

The Hundred Worlds

You Are Not Ready

When you first became aware that there were worlds beyond this that there are planets & lands moons & suns all awirl in the cosmic void you were not ready to confront all the things that this realization meant. That first realization is the hardest after all. There are other worlds. Other places with their own strange physics, their own ancient histories & your world is not the world, but one of many, of hundreds, of millions.

You Are Welcome

Once you've begun to see them, the other worlds the worlds beyond measure & beyond imagination, then you see that they are welcoming, that you can have a home among them, in the worlds beyond. This world, the one you inhabit it its own place, unique. Perhaps you are from the Deepwood, the ancient home of the Elves – a tree that rises up into a starlit sky ten thousand leagues high, and overgrown with vines like forests themselves, and languishing at the base of that tree is Tal, mother of the elves. Or perhaps you are from Underworld – a mass of rock bigger than any other world and drifting through a void – all that lives in Underworld lives within it – continent sized caverns thousands of miles across and only a few cubits high, cut through with tunnels and immense chthonic cities untouched by any sun. Perhaps you began on the Boundless Horizon – a disc of earth & stone, swept flat by the constant breeze – always with the overwhelming sun to your right & the void of dark-space to your left, a permanent summer & a permanent dusk.

The worlds number far beyond imagination. The worlds are each their own, vastly distinct, enormously varied. Imagine worlds so small that only one person can occupy them, so immense that they begin to collide with others in the void. For there are worlds without limit and limitless worlds for you to explore, to inhabit. To have.

You Can't Imagine

What is it that keeps the worlds separate, that divides them into discrete, whole universes? The void unthinkable, the place that isn't a place – that is darkness & death that is distance. Between all the worlds lies a shadowy realm – the Spectral Realm, a place without life, without death, without time – but with its own, vicious anima – a place of wicked thought given force but no form. This place is all around you all the time, it lies upon all the worlds like a veil & if you pierce this veil, as so many have done before, you can find yourself traveling between the worlds, you may, in your thirst for adventure, for unthinkable vistas & unimaginable treasures find yourself at the end of a life of journeying to find that you have perhaps, been to a dozen worlds, a score of them even, at the peak of all endeavors you may discover that you have even touched the surface of a hundred. This is a setting of transcendence. Transcending place, transcending expectation, transcending adventure itself, you may find yourself at the end of a life of adventure having transcended that last threshold as you come upon that last world, the hundredth world.

The Hundred Worlds is a campaign setting for The Game of the North that introduces an element of planetary romance, space opera & transdimensional fantasy. It is a synthesis of many conceptual settings that gives you the ability to overcome the petty limitations of life on one world alone.

There are worlds without number and each is different. In all respects. Some worlds seem to be quite like ours – a planet, a sphere, that revolves as it rotates around a sun. But the scale of these is not universal – off in the distance between this world and the others is not interstellar space – but an unthinkable cosmic void – a void that stares & that hungers.

There are Empries of many worlds, congregations that span the worlds & trade groups & enterprises that spread their influence between many more – and these networks of worlds, these sodalities are in contention – great powers all – they work to outflank one another diplomatically lest they be forced to engage in a war beyond the worlds.

You are not ready but you are welcome to the Hundred Worlds.

For Game of the North Players – If you have played in the North you can easily bring your characters into the Hundred Worlds – you may simply readjust their perceptions, allowing them to see at last that the world of the North is only one of many others, connected & separated by the uncanny void of spectral space.

If you're familiar with the Game of the North & want to start a new game in the Hundred Worlds – you'll be pleased to know that your character begins at a much higher level of competence & ability, life in the Worlds is challenging at the best of times & these may not be the best of times. You'll need a strong, capable character to fully explore – and you're invited to explore to your heart's content, and perhaps your character will be the one to finally cross the threshold & visit a hundred worlds.

This is a guide for players who wish to create characters for the Hundred worlds setting – it doesn't include a long description of different worlds or even of the various races or monsters or beings that inhabit them. You'll be flying blind, just a bit, as you make the decisions that your character will have to live with – and that's fine – because your character should be strong enough & clever enough to survive with your choices here. You're not ready.

But you are welcome.

The Worlds

In times now past, when the Spectral realm was less punishing to explorers, many ventured through that realm into its far reaches, discovering an untold number of worlds. Now the Spectral roils with the baleful presence of demons and that avenue is closed off to all but the most competent and intrepid of travelers. Remote worlds have been rendered virtually inaccessible, now there are only a handful of worlds that exist in collusion, gated together, they have overcome the limits of the Spectral through the ingenuity of past generations. Initially these worlds, the Known Worlds, as they are referred to, were independent, or at least mostly so. These worlds existed as separate entities, often divided within and only marginally affiliated externally. Rustmirk, the great emperor of the Hobgoblins was the catalyst that changed this arrangement. His wars of conquest, waged from his stronghold – Hollowhaunt bound a few of the worlds together. This conquest sparked another joining, the League of Relief emerged on its namesake world joining it to its closest and most advanced allies. While war between the Empire and the League brewed, a third power emerged, the Donation of Mane was found. The Donation, it turns out is the oldest and most established of the multi-world federations.

The Empire

A collection of seven worlds, ruled in hegemony by the authority of Rustmirk the great, his eminence the Prince of all goblins. The Empire is largely nothing more than a military encampment. All social authority stems from military rank, and all resources are bent toward enriching the rapacious soldier-bureaucracy. Rustmirk is the master of his Empire. It is certain that he considers himself the ruler in exile of all the worlds of the Donation & the League besides. The Empire is the most youthful of all the sodalities, in terms of attitudes and in terms of chronology. The Empire has not developed its full potential, has not explored all its resources. While virtually every member of the Empire's leadership is a Goblin, there is no clear racial majority within the Empire. Rustmirk & the Goblin Imperium have devised a means of transporting material & people through spectral space physically using huge iron *Grinderhulks* that can pierce the spectral void & rain down fire upon worlds from well outside – these *Grinderhulks* are considered the great danger of the age.

The League

Formed around the world of Relief, a world itself founded in brighter times by adventurers. So perfect was Relief in its gentleness & habitability that though it lacked for any native wealth, it became home to Topaz – the city of Gates, the greatest city of the ages. When Topaz came under siege by Rustmirk's *Grinderhulks* its leadership responded by forming a tactical alliance with Relief's many 'neighbors'. Now the League is a federation of equal partners that convenes in assembly at Topaz, the capitol of the worlds. The League has no absolute organizing principle beyond economics the League standard, for example, is the standard currency even in the Empire and the Donation. The League has the most well-developed infrastructure, the only banking consortiums, the most organized manufacturing enclaves & the largest number of inter-world transit gates. In short the

League has everything that anyone could want, and everyone wants it. While the language of the League is Elven, and many of the League's leaders are elvish, no race has a majority.

The Donation

Properly - The Donation of Mane is the oldest of all the federations. Originally founded by wizard kings of ancient Pradaharade, the Donation extends out from Piety, its capitol world. The Donation is a power of agriculture and a power of philosophical strength. It is an ancient religious agrarian enclave ruled by the great Pontiff, his radiant perfection, the vicar of Mane. The military strength of the Donation lies in the vehemence and conviction of its immense armies. The Donation is prominently human.

The Periphery

Most worlds are not allied with any other worlds. Most worlds aren't even united in themselves. There are countless worlds & each has dozens, even hundreds of countries & cultures within them. Any conceivable world is likely to exist in any conceivable form, organized in any conceivable way.

Creating your character -

When you begin the game your Referee will let you know which of the sodalities above, if any, your characters should be part of. It's better if your character and the other player's characters aren't immediately on opposite sides of a 3-way cold war. Once that's been set you'll create your character much like in any Game of the North campaign - you'll choose your race & roll some dice. All of the races of the worlds are called Travelers - which is the catch-all term for members of any inter-world species. A few new races are presented here, and a few old races are modified - you'll want to give the next section a look before committing to one or another of the races.

Once you know what you'd like to play - you'll roll your statistics - the old familiar CHA, CON, DEX, INT, STR & WIS. From there though, you're going to roll 6 all new statistics. These are how you'll determine how you'll build your character's abilities up. These five build statistics are FIGHT, ITEMS, LORES, MAGIC, SKILL & WORLD. Each of these offers an array of abilities & advancement options. You'll roll dice & add a statistic to these 6 build stats as determined by your character's race. From there - you'll have to choose how to use your creation points.

Creation points apply to areas within the 6 creation stats. If you have 10 points of Lores, you can spend that on Lores abilities. You can't move these points between the abilities - so you'll have no choice but to become at least a little bit well rounded here at the beginning.

Creation Points are also your characters main paths of advancement - you won't buy abilities & improvements to your character with Xp as you may be used to - rather, your build statistics will increase based on your use of them & the features that they banner over.

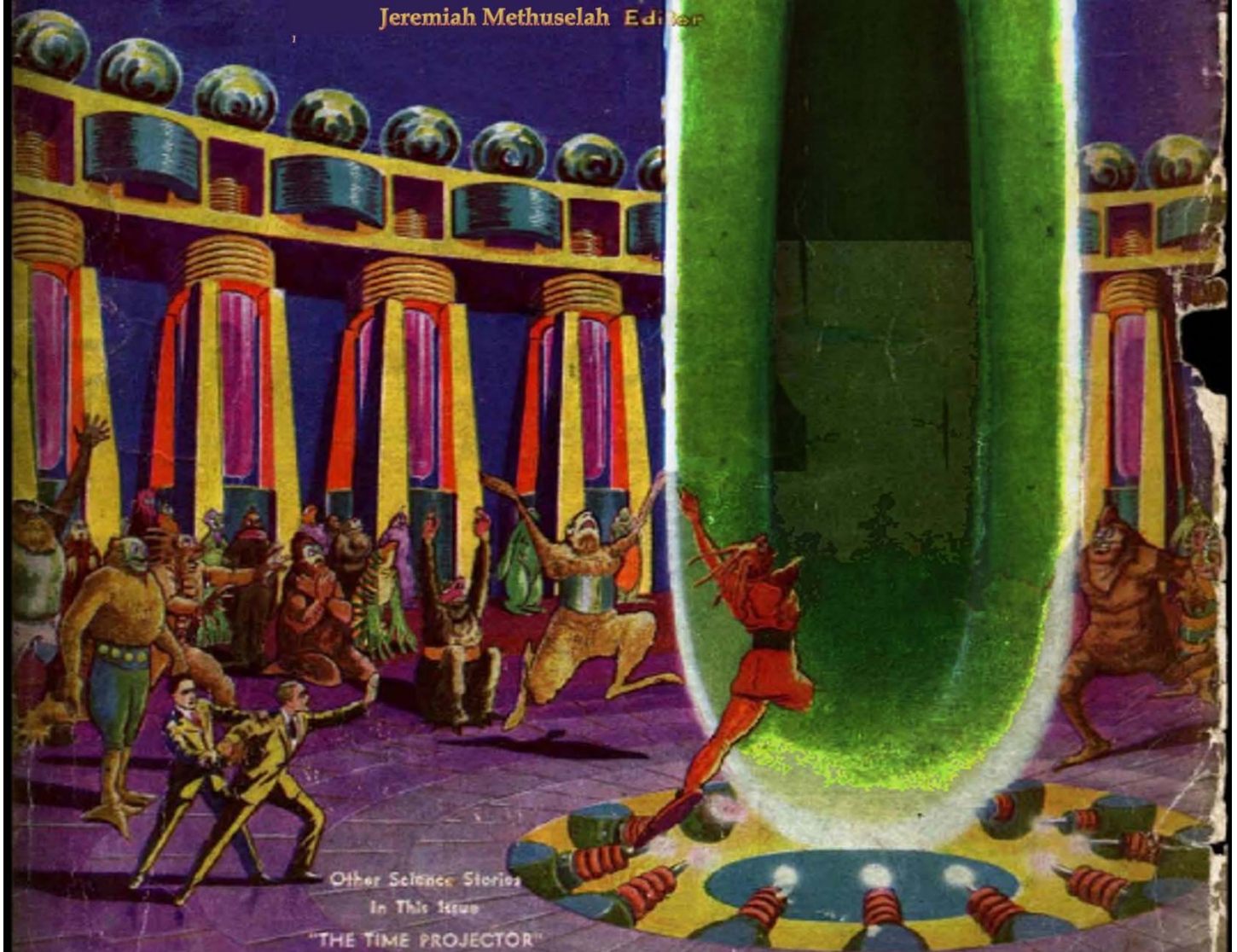
ADVENTURES OF Far Travelers

Clates

of
Relics

July

Jeremiah Methuselah Editor



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Travelers

In the Worlds race is a fraught subject – people come in myriad shapes & sizes, type, phenotype & clade. There are sentient rocks & sapient corals alongside neo-paleolithic retro-Elves & Pseudointelligent languages & self-aware swords. This is all to say that race as a construct doesn't really mix with the nature of the setting. And yet. Not every type of being irrespective of intellect & technical prowess has the capacity to *travel* – have even the ability to perceive the existence of other worlds beyond their native one. In the milieu of the travelers there are distinctions which have come to be identified as Races. These are significant because they are exclusive. Members of these races cannot interbreed under normal means, and even magically crossed matches don't produce traveler offspring. All of these very personal details are significant to individuals among the traveler species, but for the purpose of the game & the setting PCs are restricted to a small contingent of phenotypes that have a presence in scores of worlds. Each of these is detailed here – you'll need to select one before you can commit to any other character choices.

Of The Relicts Meditation On A People

Relicts are the final remnant of a far more ancient people – and not just their descendants, but one of their actual tools. Over millennia in the Worlds these folk have created their own cultures & societies but they cannot overcome what they are & the nature of their initial purpose.

At some point in the unthinkable distant past a race of travelers existed that exists no more, at least, not in the worlds that are known. Their remnants remain throughout the worlds of the League & Donation however & in all of these can be found the Relicts, who are more often collectively termed – Dwarves. All of the Relicts exist because they were made – chymically or magically or maybe through breeding – no one quite knows – to serve this lost race. Having long ago lost contact with their creators, the Relicts have performed a miracle over the myriad years since their creation, they have begun to transcend their function to become a people.

Relict culture is strictly governed by the circumstances of their creation – in some sense a Relict, or Dwarf is a machine made to do a specific task, but by embracing this status generationally, they have come to form their focused functions into a rich culture. Relicts do not call themselves Relicts generally, & they do not call themselves Dwarves – the former is an Elven name, the latter a Human one. Instead they identify themselves according to one of their 4 designations – each of which they regard as being profoundly distinct, nearly to the point of recognizing each other caste as its own race.

The Galdruhn Are worker Relicts. They are effectively a sentient supply chain & their production exceeds that of all the other races combined. Any given manufactured item in the Worlds has likely passed through the hands of one Galdruhn. They are organized into work-crews based upon the type of work they do – from mining to manufacture. They are short, wide, strong & enduring. Galdruhn culture revolves around their task & their work group.

The Hnoril Guardian Relicts, organized by their charges – Hnoril are the most outward facing of the Dwarf clades as they are the buffer between the Galdruhn and the rest of the worlds. Hnoril are not soldiers but guardians – they are tasked with the protection of the other dwarves & they take this mission seriously enough that in some of the factory-mines they have engaged in a systematic control over their Galdruhn charges that resembles slavery to outsiders. The Hnoril mission has evolved over the millennia to resemble that of an army – which makes them the most well equipped army in the Worlds – though they rarely go to war in any way that is recognizable as such – when they do it is to overcome some perceived threat to their carefully maintained status quo.

The Angdengim Engineering Relicts, broken out by the various utilities needed to sustain life. If the Galdruhn are the workers & the Hnoril the watchmen, the Angdengim are the custodians. They are the most pioneering of the Dwarves as they must travel, sometimes quite far, in search of resources such as food, or space, or new veins to mine – and then engineer a method for getting these back to the rest of the Dwarves. Angdengim have built mechanical roads, mechanical pumps, reservoirs & ultimately inter-world gates all in service to their factories. Angdengim are the most gregarious of the Dwarves but also the least trustworthy – for an Angdengim abroad is absolutely in search of some exploitable resource.

The Menemnon Designer Relicts, the Menemnon are exceedingly few in number & their breeding stock is kept at a very steady trickle by their own agency. In theory they create the designs that the other dwarves build from, in practice they create a kind of faith that the other dwarves follow. Dwarves lack for a religious feeling beyond a basic reverence for their creators, but they all have loyalty to & deep reverence for their *design ethos*. The Menemnon set this tone for any Dwarven enclave & they are careful not to allow much divergence. If there can be considered Dwarven nations – Relict countries divided by culture – then the Menemnon are the founders & priests of those cultures.

Relicts gain lore through their connections – information is passed along only to those with positions of trust. Their skills are hard won through trial and error so they gain skill through perseverance. Relicts view Magic as a trick & a con – so they utilize dexterity to achieve it. Items, all materials in fact, are derived from cleverness – since most dwarves can be counted on to make their own kit. Relicts are straightforward combatants who rely on strength & they achieve their travel through the worlds & find their place within worlds by Wisdom.

Stats for Relict Characters					
Play Statistics					
		Hnoril	Galdruhn	Angdengim	Menemnon
CHA	Keep the best 3 dice. Keep both if you roll 2d6	2d6	3d6	3d6	3d6
CON		5d6	4d6	4d6	4d6
DEX		3d6	3d6	3d6	3d6
INT		3d6	3d6	4d6	3d6
STR		4d6	4d6	4d6	3d6
WIS		4d6	4d6	3d6	5d6
Build Statistics					
		Hnoril	Galdruhn	Angdengim	Menemnon
LORES	Keep the best 3 dice. Keep both if you roll 2d10	2d10+CHA	3d10+CHA	3d10+CHA	4d10+CHA
SKILL		2d10+CON	4d10+CON	3d10+CON	3d10+CON
MAGIC		2d10+DEX	2d10+DEX	2d10+DEX	3d10+DEX
ITEMS		3d10+INT	4d10+INT	3d10+INT	3d10+INT
FIGHT		4d10+STR	2d10+STR	3d10+STR	2d10+STR
WORLDS		3d10+WIS	3d10+WIS	3d10+WIS	3d10+WIS
Base Modifiers					
		Hnoril	Galdruhn	Angdengim	Menemnon
To-Hit		+2	+1	+1	+1
HD		d8	d6	d6	d6
Initiative		WIS+d4	DEX+d4	DEX+d4	WIS+d4
Breath		18	17	17	18
Death		17	17	17	17
Devices		17	16	16	17
Paralysis		17	16	16	17
Spells		15	15	15	15

Of The Family

Discussing Their Manners & History

The elves are a family. While other races & even whole worlds may say so of themselves this is never more than figurative. All Elves believe that they are descended from Tal – mother of their people, and Tal does nothing to deny this – she lives still at the Deepwood – and if you wish you may even try to go to her and ask her to tell you. In the four thousand or so years of Tal's existence she has had unknown numbers of children, and those children likewise have grown the family considerably. Of her children six, two daughters & two sons and a pair of indistinct mien have all gone on to found their own clans within the greater family of elves. And the ancestor remains – Four Thousand and Ninety years old & the mother of one hundred generations. Given that the Elves are immortal, so far, and that their experiences in the worlds have been a matter of family legend and personal history – they are accounted the historians & founders of many of the traditions in the worlds, in a sense they are the nobility of the League of Relief, the founders and eternal dynasts. In another sense they are the staid old guard that consumes its young to retain its power.

The Tal: Known as the most ancient elven families, the Tal are of 134 Generations, the last 10 of which are still extant. Tal is a word of archaic meaning, but which retains some sense to the Elves, it means Purity through Sincerity. Tal Elves are taller than men, averaging 7'. They have uniformly light hair, favoring blonde, and tend toward dark, very burning passionate eyes. Tal Elves have golden complexions and tend to have rounded and softened features, as befits their believable, sincere mien. they are trusted implicitly by most of their kind. This implicit trust is a function of the Tal demeanor and nature, which demands absolute sincerity. Tal Elves do not lie, nor misdirect if given the option. This is not to say that Tal aren't occasionally deceptive, but a Tal Elf will keep silent rather than outright lie. Something has been made of this penchant for self-imposed silence in the light of the continuing silence of Tal herself.

The Af: A line of Crafters and unparalleled Beauties, the Af consider themselves the means by which beauty may be pursued. As all elves pursue a higher truth with the only tool they have, that is their lives, an Af's life is devoted to Beauty, as it is believed by them that this is the means by which Truth can be accessed. Af's Children are much more beautiful, much more alarmingly lovely than other elves, they are known for their intense loveliness and admired by all regardless of their actual gender or race as objects of desire and jealousy. Children of Af are the tallest of the Elves, averaging 8' tall. They are very slender and ethereal as well, with long, sharp features and chiseled dispassionate faces. Af Elves have bright, shockingly colored hair, traversing the spectrum between virtually translucent but bright reds to deep, wine colored indigo. Their eyes too are brightly colored, but usually remote, unconcerned and impregnable.

The Carul: The Elves of Carul's line pursue wisdom through the pursuit of knowledge. Carul, the most vocal of all the Elven Fathers, is known to be himself, still quite curious and inquisitive, requesting monographs on the innovations in the worlds from time to time. Carul Elves are also the longest lived generally, their generations usually extending into the thousands rather than hundreds of years. The most unassuming of the Elves, Carul's Children stand between 6 and 7 feet, generally, and are of a more solid build

than their cousins. Still, they are slender compared to a similarly built human. Carul Elves have white or black hair and white or black eyes almost as a rule.

The Fiel: The most warlike and aggressive of all the Elves, the Fiel paradoxically are said to value Peace above all virtues. As all Elves see themselves as the instruments for the pursuit of virtue, the Fiel see themselves as the instrument whereby peace may be gained. The exact definition of peace varies throughout the worlds, and throughout the Fiel themselves, some contend that personal peace, the peace of calm surety is the greatest virtue, and as such they are vigilant against any incursion against that peace. Peace is the end the Fiel say, but it cannot be achieved without grace, nor within the lifespan of the Fiel, they are warriors all, born to the arts and trained to near mechanical perfection, it is their duty to establish peace, and in that hour, when only passivity prevails, it is suggested by the Fiel themselves, that they will pass away from existence, their aim achieved. Fiel are striking to behold, usually taller than 7 feet, they have darker complexions than other breeds of elves. Fiel's children have generally metallic colored hair and eyes, with gold hair and silver eyes being the most common variation.

The Nar: Beloved among the Elves and regarded highly among all other races, the Nar pursue Harmony through patience. Nar was one of the founders of the Deepwood culture, and it is reported that he himself left to gather the other Elven Fathers to that place when they were discovered. It is said that only Bis resisted, but that Nar, beloved above all Elves, managed to convince him over the course of 2 generations to join his brothers. The Nar are very rarely aggressive, they are very rarely judgmental, and never quick to act. They do not act with the sincerity of the Tal, but they consider deeply every word they utter, every action they take. Nar Elves fall into the center of Elven physical types, they are usually just under 7 feet tall, generally slim, but not bone-thin, they have medium complexions and fair hair and eyes, usually blonde and blue respectively.

The Bis: Second only to the Fiel in the arts of war among elves, the Bis are considered even by the martial Fiel to be the most dangerous of all the Elves. The Children of Bis pursue Perfection, above all else they seek to attain absolute physical and mental perfection. Like madmen bent on their own downfall. Bis elves are rare in number, but not so rare as the Carul, likewise madmen. The Elves of Bis follow with startling tenacity and reverence the teachings of their Father, Bis, who holds that the perfected will is all that is required to perfect the Self. How the Will is perfected varies among the Bis themselves, but the most common route taken by these Elves is that of physical privation and constant exertion. Bis's progeny have wild dark hair and wild dark eyes. They have likewise dark complexions, and some examples of Bis that are all jet, eyes and skin and hair all a solid black.

The Pia: The Children of Pia are the Elves least likely to associate with other elves, they are, the other paternities agree, the most recklessly futile of all the Elves. More reckless than the Bis, more deluded than the Carul, the Pia pursue what is seen as the most worthless of all the Elvish virtues – Pia's children seek to exert in all matters a commanding hand of control. Above all other things a Pia seeks to own his destiny, usually by controlling the destinies of those around him. Politically the Pia Elves are the most active in that they are the only elves to establish formal governments, usually despotic. Pia elves are ruddy in appearance, Red to Fuchsia hair and glowing complexions are common, and red eyes are certainly not unknown, though amber and brown are more common. By outsiders the Pia are sometimes known as the Red elves for their coloring. Pia Elves are slender and tall, like most elves, usually standing around 7 feet tall and weighing 130 to 150 pounds.

Stats for Elf Characters								
Play Statistics								
		Tal	Af	Carul	Fiel	Nar	Bis	Pia
CHA	Keep the	5d6	5d6	3d6	4d6	3d6	2d6	5d6
CON	best 3	3d6	3d6	3d6	3d6	3d6	4d6	2d6
DEX	dice.	3d6	3d6	3d6	4d6	4d6	4d6	4d6
INT	Keep both	3d6	3d6	5d6	3d6	3d6	2d6	4d6
STR	if you roll	2d6	2d6	3d6	3d6	3d6	4d6	2d6
WIS	2d6	5d6	3d6	5d6	3d6	4d6	2d6	4d6
Build Statistics								
		Tal	Af	Carul	Fiel	Nar	Bis	Pia
MAGIC	Keep the	5d10+CHA	3d10+CHA	5d10+CHA	2d10+CHA	3d10+CHA	3d10+CHA	3d10+CHA
WORLD	best 3	3d10+CON	3d10+CON	2d10+CON	4d10+CON	2d10+CON	3d10+CON	3d10+CON
FIGHT	dice.	4d10+DEX	3d10+DEX	4d10+DEX	3d10+DEX	3d10+DEX	2d10+DEX	3d10+DEX
SKILL	Keep both	3d10+INT	4d10+INT	2d10+INT	2d10+INT	2d10+INT	2d10+INT	3d10+INT
ITEMS	if you roll	3d10+STR	4d10+STR	2d10+STR	2d10+STR	3d10+STR	3d10+STR	3d10+STR
LORES	2d10	3d10+WIS	3d10+WIS	3d10+WIS	3d10+WIS	4d10+WIS	4d10+WIS	3d10+WIS
Base Modifiers								
		Tal	Af	Carul	Fiel	Nar	Bis	Pia
To-Hit		+2	+2	+2	+3	+2	+2	+2
HD		d6	d6	d6	d8	d6	d10	d6
Initiative		DEX+d4	DEX+d4	DEX+d4	DEX+d4	DEX+d4	DEX+d4	DEX+d4
Breath		16	16	15	16	16	14	16
Death		17	15	14	15	14	13	16
Devices		15	15	14	15	14	13	15
Paralysis		15	15	14	15	14	14	15
Spells		15	15	13	15	14	13	15

Elves gain magic through the teachings of their illustrious ancestors & through manipulations of the mind, they gain magic through charisma. Elves traverse the worlds only so long as the worlds will welcome them, they are not hardy enough to colonize everywhere & so Constitution rules this part of their experience. Elves fight using Their swiftness & natural dexterity instead of brute strength. They gain their skills & abilities through study & contemplation & Intelligence rules this aspect of their lives. Items & equipment are wrought by hand & so strength governs that aspect of their lives. Wisdom rules an Elf's deeper understanding & it defines their lores.

Of The Evolved

Exploring With The Many

By mysterious alchemy the worlds do produce folk capable of Traveling. While some of the people are created by gods & others are made by the unthinkable power of yet more ancient peoples, some emerge from the worlds through what amounts to a natural process. Because each of these has emerged from one or more worlds more or less spontaneously, they very often lack for any unifying characteristic save that they have no initial derivation, no clear starting place. Because of this they are by no means alike – but they are classed together here because they are all the products of evolutionary processes.

The Humans

Conquest oriented and expansively spread, the many human races are far flung throughout the worlds. Their brief lives & intensive breeding as well as their adaptability in colonizing new locations has made the human races the most widespread & numerous of all the Travelers. Humans themselves make great distinctions among their kind – classing themselves based upon the different shapes of tooth, color of hair & skin, even language or cultural tradition into different ‘races’, but to outsiders the distinctions made are often less than meaningless. Humans in the worlds are nevertheless extremely variable & it’s both conspicuous & worrying that they appear to have arisen independently on more than one world – as if the human form were an expression of the worlds’ collective will. Humans in the world vary considerably between all the shades & sorts of humans you, as a player, are familiar with all around you – and far more besides. Humans vary in size between 3 feet & 8 feet in height, they have coloration of skin, hair & eyes that encompass all the shades of the rainbow & they vary considerably in cultural norms & attitudes. The one pervading aspect of the Humans in the worlds, the thing that transcends their billions of cultures, is their sense of religion. Humans have systems of faith & worship that correspond to ideas & to natural phenomena. Some of these faiths have grown into impressively large religions – such as the Donation of Mane – a worlds spanning theocratic society that is human at its core.



Stats for Human Characters						To-Hit	+2
Play Statistics				Build Statistics		HD	d8
CHA	Humans roll 3 stats at 3d6 and the other 3 at 4d6 keeping the highest 3.	3/4d6	ITEMS	Humans roll 3 stats at 3d10 and the other 3 at 4d10 keeping the highest 3.	3/4d10+CHA	Initiative	DEX+d4
CON		3/4d6	WORLDS		3/4d10+CON	Breath	16
DEX		3/4d6	SKILL		3/4d10+DEX	Death	16
INT		3/4d6	MAGIC		3/4d10+INT	Devices	16
STR		3/4d6	FIGHT		3/4d10+STR	Paralysis	16
WIS		3/4d6	LORE		3/4d10+WIS	Spells	17



The Orcs

While humans have emerged many times on many different worlds – the orcs evolved just once. All Orcs know this because all orcs have a deep ancestral memory of the founder of their kind – a being called Orc. This being walked upon an unknown world, full of plains & forests and great lakes. It met others of its kind and taught them to speak, to make spears, to hunt & among them it raised its own children & began its own race. The orcs all know this because all of the descendants of Orc dream his life while they sleep. All of them. This creates among the Orcs a kind of instinct for survival, for language & for creation. They learn what their progenitor learned as they live out his existence each night. Most orcs look at these dreams of their forebear as an education & as a series of omens, foretelling what is to come. Orcs all speak the language invented by Orc all that time ago, and they all have the same skills that he had. Which is not to say that individuals cannot move beyond that rudimentary starting place – but it does build a deep seated conservatism into the orcish mentality. It's also because of

this that the Orcs have been able to remain somewhat unified within the worlds, an unchanging tent-pole of the worlds' civilizations.

Stats for Orc Characters						To-Hit	+3
Play Statistics				Build Statistics		HD	d10
CHA	Keep the best 3 dice. Keep both if you roll 2d6	2d6	WORLDS	Keep the best 3 dice. Keep both if you roll 2d10	4d10+CHA	Initiative	DEX+d6
CON		4d6	MAGIC		3d10+CON	Breath	17
DEX		4d6	SKILL		4d10+DEX	Death	18
INT		2d6	ITEMS		2d10+INT	Devices	17
STR		5d6	FIGHT		4d10+STR	Paralysis	17
WIS		3d6	LORE		3d10+WIS	Spells	16

The Hyazin

The shadow people need other people to cast the shadows in which they live. It's speculated that they are evolved from civilizations – from cities of exceptional size & that within these realms they have emerged as beings of imitation & secrecy. In some cultures they Hyazin are considered more a myth than a physical population while in others they are seen as a symbiotic cohabitants, still others regard Hyazin as potential dangerous parasites. The little people don't tend to say much about these situations for themselves. They shadow the behaviors & even the attitudes of the larger societies – so in those places where the Hyazin are called pests, they behave as pests, in those places where they are called myth – they behave as myths. In the Worlds – in the larger scheme of a multi-world civilization with freer people & untold options the Hyazin are more prominent – so in the League the Hyazin are shades of the Elves & Humans & Dwarves at the heart of things, they take up causes & become leaders, just like the others. In the Empire they fall into line & obey the goblin emperor. In Sarssursan worlds though, they are food. It's complicated being one of the little people, but their whole physiology responds to their station – not just an attitude, but a whole physical change – which is why it isn't immediately obvious that the Hyazin are all one people. In a bucolic country setting that mythologizes them the Hyazin appear as house-brownies, or anthropomorphic animals, rabbits & cats dressed in clothes & carrying on like gentry. In a big smoke-filled goblin city that treats them with contempt, the Hyazin are a population of ratlike people, of boggarts & evil spirits. In the worlds that accept & engage them, the Hyazin appear to be small people who live in secret right alongside the people that they shadow & are often called halflings.

Stats for Hyazin Characters						To-Hit	+1
Play Statistics			Build Statistics			HD	d6
CHA	Keep the best 3 dice. Keep both if you roll 2d6	4d6	LORE	Keep the best 3 dice. Keep both if you roll 2d10	4d10+CHA	Initiative	DEX+d6
CON		2d6	MAGIC		3d10+CON	Breath	14
DEX		5d6	ITEMS		4d10+DEX	Death	14
INT		3d6	WORLDS		2d10+INT	Devices	16
STR		2d6	SKILL		4d10+STR	Paralysis	14
WIS		3d6	FIGHT		3d10+WIS	Spells	15

Of The Changers

The Conquest Of Worlds

Goblins have always been around – the Elven elders mention having known them, the Hnoril guard manuals mention them, Orc – the first Orc encountered them. They are a presence in the world without any clear origin. Speculation abounds - as with any mystery- but this mystery seemingly needs no answer. The Goblins do not consider history deeply, they have no concern of the past. For the Goblins the future is what interests them most. This is because irrespective of their origins, the Goblins are having their finest moment in the worlds.

A hundred years ago the goblin mercenary Rustmirk Geartooth discovered a world that was throughly hospitable to his kind, and he found it at a time of crisis – when his homeworld was in ecological collapse, catastrophe. Migrating the goblins to a pristine world & making himself its ruler was a solid first step – but more than that, Geartooth solved the puzzle that has plagued the goblins & their neighbors forever. The seed of chaos – the germ of change & madness that exists in all goblins, that keeps them from breeding true – this, Rustmirk somehow *solved*. And so solving created many branches & subsets of the goblin people & what is more – and what is, to many, much worse – the germ of the goblin nature has been made a weapon & a tool by Rustmirk’s empire. Now anyone can be affected & anyone can be made a goblin. That is the threat others see in the empire, and the glory that goblins find in their current golden age.

The Goblins

Natively goblins are chaotic in appearance & do not inherit appearance or other traits from their progenitors – their look & behavior is a presentation of the chaos that their bloodlines pass down. Within the goblin lines there are hundreds of variants – from gnome to menhune and oni. Goblins are inventive, clever & supremely reckless. It is no wonder that from this gestational pool of randomness & technical innovation there emerged the new, master-goblins, created by some secret taming of the seed of chaos.

The Hobgoblins

Top Goblins are the recipients of Geartooth’s secret process, that stirps the goblins of their seed of chaos & allows them to breed true, to avoid madness & to organize into hierarchies – none of which things goblins have done natively before. Hobgoblins are much more numerous than one might expect, given that they’ve only been around for a hundred years – but they are numerous and in the Empire they rule. Which is not to say that all of them are loyal to the Empire – many have defected to the Donation & the League and many more have simply abandoned all the sodalities- searching instead for their own way in the worlds. Hobgoblins are symmetrical, tall, charismatic goblins.

The Ogres

The germ of goblankind has been weaponized and when it is used to afflict an Orc the result is an Ogre – a massive, powerful goblin that has half the wits of a goblin and twice the strength of an orc. Ogres have been *domesticated* throughout the worlds – they are bound together into mercenary groups & they are sold as bodyguards or slaves in the markets of dozens of worlds. Though they have been commoditized somewhat – they still make up a significant, and honored, part of the empire’s war machine. Ogres speak & use the language of Orcs.



The Trolls

Humans affected by the Geartooth method are a troublingly large subset of imperial polity. Gifted in both spectral magic & extreme hostility – these twisted figures are prominent within the empire’s ruling classes. Trolls are notable for their extreme misanthropy, their hostility to others, their cunning & their will to dominate others. These tall, hideous yellow-hued goblins have above average skill at entreating the spectral realm for power & they show little regard for the lives of themselves or others. Maddier than other goblins & smarter & stronger besides – some among them consider themselves the true masters of goblankind & have been banished for their efforts at overthrowing Geartooth’s empire.

Stats for Goblin Characters					
Play Statistics					
		Hobgoblin	Goblin	Trolls	Ogres
CHA	Keep the best 3 dice. Keep both if you roll 2d6	4d6	2d6	2d6	2d6
CON		3d6	3d6	4d6	5d6
DEX		4d6	4d6	3d6	3d6
INT		4d6	4d6	4d6	2d6
STR		3d6	2d6	4d6	5d6
WIS		2d6	3d6	3d6	3d6
Build Statistics					
		Hobgoblin	Goblin	Trolls	Ogres
WORLDS	Keep the best 3 dice. Keep both if you roll 2d10	3d10+CHA	3d10+CHA	3d10+CHA	3d10+CHA
MAGIC		3d10+CON	3d10+CON	3d10+CON	2d10+CON
FIGHT		4d10+DEX	3d10+DEX	3d10+DEX	5d10+DEX
LORES		3d10+INT	4d10+INT	4d10+INT	2d10+INT
ITEMS		4d10+STR	3d10+STR	3d10+STR	3d10+STR
SKILLS		3d10+WIS	4d10+WIS	3d10+WIS	2d10+WIS
Base Modifiers					
		Hobgoblin	Goblin	Trolls	Ogres
To-Hit		+2	+1	+2	+3
HD		d8	d6	d8	d10
Initiative		DEX+d4	DEX+d4	DEX+d4	DEX+d4
Breath		16	16	17	18
Death		17	17	17	17
Devices		17	16	16	17
Paralysis		15	15	15	16
Spells		17	18	17	17

Of The Monad

The Newest Ancient Power

The scalefolk are the most ancient extant race of travelers. Their emergence in distant antiquity predates the very existence of all the other travelers, and most other sentient life in the worlds. They have knowledge, but no history, of the emergence of the other Travelers, they have a memory, though no record of the creation of the worlds. This juxtaposition of eternal memory without history is the basis of the Sarssurran culture, or more to the point, their lack thereof. They are a set of species that lack any technological aptitude – down to the basics of literacy – the fundamental base upon which all technical development stands. Instead they have their memory & their blood & their eternal lives.

Sarssurra are parthenogenic reptile people who do not procreate so much as they molt. A Sarssurran can lay a fertilized egg and transmit, not just their chymical & genetic makeup, but their memories & thoughts. They clone themselves endlessly – retaining memory but never quite advancing. Their skills lie in their ability to manipulate their own phenotypes and to create & modify their own offspring – creating strange new Sarssurra that are otherwise their own clones. It is speculated that all the Sarssurra must have descended from one example, given how they procreate, but memories change as the bloodlines shift & no one knows the answers to the deeper questions of Sarssuran origins.



It is only recently that these ancient people have become active in the worlds – from their homeworlds they have migrated & spread with an energy that has surprised all who have been familiar with their extended period of torpor. As they have emerged & expanded they have taken on new forms & new roles that make them better suited to interacting with the other Travelers.

The Giszidda

The basic form of the scalyfolk is that of a hominid lizard – a long snouted long-tailed biped with sprawling limbs & a peculiar gait. Still alien, and still much more atavistic than other people, these Sarssurra can nevertheless function in a contemporary world. Giszidda are brutish but tough Sarssurrans who function as a vanguard & warrior class for their kind.

The Naga

Diplomats of the Sarssurra, the Naga are created to interface with other people. In form, they are brightly colored snakes with the torso, arms & face of another race of people, albeit scaled & snakelike. Whether the attempt to breed an interlocutor variant of the Sarssurra has succeeded is a matter of debate for outsiders – but the Naga are a sociable & even gregarious portion of the Sarssurran enterprise. They are the most likely to interact with other people, and the most likely to act on behalf of others – even betraying their progenitors in a few cases.

The Lamia

The Sarssurra navigators are the Lamia – those who manifest with the specific capacity for Spectral magic & the sensibilities required to pierce the veil between worlds. Lamia are like immense snakes with between four and eight heads. Some of the heads function as hands while others speak & still others contain the creature's intellect. Difficult to interact with, the Lamia are a powerful but exceedingly unappealing agent of the Sarssurra.

Sarssurra lack an innate combat sense & do not even really recognize themselves as *selves*, so they use Charisma to determine their fighting ability – since they don't fight instinctively. Magic is bred into specific Sarssurra & so is related to their Constitution. They rely on dexterity to perform most skills & they gain possessions by wits & trade rather than creating – since very few actually have the technical ability to make anything. Sarssurra have little in the way of civilization – so survival on a world is a matter of physical ability rather than planning & their knowledge is inherited from their predecessors and is largely a matter of chance & memory.

Stats for Sarssurra Characters

Play Statistics

		Naga	Lamia	Giszidda
CHA	Keep the best 3 dice.	4d6	2d6	2d6
CON		4d6	4d6	5d6
DEX		4d6	4d6	4d6
INT	Keep both if you roll 2d6	4d6	5d6	2d6
STR		4d6	4d6	4d6
WIS		4d6	4d6	4d6

Build Statistics

		Naga	Lamia	Giszidda
FIGHT	Keep the best 3 dice.	2d10+CHA	2d10+CHA	5d10+CHA
MAGIC		4d10+CON	5d10+CON	2d10+CON
SKILL		2d10+DEX	2d10+DEX	4d10+DEX
ITEMS	Keep both if you roll 2d10	3d10+INT	4d10+INT	3d10+INT
WORLDS		4d10+STR	4d10+STR	4d10+STR
LORE		5d10+WIS	5d10+WIS	3d10+WIS

Base Modifiers

	Naga	Lamia	Giszidda
To-Hit	+2	+2	+3
HD	d8	d8	d8
Initiative	DEX+d4	DEX+d4	DEX+d4
Breath	18	18	18
Death	17	17	17
Devices	17	17	17
Paralysis	17	17	17
Spells	18	16	17

Fight

In an RPG fighting is a common but not totally necessary component of play. In the Hundred Worlds PCs will often be called upon to fight & the techniques & styles presented here will give them an opportunity to shine on the field of combat. Fight, the umbrella term for all of the combat disciplines a character may purchase & advance contains Ways and Styles. A Way is a battle technique linked to a category of gear - while a Style is a method of fighting that transcends equipment & sometimes even combat itself - becoming more of a personal signature. Ways & Styles are separate but a character can benefit from both a Way & a Style simultaneously - but no more than one of each at a time.

The Ways Of Fight

Ways are fixed to a specific weapon. Without a Way a weapon functions on an arbitrarily basic level - it uses your character's To-Hit bonus & deals damage based solely upon the die-roll assigned it. The die rolled for a weapon is based upon its size - in the Hundred Worlds the base die-rolls are scaled down - a light weapon deals d2, a medium deals d4 and a heavy weapon deals d6 - without training of any kind.

Stat Modifications to Attacks		
Stat	To-Hit Modification	Damage Modification
3-5	-3	-3
6-7	-2	-2
8	-1	-1
9-12	-	-
13-14	+1	-
15-16	+2	+1
17	+3	+2
18	+4	+3

Losing your Way & Having No Style

Characters needn't expend many, or any points in their Ways & Styles. A Character can take the simpler approach of increasing their Fighting attributes without associating them to a particular weapon or combat technique.

A PC can increase the following attributes through the use of their Creation Points.

HD - Each HD up to 5 costs 10 Creation Points. Each HD past 5 costs the number of HD to be gained multiplied by 5. You add a bonus HP per HD gained of +1 if you have a CON of 14-15 & +2 if your CON is 16-17 & +3 if your CON is 18.

To-Hit - Increasing your To-Hit costs 5 Creation Points up to a total bonus of +5. Each +1 To-Hit beyond +5 costs the number of bonus to be gained multiplied by 2.

Initiative - Your initiative score is determined by your species. Each 10 Creation Points you spend improve the die type rolled by 1 size.

AC - You can spend 25 Creation Points to improve your AC by 1 point.

Damage - You can increase the damage die you use on all attack rolls by one step at the cost of 30 Creation Points.

May of the word

JULY
25¢

"The 39th Dynasty shall fall
with the Mating of the
Moons. An Outlander shall
seize the Queen—" so ran
the Prophecy

The VIRGIN of VALKARION

A Barbarian-Worlds Novel

by POUL ANDERSON

The TIMELESS ONES

by FRANK B. LONG



Way of the Sword

I've been on a dozen worlds & on each of them there was good cause for me to have a sword handy. Not once did I use it in anger either. A sword is something every creature understands instantly, if you wave it at them. Some dumb beasts won't know what to make of a pistol, they'll charge you even if you've got a bead on them. A sword though – everything understands that 3 feet of steel is nothing to charge at.

- Demurrig Hool Patron of the Finders

The Sword is an elegant personal weapon that conveys menace & sophistication in equal quantities. It is a personal weapon, best used in one-on-one engagements rather than in any type of formation, though it is versatile enough to be handy even in suboptimal circumstances such as in an infantry line or wedge.

Way of the Sword – 20 Creation Points

Swords use STR & require one hand. At the basic level you get +1 to hit with swords & swords deal d8 damage.

Enhancements

- | | |
|-------------|---|
| 5 | Attack Speed - Uses 20-STR initiative points (normally requires 10 initiative) |
| 10 | Sweep Maneuver - Attack all adjacent enemies with a single blow. Roll one attack against the target with the highest AC – if it hits, all targets adjacent are struck and take the same damage. |
| 10/20/30/40 | Finesse - Increase damage die type each time this is gained. D8-d10-d12 etc... |
| 5 | Thrusts - Increase range by 1 space |
| 10/20/30/40 | Precision - Increase To-Hit by +2 each time this is gained |
| 5 | En-Garde - Your AC is increased by 2 when you have a sword in your hand |
| 5 | Feint – You can sacrifice some initiative for no result, the next attack you make against a target has its to-hit & damage both increased by the amount of initiative you've sacrificed. |
| 10 | Riposte - When you are hit you can make an attack against the one who struck you without spending initiative. You make this attack without any To-Hit bonus. |
| 10 | Flourish – You can make a social test to inflict fear on targets. This effect has a strength equivalent to the dice you normally deal in damage –e.g.: d8 damage = d8 fear effect. This action uses initiative as if you'd made an attack. |
| 10 | Maneuver – You can create your own maneuver that follows the traditional structure laid out in the Game of the North rule book. |

Way of the Raygun



25¢

No. 11



Continued
unabridged

Way of the Raygun

Only a few can actually use the things. That's the secret – why they're rare in the worlds. And really, even the people who can use them, most of them aren't very good at it. You see, they work by amplifying the force in the Spectral realm, just outside existence. You can't tamper with those forces without a lot of certainty, and most people just don't have enough of that to make good use of it. Those that do though – they're dangerous, really with or without the Raygun.

- Pia Semmaramiz of the Donation

The Raygun is a highly personal implement. Usually created by an individual for their specific use, the Raygun is a weapon of tremendous efficacy in the hands of the skilled user. In the hands of one without the talent, the Raygun is still a dangerous item, but it requires skill, even artistry, to be used to its full potential.

Way of the Raygun - 20 Creation Points

Rayguns are ranged weapons & they use CHA in place of DEX or STR for determining attack bonus & damage bonus. At this basic level you get +1 To-Hit with Rayguns & the Raygun's range is equal to your CHA+20 Spaces.

Enhancements

- | | |
|------------|--|
| 5 | Attack Speed - Uses 20-CHA initiative points (normally requires 10) |
| 10 | Blasts - Attack a larger up to 4 squares. Targets in the area save vs. devices or take damage |
| 20/30/40 | Increased Damage - Increase die type for damage rolls for each instance of this ability. |
| 5/10/15/20 | Accurate Attack - Increase To-Hit by +1 each time this is taken |
| 20 | Elemental Enhancement - Heat - Adds fire & burning effect – save vs. devices or take burn damage of d6 per round thereafter for d6 rounds |
| 20 | Elemental Enhancement - Light - Adds blinding effect save vs. devices or be blinded |
| 20 | Elemental Enhancement - Cold - Adds slowing effect – targets have their speed reduced by ½. Movement requires double Initiative expense. |
| 20 | Elemental Enhancement - Air - Adds sonic deafening effect save vs. devices or be deafened |
| 5/10/15/20 | Range - Increases range of the Raygun by 20 each time this is taken |
| 20 | Defensive Blast – Shoot up the ground in front of you to protect yourself – use your attack to gain +4 AC until your next attack |
| 20 | Maneuver – You can create a maneuver based upon the maneuver rules presented in the main Game of the North book. |

Way of the Bow

They're not that useful in the woods – which is why it's so strange that it's the woods folk that use them. Out on an open plain they're best. The best thing going. Someone with the skill to use one while riding? Forget it, they're incredible – but you keep finding them amongst these woodlanders where they can't hope to shoot it more than a few cubits without striking a tree. Probably it's because they need wood to make them, the good ones anyway, but I never could understand the elves of the deepwood & their bows – there's just nowhere to get a clean shot off.

- Andules Korr Hunter of the Finder's Guild

Bows are simple weapons that by their nature can accept a lot of modification & which support a variety of techniques. Bows are common to almost all cultures throughout the worlds but they're especially common amongst the worlds' elves for reasons associated with those people's religious traditions.

Way of the Bow - 20 Creation Points

Bows are 2 handed weapons that fire projectiles that must be reloaded after each shot. With the way of the bow they use DEX to modify To-Hit & they use d6 / d8 & d10 damage dice based upon their size. Anyone may use a d6 bow, a d8 bow requires a STR of 13 to use & takes up two encumbrance slots while a d10 bow takes up three encumbrance slots & only those with a STR of 16 may use such a bow. All bows require 5 initiative to reload (8 initiative for those who lack the Way of the Bow). Bows have a base range equal to your DEX in spaces and the die type for damage is reduced by one for every interval of spaces equal to your DEX.

- | | |
|-------------|---|
| 5 | Attack Speed - Uses 20-DEX initiative to shoot the bow, reloading speeds still apply |
| 10/20 | Faster Draw - The initiative cost to reload is reduced by 2. Taking this ability again reduces the reload speed to 1 initiative. |
| 10/20/30/40 | Aim -Each time this is taken bow damage dice are improved by 1 step. |
| 20 | Pinning - Attack can reduce enemy movement by 1/2 |
| 10 | Piercing - Attack is at +2 to-hit |
| 20/30 | More Arrows - load an additional arrow which adds another damage die but decreases your range interval by ½. |
| 10 | Long Range - Doubles your range interval. |
| 20 | Ricochet - You can fire your bow and strike enemies behind corners & through cover, though the damage on such attacks is reduced by 2 die steps. |
| 20 | Maneuver - You can create a maneuver based upon the maneuver rules presented in the main Game of the North book. |

Way of the Dagger

Anywhere you go people have knives. Most times it's regular for anyone to carry one around, nobody thinks about it, just carry your knife with you. Course, some people are better with knives than others and what someone thinks is just for opening up letters – the right kinda fella could use it to kill up a whole mess of people.

- Rancidsneer Glimmerwick – Stab Contender

Dagger refers, in the Worlds, to a knife that is specifically suited for fighting. Any knife could potentially make use of the Way of the Dagger but it principally offers benefits to weapons rather than cooking implements or tools.

Way of the Dagger - 10 Creation Points

Daggers are one handed light weapons – with the Way of the dagger these weapons deal d6 damage & without it they deal d2. Daggers are functional, concealable & versatile, since they may be thrown or wielded in hand-to-hand combat.

Enhancements

- | | |
|----------|---|
| 5 | Attack Speed - Uses 20-STR to determine the attack speed of the dagger, it is normally 10 initiative to make a dagger attack. |
| 10/20 | Quick Attack - Reduce the initiative required to make a dagger attack by 2. You can take this effect twice reducing the attack speed by up to 4 – but the speed of an attack can never be less than 1. |
| 20 | Double-Fisted - You carry two daggers and strike with both simultaneously. You may attack with both at once for an additional 1 point of initiative cost. This attack then deals double damage. |
| 5 | Throwing - You can make a ranged attack with the dagger – it has a range equal to your STR in spaces. There are no range intervals for a dagger. |
| 10/20/30 | Accuracy - To-Hit improves with your dagger by +2 each time you take this. |
| 5/10/20 | Concealment - You can carry a dagger that cannot be found by a typical search of your person (magical or more thorough efforts will still uncover it). Each time you take this it allows you to conceal an additional dagger. |
| 20 | Venom - Poisons applied to a dagger are more effectively delivered. You increase the effectiveness of a poison inflicted by your dagger by a step. |
| 20/30 | Juggle - By juggling several daggers you make yourself more dangerous to approach – your AC is improved by the number of daggers you juggle for as long as you keep juggling. If you take this a second time you may make thrown attacks while juggling. |
| 20 | Maneuver - You can create a maneuver based upon the maneuver rules presented in the main Game of the North book. |

Way of the Rifle

The brilliance of the empire's strategy is that they can make anyone a soldier in minutes. They send juvenile recruits with bare literacy against deeply established warrior cultures with centuries of tradition & technique and when the old systems fail and they reveal that the new system – the Empire's system is that there is no system, only the gun, that is when the defeat becomes real.

- Hammer-Into-Form-The-Dross - Avatar Churcher of the Donation

Rifles are common in worlds of the Empire and they are the mainstay of the Goblin armies. Rifles are usually created with a substantial amount of skill & artistry – even if it is often a rather chaotic, goblinessque artistry.

Way of the Rifle - 25 Creation Points

Rifles are large firearms that typically require two hands to shoot & optimally require up to 3 or 4 hands to reload – though a two handed wielder can certainly reload a rifle, it does require a good deal of training & practice to do so swiftly. Rifles use WIS for the purpose of modifying To-Hit & Damage rolls. They require 2 Initiative to shoot & 20 initiative to reload. Modifications to the Way of the Rifle do not apply to the wielder as much as they do the rifle itself – in this way the ability is less transferrable to all rifles – though if you have the Way you will be able to modify any rifle to add your acquired features – so long as you have time & materials.

Enhancements

- 20 **Quicker Loading** - the initiative required to reload becomes 25-your WIS score.
- 10 **Bayonet** - You can use the rifle as a spear in close quarters its damage & to-hit modifications remain the same.
- 40 **Carbine** - You can fire 6 shots before taking a reload action
- 20 **Magnum Loads** – The Rifle's damage & range are increased by 2 die steps & Double your WIS score respectively.
- 5 **Crosshairs** – Your to-hit is improved by +2 with your rifle.
- 30 **Scattergun** – You fire at all the targets in a fan shaped area in front of you that is 4 spaces wide and 3 spaces long. You roll To-Hit each target in the area but roll damage only once – inflicting the same damage to all those struck.
- 50 **Machinegun** – Your gun becomes an area effect weapon which strikes all targets in a line 10 spaces long and 2 spaces wide. Those caught in the area of effect are shot, taking d4 hits at the normal rate of damage as inflicted by your rifle. They are automatically hit, but are allowed a save vs. Breath to halve the number of hits they take (rounded up).
- 20 **Maneuver** – You can create a maneuver based upon the maneuver rules presented in the main Game of the North book.

Way of the Pistol

Ordinarily to kill, one must have a desire to kill. A strong desire and the ability to carry out one's bloodthirsty desires. With a knife one must close with their adversary and then strike. Here, we say strike but that is just saying a word. The reality of the act is near to being unthinkable to most. And to those who cannot bear to consider the intensive act of murder has come the pistol... They lack the will or the conviction to kill and yet they are given the means to murder without even a thought. For this reason alone I kill anyone I meet who carries a pistol.

- Carul Intarr – Notorious Spectralist & Murderer

A pistol is a handheld firearm that requires little strength or skill to use. There are few functional techniques for a pistol that could elevate its use to an art and most modifications to the Way of the Pistol represent physical modifications to the pistol itself.

Way of the Pistol - 10 Creation Points

Pistols are one handed short range firearms. They have an innate To-Hit bonus of +3 and deal 1d8 damage per hit. Reloading a pistol is a complex activity & it requires 10 Initiative, though the pistol requires only 1 initiative to fire. Pistols have an innate range of 4 squares and a maximum range of 16 squares.

Enhancements

- | | |
|----------|--|
| 10/20/30 | Additional Barrel – each added barrel allows you to make an additional shot before reloading the pistol. Reload times are multiplied by the number of barrels, however. If you take this modification along with <i>Revolver</i> the effects are not cumulative – unless you spend an additional 20 points. |
| 30/40 | Revolver – the pistol may be fired 4 times before reloading or up to 7 times, if you take this modification twice. If you take this modification along with <i>Additional Barrel</i> the effects are not cumulative – unless you spend an additional 20 points. Reloading a revolver requires 10 initiative to reload completely. |
| 20 | Magnum Loads – The Pistol's damage & range are increased by 2 die steps & by 2 spaces respectively. |
| 20 | Quick Draw – You can add your DEX modifier to attack rolls involving your pistol, but only on the first attack you make with the pistol in a combat. |
| 30 | Pistolero – You've attached some artistry to your use of the Pistol. You reduce the reload time on your pistols to 20-DEX and add bonus damage & To-Hit based upon your DEX score. |
| 10 | Three Point Stance – You extend the range of the Pistol & improve your To-Hit with the pistol both by 2 (2 added spaces & +2 To-Hit) when you crouch & do not move before Firing. |

Way of the Spear

An Orc without a spear is like a lion without teeth.

- Many Tusk Orrog - Orc

Though the category of spear may refer to any number of pole-weapons or the like, the proper, Orcish spear is what is considered here. All Orcs and all who speak the Orc Speech have an innate understanding of how to craft & use a spear – and as such, the Orc Spear is a weapon & tool found throughout the worlds.

Way of the Spear - 20 Creation Points

Spears are blades mounted to long poles that have a combined length about a cubit longer than the wielder is tall. The blade of a spear is commonly forged of metal but it may be sharpened stone or bone, or even just the sharpened end of the pole itself. Spears are wielded in either one or two hands and can be thrown with one hand. Using a spear with 2 hands makes it a heavy weapon – dealing d8 while wielding it in one hand or throwing it, makes it medium & in those cases it deals d6. A spear can be thrown up to 20 spaces but its optimal range is 4 spaces. A spear always encumbers as a medium weapon – occupying 2 slots of encumbrance. A spear uses 10 points of initiative to be used in an attack.

Enhancements

- 10 **Spear Carrier** – you use CON to modify attack & damage rolls with a spear.
- 10 **Hunter** – You increase the damage dealt with a spear by 1 step against prey animals.
- 10 **Atlatl** – You double the ranges for all spears you throw
- 20 **Guard** – You create an area of defense around yourself in a 1 space radius, anyone entering the radius is attacked automatically. You can use the guard ability as an attack with your spear.
- 10 **Swiftess** – You deduct 1/3 of your CON from the initiative required to make an attack with your Spear. Round up.
- 10/20/30 **Piercing Head** – Each time you take this, you increase the damage of your spear by 1 die step.
- 10/20 **Balanced** – When you take this you increase your To-Hit with your spear by +2 each time.
- 10 **Heavy** – You use your STR to figure additional damage with your spear (this combines with Spear Carrier's CON based bonus).
- 10 **Trip** – You can knock someone's feet out from under them using your spear attack. When you attack, anyone with legs must save vs. Devices or fall down.
- 20 **Maneuver** – You can create a maneuver based upon the maneuver rules presented in the main Game of the North book.

The Styles Of Fight

Styles are methods that enhance your fighting abilities irrespective of the weapons you use, or if you use weapons at all. Fighting styles are varied & numerous, too numerous to list entirely. Instead what is presented here are a variety of basic styles including their relevant embellishments based upon the movement of chess pieces.

Queen Style

Queen Style - 10 Creation Points

Queen style is a dominant, ranged style that is focused on battlefield control & position. When you use this style, your ranged attacks have their range interval doubled & your To-Hit improves by +2 but only as long as you do not move.

Enhancements

- 5/10/15/20 **Aim** – Whenever you improve your Aim you can trade 2 points of initiative for a 1 point bonus to To-Hit.
- 20/40/60 **Sniping** – Each time you take Sniping you increase damage die by 1 type
- 10/20/30 **Commanding Position** – You can take a prominent position on the battlefield granting you a 1 point bonus to your To-Hit & Damage rolls when you sacrifice a point of AC. Each time you take this enhancement you can increase the amount gained & sacrificed by 1.
- 20 **Funneling** – You can force enemy movement – You can force an enemy to move one space per 2 points of initiative you use to funnel. If they do not move from the space they take damage with no To-Hit roll.
- 5/10/15/20 **Covering Fire** – You can improve the AC of allies when they move through an area you cover. Each time you gain this enhancement you improve the AC of all your allies in a line or small group by 1 for every 2 points of initiative you spend covering them.

Pawn Style

Pawn Style - 10 Creation Points

Pawn Style uses organization & allies to carry the day. It is based upon principles such as superior numbers & coordinated attacks as well as having the same equipment as your allies. With this style active you move at 1 space for every 4 initiative you spend but you decrease that rate to 1 space for 3 initiative if you move with at least one adjacent ally. While you have an ally to your left or right you increase your To-Hit & your AC both by 1.

Enhancements

- 10 **Uniform** - Increase damage die by 1 step when you use the same gear as adjacent allies.
- 10 **Leadership** - Increase your allies' damage dice by 1 step when they use the same gear as you.
- 10 **Shield Wall** - When adjacent allies are equipped like you - increase the group's AC by 1 per uniformly equipped adjacent ally.
- 20 **March** – Your movement rate improves to become 1 space for 2 initiative so long as you have 2 or more adjacent allies.

Bishop Style

Bishop Style - 10 Creation Points

Bishop style is based upon oblique movement, concealment, cover & attacking from same. It requires being unseen on the battlefield & often being out on one's own, away from allies. When you use this style, you move at 1 space per 4 initiative spent & your melee damage dice are improved by 1 step as long as you move before making an attack.

Enhancements

- 20 **Flank Attack** - You can double the initiative required to make an attack to increase the damage dealt by triple.
- 20/40/60 **Opportunistic Attack** - When you have no adjacent allies & have moved to cover or concealment you increase the damage you deal by one die size for every rank of this enhancement.
- 30 **Backstab** - You can move to a position behind an enemy by moving at 1 square for 5 initiative. When you are in position - your attacks against that enemy have their damage quadrupled.
- 10/20/30/40 **Scramble** - You can reduce the cost of your movement by 1 point by sacrificing 2 points of AC.

Rook Style

Rook Style - 10 Creation Points

Rook style is a defensive & protective style that is based upon offering a shield to your allies through diving motions & swift charges. When you use Rook style you increase you AC by 2 & increase AC of your adjacent allies by 2 as well. You move at 1 space for 3 initiative.

Enhancements

- 10 **Dive** - You can make an attack to move instead of to deal damage. Roll your melee attack as if you were attempting to strike a target, if you succeed you move adjacent to that target. You spend initiative on this movement retroactively. So if you had 12 initiative remaining & dove 4 spaces you would take no actions for the rest of the round.
- 20 **Protection** - Move between allies & enemies improving your allies' AC by the number of spaces you move.
- 20/40/60 **Screen** - You trade your attack to improve the AC & To-Hit of your adjacent allies. You can make an attack that deals no damage. If your To-Hit is sufficient, your adjacent allies gain a bonus of 1 point of AC and 1 point of To-Hit for every rank you have in this enhancement.
- 10 **Deflection** - You can make an attack roll against an enemy as a reaction to their attack against an ally. You spend the initiative to perform this action retroactively. If your attack roll hits, you deal no damage but instead the attack is resolved against you instead of your ally.
- 5/10/15/20 **Tower** - You can guard your nearby allies, you grant all your adjacent allies a bonus HP by spending 5 initiative. When you gain this enhancement multiple times you grant added HP but still only spend 5 initiative.

Knight Style

Knight Style - 10 Creation Points

Knight style is based around swift, agile movement & making attacks during your movement. When you gain this style you may move at the rate of 1 space per 2 points of initiative. Normally it requires 3 Initiative to cross one space. You can also add an attack to your movement so that it strikes someone along your path of travel.

Enhancements

- 10 **Leaping & Diving** - You may move through, but not remain within a space occupied by an ally or enemy.
- 20/40/60 **Swiftness** - Whenever you take this enhancement you increase your Initiative score by 5
- 20 **Fleet of Foot** - You reduce your movement cost by an additional 1 point per space.
- 10 **Reposition** - You maneuver yourself adroitly to get -1 on To-Hit against all targets but one - gain +2 To-Hit against that target.
- 5/10/15/20 **Defensive Roll** - Each time you gain this ability you can trade initiative for increased AC at the rate of 1 initiative point per point of AC.

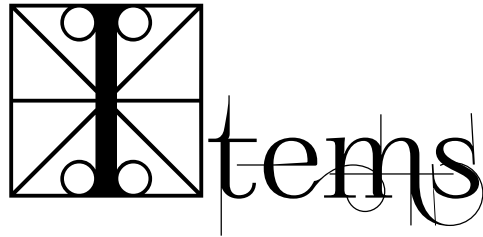
King Style

King Style - 10 Creation Points

King style utilizes slow, defensive & deliberate movements to make its user a veritable fortress. When you use this style you move at 1 space per 4 initiative points & your AC is improved by 2. Normally it requires 3 initiative to cross one space.

Enhancements

- 5/10/15/20 **Protective Stance** - Each time you gain this enhancement you can trade To-Hit bonus for improved AC at the rate of 1 point of To-Hit for 1 point of AC.
- 10/20/30 **Master Stroke** - Whenever you gain this ability you increase your damage die by one size.
- 10 **Downing Blow** - Those defending against your attacks must save vs. devices or fall when you deal damage.
- 20 **Master Defense** - You improve AC modifiers provided by shields by 2
- 5/10/15/20 **Wary** - Each time you gain this you can improve your saves in combat by 1.
- 10 **Picket** - Whenever you are adjacent to someone else with this ability - you deal double damage to an attacker who moves to strike you - and you both grant one another +1 To-Hit & +1 AC - for a maximum of +3 to an individual in the center of such a formation.



Your possessions in the worlds fall into a few categories – wealth, equipment, kit, conveyances, vehicles & pets are all under the umbrella of Items. Your items in the worlds will establish your limitations at the outset of the game & may give you a solid sense of what you’ll spend your adventuring career in search of. Items, uniquely, can only be acquired using creation points. After your character’s career begins they must purchase these items.

Gear Rolls

5 Creation Points per roll

All characters have 1 free gear roll. They can gain further gear rolls for 5 creation points per roll and the first 5 such rolls may be rolled twice – allowing the character to choose between two potential pieces of gear. Gear rolls are made using the Game of the North’s main rulebook or the Book of Ten Trillion Things if it is available.

Kits

20 Creation Points per kit

A kit is a passel of equipment & materials that is typical of a particular sodality of worlds. There are 3 possible kits and your character can acquire all of them.

League Kit	Imperial Kit	Donation Kit
Bow or Sword	Army Armor	Backpack
Canteen	Army Uniform	Dagger
Dagger	Crude Housing	Food - 8 days
Explorer's Armor	Drug	Identity Tattoos
Food - 4 days	Fire Starter	Lantern
Guild Access Phrase	Food - 8days	Pilgrim's Clothes
League Finery	Knapsack	Prayerbook
League Work Suit	Knife	Rope
Library Membership	Orders	Servant
Luggage	Pistol	Sign of the Door
Modest Housing	Spider or Centipede	Spectral Compass
Passport	Travel Papers	Staff
Remedy	Watch	Tent
Traveler's Guide	Waterskin	Water Jar

5 Creation Points per rank

Given that currency & economics practiced between hundreds of worlds & thousands of societies cannot be distilled to something so simple as a count of coins – wealth is considered in the Worlds as an aggregation of currency, favors, contacts, barter & negotiation. This is abstracted into the wealth characteristic. Your wealth is a number that you must roll under if you wish to acquire something. The Referee will determine which die you roll based on the difficulty of an item to acquire.

d4 Acquisitions	d6 Acquisitions	d8 Acquisitions
Water & Salt	Poor Meal	Decent Meal
A Few Hours Of Shelter	Shabby Accommodations	Hotel/Inn Stay
Awful Recreation	Poor Recreational Substance	Recreational Substances
Crude Toy Or Doll	Unpleasant Companionship	Modest Companionship
Junk Or Trash	Rudimentary Tools	Modest Clothing
	Modest Grooming	Grooming & Bathing
		Rudimentary Weapons
		Local Transport
d10 Acquisitions	d12 Acquisitions	d20 Acquisitions
Excellent Meal	Celebratory Banquet	Week Long Feast
Weeklong Hotel Stay	Permanent Residence	Grand Residence
Luxury Substances	Magical Elixirs & Potions	Alchemical Concoctions
Decent Gift	Luxury Goods	Staff Of Servants
Nice Clothing	Excellent Arms & Armor	Exceptional Equipment
Medical Assistance	Bribes & Legal Representation	Impeccable Grooming
Good Companionship	Servant Or Retainer	Fantastic Clothing
Weaponry, Tools & Armor	Distant Transit	Bureaucratic Access

The difficulty of acquiring certain goods & services is modified considerably by local circumstances – so in some cases an item that would be easy to acquire – requiring a d6 roll – may be a d8 or d10 roll – based upon local scarcity. And indeed, some things cannot be had at any price. One cannot buy water in a waterless world no matter their resources.

Wealth encumbers a character as they travel through the worlds. Each 2 points of Wealth constitutes 1 piece of carried gear.

Wealth is offered as a reward by the Referee – it is applied on a scale. Characters who are already quite wealthy may not gain as much for their adventuring efforts. Whenever you gain wealth as a reward that is equal to or less than your current rating- e.g.: your rating is 6 and you are given a reward of jewels & cash worth 4 wealth – your rating does not increase. When you are granted a reward that is greater than your current rating – e.g.: your rating is 4 and you are given a reward of spices worth 6 wealth – your rating increases by only 1.

APRIL

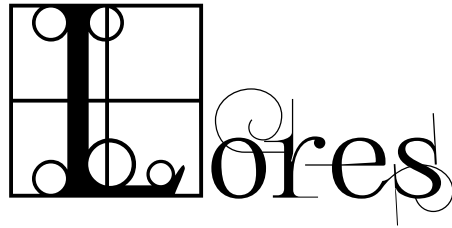
20th ASTOUNDING LORE



THE FINDING OF HALDGREN

A Complete Novelette

(A Sequel to "Brood of the Dark Moon")



Lores are realms of knowledge that your character has access to – deep wisdom & higher learning. The more Lores a character has – effectively the more well educated they are. Highly cultured & sophisticated characters have abundant Lores – they speak possibly dozens of languages – recognize periods of art & design at a glance & when they find that they do not know something innately – then they have the resources to learn of these things & research answers as well as new questions.

Languages

Characters begin the game with knowledge of a language based upon their chosen homeworld. Beyond that language there are many thousands of different language types – some not even verbal – within the worlds. Language in the worlds is varied & complex, too complex in fact to approach in great detail. Language and Writing

Within the many worlds there are a few basic divisions between the varieties of languages. A *Speech* is a metaphysical language which is usually linked to a Race or similar. Examples are The Orkii Speech, which is taxonomic and descriptive; the Dragon's Speech, which is essential and idiomatic; And the Dwarven Speech, which is political and hierarchical. *Speeches* are magical in nature and any speaker of a given Speech can communicate with any other regardless of any other circumstance. Speeches are considered by most to be the highest form of language and it is supposed that it is from Speeches that all other languages descend. Speeches are never written and never have any written forms.

The next form of language is the most widely used and these are called *Languages*. Languages are any means of communication which are used by people on any combination of Worlds or regions. Examples of Languages are **League Elvish**, which is the standard means of conversation in the League; **Mane**, which is the primary tongue of all the people of the Donation; and **Sarssurran**, which is used by most of the Scaled Folk and their offspring. Languages almost always have a written component and there are several standardized means of writing common in the worlds. League Elven is written in the Elvish Script, for instance, while Mane is written in the Pradaharadan double-alphabet.

The last division of language in the Worlds is the *Lingua*. Linguas are sometimes Pidgins, sometimes Creoles or Dialects, but are just as often their own distinctive tongues. A Lingua is, to common perception, any language which is spoken exclusively on a single world or a region of any world. Linguas are the most common means of expression on the Worlds, that is they outnumber all the other Languages and Speeches by a very wide margin, nevertheless, Languages proper are the most widely used, since they broach political borders and are mutable for use with any ideology or culture.

Finally, there are a few systems of Writing in the worlds. Writing tends to break down into categories as well. Pictographic writing is that which uses pictures and determiners in combination to convey thoughts, readers of a Pictographic system can read it though they may not speak the language it represents. Ideogrammatic scripts are similar to Pictographic systems in that it is not necessary to speak a language in order to read one written in such a script and that any language can be competently written in such a script. Ideographic and Pictographic scripts don't have alphabets or phonetics, but rather a vast array of characters, signs, radicals and determiners which are difficult to learn and demand a great deal of memorization. Phonetic scripts are rare and difficult to use, they tend to have a very large number of alphabetic constructs comprised of a consonant and vowel paired together. Alphabetic Scripts are the simplest to use and usually have a very limited number of letters.

Languages By Type

Speeches

Cost

Speech

30 Orkii - The language of the Orcs - a forceful speech with a small lexicon of only a few thousand words - the Orkii language is understood by virtually all Orcs - usually without any training. It's an innate language that is learned by orcs in dreams. Non-orcs may come to comprehend the words & to speak them as well - it is said that doing so causes the speaker to dream the Orc's Dream of the dawn of time. Knowing this language grants the benefit of reducing by one step, all the difficulty of checks made in natural environments - as knowledge of this language conveys peculiar knowledge of deep primordial lore.

30 Dragon - The speech of the dragons is known to command the worlds & the wilderness. It is a primal language closely affiliated with the elemental languages such as Lavithan & Beheman. Those who have this language are always understood by any who hear it, but with a few strange caveats. First, the Dragons' speech cannot be used to ask questions, only to give commands. One may of course command that someone tell them something - but there is a kind of deep command & rudeness baked into the speech. Checks involving command, authority & so on are improved by one die type whenever the Dragons' speech is employed - but those involving subtlety, kindness or friendship are reduced by two die types.

30 Dwarven - The Dwarven Speech is comprehensible to all Dwarves, Gnomes, Elves & Goblins - any of the Fae species. This speech is both musical & authoritative & those who employ it in their use of Song magic have the level of any song reduced by 1 for the purpose of purchasing the song with character points.

40 Nightmare - The Nightmare speech is the horrific language of the haunted spectral realm. It is a language of demonic beings who lack substance but which exist as overwhelmingly malicious mentalities that lurk & hunt in the void. Those who hear the speech used in an aggressive way must save vs. Spells or suffer a d6 fear effect. Wizard spells cast using the speech have a 1 point reduction in their level, for the purpose of daily casting. For instance, a spell normally of level 6 cast with the Nightmare speech would retain all of its normal qualities but would

then be easier to cast. There are significant social consequences to using the Nightmare speech openly.

30 Scalyspeech - The Speech of the Sarssurra Originals - this language is comprehensible to all members of the Sarssurran races. Those hearing the speech who are weaker must obey those who are stronger - so long as they can understand it. This effect transcends simple comprehension - all lizards, reptiles & their allies obey the scalyspeech when it is used by a character of considerable power. This effect can be resisted with a successful save vs. Paralysis.

Languages

Cost	Language
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10/5	Pradaharadan Family - This is an extremely ancient language which is the progenitor of many other languages & linguas. It seems to have originated somewhere in the Donation, but others claim it was first found in the Sea of Dust. When you gain this language you must choose one of the following: Mane, Device, or Spectral Lexicon . Each time you gain this language you speak one more of the 3. You must gain each of these a second time at a cost of 5 points in order to be literate in those languages.
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10/10	Elven Family - The fairy languages dominate in the League & League Elven is the principal trade language for that sodality. When you gain this language family you must choose one of the following - League Elven, Hobtalk, Arboran, Confirii, Dessidurii . For every 10 points you spend on this language you speak another of these sub-languages. All of these languages are written in the Thornscript - which must be learned only once - all elven languages are written the same but their spoken form is highly distinct. Learning Thornscript requires 10 points.
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10/5	Goblin Family - The goblin language family is distinct from the traditional language Hobtalk. These languages are all derivations of the language of Emperor Rustmirk - so this is a rare example of a lingua being elevated to a language. When you gain this language, you must choose from the following: Hobsnarl, Battle Cant, Shadowclan, Imperial Goblin & Gobcipher . Each time you gain this language you know another of these. You must learn to read and write each of these independently as well, as they all have their own distinctive script.
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20	Elemental Languages - There are 4 such languages - Estrellan, Lavithan, Beheman & Djagan . Each has its own highly distinctive system for writing - most of which are not even scripts. When you gain this language you also gain the system of notation that goes along with it. When you take this language more than once you can choose another of the languages each time.
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10/10	Dwarven Family - The languages of the Dwarves include - Hnoril, Galadruhn, Cavern, Ocean & Snow . All of these are written in the Runic script of the Dwarves - so all can be read when you gain the written dwarvish script for 10 points.
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Linguas

Realistically there are millions of Linguas. Those listed here have special properties that make them distinct & useful. All Linguas cost 10 points to master completely.

World Lingua

Relief **Stealer's Cant** - The ragamuffin theive's jargon spoken only on the crowded streets of Relief. It is never written - though there are accompanying glyphs & graffiti that a speaker of the lingua is better suited to decipher.

Fall **Fallspeak** - A sign-language that defies the deafening wind of the fall. It has a written form & a spoken form as well - though neither of these are very commonly used outside the fall. The signing aspect of the lingua has grown in popularity in other worlds where hearing is difficult.

Fall **Burgher Drawl** - The auctioneer like cadence of this language is comical to most outsiders - it is spoken in the few cities of the Fall & has its own written form & a large body of literature besides.

Drown **Drownspeak** - A purely vocalized language with no written or symbolic component of any type. This language is spoken by the undersea beings of the Drown & is based upon a lot of vibrating trills & deep vocalizations which can be transmitted through water. It cannot truly be spoken outside of that medium.

Drown **Mucktown** - The bubble of air that allows mucktown to exist is sufficient to allow a normally spoken language to grow up & thrive. Mucktown is a pidgin of several other unrelated languages & it is written in the Thornschrift.

Mire **Byax** - The language of the city of Eos - Byax is notable for having numerous phonemes that are caste-specific, so that people who speak the language self-identify with their specified caste merely by speaking. Certain sounds or words are not even spoken by those members of a caste that isn't granted access to that word. This is an intensive structural component to that world's social structure & the language is studied, frequently, because of its apparent effect on the minds of its speakers.

Prhisome **Phorli** - Distinct for no other reason than its prepositional terms - all of which are Prhisome specific - referring mainly to the seas, the column of light & a variety of other qualities specific to Prhisome - that are nevertheless automatically observed by speakers of the language even when away from the world. That is to say - a fluent speaker of this language who is away from the Prhisome still automatically describes the positions of the stars & light as if they were on the world & they do so with a disquieting accuracy.

Boundless Horizon **Torl-Kilat** - As close as any language comes to being the *human* language. More humans in the worlds speak Torl-Kilat than they do any other. This gives rise to a lot of speculation concerning whether Boundless Horizon is the human homeworld. Most are still not persuaded - and the language itself has many variants - such as Nordagh, Sundus & Oss.

Pristine **Bidal** – The Dragon pidgin – this is the weird mixture of the Dragon speech & the Orkii speech that lacks for either of those speeches’ power but still manages to combine most of the words. The language has arisen from the cooperation between the ruling dragons of Pristine & their Orcish wardens – gamekeepers imported to pristine specifically for their woodlore.

Propriety **Vornish** – A lingua of the Donation that is spreading throughout the larger context of the worlds – formerly a localized & isolated tongue, Vornish speaking monks are responsible for recapitulating most of the written records of the lands that have been conquered by & joined to the Donation. Following the easing of orthodoxy that has come about in the face of the other Inter-World sodalities i.e.: The League of Relief & The Empire of Hollowhaunt – these texts have gone from being forbidden to being widely studied. Most of the lost lore of the Donation exists in Vornish.

Boundless **Iala** – The Hyazin shadow of the Torl-Kilat tongue. Iala is an internally rhyming sing-song language that both parodies & valorizes Torl-Kilat. Where a human speaker might say that they are ‘running behind’ the Iala response to such a call might be ‘Keep up you mutt who’s also a jogging butt’. While a Torl-Kilat speaker describing someone as ‘a gentleman & a scholar’ might be called back by the Iala speaker with ‘E’en tho he’s never learned & his lands was burned.’ This built in joking of the language makes it widespread in entertainment circles.

Confounding Density **Jungle Jargon** - The Hate filled speech of those Goblins stationed at the Confounding Density. These are few in number, but because the turnover of that posting is so great and because most stationed there are stationed as a punitive gesture. The language adopts many varieties of the varied Goblin Dialects, and those who speak it often have an instant camaraderie since they have both clearly been stationed at the Confounding Density, a sad fate among Goblins of the Imperial Hegemony.

Petalfeather **Petalfeather** - The Language of common use on the world of Petalfeather, formerly the Hallowed Marshes. Petalfeather is an isolated Goblin tongue which has no common relationship or grammar with any other language. After the ascendancy of Petalfeather as ruler over the whole of the world – coincidental with the Hegemony Wars, the language of the Goblin population there came to dominate and is now the only allowable language on Petalfeather, against the linguistic aims of Hollowhaunt. Petalfeather has its own peculiar writing system which is alphabetical.

Petalfeather **Petalfeather Submissive** - The Low or common speech of Petalfeather, the submissive language has a wide variety of terms of beseeching and pleading and none of command or instruction. It is written in an abridged version of the Petalfeather alphabet.

Toxic **Unselan** - The Language of the Brotherhood of Thanatocrats, is the main speech of the world Toxic. Unselan is an amalgam of an archaic version of League Elvish and the Spectral Magical Lexicon. This is a very florid language which makes excessive use of adjectival phrases. Unselan uses the Pradaharadan script and is especially given to use in literature and literary criticism.

Underworld **Duc** - The Language of Underworld’s ancient native population, Duc is a linguistic isolate which has elements of archaic versions of Goblin, Dwarven and Gnomish languages, peppered with versions of lost human tongues. It is frequently called just ‘Underworld’ though it’s

proper name is Duc. Underworld is the most widely spoken language at Underworld, but it has lately been adopted for use within the League of Relief as a subsidiary language and many words and phrases from Underworld have come into the common parlance of the League. Underworld has its own peculiar written form, which uses a series of glyphic representations coupled with descriptive glyphs to denote people, places and objects, and an alphabetical system which establishes time, location, function and action.

Lore

Intelligence & memory are useful, certainly, but they're only the tip of the Lore iceberg. These areas of knowledge are esoteric, specific & often enough truly outré. An INT check may allow you to know specifics about a world's spin within the Spectral Realm – but a Lore concerning local transit times & the location of the best local wine fall into the realm of Lore. A Lore is always a highly specific bit of information that is very functional but only in a very specific circumstance. Every point spent on Lore gives you an additional lore – you may mix & match between the columns to get a series of Lore – or you may roll randomly using the table below.

Randomized Lore						
Roll	When	Where	Who	Why	How	What
1	Ancient	The League	Leadership	Love	Magically	Food
2	Modern	The Donation	Artists	Hate	Technically	Drink
3	Contemporary	The Empire	Entertainers	Passions	Methodically	Travel
4	Recent	A World	A Guild	Attraction	Wickedly	Magic
5	Futuristic	Part of a World	Militaries	Boredom	Peacefully	War
6	Antiquated	A Town	A Race	Manipulations	Kindly	Construction
7	Current	The Spectral	Vagrants	Unknowable	Cruelly	Art
8	Obsolete	A City	Aristocrats	Mysterious	Heroically	Clothing
9	Fashionable	Relief	Professionals	Revenge	Artistically	Design
10	Up & Coming	A Building	Adventurers	Salvation	Stylishly	Games

The list above is a guideline rather than a static list – you'll be expected to summarize the rolled up results in a single turn of phrase – for instance rolling 6d10 you come up with 2,5,7,5,10,3 with the result: Modern, Part of a World, Vagrants, Boredom, Stylishly, Travel. Once you choose the part of the World – let us say Mucktown in Drown – you now can say that you've got a lore for the fashionably disaffected hobo incursion that's traveled from Mucktown recently. You could even name these bored, stylish vagrants – call them the Mucktown Punks – perhaps. And there you have a reasonably well-realized Lore.

Whenever a Lore is relevant to the situation your character finds themselves in – you improve a die by one step in your favor. For instance if you were caught fighting the Mucktown Punks you could increase your damage against them by 1 size – owing to your specialist knowledge of their weak knees or poor armor.

In game, Lore will tend to give your character a hook, an identity & a bit of background information that can easily translate to contacts & related resources available to you in a certain world or with a certain group. Only one Lore ever applies its benefit to a roll at a time.

Research

Intelligence & memory rule one's knowledge – but beyond knowledge is the ability to find things out – an invaluable asset in the worlds – a character can use research to uncover the unknown or barely understood, they can also use it to rumormonger or to gather folklore & mysteries. Research covers a variety of realms. Characters acquiring research lore abilities must choose which realm they wish & then determine how much focus they wish to put into this research. Research gives the character the ability to discern information given both time & access based upon statistics checks. The entry level of these checks is a d20 while experts can make d12 rolls to gather the information needed. A research check typically requires one full day of effort on the part of the researching PC. This needn't preclude some amount of rest or social activity – if the PC is, for example, recuperating from an injury, but it absolutely does prevent a character from adventuring for that day.

There are 6 types of research – each utilizes a separate stat check.

Point Cost	Description
10/20	Gossipmonger - CHA based research deals in rumors & information specifically about people. With this type of research you require access to people who may gossip & time to devote to gaining this information. You can get access to such gossip by spending a day carousing & eavesdropping. If you fail your CHA check & find out nothing – you can spend another research interval attempting to learn the gossip again by spending cash or performing a favor.
10/20	Study - INT based research deals with recorded information such as the matter of books & maps. You can take a day to study so long as you have access to research materials – e.g.: maps & books & libraries. You can only study one subject from one piece of material per day & you can repeat the check only if you have access to other sources of material. For instance if you fail a study check to find a hidden item using a certain book – you can't attempt, the next day, to use the same book to study the same subject. Larger facilities like libraries or bookstores can be used indefinitely – they just require time & likely money.
10/20	Spying – DEX based research deals with knowledge of a specific, known, person or place. A day spend researching & a successful DEX check indicate that you've learned about the person or place's schedule & potential secret information. On a failed check you've alerted people to your surreptitious investigation & cannot attempt this check again for at least a month.
10/20	Rumormonger – WIS based research deals principally with information that can be described as urban legend, folklore & naturally rumor. This check may arbitrarily apply to a person & their affairs, but mainly it focuses on data concerning the legendary & esoteric – such as the location of a secret speakeasy or a lost city. Rumormongering is often the first step in finding adventure.

10/20

Archaeology - CON based research deals with digging in the dirt to find objects & materials of bygone eras. You can use this type of research to find objects that are well buried & forgotten in a ruin. This differs considerably from searching for hidden items because it entails an entire excavation with methodical processes & long intervals of work. You can attempt an Archaeology check in a location as many times as the Referee will allow – continued failures tend to indicate a lack of material remains in a location.

10/20

Interrogation - STR based research is often indistinguishable from torture. It can be used on a person or small group of people and it may be simple intimidation, but it may also veer into the realm of extreme brutality – depending on your character's level of common decency this type of research may be out of the question for you. This type of research cannot cause the subject of the interrogation to know things they do not already know – it only allows you to learn details & secrets that the person has. Some NPCs may be entitled to saves to resist Interrogation.



Magic

Characters will need to make use of Magic in the worlds, if they wish to survive, thrive or excel. Defeat and victory are divided by a knife edge, but success, survival & even the ability to travel the worlds depends upon mastery of the mystic arts. Magic is divided into the principal varieties described in the Game of the North rulebook along with a few added types available to characters in the worlds.

Each type of magic has its own costs. When expressed as x-x-x – the first cost is the Creation Point cost of acquiring that magical discipline at all, next is the cost of gaining a spell per level – when you acquire a spell you design it and pay the spell's level multiplied by that number. The third number is the cost you must pay to be able to cast a level of spells each day. You must multiply that number by the number of spell levels in the discipline you wish to be able to cast each day.

Magical Disciplines

10-5-5 **Glammer** - The magic of Illusions & fairy trickery. This magic functions as described in the Game of the North rulebook. Gaining the Glammer ability costs 10 Creation Points, knowing a glammer costs 5 Creation Points multiplied by the glammer's level & you must pay 5 points per level of glammers you are able to cast each day. For 20 points you have the Glammer's ability and know a 1st level glammer that you can cast once daily, for example.

20 **Mentalism** Mentalism is a multifarious suite of disciplines which have in common arduous & intense concentration. Through the force of this extremely personal practice a Mentalist is able to manifest phenomena by using their mind alone.

10 to acquire, 5 per level, 5 per times daily **Wizardry** There are magical paths toward an approximation of power, and then, there is the true path of the Wizard. Wizardry is most specifically the ability to cast spells from a Spellbook. While a character can certainly have as many spells composed in their mystic library as they choose, the actual performance of the magic in the books requires a different kind of investment. A character must purchase the Wizardry ability in order to cast a spell. This indicates that the character has devoted some aspect of his or her spiritual self and interior efforts toward modifying and changing the universe, bending it to their sorcerous will. When you pay the Xp tax for Wizardry, you pay for a daily use of a spell with a level appropriate to your expense. For example – a human Wizard who wishes to cast 2 first level spells per day must spend 2,400 Xp. If the same Wizard wishes to later be able to cast a 2nd level spell they must spend another 2,400 Xp. The ability to cast higher level spells requires the ability to cast lower level spells, however, a character could, for example, choose to learn only 1 first level spell while gaining many 2nd and 3rd level spells

20-5-5 **Shamanism** What prayer is to the civilized adventurer, Shamanism is to the atavistic, earthly adventurer. Shamanism grants access to the totemic powers granted by nature itself to those who observe her rites and follow closely her decrees. Shamanism is a spellcasting ability and its expense is related to the level of spells available to be cast. A Shaman must expend the levels wished for times the base XP cost for every level of Shamanism in order. When gaining shamanism, a character chooses one of the two Shamanism Seeds and designs a spell – the level of the spell becomes the Xp cost of gaining the spell and the ability to use it once per day. All Shamanism magic is linked to a character's Totem creature, which cannot be changed and must be selected when gaining this ability. This ability can be acquired multiple times - each time the PC may choose a different Totem for one of the 4 Prana.

20-5 **Prayers** The devout, consumed by wonder and fear can call upon the sublime & unreal powers of the heavens & hells to grant boons & forgive sins. This ability functions as described in the Game of the North rulebook. In the Ruins makes outside use of both the Prayer ability and of religions generally. Within the setting there are contending churches & faiths which your character may choose to join.

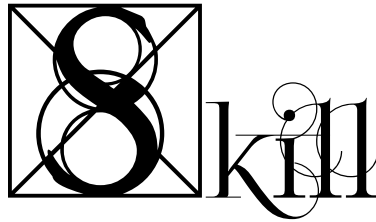
20 **Song** The magic of music is a powerful force when it is performed by skilled players in sufficient numbers. Song allows characters to use the performance of music to evoke powerful emotions within the hearts of its listeners. These effects are substantially improved by the skill of the players – but unlike other magical practices – the magic of Song is easily improved by adding more and more participants to the music's performance.

20 **Spellbook** The hallmark of a true Wizard, the spellbook is the constant companion and truest aid to those adventurers who wish to transcend mere dabbling and become a proper Wizard, one who wields power and scorns the petty constraints of reality. The ability to use a spellbook requires the application of Xp. Each additional spellbook costs double the cost of the previous Spellbook. A Spellbook is always 100 pages and each spell occupies a number of pages equal to its level of complexity. You can certainly fill up an entire spellbook when you acquire this ability in a fit of mystical creation. Any amount of spells may be inscribed in any number of books, and a competent magician is likely to travel with a small library – as a spell requires a number of pages of spellbook interior equal to its level. A found spellbook can be attuned by a character, and this requires the same Xp tax that would be paid for creating a new Spellbook from scratch. The preparation of spells is a different matter, and requires that a different Xp tax be paid.

20 **Tinkering** The ability to craft gimmicks & wonders which are mainly technical in nature. The various tricks you're capable of executing are listed the Game of the North rulebook.

Saving Throws

You can improve your saving throws using your Magic creation points. Each -1 improvement to a single saving throw costs 3 Creation Points. Saving throws are improved by your statistics as well, as per the normal statistical modifiers in the Game of the North.



Skill abilities give you access to specialist abilities beyond the versatility accorded you by virtue of your statistics. Characters with average, or even poor statistics can compensate through the application of practice. The category of Skill includes the adventuring skills that a character may make much use of, and also the professional abilities that help & influence one's destiny in the worlds.



Specialized training & handiness with some very specific abilities, the category of Skills within the supercategory of Skill is so redundantly named because it's the primary collection of character abilities that make adventuring possible. Each Skill has a rating from 1-8 and each rating costs 2 character points to acquire. A PC with a rating of 8 in a skill would spend a total of 16 points. It is possible to increase your skill beyond 8 – each point thereafter costs 20 points. Mastery is almost never achieved but being good enough is usually good enough.

Skills are modified in turn by attributes – if you have a skill you apply a bonus to that skill based upon your attribute – you can choose to have your skills be based upon DEX or INT.

Skill Modifications From High Stats	
8-13	No Change
14-15	Skills are improved by 1 when acquired
16-17	Skills are improved by 2 when acquired
18	All Skills begin at 2 before being acquired



Alchemy The skill of alchemy allows an adventurer to create pseudo-magical compounds and to harvest such compounds from notable sources. Every potential source has its own difficulty and every alchemical item to be created has its own list of ingredients and creation dice rolls.

Building This skill encompasses the building of structures of any type. Larger and more complex structures require more time and materials. Normally PCs can construct anything given the tools and materials. This skill grants them the ability to optimize their resources & improve the final product. A PC with Construction can reduce the required time & materials by 25% with a successful d8 check. A d6 check reduces the time or the materials required by 25% and a successful d10 check reduces time and materials by 50%.

Composition In civilized regions the art skill grants you the ability to produce saleable productions which have a value based on the die chosen to perform the skill. D6 productions are fair and fetch 10-20 Sp, d8 artworks go for up to 50 Sp, d10 artworks can be valued up to 100 Sp. The Effects of the Master Crafter ability can apply to artworks. Most artworks take 2-8 weeks to complete. In the wilderness, this skill allows a character to produce primitive artworks such as cave paintings or to embellish landmarks to make monuments. The scale of these projects determines the time & the difficulty die required to perform the skill successfully. Finally, the Art Skill is useful for generating maps. A successful use of the Art skill allows a character to accurately map locations they have traversed. Composition is the skill of writing words, music, speeches and the like. It is useful for generating persuasive letters & compelling works of art. Less saleable than the visual arts that the Art skill grants, Compositions are more versatile and can be carried and reused. Composed songs & speeches decrease the difficulty die of of the Performance skill & can increase the die type used for Parley attempts. Composed stories, particularly those that relate the deeds of PCs can increase a character's fame & prestige, effectively increasing the base Glory, Reputation & Influence scores of a party that the PC is a member of. Such impressive accounts require successful d10 skill tests and many weeks of writing.

Detect Traps This ability does not reflect a character's supernatural awareness of traps and pitfalls, but rather his or her ability to locate the cunningly disguised deathtraps that populate dungeons and treasure-chests. This ability must be used consciously and declared in advance of any other actions to be used. The player never rolls this check – rather, the Referee will consult the player's score and determine if the trap is discovered. Some Traps are concealed with greater cunning than others, necessitating modifications to the roll.

Forage Foraging is rolled to collect enough food and water to survive for 1 day – so most PCs will need to roll it daily. It is unaffected by any attributes and all players begin with a value of 1 in this skill. The skill can be raised through Xp expenditure – it increases by 1 point per 200 Xp spent. The referee may rule that no check is possible in certain environments.

Gift Offering presents well & receiving them correctly in turn is a functional skill that helps one navigate in civilized society. At its most base this represents bribery and corruption, at its highest level it is used to establish chains & systems of patronage & loyalty. You use this skill when you wish to navigate within a bureaucracy without compromising your own time & scruples.

Hear Noise Apart from the ambient noises common to the wilderness and dungeon environments favored by adventurers – there are telling sounds that indicate the likely intervention of monsters and their allied species. Hearing Noises differs from merely noticing something – that is, a character must pause and attempt to hear a noise.

Hide in Shadow From time to time an adventurer likes to take a cue from the many lurking monsters that plague the life of exploration. Hiding in shadows, like the other adventuring mainstays, is not automatic, and is limited by the race of the adventurer. Exceeding the maximum established by racial characteristics requires the expense of 10,000 XP per 1 additional chance.

Instrument The skill of playing an instrument or using an instrument well. Normally a PC is able to make use of any instrument they have when they generate their starting equipment. If you've got this skill, however, you can play instruments at a higher- professional level. You can roll this

skill when you wish to sway a group or earn a living as a performer. This skill also grants the ability to create musical instruments well.

Investigate Looking for answers, interpreting evidence & drawing useful conclusions is a skill that professional persons may choose to develop. Investigate allows you to draw inferences from scenes - you can determine what has taken place in a blood-spattered room for example. Investigation offers you the ability to track & follow based on sight cues.

Joke Humor cuts through all cultures & languages - the Joke skill is the skill of interacting with those who have different cultures, languages & intentions than you. Practically the Joke skill allows you to use humor to ingratiate yourself with others - mainly by improving relations with those who aren't able or willing to talk to you.

Languages Beyond fluency & literacy language has an esoteric inner layer - Syntax & Context together can convey much information even if the language is unfamiliar. This skill allows you to decipher writing, interpret speech that is unfamiliar & to generate codes & to decipher same.

Medicine Medicines are always valuable & sought after in the world. Like Alchemy & Poisoning this skill confers the ability to create & craft medicinal unguents & potions. You can, supposing you have the requisite materials, concoct medicines. A d6 test of this skill allows you to create a single use medicine. A d8 test allows you to craft a typical healing cure which cures d6 damage and is spent on a roll of 1. Increasing the difficulty to d10 makes the potions you create cure d8 damage. If you roll a d12 test, you can create therapeutic medicines that alleviate other types of ailments beyond damage to hit points.

Move Quietly Surprisingly difficult, as are most enterprises of great utility - Moving Quietly is the difference, often enough, between life and death - between discovery and escape. A character can choose to try to move quietly and avoid the detection of those who they wish to surprise. Success may mean that a character does not alert a sleeping creature or a distracted band of enemies.

Navigate This is the skill of inferring one's location in the world by multifarious cues. It also confers the ability to plan routes & interpret maps successfully. A d6 test of this skill allows you to orient yourself & identify the cardinal directions. A d8 test allows you to approximate your location in the world & infer the proper route to another location. A d10 test allows you to journey to a location while anticipating ambushes & mitigating the danger of encounters. A d12 test allows you to simply avoid all encounters on your journey.

Numeracy Skill with words has a corollary proficiency - the skill with numbers. People with this skill are good at instantly sassing out the number of items present (as in a large quantity of coins & jewels) as well as the basic understanding of mathematics which is necessary for properly dividing loot, accounting for expenses & so on. Exceptional skill with Numeracy can be used to make functional assessments of almost any physical phenomena - such as interpreting what the date is based on the position of the moon, or anticipating famine based on assessments of local economics. Creative use of this skill can be quite rewarding.

Open Doors Most locks succumb to the generous application of force mediated by an appropriate tool. In some cases, a lock is sturdier and can't be overcome by an ax or sledge. In other instances, a party of adventurers may have another reason for overcoming a lock without destroying

it – perhaps in the interest of obfuscation or stealth – or perhaps in order to leave the door intact and able to be secured behind them. Opening Locks is, like the other Adventurer's Mainstays capped according to the native powers of the character's race. These maximums are able to be exceeded at the increased cost of 10,000 XP per 1point gain.

Pick Pockets Certainly unsavory, picking pockets is a significant tool in the Adventurers' collected mainstays. Picking Pockets is only one application of this proficiency though, which entails other minor tricks of prestidigitation that fall short of actual magical ability. Juggling, sleight of hand and so forth can all be carried out with the same reliable reflexes that help a character to pick the pockets of the unwary.

Poisoning Like Alchemy & Medicine - the Poisoning skill grants the ability to create & use poisons. With a d6 check you're able to positively identify an instance of poisoning. With a d8 check and the proper materials you can create a single use poison which will inflict the poisoned status condition. A d10 check allows you to create a multiple use quantity of said poison - which is finally consumed whenever you roll a 1 on a d6 check - much as one would determine the final use of a healing item. A d12 check of this skill allows for the creation of a particularly virulent poison - which afflicts the Poisoned status condition twice.

Scale Walls This is specifically the ability to Scale without the use of ropes or grapples up surfaces that approach or even exceed 90 degrees. Surface conditions can apply penalties or even bonuses to this ability. Any non-encumbered character has an innate ability to Climb a rope, ladder or that is resolved as an ability check. This ability refers to the more difficult ability pursued by the specialist climber. A character can exceed the Maximum ability designated by his race at the rate of 1000 XP per 1 in 10 chance above the maximum.

Siege Using machines & men to wreck structures isn't a trivial task. The use of this skill is necessary for undermining walls, successfully burning cities and breaching gates. You can use this skill to fashion catapults and trebuchets as well. This skill's utility & difficulty is based upon the strength of the fortifications you seek to defeat as is the required time necessary for performing the siege successfully.

Sorcery Understanding magic is typically beyond the ability of even magicians. Magic being idiomatic & unique to all its practitioners. Some can interpret what they have witnessed and recognize the presence of magic - whether they understand it or not. Sorcery is useful for sensing the presence of magic as well as interpreting the function of magic that is infused in local objects - such as a magically enchanted item or series of magical circles. Finally, this skill grants the ability to interpret & transpose spells from other people's spell books. The difficulty of tests of this skill are based on the complexity of the magic present.

Theurgy The will of gods as well as their very presence can be discerned by those who've been chosen by a deity themselves. Knowing which gods & interdimensional forces are at work on the scene is a frightening prospect - observing well that you are the plaything of an unknowable higher intellect is a horrifying prospect, nevertheless - skill at theurgy can help you to boldly face such cosmic terror with some modicum of hope. You can use this skill to determine the presence or absence of a god or demonic or elemental force within the world. You can also use it to interpret

these presences successfully - effectively diagnosing their cause and potential means of dismissing them.

Trickery Subversion & misdirection are reasonably innate to most people - and can be carried off with a bit of dexterity. Some, though, are exceptionally gifted with these techniques. They can use trickery to conceal objects, play pranks, confuse & swindle the unwary and so forth. This skill is used to conceal small objects for the purpose of tricks of sleight of hand. It is also useful for rigging up a location with traps, feigning the presence of magic and sabotaging equipment.

Vocals The ability to project your voice, to sing, to perform vocally & to imitate other sounds using your voice alone are all described by the Vocals skill. You can use this ability to perform - earning a modest living as a singer or storyteller. You can also modulate your voice so that it projects to substantial distance and so that it seems to be the voice of another or the call or cry of a beast.

Talents

Talents encompass the tricks & practices of the seasoned traveler. These talents are world agnostic - they function & are useful in most worlds & most scenarios. While they may aid in fighting & may seem innately magical in some instances - Talents are generally not linked to any one sort of magical practice.

Talents

Point Cost

Details

10 **Animal Languages** -There are 4 Animal languages that a character can possibly speak and discern- Bird Languages, Hoofed Languages, Pawed Languages and Crawling Languages. A character needs to take this ability multiple times to know them all. Different environments produce different dialects, and some animals can speak more than one of these.

10 **Artisan** - Skilled artists are abundant in preindustrial cultures and yet the truly gifted are few and far between. Upon gaining this ability you choose a specific craft or art of any sort. You can focus on visual arts, material crafts or even literary or musical endeavors. You can create exceptional quality pieces within this chosen milieu. Anything you craft has its value increased by five times what the normal value would be. You can gain this ability multiple times. Usually you would do so to learn other arts - however, you can take it over again for the same craft - further increasing the value of produced goods by an additional quintupling. The materials costs for your production is a matter to be parsed by you and the Referee when you declare what you wish to make. Likewise the time required is determined at that time.

20 **Circles** - This is the discipline of learning, weaving & dispelling magical circles used in supernatural defense. There are four types of circle and when you gain this ability you must choose one. Demons, Elementals, Fairies & Undead are all potentially affected by magical circles. Each of the different types requires different materials & lore so resources devoted to one type of

magical circle can't be used on another. A magical circle prevents a number of HD of creatures from entering the area circumscribed equal to 1 HD per 50 Sp in expended materials. Circle materials needn't be bought - they can be derived from other sources - commonly the remains of certain monsters and gathered plant matter. Gathering requires the use of the Foraging skill and the Referee awards value in materials based on the results. A Magical Circle can potentially be of any size. It requires 1 hour to create a circle with a diameter of 20 feet or less. Larger circles add an additional hour per 10 feet added to this diameter. Creatures whose HD are not sufficient to traverse the circle may still attempt to do so. They must save or suffer damage. Such monsters take d6 damage per HD you possess. Creatures whose HD exceed the threshold can traverse the circle unhindered.

10 Claimant - Claimants have asserted some authority over the North and are owed some respect & deference by those of lower standing and lesser ability. When a PC acquires this ability they attract a number of followers equal to 2x their HD. These followers are controlled by the player and take their actions on the turn following the PC. Followers acquired this way cost the PC nothing. They test for loyalty exactly like any other followers. Whenever any of these followers are killed they are gradually replaced by others at the rate of one per week or one per month - depending on the local population as ruled by the Referee. A player may take Claimant more than once. Each instance grants rank & status in a different milieu and increases the number of followers - though not their quality.

20 Communion - Characters can commune together under the aegis of an immortal power. The nature of this communion is determined by the nature of the character's religious faith. Devil worshipping characters have black masses and so on. A character who has this ability is able to administer & invoke the communion among the faithful - including any party members who follow the same ethos. When the character leads the communion - which occurs no more often than once per week and usually once per month - the character makes a d20 CHA test. On a successful test those receiving the communion engage in a transcendental & transformative experience which grants them improved camaraderie & physical fortitude. Mechanically this is represented by allowing the participants to re-roll their Hit Dice and taking a higher result if it is rolled. If you take this ability a second time you are able to Commune twice as often and you can choose a different benefit from this list: Spirit Communion Communing PCs get improved initiative- each steps up their initiative by one die. Love Communion Communing PCs gain improved co-operation - All PCs can make a single use of any one maneuver known by another of the communing PCs. Vile Communion - Communing PCs are all able to increase a damage die they roll by 2 steps once within the next week.

10 Disguise - The disguise ability grants a PC the knack of impersonation. When a Character gains this ability they acquire another identity that they can assume given a few hours of preparation. This identity is impervious to scrutiny based on seeing through illusions or perception based magic as the disguise is not itself magical. The second identity has its own class & statistics & functions effectively as a second character for the PC to play. Obviously the two characters cannot exist in the same scene. PCs can take this ability more than once- each time they gain an added identity that they can assume. The character also gains the ability to effectively conceal other's identities as well as to disguise objects as other things - given the right tools and enough time the PC can make a house look like a castle, a knife look like a pastry and a pauper look like a king. These are purely cosmetic alterations and never convey any function beyond deceit.

15 Divination - Divination is the truly rare ability to see the future in advance & to read portents in the subtle details of the world around you. Characters who gain this ability must choose their preferred method of divination from the following list - **Augury** - divination by observation of the flights of birds; **Haruspexi** - divination from examining the entrails of animals; **Palmistry** - divination from reading palms; **Runes** - Divination by the casting of dice or runestones; **Bibliomancy** - Divination through the examination of a book; **Astrology** - divination through the study of the stars. Each type of divination grants different types of insights and a PC can gain this ability multiple times - gaining a different divinatory discipline each time. **Augurs** can sense changes in the weather & the movement of armies. They can make d20 Wisdom checks to anticipate the result of a battle between two individuals or two armies. **Haruspex** can see impending death, misfortune or impending illness. They can in turn avoid these given enough warning. A Haruspex gains bonus HP when performing their sacrifices equal to the HP of the creature sacrificed & they cannot perform another sacrifice until the bonus HP have been depleted. **Palmists** can discern the statistics & particulars of any individual if they make a successful d20 Wisdom check. They learn all the target's statistics, alignment, wealth & affiliations. **Runists** are able to locate objects & persons. When successfully casting their runes by making a d20 Dexterity check, they can determine the cardinal direction & approximate distance of whatever they seek. **Bibliomancers** can discern the results of future events. Bibliomancy requires a d20 INT check - on a successful test any given question concerning the likely outcome of certain actions will be revealed. **Astrologers** can see the influence of outside forces on the actions of others. Given any subject an Astrologer can discern which forces are acting to influence that subject's situation. If the Astrologer knows the birth-date of the subject or any of their moon signs, they can do this without a die roll, without that information a d20 INT check is needed.

5 Domesticity - at wish to pursue the homely life while abroad are much sought after by adventuring companies for their utility in camp. Characters who possess this quality are good at cooking, fire-making and general tidiness which greatly improve the comfort of those they travel alongside. PCs who travel with a character who possesses this ability sleep better, eat better and generally enjoy themselves substantially more than those who don't. You can embellish this ability by taking it multiple times. Each added instance of the ability grants you a special dish or technique that is your signature. This signature is always quite excellent. For instance, you may brew the best coffee in the province or have a particular technique for keeping clothes clean & creased. You can have any number of these signatures - each adds to your fame & your desirability as a traveling companion.

15 Endurance - Those of an especially powerful constitution are able to stave off the effects of prolonged adventuring with ease. Shrugging off sleeplessness, hunger and thirst - as well as inclement weather for far longer than their fellows, such characters are penalized at a much more generous rate than others, experiencing the effects of privation at ½ the rate of the other characters. If you take this ability more than once you gain access to some of its embellishments. **Eat Anything** - your survival instinct has migrated to your stomach - which is exceptionally accommodating. You can eat uncooked or rotten matter, dirt, clay, bark and so on - all without consequence. You need never forage for food again. **Sleep Resistance** - You need only half the normal amount of sleep & any effect that causes you to save or fall asleep is harder to apply to you. When forced to sleep you can roll your saving throw twice and take the better result. **Carrying Capacity** - You can carry five

more items without regard to your CON & STR stats. You can also layer armor - allowing you to increase your AC beyond the limits of heavy armor. Any two or more armor items worn count as super heavy armor which grants AC 19. **Toughness** - you gain an additional HP for every HD you have earned.

10 Ethereal Beauty - Though the eye of the beholder is the final arbiter of beauty there are a few who approach an ideal that transcends the petty preferences of individual taste. Such characters are strongly favored by others. You automatically have your initial reactions from strangers improved by one step & you increase one of your Parley dice by one die type.

10 Forgery - The skill of making false documents and false coins as well as imitation art pieces & fake holy relics. Forgers are skilled mimics who can copy the style and appearance of another work from paintings to engravings. When you gain this ability you can create false replicas of any object you possess. If you take this ability a second time you can forge versions of items you have seen and if you take the ability a third time you can forge anything you've heard about. Your forgeries are not detectable by most skilled observers - but there is always a chance they will be exposed & you will be found out. None of your forgeries can replicate any supernatural effects that the example item demonstrates. The materials needed to produce forged items cost 1/4 the value of the item being replicated.

10 Healer - Healing is a complex ability, particularly given how disparate the biologies of the various adventuring races are. And yet there are those who are gifted with healing hands and good insights. If you have this ability you can choose to re-roll any result of 1 when using a healing item (normally this result means that the potion or what have you applies maximum healing but is now utterly consumed). You can't override two sequential 1 results - but you could, conceivably, keep using the same item indefinitely if you can avoid rolling poorly. You also maximize the effects of any healing magic you personally generate - spells that restore HP restore as if you'd rolled the maximum result on the die.

10 Heightened Senses - Honing your senses so that they are above & beyond what is normal may seem almost supernatural - and yet most of the races have innate specialist perceptions that can be acquired & turned on. When you gain this talent you decrease by one the size of your search die. You can take this ability multiple times thereafter - each instance improves a specific sense. **Dark Sight** - you can see normally in anything brighter than starlight. **Scent** - you can track & detect others using your sense of smell. This improves your initiative by die size. **Sense Hidden** - you find secret doors & hidden objects on a 1 or 2 (or more, if you've other merits that increase this range). **Far Sight** - you've got eagle eyes and can see for miles and miles unaided. **Acute Hearing** - you can make out fainter noises - you decrease all hear noise & move quietly checks difficulties by one die type.

10 Horrific - Some people are simply terrifying to be near, with this ability you become one of them. When you gain this ability you can use your parley dice aggressively to make Intimidation checks. Depending on other factors that determine which dice you roll - you can potentially become truly terrifying - a force no sane person will willingly contend with. If you use this ability successfully targets of your intimidation are affected by a d8 fear effect.

20 Jinx The motion of the stars in the heavens exerts a strange force over the lives of mortals and immortals alike. Just as some members of the Adventuring kinships are Lucky, there are those who radiate, by virtue of the Stars' influence - unluck. A Jinx applies a suppressing quality to those in close proximity, frequently leading to an unforeseen doom. When a character gains this ability he or she is able to insist that the Referee discard a die roll - counting it as a failure. This ability can be invoked as often as desired, but the Jinx is not all in the players favor. For every instance in which it is invoked, one of the character's fellows (either PC or NPC) will suffer a similar reversal at the whim of the referee.

20 Lucky - Fortune favors the bold, and woe to the adventure who does not count boldness chief among their qualities. Luck represents the beneficence of the otherwise indifferent universe smiling (if only briefly) upon the character. Luck is simple in its execution - whenever the player wishes he or she can roll the dice again and if the result is better, the ability is used, not to be used again until the stars spin in the night sky once again. If the result is worse, the latter result is kept, but the ability can be called upon again without intervening rest.

10 Mental Fortitude - Toughness of mind is essential to adventurers who often face unthinkable danger. When you gain this ability you improve your Save vs. Spells by 2. You can thereafter acquire this ability additional times. Each time you select another merit. **Illusion Resistance** - you see through illusions and are allowed to roll twice on any rolls involving them (but only once per illusion) - taking the better result. You can improve your save or you can improve your attack modifier and so forth - based on your wishes and the nature of the scene. **Resolve** - You resist fear and are entitled to two rolls whenever you would be afflicted by fear - you choose between the two results, taking the one that you prefer. **Indomitable Will** - You are entitled to two rolls if you are afflicted by Madness - you choose which of the rolls you would prefer be applied. **Base Cunning** - You can choose one of your Mental attributes (CHA, INT, WIS) and one of your physical attributes (CON, DEX, STR) - hereafter you can choose to use that mental statistic instead of the chosen physical attribute when you are called upon to test with the physical attribute. For example if you have a high INT and low DEX you can choose to make INT rolls whenever a DEX check is called for.

10 Overlooked - An overlooked adventurer is perhaps the safest adventurer. In a world of psychotic, murderous treasure seekers pitted against the monstrous follies of god - those who survive longest are often the most overlooked. Characters with this ability are much less likely to be attacked and will be disregarded as threats by many would be challengers. Monsters & People alike tend not to notice the overlooked character who is preferentially left out of any randomized test to determine which character will be attacked.

10 Predation - Man is a wolf to man and the other kinds of people are no better. Predation is the ability to hunt & kill in the manner of a proper predator. When a character has this ability they name a specific target for their hunting and then make a d20 WIS check. If the check is successful the difference between the roll and the stat becomes a pool of bonus points that the character can use against the target of the predation - be it man or beast. For instance if you have a WIS of 10 and roll a 5 on the check - you have 5 points of bonus you can apply against the subject of this ability. You could apply all 5 as bonus damage on an attack roll - or all 5 to your AC to avoid one of the adversary's attacks. You can divide the points up however you like. You cannot use this ability on

another target until you abandon or defeat the original target. You can gain this ability a second time - doing so decreases the difficulty of the WIS check - making it a d12 test.

10 Protector - The devotion to preserving life and order is a rarely encountered quality in the realm of adventurers, most of whom do not settle in one place long enough to make much use of this ability. When a character gains this power though - they choose a location of which they become a protector. As a Protector a PC gains a pool of d6s equal to their HD. While in the realm that they protect the PC can grant one of their d6s to anyone sharing a scene with them inside of their protected range. These bonus dice are replenished intermittently - usually every few game sessions. A character can not be a protector of more than one locale - but this ability can be taken multiple times. Each time the die type granted as a bonus is increased by one size to a maximum of d12

10 Rampage - From time to time, a character with a particularly malevolent temperament can be caused to enter a state of fury akin to an angry bull or a vicious tornado. When a character with this ability has been harmed sufficiently, he or she is likely to enter the Rampaging state. This state grants the character considerable ability in terms of silencing those who precipitated the state. First of all by - granting the character another attack that can be executed on every one of their turns. Also, by increasing the die that is used to calculate damage by one step - e.g.: d6 becomes d8. The Rampage continues until the adversary who initiated it has been killed, or until the character who is Rampaging has died - a likely occurrence, as a Rampaging character tends to draw significant attention. Rampages are usually precipitated by a single attack the damage of which is equal to at least 1/4 of the target's current HP total.

10 Resistance - Simply put resistance is one's extraordinary ability to resist harm, to resist danger & to remain alive long after others have perished. When you gain this ability you become much more resilient to harm & danger. When you choose to use this power you make a d20 CON check - the margin by which the check is successful creates a pool of points which can be applied as bonuses to any of the following - HP, AC - a Saving Throw. You can use this ability once per session to set up your pool of resistances - which are expended at the end of a session whether they are all used or not.

5 Resourcefulness - The ability to generate useful materials from more or less nothing. Resourcefulness is the opposite of preparation. Resourceful characters depend on their wits to be able to get by much more than they might depend on gear. This ability can be taken 3 times. Each time it relates to a different type of gear - Weapons, Armor or Tools. Within these broad categories a resourceful character is able to produce any one example of any of these items in a single given scene. For example a Resourceful weaponeer could create a longbow which functions for a single scene before it stops working. The same character could fashion a sword for another scene.

10 Ritual - A ritual is a profane, i.e.: irreligious personal practice which is a focal point for a character's interior force - or soul. Rituals are personal practices which focus the character's attention & magnify their will. Individually rituals strongly resemble maneuvers - in that there are an abundance of them and they are all defined by you as a player. Practically, you'll want to describe what your ritual looks like in action and to determine one ability - from Saves to Attack Rolls to a specific skill that the ritual governs. Performing the ritual ritualistically invokes the benefit that the ritual provides. You can take this ability many, many times - each time you must create a new ritual and describe which of your abilities it affects. No two rituals can affect the same character trait. Each

ritual provides a benefit to the action equal to a 1 point modification per hour that the ritual requires to be performed.

5 **Rugged** - Rough and tumble wanderers at the very edge of civilization tend to have in common a robust, earthy presence, a respectable jaggedness to them which is called Ruggedness. Rugged characters rely on the forcefulness of their presence over the cleverness of their words. A Rugged character can use CON to determine the costs to advance normally CHA linked traits - such as improving Parley dice or uplifting a follower. This ability can be taken more than once - doing so opens a suite of available options that can be taken individually. **Strong-Silent-Type** - Choose one mental attribute (CHA, INT, WIS) and one physical attributed (CON, DEX, STR). From now on, when you are meant to test against the applicable mental attribute you can substitute the physical attribute. **Steely Gaze** - When you win or loose an initiative contest - going either first or last based purely on the roll of the dice - you increase your attack roll by your HD - if you go first - or you increase your damage roll by an amount equal to your HD if you go last. This only works on the first round of a battle. **Firm Grip** - You can go hand over hand for any length of time - you aren't fatigued by climbing. You can make a d20 DEX check to save someone you are with who is falling. If you succeed they do not fall & take no damage as you grab them from out of the air. **Iron Constitution** - You can consume preposterous amounts of alcohol or similar substances without ill effect & you can choose whether or not you wish to be intoxicated. You always wake up an hour before dawn feeling refreshed and ready - so long as you've slept at all.

15 **Ruin** - A few of the fairy tribes possess a pernicious aura that has a cumulative deleterious effect on the works of more well-intentioned people. Those who have this quality will find that the built world around them does not respond favorably to them. Anything that has been constructed will be less durable, less functional and much more prone to break when a character with the Ruin quality is near. Buildings, weapons, ships and conveyances of every type have a cumulative penalty applied for every character with this quality in near proximity. The penalty is either a portion of the Hits that the object or structure contains, or a penalty to the item's usage. A weapon suffers a -1 penalty to attack and damage rolls as it rusts away in the presence of such a character - while a building or ship hull will have 10% of its Hits taken away as it rots to sticks. Many characters in close proximity, all with this ability, can completely wreck a modest village overnight. When you have this ability any attack directed against you has a 5% of catastrophically failing - causing the weapon to become broken & dealing damage to its wielder. If you have this ability anyone rolling a 1 on any d20 check will automatically fail and their equipment will be ruined. They will also take whatever damage a successful hit would have done to you. You can take this ability up to three times - each time it increases the fumble range by 1 to a maximum of 3. The more ruinous your presence though, the more difficult it is to keep the area around your character intact or clean.

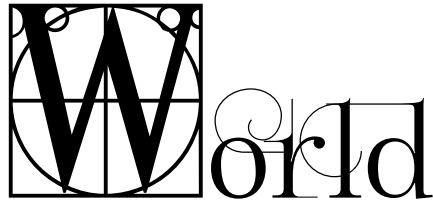
10 **Signaling** - Imitation bird calls, semaphore & smoke signals all fall under this suite of abilities. If you have the signaling ability you can, at will, make a d20 stat check - either INT, CHA or DEX - your choice - to signal a one sentence phrase to a distance equal to the difference on the check in hexes. A failure on this check indicates that the signal is either misinterpreted or intercepted and deciphered by others. You can signal at close quarters too - allowing you to secretly communicate through surreptitious gestures. If you are attempting to Signal to someone else with the Signaling ability - and you've previously met them and settled on some signals - the check to send a signal is reduced to a d12.

5 Sociability - A simple & straightforward ability - the Sociable character is good at communication & gets along well with others. Sociable characters have one of their influence dice improved by one step every time they acquire this power.

10 Traceless Passing - An uncanny, preternatural ability to go undetected through terrain. Characters with this ability cannot be tracked by any means short of powerful magic. They leave no scent, no footprints & no sign of their passing.

10 Traveler The hobo's knack for meandering and the socialite's skill at packing - Traveler is a transectional ability that grants its possessor great skill when traversing the earth. When you gain this ability your movement speed increases by 2 and your overland speed improves by 1 hex in all terrain types. You may take additional ranks in this ability - each further purchase grants a specific travel power. **Luggage** - You are gifted at packing away everything you could need. Your encumbrance capacity increases by 4 and you may roll up 4 new items instantly. **Equestrian** - You are especially skilled at riding. If you have any creature with the Mount tag - you can instantly promote the creature to a Professional follower - improving its abilities. The creature also gains a loyalty rating & so forth & can be considered when creating a party as an NPC member. **Wagoneer** - You can drive wagons & carts with the best of them - you can engage in all types of vehicular feats & you can create maneuvers for your character involving any of your conveyances. You can double the capacity of a wagon or cart in terms of passengers - and you can increase the cargo capacity by 25%. **Mariner** - You're good at sailing & operating other types of oceangoing boats as well. You can move a sailing ship in any direction & cause it to make better progress over the water - ships you operate have their speed increased by 1 hex. You can swim with half of your encumbrance without testing for drowning. **Portage** - Canoes & rafts & trailblazing journeys into uncharted interiors is your bailiwick. If you have help carrying it - a canoe or boat only counts for one point of encumbrance to all those who help move it. You can swim with up to half of your encumbrance and your rate of movement on rivers & lakes is improved by 1 hex when you operate a canoe. **Guide** - When you are in a party the overland speed of the party, normally equal to the rate of the slowest member of the group - changes to become equal to that of the fastest member of the group.

10 Wayfinding - Traversing the wilderness is a complex prospect if only because one person's wilderness is another person's highway. When you gain this talent, you choose one type of terrain - Forest, Mountain, Desert, Jungle, Woods, Plains & etc.... Thereafter you move across this terrain type as if it were a clear road. You may take this ability multiple times, each time it applies to a different land form.



Worlds abilities give you access to & a relationship with some of the Hundred Worlds' worlds. Worlds are conceptually between our contemporary understanding of a planet or a moon & a more fantastic concept like a plane or dimension. In your character's career it is likely that they will travel to many, if not hundreds of worlds – being good at travelling to & from worlds then, is a fairly significant component for a Traveler PC.

Homeworlds

PCs begin with at least a vague sense of the world that they are from – if not their complete background. Homeworlds abilities can be gained later during play with the Ref's blessing, but at the start of play a character can only have one Homeworld that they count as their place of origin. Some of the available homeworlds are part of the larger interworld sodalities – such as the Empire of Hollowhaunt or the League of Relief. If you want a homeworld within one of the Sodalitys – you must gain that trait first and then choose one of the homeworlds from within. You can simply choose, as well, to be from the sodality – and consider yourself to be a cosmopolitan traveler within that society. If you devote no points to this trait your character has no place of origin & is mysterious but also orphaned and alone in a vast universe.

Homeworlds

Point Cost	Details of your Choice
0	No Home - you haven't any world to call home & your chaotic background means you've got no ancestry or place you belong
10	Outback Home - you have a home in a world that isn't even bound to the rest of the worlds by gates- it is small & insignificant. You face significant challenges ever going back there & you have no base of operations in the worlds. You start out knowing one language of your choice, which is language of your home world.
5*	Big Fish Small Pond - You're a big shot at your peripheral homeworld, people know about you there & regard you highly. At your home your social dice are improved by 2 steps each, but nowhere else.
5*	Rich Back Home - You have a lot of wealth, for your situation - you get 2 free gear rolls.
5*	Special Circumstances - You can purchase a <i>Way</i> & a <i>Technique</i> both for 5 points less, they're specific to your homeworld and people from there commonly have them.

- 30 Imperial Home** - You're from a world dominated by the Empire of Rustmirk. If you're a goblin that's a blessing, otherwise it's a curse. On the bright side, you can get home easily & you know Hobtalk, Shadowclan & one other language. You can buy Tinkering magic for 5 less points.
- 5* Hierarch** - You've got some rank in the imperial forces - you start with Imperial Kit.
- 5* Officer** - You have to be a goblin of some kind to take this - You gain the way of the Gun for 5 less & improve your To-Hit with guns by +1.
- 25* Grinderhulk** - You're trained in piloting the goblin Grinderhulk - machines with souls which can navigate the spectral realm. You start the game with a Grinderhulk which you can use as a base but you are pursued by the Empire & are a fugitive.
- 10† Hollowhaunt** - You're from the capitol of the Empire & have some real chops - you increase both of your social dice by a step when dealing with other Imperials & any goblins, irrespective of affiliation.
- 10† Grimacing Menace** - You're from the world of ruins that once was home to the Annu - you reduce the price of lore for Annu by 5 and start with an extra gear roll.
- 10† Choking Ash** - You're from a mining colony in the indescribable mineral world. You increase your HP by 2.
- 10† Grimegore** - You're from the destroyed realm of the gnomes, once called Benevolent. You get a travel technique for Pull & for Connection at a 5 point discount.
- 10† Petalfeather** - You're from Petalfeather, the ancient home of the usurper clans among the goblins - you get 1 free rank of both Hide in Shadows & Move Silently
- 40 League Home** - You're from a world connected by the League of Relief. You speak & read League Elven, beyond any other languages you know. All Lores have their cost reduced by 5 for you.
- 20* Native** - Your family for generations has been part of the league - you begin the game with the League Kit
- 15* Guilder** - You're in one of the Guilds of relief & you can gain a Technique & a Way for 10 fewer points each
- 10* Passport** - You have a passport that allows you to travel via gate between Relief & any one other world.
- 30† Relief** - You're from the metropolis of Relief - you speak 1 additional language & you gain a Connection travel technique for free. You double your starting wealth.
- 10† Boundless Horizon** - You're from the agricultural ringworld called Boundless Horizon - you get four extra skill ranks.
- 10† Pristine** - You're from the dragons' hunting grounds. You get Queen Style for 5 less points & you get the Way of the Bow for 5 less as well.

- 10† **Underworld** - You're from within the rock - you gain a Chthonic Technique for 10 points less & you may gain Dwarven Speech for 10 fewer points.
- 10† **Sea of Dust** - You're from the windblown sandy vastness - You gain 1 dead language for free & increase one social die when rolling against humans.
- 10† **The Drown** - You're from the world of waters - You gain a Sea technique each for 10 fewer points.
- 10† **Deepwood** - You're from the Elf Homeworld. If you are an elf you increase you gain a heightened senses Talent for free. If you aren't - you learn an elf language for free.
- 10† **Winter** - You're from the Giant homeworld - You gain a Cold & a Haunt technique each for 5 less points.
- 10† **The Fall** - You're from the endless fall, a world of winds. You gain a Wind technique for 10 less points & you reduce all fear effects by one die of severity.
- 30 **Donation Home** - You're from one of the worlds of the Donation of Mane - a theocratic religious hegemony. You speak Mane the strange language of the believers. You get the Pawns Style for 5 less points & you gain the prayers ability for 5 less points.
- 15* **Devoted** - You're a member of the hegemonic faith of Manes. You can gain the Prayers ability for 10 fewer points & all your prayers (to Mane) have their level reduced by 1.
- 15† **Piety** - You're from the capitol of the Donation - Piety, a world poor in resources but rich in people, you gain 10 points toward your Skills & Lores attributes.
- 15† **Propriety** - Those from Propriety begin the game with two additional HP.
- 15† **Compassion** - PCs from Compassion can gain a Sea technique for 10 fewer points & you can gain a Benediction for 5 points less.
- 15† **Purity** - PCs from Purity gain a Sea technique for 5 fewer points & gain an Exorcism for 5 points less.
- 15† **Courage** - PCs from Courage gain a Chthonic technique for 10 fewer points & a Connection technique for 5 fewer points.
- 15† **Charity** - PCs from Charity gain a Cold technique for 5 fewer points & they gain a Haunt technique for 5 points less as well.
- 15† **Honesty** - Character's from the Donation's military core gain King style for 10 fewer points.
- 15† **Obedience** - You're from the prison world of the Donation a difficult place. Your saves are all improved by 1 point each.
- 20 **Peripheral Home** - You're from a world that isn't aligned with any of the major groups but which is still known & connected.

- 10† **Srassirrisa** - You're from the alien jungle world that is home to the Sarssurra. If you are one of the Sarssurra you gain 20 points to distribute to your Phenotypic traits. If you are not Sarsurra, you may gain 1 phenotypic trait.
- 10† **Device** - You're from the home of the all-loving Metamorph - a league of magicians who create life. If you are of the Created, you gain 4 additional HP.

* Indicates an advantage, you may have any number of these.

† Indicates a Homeworld, you may have only one of these.

Travel

Traversing the Spectral Realm between worlds is no small matter, being skilled in the various elements of Travel is essential survival strategy. Every world has a Spectral profile – statistics that suggest the nature of the world's shadow as it appears & is present in the Spectral realm. There are six statistics that a world possesses in the Spectral Realm – a character may have techniques for all six.

Point Cost	Details of the Travel technique
10/20/30	Connection - A connection technique means that a character has special accesses to worlds - when making a Connection check to travel to a world the character can pick the high die.
10/20/30	Danger - A danger technique means that a character can overcome a specific physical danger presented by one of the worlds. When making a Danger check to overcome the physical challenges of a world someone with a Technique can choose their high die. For 10 Points this is for a single world, for 20 it is for worlds of a larger affinity - League, Empire, Donation - for 30 it is for any known world. For 10 Points this is for a single world, for 20 it is for worlds of a larger affinity - League, Empire, Donation - for 30 it is for any known world.
10	Range - Range techniques give a character access to a distant or unexplored world. Each time it is taken it allows the character to choose the high die when rolling a Range test.
20	Ease - An ease technique grants the character the ability to switch the order of the d% dice when they make an Ease check to settle a world.
10/20/30	Haunt - Haunt techniques grant a character superior ability when it comes to surpassing Spectral agencies that surround a world. With such a technique a character may choose the high die when making a Haunt roll. For 10 points this ability aligns with one world, for 20 all the worlds of a larger group and for 30 - all worlds.
10/20/30	Pull - A pull technique helps a character transcend a world's pull. With a technique a character can switch the order of the d% used to roll a pull check. For 10 points this technique applies to one world, for 20 it applies to all the worlds of a sodality and for 30 it applies to all worlds.

Technique

Getting to a world is only part of the difficulty of exploration – surviving in a potentially deadly world is principally a matter of luck – all worlds have 6 ratings that establish their characteristic qualities and 6 Humors – which describe their geophysical attributes. A character may gain Techniques for a single world's characteristics and a technique for extreme survival in a difficult environment. Normally these abilities are rolled with d12 against the world's statistic – with the goal of rolling over the value. This means that particular worlds are innately fatal to those without the right techniques. Relevant techniques allow you to roll d20 instead of d12.

- 5 **History** Techniques let you roll a d20 to pass yourself as a native or to interact with natives of a world - instead of d12
- 5 **Variety** Techniques give you a sense of the geographic types & styles of the landscape of the world with a d20 roll instead of a d12
- 5 **Size** Techniques let you roll d20 instead of d12 when you're attempting to make navigational choices about the world.
- 5 **Potential** Techniques let you roll d20 instead of d12 for surveying attempts on a world to discover its resources.
- 5 **Familiarity** Techniques let you overcome the strangeness of a world's physical laws with a d12 instead of a d20 check
- 5 **Ecology** Techniques let you roll a d20 instead of a d12 when you're trying to forage & otherwise interact with the biology of a world.
- 20 **Wind** Techniques - Techniques that protect you from poisonous & absent air - as well as sky based living. When you have this ability you roll a d20 instead of d12 when trying to navigate a high-wind world.
- 20 **Sea** Techniques - Techniques that allow you to survive in oceanic environments, watery worlds & pressurized depths. When you have this ability you may roll a d20 instead of d12 when surviving in such a world.
- 20 **Chthonic** Techniques - A suite of talents, equipment & resources that help you to survive in chthonic environments such as deep caverns. You roll a d20 instead of d12 when you have this technique and need to make a Chthonic survival check
- 20 **Hot** Environments - The talents, equipment & resources that help you to survive in fiery, volcanic or hot weather environments. You roll a d20 instead of d12 when you have this technique and need to make a hot survival check.
- 20 **Cold** Environments - The knack for keeping alive in cold environments - you can roll d20 instead of d12 when attempting to survive in extreme cold environments

The End of

The Beginning



This guide is intended to provide you a quick summary of how to build & stat your Hundred Worlds character. Further details & advanced guides will be forthcoming in supplements & guides to the specifics of the Worlds & their populations - Welcome, and good luck.

The Hundred Worlds

Name _____

Race _____

Character Record

Modality _____

Search
Die

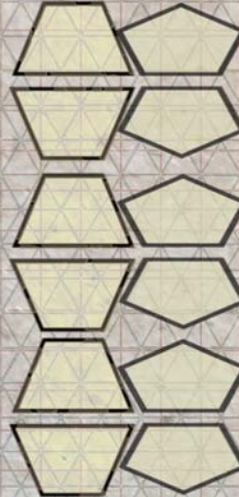


Wealth

CHA
CON
DEX
INT
STR
WIS



FIGHT
ITEMS
LORES
MAGIC
SKILL
WORLD



BREATH
DEATH
DEVICES
PARALYSIS
PELLS



Hp



Initiative



To
Hit



Ac



Social
Dice



Alchemy
Building
Composition
Detect Traps
Storage
Gift
Hear Noise
Hide In Shadow
Instrument
Investigate
Joke
Language



Medicine
Move Quietly
Navigate
Numeracy
Open Doors
Pick Pockets
Poisoning
Scale Walls
Siege
Sorcery
Theurgy
Trickery

Locals