P.D.

3. GENERATE ATTRIBUTES

You have **25 attribute points** with which to purchase up your six core attributes. To modify your attributes consult the cost table below. You may also lower your stats slightly to receive more points to spend on the other attributes.

Unused Attribute Points will increase your **Max Karma** at a one-to-one cost. Your final Max Karma will equal your Karma Modifier + Unspent Points.

Attribute Descriptions

Dexterity (DEX)

Dexterity measures your character's agility, speed, and hand-eye coordination. Dexterity determines your character's basic ability to engage in and avoid physical attacks.

Important For: Air Sailor, Archer, Beastmaster, Cavalryman, Scout, Sky Raider, Swordmaster, Thief, Warrior

Strength (STR)

Strength measures a character's muscle power. It determines the base damage inflicted by physical attacks, what weapons he can use, and how much a character can lift and carry.

Important For: Sky Raider, Warrior

Modifier Point Cost

-2	+2
-1	+1
0	0
+1	1
+2	2
+3	3
+4	5
+5	7
+6	9
+7	12
+8	15

Toughness (TOU)

Toughness measures a character's endurance and general health. It gauges a character's ability to absorb damage and keep going, as well as his natural ability to heal himself.

Important For: Warrior

Perception (PER)

Perception measures a character's mental quickness, alertness, and ability to notice things. Perception is important to the casting of magical spells, as well as avoiding the effects of spells.

Important For: Archer, Cavalryman, Elementalist, Illusionist, Nethermancer, Scout, Thief, Troubadour, Weaponsmith, Wizard

Willpower (WIL)

Willpower measures a character's concentration, sense of self, and determination. It helps characters resist magic and potentially damaging spells. Willpower also increases the effectiveness of spellcasting.

Important For: Air Sailor, Beastmaster, Elementalist, Illusionist, Nethermancer, Weaponsmith, Wizard

Charisma (CHA)

Charisma measures a character's persuasiveness, social savvy, and ability to create a positive impression on others. Charisma determines a character's success or failure at using charm, persuasion, or other social skills.

Important For: Air Sailor, Beastmaster, Cavalryman, Illusionist, Nethermancer, Sky Raider, Swordmaster, Thief, Troubadour, Weaponsmith, Wizard

4. DETERMINE CHARACTERISTICS

A character's Attribute values determine their characteristics as follows:

- Every Attribute should have the Step (and Dice) listed next to it
- Initiative step is equal to Dexterity Step (and may be modified by armor later)
- Physical Defense is based off of Dexterity **Value** (not Step), see Characteristics Table
- Mystic Defense is based off of Perception **Value** (not Step), see Characteristics Table
- Social Defense is based off of Charisma **Value** (not Step), see Characteristics Table
- Carrying Capacity is based off of Strength **Value** (not Step), see Characteristics Table
- Unconsciousness and Death Ratings are based off of Toughness **Value** (and will be modified by the Durability of your Discipline later), see Characteristics Table
- Wound Threshold and Recovery Tests Per Day are also determined by Toughness **Value**, see Characteristics Table
- Physical Armor is initially 0, Mystic Armor is determined by Willpower **Value**, see Characteristics Table

Characteristics Table

Value	Step	Dice	Defense Rating	Car. Cap.	Uncon. Rating	Death Rating	Wound Thresh.	Rec/Day	Mystic Armor
1	2	D4-1	2	10	2	4	3	1	0
2	2	D4-1	2	15	4	6	3	1	0
3	2	D4-1	3	20	6	8	4	1	0
4	3	D4	3	25	8	11	4	1	0
5	3	D4	4	30	10	13	5	1	1
6	3	D4	4	40	12	15	5	1	1
7	4	D6	5	50	14	18	6	2	1
8	4	D6	5	60	16	20	6	2	1
9	4	D6	6	70	18	22	7	2	1
10	5	D8	6	80	20	25	7	2	2
11	5	D8	7	95	22	27	8	2	2
12	5	D8	7	110	24	29	8	2	2
13	6	D10	8	125	26	32	9	3	2
14	6	D10	8	140	28	34	9	3	2
15	6	D10	9	155	30	36	10	3	3
16	7	D12	9	175	32	39	10	3	3
17	7	D12	10	195	34	41	11	3	3
18	7	D12	10	215	36	43	11	3	3
19	8	2D6	11	235	38	46	12	4	3
20	8	2D6	11	255	40	48	12	4	4
21	8	2D6	12	280	42	50	13	4	4
22	9	D8 + D6	12	305	44	53	13	4	4
23	9	D8 + D6	13	330	46	55	14	4	4
24	9	D8 + D6	13	355	48	57	14	4	4
25	10	2D8	14	380	50	60	15	5	5



5. RECORD RACIAL ABILITIES

Every race of Namegiver offers certain racial abilities. For the most part, these racial abilities are a static ability that the character can use. Here again is the list of Abilities gained by each Namegiver Race as well as a brief description of each Ability.

Race	Racial Abilities
Dwarf	Heat Sight, Strong Back
Elf	Low-Light Vision
Human	Versatility
Obsidiman	Increased Wound Threshold, Natural Armor
Ork	Gahad, Low-Light Vision
Troll	Heat Sight
T'Skrang	Tail Combat
Windling	Astral Sight, Flight, Increased Physical Defense

Astral Sight: This Ability functions exactly the same as a talent. It should be listed under the talents section (and labeled with an 'O' to indicate that it is part of your optional talent pool). Astral Sight is related to the Perception attribute and requires a simple action and a point of strain to use. It allows the user to see into the astral plane for RANK rounds up to a distance of RANK x 10 yards.

Flight: The character can carry themselves aloft on gossamer wings. The character can fly for twenty minutes

straight, afterwards a Toughness (5) Test is required to remain in the air. Failure causes a point of strain. These wings also become heavy and fragile when wet, reducing the time they can stay in the air to five minutes.

Gahad: Every Ork experiences Gahad in a slightly different fashion. Characters with Gahad should choose at least two stimuli that can trigger their Gahad. When Gahad is triggered the Character can either succumb to the Gahad or attempt to resist the impulse with a Willpower (6) Test. If Gahad is successfully resisted the character suffers a 'Gahad Hangover' and counts as Harried until the pain goes away. Orks in the throes of Gahad receive plus one on attack and effect tests.

Heat Sight: The character sees warmer objects in a fashion similar to infravision. In areas with prevalent visible light, Heat Sight fades into the background and requires concentration to use. Heat Sight is effective even in areas of complete darkness. Heat Sight can not be used to see through objects.

Increased Physical Defense: Due to the character's size, their Physical Defense is increased by 2.

Increased Wound Threshold: The character has a rock-like carapace that is resistant to catastrophic damage. Add 3 points to the character's Wound Threshold.

Low-Light Vision: A character with low-light vision can see very well even in dim light. Under a new moon they see as well as a human would at dusk. A single torch can light a 30-yard by 30-yard feasting hall. The character ignores penalties for low-light conditions, but is still blind in complete darkness.

Natural Armor: The character has very tough skin and has innate Physical Armor rating of 3. However, this may only be combined with other forms of Living Armor.

Strong Back: This character counts having a strength score two points higher when determining their carrying capacity.

Tail Combat: This character has a whip-like tail that can be used as an attack. They may make an Unarmed Attack with their tail (as a Standard Action). Alternately, the character may attach a weapon to their tail of up to Size 2. This also unlocks the 'Tail Attack' Combat Option (see pg. 386 of the *Earthdawn Player's Guide*).

Versatility: Human characters have a special talent that gives them a flexibility of spirit. This ability should be listed amongst the character's talents (and labelled with an 'O' to indicate that is part of their Optional Pool). Each rank of Versatility allows the adept them to learn a new talent not normally affiliated with their Discipline. For more details see pg. 177 of the *Earthdawn Player's Guide*.

6. ASSIGN TALENT RANKS AND SPELLS

Talents

All Talents are fueled, in some capacity or another, by magic and force of will. Because of this fact, an Adept may pour a point of Karma into any Talent roll.

Each Discipline has Discipline Talents and Talent Options. Discipline Talents represent Talents that are core to the Discipline. They all need to be improved for your Character to 'Gain a Circle' and gain access to new Talents. Talent Options are just that, optional. They are not necessary to go up in circle but they provide additional abilities that may prove invaluable. Some Disciplines also receive Free Talents. These are Talents that you need never improve. They are always of a rank equal to your character's Circle (starting at 1).

Every Adept has **8 ranks** that they can put into their Talents. No single Talent may be assigned more than 3 ranks during character creation. You may place points into any of your First Circle Discipline Talents and you may select one Talent from your Novice Talent Options. Additionally, if you are a Windling or a Human, you have another Optional Talent from your race (see step 5).

Almost all Talents are related to an Attribute. To determine your Step (the dice that you roll when using the Talent), add the Talent's Rank to the related Attribute's Step. Additionally, you may spend Karma when rolling a talent step, allowing you to roll an extra Six-Sided Die (D6).

Different Talents require different types of actions. A character may only use a single 'Standard' action on their turn. They may use any number of 'Simple' actions on their turn. 'Free' actions can be done out of turn and are typically done as a reaction to another character.

Some Talents require Strain. Strain represents damage that your character must take to use this talent. This Strain damage can not be resisted in any way.

Full talent descriptions begin on page 124 of the *Earthdawn Player's Guide*.

Spells

Elementalists, Illusionists, Nethermancers, and Wizards are all spellcasting Disciplines. They must select which spells are in their Grimoire at character creation. They may select a **number of spells equal to their Perception Step**.

Each discipline has their own set of Discipline Talents, Talent Options, and (possibly) Spells. Ask your GM for your Discipline specific notes.

7. ASSIGN SKILL RANKS

Unlike Talents, Skills are entirely mundane. You may not use Karma to enhance skill rolls, and you may not improve them via simple meditation. Namegivers in the world who are not Adepts must make do with Skills as their only means of getting the job done. For you, however, they mostly represent the life you led before you became a member of a Discipline. Your magical abilities will rapidly outstrip your skills as you grow in power.

Knowledge Skills

You have **2 free ranks** of knowledge skills. A knowledge skill represents something that your character knows about or has studied. Anything your character knows about could be a knowledge skill. Below is a short list of examples to get you started:

Example Knowledge Skills

Ancient Weapons	Creature Lore	Legends and Heroes
Barsaive History	Discipline Lore	Military Organizations
Botany	Farming	Scourge History
Court Dancing	Horror Lore	etc..

Artisan Skills

You have **1 free rank** to spend on an artisan skill. This reflects an art form at which your character excels. This is important in the world of Earthdawn as many believe that those tainted by the Horrors are unable to create, only mimic. Adepts tend to be the most prone to suspicion and Horror taint, so it is in their best interest for them to prove that they retain that creative instinct.

Example Artisan Skills

Artist	Dancing	Sculpting
Baking	Embroidery	Singing
Basket Weaving	Juggling	Storytelling
Body Painting	Musician	Tattooing
Carving	Poetry	Wardrobe
Cooking	Rune Carving	etc...

Language Skills

All characters can speak **their own racial language as well as Throalic** (which is the dwarf/trade tongue). Dwarves may select a second language of their choice. All characters begin the game with the ability to write in one language. Most writing in the world is in Throalic, but every racial language has its own alphabet and history.

General Skills

In addition to the above, every adept has **8 ranks** that they may spend on any general skill. These points may be spent on Knowledge, Artisan, or Language skills previously listed, or they may also be spent on any Novice-tier skills on the list below. As with talents you may not start with a skill above rank 3.

Novice-Tier Skills

Name	Attr	Act.	Str	Pg	Name	Attr	Act.	Str	Pg
Acrobatic Defense	DEX	SIM	1	124	Graceful Exit	CHA	STD	0	151
Acting	PER	SUS	0	191	Great Leap	DEX	FRE	1	151
Air Sailing	WIL	SUS	0	125	Haggle	CHA	SUS	0	152
Alchemy	PER	SUS	0	191	Heartening Laugh	CHA	SIM	1	152
Animal Bond	CHA	STD	0	125	Lock Picking	DEX	STD	0	157
Animal Handling	WIL	STD	0	192	Maneuver	DEX	SIM	1	158
Animal Training	CHA	SUS	0	127	Mapmaking	PER	SUS	0	197
Anticipate Blow	PER	SIM	1	128	Melee Weapons	DEX	STD	0	158
Arcane Mutterings	CHA	STD	0	128	Mimic Voice	CHA	SIM	0	158
Avoid Blow	DEX	FRE	1	129	Missile Weapons	DEX	STD	0	158
Awareness	PER	SIM	0	129	Navigation	PER	SUS	0	159
Battle Shout	CHA	SIM	1	131	Physician	PER	SUS	0	198
Bribery	CHA	STD	0	194	Picking Pockets	DEX	STD	0	161
Charge	STR	FRE	0	133	Pilot Boat	PER	SUS	0	199
Climbing	DEX	STD	0	134	Research	PER	SUS	0	163
Conversation	CHA	SUS	0	136	Sailing	DEX	SUS	0	199
Craft Armor	PER	SUS	0	194	Seduction	CHA	SUS	0	200
Craft Weapon	PER	SUS	0	195	Shield Bash	STR	SIM	1	166
Craftsman	PER	SUS	0	195	Stealthy Stride	DEX	SIM	0	170
Danger Sense	DEX	FRE	1	137	Streetwise	CHA	SUS	0	200
Diplomacy	CHA	SUS	0	138	Sure Mount	STR	FRE	0	172



Name	Attr	Act.	Str	Pg	Name	Attr	Act.	Str	Pg
Disarm Trap	DEX	STD	1	139	Surprise Strike	STR	FRE	1	172
Disguise	PER	SUS	0	196	Swift Kick	DEX	SIM	1	172
Distract	CHA	SIM	1	140	Swimming	STR	STD	0	201
Emotion Song	CHA	SUS	0	142	Taunt	CHA	SIM	1	173
Engaging Banter	CHA	STD	0	143	Throwing Weapons	DEX	STD	0	175
Entertainer	CHA	SUS	0	196	Tracking	PER	STD	0	175
Etiquette	CHA	SUS	0	144	Trick Riding	DEX	SIM	1	176
First Impression	CHA	STD	0	147	Unarmed Combat	DEX	STD	0	177
Flirting	CHA	SUS	0	196	Wilderness Survival	PER	SUS	0	179
Forgery	DEX	SUS	0	197	Wound Balance	STR	FRE	0	181

8. EQUIP YOUR CHARACTER

All characters begin the game with some standard items as well as 100 silver pieces they can use to purchase further equipment. The Goods and Services chapter begins on page 401 of the Player's Guide (tables on page 433). In an effort to make things simple, you will find a few packages suggesting ways to spend your starting silver.

Packages

Versatile Load-Out

Item	Cost	Notes
Spear	9 sp	Min Str: 9, Dam: Str+4
Hide Armor	50 sp	+5 PA, +1 MA, -1 Init
Footman's Shield	15 sp	+2 PD, +0 MD, -1 Init
Rope (8 Yards)	24 sp	
Remaining Funds: 2 sp		

Quick Combatant

Item	Cost	Notes
Broadsword	25 sp	Min Str: 12, Dam: Str+5
Padded Leather	20 sp	+4 PA, +0 MA, -0 Init
Booster Potion	50 sp	+8 to Recovery Test
Torch	5 cp	
Remaining Funds: 4 sp 5 cp		

Bow Archer

Item	Cost	Notes
Longbow	60 sp	Min Str: 11, Dam: Str+4
20 Arrows & Quiver	12 sp	For the Longbow
Buckler	5 sp	+1 PD, +0 MD, -0 Init
Padded Leather	20 sp	+4 PA, +0 MA, -0 Init
Remaining Funds: 3 sp		

Two Handed Combatant

Item	Cost	Notes
Battle Axe	35 SP	Min Str: 13, Dam: Str+7
Hide Armor	50 SP	+5 PA, +1 MA, -1 Init
Firefly Chalk	12 sp	Leaves Glowing Letters
Torch	5 cp	
Remaining Funds: 6 sp		

Winding Troublemaker

Item	Cost	Notes
Sling	3 sp	Min Str: 4, Dam: Str+2
Padded Leather	20 sp	+4 PA, +0 MA, -0 Init
Riding Goat	10 sp	Move: 16
Booster Potion	50 sp	+8 to Recovery Test
Remaining Funds: 17 sp		

Unarmed Combatant

Item	Cost	Notes
Hide Armor	50 sp	+5 PA, +1 MA, -1 Init
Ferndask	22 sp	+1 PD, +2 MD, -2 Init
Hooded Lantern	9 sp	
Firefly Chalk	12 sp	Leaves Glowing Letters
Remaining Funds: 7 sp		

Standard Gear

All characters have:

- An Adventurer's Kit (backpack, bedroll, flint & steel, torch, waterskin, large sack)
- Basic Artisan Tools (As appropriate for your selected Artisan Skill)
- A dagger (Size 1, Damage Step: Str+2, Min Str: 4) or knife (Size 1, Damage: Str+1, Min Str: 3)
- Grimoire (Elementalist, Illusionist, Nethermancer, and Wizard only)
- Traveler's Garb (soft boots, shirt, belt, robe or breeches, traveler's cloak)
- Trail Rations (1 week)

9. FLESH OUT YOUR CHARACTER

Remember that your character is more than just a collection of stats. They are a living and breathing Namegiver in the world of Barsaive. Give some thought to your Adept's personality. Perhaps listing a few key words that others would use to define him.

Example: Perhaps you have created an Archer adept who is Greedy, Brusque, and Closed Off. Nothing these personality traits could help you to determine how he would react in the future.

You should also consider how your character's personality meshes with their Discipline. Not every Nethermancer is a cackling maniac and not every Beastmaster is a barbaric brute. It is frequently helpful to come up with a one-sentence framework for your character of how they view the world through the lens of their Discipline.

Example: Using the Archer from before, perhaps the lens he uses to view the world could be summed up as 'Always Keep the World Beyond Arm's Reach.' You could now consider this sentence whenever attempting to discern how your adept would react in a given situation.

Finally, your character has already come a long way to become the First Circle adept they are today. Where did your character grow up? Does he remember life in the Kaers? Did he battle in either of the Theran Wars? How did she meet her mentor? Who was the Namegiver who trained your character and why did they seem like a promising recruit? Your character's homeland, past experiences, and first mentor are all likely huge influences on the person they are today.

10. PLAY THE GAME

Your First Circle Character is now complete and ready to adventure in the world of Barsaive! Remember that it is your hero's legend that will define their power. It is the impression they leave on others that will determine their strength. Go forth, and be the hero that Barsaive so desperately needs in these trying times. Perhaps you can line your own pockets while you're at it...





DISCIPLINES

AIR SAILOR

You have **Air Sailing** as a Free Talent. This Talent Rank is always equal to your Circle (1 to start) and you may not spend ranks to improve it.

Your Durability is **5**. Add 5 (Durability) points to your Unconsciousness Rating and 6 (Durability + Circle) points to your Death Rating.

You may spend a point of Karma whenever you roll on a Talent. In addition, you may spend one point of Karma per round as long as you are on board an airship.

You may assign **8 ranks** to any of the following Discipline Talents (plus one Talent from your Novice Talent Options List). You may not assign more than 3 Ranks to any single Talent.

Air Sailor Discipline Talents

Name	Attr	Act	Strain	Description
Avoid Blow	DEX	FRE	1	Roll equal to an attack to avoid
Climbing	DEX	STD	0	Climb vertical surfaces
Melee Weapons	DEX	STD	0	Attack a foe in close combat with a weapon
Thread Weaving	PER	STD	0	Manipulate thread magic
Wind Catcher	WIL	STD	1	Fall great distances safely

Air Sailor Novice Talent Options (Select One)

Name	Attr	Act	Strain	Description
Acrobatic Defense	DEX	SIM	1	Dodge opponents slower than you
Distract	CHA	SIM	1	Lower opponent's defenses, makes you easier to hit
First Impression	CHA	STD	0	Improve another's opinion of you
Great Leap	DEX	FRE	1	Jump high or far and avoid pits
Haggle	CHA	SUS	0	Modify transaction 5%
Maneuver	DEX	SIM	1	Improve odds against one opponent
Navigation	PER	SUS	0	Get bearings from sky and charts
Speak Language	PER	STD	1	Rapidly learn a new language
Taunt	CHA	SIM	1	Make target worse at everything
Throwing Weapons	DEX	STD	0	Attack a foe at range with a thrown weapon

ARCHER

You have **Call Missile** as a Free Talent. This Talent Rank is always equal to your Circle (1 to start) and you may not spend ranks to improve it.

Your Durability is 5. Add 5 (Durability) points to your Unconsciousness Rating and 6 (Durability + Circle) points to your Death Rating.

You may spend a point of Karma whenever you roll on a Talent. In addition, you may spend one point of Karma on Perception tests that rely on sight.

You may assign **8 ranks** to any of the following Discipline Talents (plus one Talent from your Novice Talent Options List). You may not assign more than 3 Ranks to any single Talent.



Archer Discipline Talents

Name	Attr	Act	Strain	Description
Avoid Blow	DEX	FRE	1	Roll equal to an attack to avoid
Missile Weapons	DEX	STD	0	Attack a foe at range with a fired weapon
Mystic Aim	PER	SIM	1	Bonus to next ranged attack
Thread Weaving	PER	STD	0	Manipulate thread magic
True Shot	-	FRE	2	Spend more karma on ranged attack

Archer Novice Talent Options (Select One)

Name	Attr	Act	Strain	Description
Awareness	PER	SIM	0	Replaces all Perception Tests
Climbing	DEX	STD	0	Climb vertical surfaces
Creature Analysis	PER	SIM	1	Know facts about creatures
First Impression	CHA	STD	0	Improve another's opinion of you
Impressive Display	-	SIM	1	Another talent impresses onlookers for hours
Navigation	PER	SUS	0	Get bearings from sky and charts
Stealthy Stride	DEX	SIM	0	Move silently and unobserved
Throwing Weapons	DEX	STD	0	Attack a foe at range with a thrown weapon
Tracking	PER	STD	0	Follow a target's aura
Wilderness Survival	PER	SUS	0	Survive in untamed lands

BEASTMASTER

Your Durability is 7. Add 7 (Durability) points to your Unconsciousness Rating and 8 (Durability + Circle) points to your Death Rating.

You may assign **8 ranks** to any of the following Discipline Talents (plus one Talent from your Novice Talent Options List). You may not assign more than 3 Ranks to any single Talent.



Beastmaster Discipline Talents

Name	Attr	Act	Strain	Description
Avoid Blow	DEX	FRE	1	Roll equal to an attack to avoid
Claw Shape	STR	SIM	0	Turn hands into bestial claws
Thread Weaving	PER	STD	0	Manipulate thread magic
Unarmed Combat	DEX	STD	0	Attack a foe with your body
Wilderness Survival	PER	SUS	0	Survive in untamed lands

Beastmaster Novice Talent Options (Select One)

Name	Attr	Act	Strain	Description
Acrobatic Defense	DEX	SIM	1	Dodge opponents slower than you
Animal Bond	CHA	STD	0	Improve an animal's attitude
Animal Training	CHA	SUS	0	Teach an animal skills and tricks
Borrow Sense	WIL	STD	0	Take a sense for your own
Climbing	DEX	STD	0	Climb vertical surfaces
Creature Analysis	PER	SIM	1	Know facts about creatures
Danger Sense	DEX	FRE	1	Notice ambushes and dodge traps
Enhance Animal Companion	WIL	SUS	0	Improve an animal's characteristics
Stealthy Stride	DEX	SIM	0	Move silently and unobserved
Tracking	PER	STD	0	Follow a target's aura

CAVALRYMAN

You begin the game with a **mount**. Windlings begin with the lizard-like Kue. Trolls begin with thicker stock horses known as Granlain. Dwarves begin with a pony. Obsidimen are too heavy to use standard mounts, and should not become cavalrymen. Other races begin with Riding Horses.

Your Durability is 7. Add 7 (Durability) points to your Unconsciousness Rating and 8 (Durability + Circle) points to your Death Rating.

You may assign **8 ranks** to any of the following Discipline Talents (plus one Talent from your Novice Talent Options List). You may not assign more than 3 Ranks to any single Talent.



Cavalryman Discipline Talents

Name	Attr	Act	Strain	Description
Animal Bond	CHA	STD	0	Improve an animal's attitude
Charge	STR	FRE	0	Increase damage of charging attack
Melee Weapons	DEX	STD	0	Attack a foe in close combat with a weapon
Thread Weaving	PER	STD	0	Manipulate thread magic
Trick Riding	DEX	SIM	1	Avoid blows while mounted

Cavalryman Novice Talent Options (Select One)

Name	Attr	Act	Strain	Description
Avoid Blow	DEX	FRE	1	Roll equal to an attack to avoid
Battle Shout	CHA	SIM	1	Intimidate an opponent, -2 target's to tests
Blood Share	TOU	STD	0	Shift damage to or from loyal entities
Conversation	CHA	SUS	0	Improve an attitude over time
Creature Analysis	PER	SIM	1	Know facts about creatures
Dominate Beast	WIL	STD	1	Subdue and control an animal
First Impression	CHA	STD	0	Improve another's opinion of you
Heartening Laugh	CHA	SIM	1	Improve allies' Social Defense
Speak Language	PER	STD	1	Rapidly learn a new language
Sure Mount	STR	FRE	0	Stay in the saddle

ELEMENTALIST

You have two **Standard Matrix** Talents as Free Talents. These are always of a Rank equal to your Circle (one to start). And each may hold a spell for safe casting.

Your Durability is **3**. Add 3 (Durability) points to your Unconsciousness Rating and 4 (Durability + Circle) points to your Death Rating.

You may assign **8 ranks** to any of the following Discipline Talents (plus one Talent from your Novice Talent Options List). You may not assign more than 3 Ranks to any single Talent.



Elementalist Discipline Talents

Name	Attr	Act	Strain	Description
Awareness	PER	SIM	0	Replaces all Perception Tests
Patterncraft	PER	STD	0	Recognize magical patterns and copy spells
Spellcasting	PER	STD	0	Cast a fully threaded spell
Thread Weaving	PER	STD	0	Weave threads for spells
Wood Skin	TOU	STD	0	Increase Health Ratings

Elementalist Novice Talent Options (Select One)

Name	Attr	Act	Strain	Description
Air Speaking	PER	SIM	1	Covertly speak to desired targets
Arcane Mutterings	CHA	STD	0	Confuse foes into being harried
Astral Sight	PER	SIM	1	See the surrounding astral space
Avoid Blow	DEX	FRE	1	Roll equal to an attack to avoid
Climbing	DEX	STD	0	Climb vertical surfaces
Item History	PER	SUS	0	Learn key knowledges of an object
Standard Matrix	-	NA	0	Holds a spell's pattern for casting
Tracking	PER	STD	0	Follow a target's aura
Wilderness Survival	PER	SUS	0	Survive in untamed lands
Wind Catcher	WIL	STD	1	Fall great distances safely

You must select which spells are in your Grimoire, you may select **a number of spells equal to your Perception Step**. Your spell list and the workings of magic are on the following page.

Elementalist Spells

First Circle Elementalist Spells

Name	Threads	Weaving	Casting	Range	Duration	Effect
Air Armor	0	5 / 10	TMD	Touch	Rank + 5 Rnd	+3 Physical Armor
Crunch Climb	1	5 / 10	TMD	Touch	Rank + 5 Min	+3 on Climbing Tests
Earth Darts	0	5 / 10	TMD	20 yds	2 Rounds	WIL+3/Physical, -2 P.A.
Flameweapon	0	5 / 10	TMD	Touch	Rank + 5 Rnd	+D6 on weapon/ Physical
Heat Food	1	5 / 10	6	Touch	Rank + 5 Min	+4 on Recovery Tests
Purify Earth	1	5 / 10	6+	10 yds	1 Round	Purifies 2 yard radius
Purify Water	1	5 / 10	6+	Touch	1 Round	WIL+8 Quarts of Water
Resist Air	0	5 / 10	TMD	Touch	Rank Minutes	+3 Armor vs. Air
Resist Earth	0	5 / 10	TMD	Touch	Rank Minutes	+3 Armor vs. Earth
Resist Fire	0	5 / 10	TMD	Touch	Rank Minutes	+3 Armor vs. Fire
Resist Water	0	5 / 10	TMD	Touch	Rank Minutes	+3 Armor vs. Water
Resist Wood	0	5 / 10	TMD	Touch	Rank Minutes	+3 Armor vs. Wood
Shelter	4	5 / 10	6	20 yds	10 Hours	Create shelter for one
Snuff	0	5 / 10	TMD	Touch	1 Round	Fire step reduced WIL+5
Waterproof	1	5 / 10	6	Touch	Rank Minutes	1 cubic yard repels water

Casting Spells

You must choose which spells are placed in your various 'Spell Matrix' Talents. The circle of the spell may not exceed the rank of the Spell Matrix Talent. These are the spells that you may cast safely, without risking the Taint of Horrors. These spells can be swapped out after ten minutes of meditation or you may attempt to swap a single spell in one round for 1 Strain.

If a spell requires one or more threads, you must take an action to weave Threads to the spell. The turn after the minimum number of Threads is woven, the character may make a Spellcasting test to push the spell through the Matrix and expend the Threads woven to the spell.

ILLUSIONIST

You have two **Standard Matrix** Talents as Free Talents. These are always of a Rank equal to your Circle (one to start). And each may hold a spell for safe casting.

Your Durability is 3. Add 3 (Durability) points to your Unconsciousness Rating and 4 (Durability + Circle) points to your Death Rating.

You may assign **8 ranks** to any of the following Discipline Talents (plus one Talent from your Novice Talent Options List). You may not assign more than 3 Ranks to any single Talent.



Illusionist Discipline Talents

Name	Attr	Act	Strain	Description
False Sight	WIL	FRE	1	Reinforce illusion spells and talents
First Impression	CHA	STD	0	Improve another's opinion of you
Patterncraft	PER	STD	0	Recognize magical patterns and copy spells
Spellcasting	PER	STD	0	Cast a fully threaded spell
Thread Weaving	PER	STD	0	Weave threads for spells

Illusionist Novice Talent Options (Select One)

Name	Attr	Act	Strain	Description
Arcane Mutterings	CHA	STD	0	Confuse foes into being harried
Astral Sight	PER	SIM	1	See the surrounding astral space
Awareness	PER	SIM	0	Replaces all Perception Tests
Dead Fall	WIL	SIM	1	Use illusions to seem deceased
Mimic Voice	CHA	SIM	0	Sound like another you've heard
Speak Language	PER	STD	1	Rapidly learn a new language
Standard Matrix	-	NA	0	Hold a spell's pattern for casting
Stealthy Stride	DEX	SIM	0	Move silently and unobserved
Taunt	CHA	SIM	1	Make target worse at everything
Winning Smile	CHA	STD	0	Bonus on all further interactions

You must select which spells are in your Grimoire, you may select **a number of spells equal to your Perception Step**. Your spell list and the workings of magic are on the following page.

Illusionist Spells

First Circle Illusionist Spells

Name	Threads	Weaving	Casting	Range	Duration	Effect
Assuring Touch	0	5 / 10	TMD	Touch	Rank + 5 Rnd	Vs Fear: +3 M.D., S.D. and WIL
Best Face	1	5 / 10	TMD	Touch	Rank + 5 Min	+3 to Charisma Tests
Cloak	1	5 / 10	TMD	Touch	Rank Minutes	+3 to Stealthy Actions
Disaster	0	5 / 10	TMD	10 yds	Rank Rounds	Blindsides Rank Targets
Encrypt	0	5 / 10	TMD	Touch	Rank Hours	Makes text incomprehensible
Ephemeral Bolt	0	5 / 10	TMD	20 yds	2 Rounds	WIL+4/Mystic, -2 WIL Tests
Fun With Doors	2	5 / 10	TMD	20 yds	Rank + 10 Min	Modifies a door, moves 4 yds
Monstrous Mantle	0	5 / 10	TMD	Touch	Rank Rounds	+2 Attack and Damage, +2 P.D.
Send Message	0	5 / 10	TMD	Self	Rank Rounds	Passes paper within Line of Sight
True Ephemeral Bolt	0	5 / 10	TMD	20 yds	1 Round	WIL+1/Mystic, -2 to Sensing
Trust	1	8 / 13	TMD	10 yds	Rank Minutes	Makes target friendly
Unseen Voices	0	5 / 10	TMD	20 yds	Rank + 5 Rnd	Voices, Mimic Voice usable
Shelter	4	5 / 10	6	20 yds	10 Hours	Create shelter for one
Snuff	0	5 / 10	TMD	Touch	1 Round	Fire step reduced WIL+5
Waterproof	1	5 / 10	6	Touch	Rank Minutes	1 cubic yard repels water

Casting Spells

You must choose which spells are placed in your various 'Spell Matrix' Talents. The circle of the spell may not exceed the rank of the Spell Matrix Talent. These are the spells that you may cast safely, without risking the Taint of Horrors. These spells can be swapped out after ten minutes of meditation or you may attempt to swap a single spell in one round for 1 Strain.

If a spell requires one or more threads, you must take an action to weave Threads to the spell. The turn after the minimum number of Threads is woven, the character may make a Spellcasting test to push the spell through the Matrix and expend the Threads woven to the spell.

NETHERMANCER

You have two **Standard Matrix** Talents as Free Talents. These are always of a Rank equal to your Circle (one to start). And each may hold a spell for safe casting.

Your Durability is 3. Add 3 (Durability) points to your Unconsciousness Rating and 4 (Durability + Circle) points to your Death Rating.

You may assign **8 ranks** to any of the following Discipline Talents (plus one Talent from your Novice Talent Options List). You may not assign more than 3 Ranks to any single Talent.



Nethermancer Discipline Talents

Name	Attr	Act	Strain	Description
Astral Sight	PER	SIM	1	See the surrounding astral space
Frighten	WIL	STD	0	Scare a target, -2 to actions
Patterncraft	PER	STD	0	Recognize magical patterns and copy spells
Spellcasting	PER	STD	0	Cast a fully threaded spell
Thread Weaving	PER	STD	0	Weave threads for spells

Nethermancer Novice Talent Options (Select One)

Name	Attr	Act	Strain	Description
Arcane Mutterings	CHA	STD	0	Confuse foes into being harried
Avoid Blow	DEX	FRE	1	Roll equal to an attack to avoid
Awareness	PER	SIM	0	Replaces all Perception Tests
Command Nightflyer	WIL	SUS	1	Speak and command nocturnal fliers
Dispel Magic	WIL	STD	1	Cancel effect of a talent or spell
Read and Write Language	PER	SUS	1	Rapidly learn a written language
Speak Language	PER	STD	1	Rapidly learn a new language
Standard Matrix	-	NA	0	Holds a spell's pattern for casting
Stealthy Stride	DEX	SIM	0	Move silently and unobserved
Suppress Curse	WIL	STD	1	Temporarily remove negative magical effects

You must select which spells are in your Grimoire, you may select **a number of spells equal to your Perception Step**. Your spell list and the workings of magic are on the following page.

Nethermancer Spells

First Circle Nethermancer Spells

Name	Threads	Weaving	Casting	Range	Duration	Effect
Astral Spear	1	5 / 10	TMD	40 yds	1 Round	WIL+4/Mystic
Bone Circle	3	5 / 10	TMD	Touch	Rank Months	Summon a minor spirit
Dark Messenger	1	5 / 10	TMD	Touch	Rank Hours	Send nightflyer w/a message
Ethereal Darkness	1	5 / 10	TMD	Touch	Rank + 5 Rnd	4 yds of Magical Darkness
Experience Death	1	5 / 10	TMD	20 yds	Rank + 5 Rnd	See target's death, WIL+5 HP
Life Circle of One	1	5 / 10	TMD	Touch	Rank Minutes	Repel Horrors, WIL+2/Mystic
Shadow Meld	1	5 / 10	TMD	Touch	Rank Minutes	+4 to Stealthy Stride
Soul Armor	1	5 / 10	TMD	10 yds	Rank Minutes	+3 Mystic Armor
Soulless Eyes	1	5 / 10	TMD	Touch	Rank + 5 Min	+3 to Intimidation Tests
Spirit Dart	0	5 / 10	TMD	20 yds	2 Rounds	WIL+2/Mystic, -2 M.A.
Spirit Grip	0	5 / 10	TMD	Touch	2 Rounds	WIL+2/Mystic, -2 Defenses

Casting Spells

You must choose which spells are placed in your various 'Spell Matrix' Talents. The circle of the spell may not exceed the rank of the Spell Matrix Talent. These are the spells that you may cast safely, without risking the Taint of Horrors. These spells can be swapped out after ten minutes of meditation or you may attempt to swap a single spell in one round for 1 Strain.

If a spell requires one or more threads, you must take an action to weave Threads to the spell. The turn after the minimum number of Threads is woven, the character may make a Spellcasting test to push the spell through the Matrix and expend the Threads woven to the spell.



SCOUT

You have **Navigation** as a Free Talent. This Talent Rank is always equal to your Circle (1 to start) and you may not spend ranks to improve it.

Your Durability is **5**. Add 5 (Durability) points to your Unconsciousness Rating and 6 (Durability + Circle) points to your Death Rating.

You may spend a point of Karma whenever you roll on a Talent. In addition, you may spend one point of Karma on any test made to find something.

You may assign **8 ranks** to any of the following Discipline Talents (plus one Talent from your Novice Talent Options List). You may not assign more than 3 Ranks to any single Talent.



Scout Discipline Talents

Name	Attr	Act	Strain	Description
Awareness	PER	SIM	0	Replaces all Perception Tests
Climbing	DEX	STD	0	Climb vertical surfaces
Thread Weaving	PER	STD	0	Manipulate thread magic
Tracking	PER	STD	0	Follow a target's aura
Wilderness Survival	PER	SUS	0	Survive in untamed lands

Scout Novice Talent Options (Select One)

Name	Attr	Act	Strain	Description
Anticipate Blow	PER	SIM	1	Prepare to counter slower foes
Avoid Blow	DEX	FRE	1	Roll equal to an attack to avoid
Creature Analysis	PER	SIM	1	Know facts about creatures
Disarm Trap	DEX	STD	1	Render devices inoperative
Great Leap	DEX	FRE	1	Jump high or far and avoid pits
Lock Picking	DEX	STD	0	Create picks that open locks
Melee Weapons	DEX	STD	0	Attack a foe in close combat with a weapon
Missile Weapons	DEX	STD	0	Attack a foe at range with a fired weapon
Read and Write Language	PER	SUS	1	Rapidly learn a written language
Speak Language	PER	STD	1	Rapidly learn a new language



SKY RAIDER

Your Durability is 7. Add 7 (Durability) points to your Unconsciousness Rating and 8 (Durability + Circle) points to your Death Rating.

You may assign **8 ranks** to any of the following Discipline Talents (plus one Talent from your Novice Talent Options List). You may not assign more than 3 Ranks to any single Talent.

Sky Raider Discipline Talents

Name	Attr	Act	Strain	Description
Battle Shout	CHA	SIM	1	Intimidate an opponent, -2 to tests
Climbing	DEX	STD	0	Climb vertical surfaces
Fireblood	TOU	STD	0	Heal while in combat
Melee Weapons	DEX	STD	0	Attack a foe in close combat with a weapon
Thread Weaving	PER	STD	0	Manipulate thread magic

Sky Raider Novice Talent Options (Select One)

Name	Attr	Act	Strain	Description
Air Sailing	WIL	SUS	0	Propel an airship and keep it aloft
Air Speaking	PER	SIM	1	Covertly speak to desired targets
Avoid Blow	DEX	FRE	1	Roll equal to an attack to avoid
Danger Sense	DEX	FRE	1	Notice ambushes and doge traps
Navigation	PER	SUS	0	Get bearings from sky and charts
Shield Bash	STR	SIM	1	Attack and knockdown a foe with your shield
Throwing Weapons	DEX	STD	0	Attack a foe at range with a thrown weapon
Unarmed Combat	DEX	STD	0	Attack a foe with your body
Wilderness Survival	PER	SUS	0	Survive in untamed lands
Wind Catcher	WIL	STD	1	Fall great distances safely

SWORDMASTER

Your Durability is 7. Add 7 (Durability) points to your Unconsciousness Rating and 8 (Durability + Circle) points to your Death Rating.

You may assign **8 ranks** to any of the following Discipline Talents (plus one Talent from your Novice Talent Options List). You may not assign more than 3 Ranks to any single Talent.

Swordmaster Discipline Talents

Name	Attr	Act	Strain	Description
Avoid Blow	DEX	FRE	1	Roll equal to an attack to avoid
Maneuver	DEX	SIM	1	Improve odds against one opponent
Melee Weapons	DEX	STD	0	Attack a foe in close combat with a weapon
Taunt	CHA	SIM	1	Make target worse at everything
Thread Weaving	PER	STD	0	Manipulate thread magic

Swordmaster Novice Talent Options (Select One)

Name	Attr	Act	Strain	Description
Acrobatic Defense	DEX	SIM	1	Dodge opponents slower than you
Anticipate Blow	PER	SIM	1	Prepare to counter slower foes
Danger Sense	DEX	FRE	1	Notice ambushes and dodge traps
Distract	CHA	SIM	1	Lower opponent's defenses, makes you easier to hit
Impressive Display	-	SIM	1	Another talent impresses onlookers for hours
Speak Language	PER	STD	1	Rapidly learn a new tongue
Tiger Spring	-	FRE	1	Improve your initiative Step
Unarmed Combat	DEX	STD	0	Attack a foe with your body
Winning Smile	CHA	STD	0	Bonus on all further interactions
Wound Balance	STR	FRE	0	Replaces Knockdown tests



THIEF

You have **Danger Sense** as a Free Talent. This Talent Rank is always equal to your Circle (1 to start) and you may not spend ranks to improve it.

Your Durability is 5. Add 5 (Durability) points to your Unconsciousness Rating and 6 (Durability + Circle) points to your Death Rating.

You may spend a point of Karma whenever you roll on a Talent. In addition, you may spend one point of Karma on any Charisma test made to deceive a target.

You may assign **8 ranks** to any of the following Discipline Talents (plus one Talent from your Novice Talent Options List). You may not assign more than 3 Ranks to any single Talent.



Thief Discipline Talents

Name	Attr	Act	Strain	Description
Awareness	PER	SIM	0	Replaces all Perception Tests
Lock Picking	DEX	STD	0	Create picks that open locks
Picking Pockets	DEX	STD	0	Steal from a Namegiver in reach
Stealthy Stride	DEX	SIM	0	Move silently and unobserved
Thread Weaving	PER	STD	0	Manipulate thread magic

Thief Novice Talent Options (Select One)

Name	Attr	Act	Strain	Description
Avoid Blow	DEX	FRE	1	Roll equal to an attack to avoid
Climbing	DEX	STD	0	Climb vertical surfaces
First Impression	CHA	STD	0	Improve another's opinion of you
Great Leap	DEX	FRE	1	Jump high or far and avoid pits
Melee Weapons	DEX	STD	0	Attack a foe in close combat with a weapon
Missile Weapons	DEX	STD	0	Attack a foe at rangr with a fired weapon
Sprint	-	SIM	1	Add to movement for the round
Surprise Strike	STR	FRE	1	Add to damage against. incapacitated foes
Taunt	CHA	SIM	1	Make target worse at everything
Throwing Weapons	DEX	STD	0	Attack a foe at range with a thrown weapon

TROUBADOUR

You have **Entertainer** as a Free Talent. This Talent Rank is always equal to your Circle (1 to start) and you may not spend ranks to improve it. Unlike the Entertainer skill, you need not choose a specialty.

Your Durability is **5**. Add 5 (Durability) points to your Unconsciousness Rating and 6 (Durability + Circle) points to your Death Rating.

You may spend a point of Karma whenever you roll on a Talent. In addition, you may spend one point of Karma on any Interaction test.

You may assign **8 ranks** to any of the following Discipline Talents (plus one Talent from your Novice Talent Options List). You may not assign more than 3 Ranks to any single Talent.



Troubadour Discipline Talents

Name	Attr	Act	Strain	Description
Emotion Song	CHA	SUS	0	Infuse a group of listeners with a feeling
First Impression	CHA	STD	0	Improve another's opinion of you
Heartening Laugh	CHA	SIM	1	Improve allies' Social Defense
Item History	PER	SUS	0	Learn key knowledges of an object
Thread Weaving	PER	STD	0	Manipulate thread magic

Troubadour Novice Talent Options (Select One)

Name	Attr	Act	Strain	Description
Avoid Blow	DEX	FRE	1	Roll equal to an attack to avoid
Conversation	CHA	SUS	0	Improve an attitude over time
Haggle	CHA	SUS	0	Modify transaction 5%
Impressive Display	-	SIM	1	Another talent impresses onlookers for hours
Melee Weapons	DEX	STD	0	Attack a foe in close combat with a weapon
Read and Write Language	PER	SUS	1	Rapidly learn the a written language
Speak Language	PER	STD	1	Rapidly learn a new language
Taunt	CHA	SIM	1	Make target worse at everything
Throwing Weapons	DEX	STD	0	Attack a foe at range with a thrown weapon
Winning Smile	CHA	STD	0	Bonus on all further interactions



WARRIOR

Your Durability is 7. Add 7 (Durability) points to your Unconsciousness Rating and 8 (Durability + Circle) points to your Death Rating.

You may assign **8 ranks** to any of the following Discipline Talents (plus one Talent from your Novice Talent Options List). You may not assign more than 3 Ranks to any single Talent.

Warrior Discipline Talents

Name	Attr	Act	Strain	Description
Avoid Blow	DEX	FRE	1	Roll equal to an attack to avoid
Melee Weapons	DEX	STD	0	Attack a foe in close combat with a weapon
Thread Weaving	PER	STD	0	Manipulate thread magic
Tiger Spring	-	FRE	1	Improve your initiative step
Wood Skin	TOU	STD	0	Increase health ratings

Warrior Novice Talent Options (Select One)

Name	Attr	Act	Strain	Description
Acrobatic Defense	DEX	SIM	1	Dodge opponents slower than you
Anticipate Blow	PER	SIM	1	Prepare to counter slower foes
Danger Sense	DEX	FRE	1	Notice ambushes and dodge traps
Distract	CHA	SIM	1	Lower opponent's defenses, makes you easier to hit
Fireblood	TOU	STD	0	Heal while in combat
Maneuver	DEX	SIM	1	Improve odds against one opponent
Missile Weapons	DEX	STD	0	Attack a foe at range with a fired weapon
Shield Bash	STR	SIM	1	Attack and knockdown a foe with your shield
Tactics	PER	STD	0	Give bonuses to those following your plan
Unarmed Combat	DEX	STD	0	Attack a foe with your body

WEAPONSMITH

You have **Craftsman** as a Free Talent. This Talent Rank is always equal to your Circle (1 to start) and you may not spend ranks to improve it. Unlike the Craftsman skill, you may use this talent to Craft anything, including weapons and armor.

Your Durability is **5**. Add 5 (Durability) points to your Unconsciousness Rating and 6 (Durability + Circle) points to your Death Rating.

You may spend a point of Karma whenever you roll on a Talent. In addition, you may spend one point of Karma on any test to craft or repair an item.

You may assign **8 ranks** to any of the following Discipline Talents (plus one Talent from your Novice Talent Options List). You may not assign more than 3 Ranks to any single Talent.



Weaponsmith Discipline Talents

Name	Attr	Act	Strain	Description
Forge Weapon	PER	SUS	0	Take a week, improve a weapon's damage
Item History	PER	SUS	0	Learn key knowledges of an object
Melee Weapons	DEX	STD	0	Attack a foe in close combat with a weapon
Steel Thought	WIL	FRE	1	Resist magical effects
Thread Weaving	PER	STD	0	Manipulate thread magic

Weaponsmith Novice Talent Options (Select One)

Name	Attr	Act	Strain	Description
Avoid Blow	DEX	FRE	1	Roll equal to an attack to avoid
Awareness	PER	SIM	0	Replaces all Perception Tests
Danger Sense	DEX	FRE	1	Notice ambushes and dodge traps
Disarm Trap	DEX	STD	1	Render devices inoperative
Fireblood	TOU	STD	0	Heal while in combat
First Impression	CHA	STD	0	Improve another's opinion of you
Haggle	CHA	SUS	0	Modify transaction 5%
Read and Write Language	PER	SUS	1	Rapidly learn a written language
Shield Bash	STR	SIM	1	Attack and knockdown a foe with your shield
Speak Language	PER	STD	1	Rapidly learn a new language

WIZARD

You have two **Standard Matrix** Talents as Free Talents. These are always of a Rank equal to your Circle (one to start). And each may hold a spell for safe casting.

Your Durability is **3**. Add 3 (Durability) points to your Unconsciousness Rating and 4 (Durability + Circle) points to your Death Rating.

You may assign **8 ranks** to any of the following Discipline Talents (plus one Talent from your Novice Talent Options List). You may not assign more than 3 Ranks to any single Talent.

You must select which spells are in your Grimoire, you may select **a number of spells equal to your Perception Step**. Your spell list and the workings of magic are on the following page.



Wizard Discipline Talents

Name	Attr	Act	Strain	Description
Dispel Magic	WIL	STD	1	Cancel effect of a talent or spell
Patterncraft	PER	STD	0	Recognize magical patterns and copy spells
Research	PER	SUS	0	Discover information on a topic
Spellcasting	PER	STD	0	Cast a fully threaded spell
Thread Weaving	PER	STD	0	Weave threads for spells

Wizard Novice Talent Options (Select One)

Name	Attr	Act	Strain	Description
Arcane Mutterings	CHA	STD	0	Confuse foes into being harried
Awareness	PER	SIM	0	Replaces all Perception Tests
Book Memory	WIL	STD	0	Quickly memorize entire tomes
Conversation	CHA	SUS	0	Improve an attitude over time
Creature Analysis	PER	SIM	1	Know facts about creatures
Etiquette	CHA	SUS	0	Blend in and improve attitudes
Item History	PER	SUS	0	Learn key knowledges of an object
Read and Write Language	PER	SUS	1	Rapidly learn a written language
Speak Language	PER	STD	1	Rapidly learn a new language
Standard Matrix	-	NA	0	Holds a spell's pattern for casting

Wizard Spells

First Circle Wizard Spells

Name	Threads	Weaving	Casting	Range	Duration	Effect
Astral Sense	2	5 / 10	TMD	Self	Rank + 10 Min	Removes Strain of Astral Sight
Bedazzling Display of Logical Analysis	0	5 / 10	TMD	Self	Rank Minutes	+4 Bonus to Charisma Tests
Catseyes	1	5 / 10	TMD	Touch	Rank Minutes	Grant Low-Light Vision
Divine Aura	1	5 / 10	TMD	20 yds	1 Round	Asses Target
Flame Flash	1	5 / 10	TMD	10 yds	2 Rounds	WIL+5/Physical
Iron Hand	0	5 / 10	TMD	10 yds	Rank Rounds	+3 to Melee Damage
Mage Armor	0	5 / 10	TMD	10 yds	Rank Rounds	+3 Physical Armor
Mind Dagger	0	5 / 10	TMD	20 yds	2 Rounds	WIL+2/Mystic, -2 P.D.
Quicken Page	1	5 / 10	TMD	Touch	Rank Hours	+2 Movement Rate
Speed Reading	1	5 / 10	TMD	Self	Rank Hours	+4 to Research Tests
Wall Walker	1	5 / 10	TMD	Touch	Rank Minutes	+4 to Climbing Tests

Casting Spells

You must choose which spells are placed in your various 'Spell Matrix' Talents. The circle of the spell may not exceed the rank of the Spell Matrix Talent. These are the spells that you may cast safely, without risking the Taint of Horrors. These spells can be swapped out after ten minutes of meditation or you may attempt to swap a single spell in one round for 1 Strain.

If a spell requires one or more threads, you must take an action to weave Threads to the spell. The turn after the minimum number of Threads is woven, the character may make a Spellcasting test to push the spell through the Matrix and expend the Threads woven to the spell.



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CHARACTERS



Role them bones....

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