



DIPLOMA SET I
Academy of Merelin

INTRODUCTION

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Welcome to the Academy of Merelin, a Diploma set for Tale: The Role-Playing Game. In addition to the character diplomas, this set also contains a quick reference guide to Tale.

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Thank you for taking the trip into Tale, if you need any help with fulfilling the content of the Diploma Set, please contact us at gamemaster@worldoftale.com

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GAME WORLD

This is a short introduction to the world of Tale, which is intended to be readily available to the players. All information in the guide can be regarded as common knowledge.

- The Academy
- Regions
- Religion
- Cosmology

THE ACADEMY

All characters in this diploma set were educated at the Academy of Merelin. Find a full overview of each archetype in each character's diploma and a short introduction in this chapter. Merelin's king founded the Academy to combat the dark forces at his borders.

At that point only one campus existed, in Merelin's capital. Now there are fourteen schools around the world. The Academy encourages its students to go out into the world, exploring and learning.

Arcana	Ylah's crest is tattooed on the left shoulder of the alumnus of the College of Arcana. The education is directed at responsible and efficient use of magic and knowledge of all things mystical.
Engineering	All members of the College of Engineering receive an ember puzzle. These puzzles exist as a reminder that there is more to learn, no student has yet solved it. Education is directed at a practical and theoretical understanding of the world and how to use your surroundings to solve problems.

Medicine	The god Nymnir is patron of the dead and dying. His name is shunned in most of the world, except within the College of Medicine. This college is dedicated to the research of healing and understanding of injury, disease and other ailments.
Anthropology	In every corner of the known world, different people have different customs, laws, languages and methods. The College of Anthropology serves as a bridge between cultures, kingdoms and history. They examine the specifics of each society: Old, new or obliterated.

REGIONS

Tale is divided into three main continents and several major islands. The continents are:

Oden	The largest continent. A large unclaimed desert formerly populated by dwarves dominates the landmass. The second largest territory is the Empire of Oden.
Iogas	Seven sovereign territories fight for dominance on the fertile soil of Iogas. Most of the population live in the Kingdoms of Merelin and Illaria.
Atea	Made up of arctic wastelands and deep jungles. Most of the population in Atea are nomads, the rest live in tribal group areas in Coprua.

A short summary of the important nations and major islands:

Akalek	This kingdom has lasted for a millennium, the oldest still in existence. Banatek, the capital, is on the mainland. The country is known for its export of marble and its annual gladiator tournament.
Illar	The King of Illaria started a war against Merelin for reasons unknown. Illaria's rulers made no effort to rebuild, after the war ended.
Merelin	Merelin's king disappeared years ago, many believe him dead. His daughter is the current regent of the realm. Under her the war with Illaria has ended, and she has tried to rebuild the torn country.
Coprua	A collection of two-hundred and thirty four tribes in the temperate lands of Coprua. Their council of chieftains is so large they have created a song-like language for quick communication during debates, called 'Em-Sem-Du'.
Sharor/Sharantar	The Sharori are a complex mix of Wood Elf, Storm Elf and human. The harsh conditions of the Sharori wasteland suits them for survival. The locals call the land Sharantar, while others call it Sharor.
Oden	The Empire of Oden has been the greatest civilization since the time of its founding. The First Emperor did not even need to conquer, he simply brought his people across the sea and followed the Triatan river until he found the perfect place for his capital.
Kelbas	A nation on the edge of the world. The Kelbasians settled their capital around a large rock rumoured to be from Astra. The city is a mixture of different cultures where anyone is welcome.
Beskar	For centuries it was home to the Beskar dwarves that emigrated from Oden. Now their numbers are dwindling, and their kingdom given to human refugees.

RELIGION

All gods are real. With enough followers an entity is elevated to deity. Almost all creatures of Tale owe their allegiance to something, in various degrees of religious fervour. Seven spheres of influence categorize the gods:

- Arcana
- Dragons
- Spirits of the Forest
- Spirits of the Mountain
- Servants of the Void
- The Watchers
- The Three Fires

Ylaha Arcana	The God of Magic. There are no tenets in this religion, but the quest for knowledge and responsible use of power are desirable traits.
Veiled One Arcana	Warps the words of power at its own whim, creating magic that was not intended.
Athad Dragon	The Great God of Dragons is called Athad. he is the patron of all dragons.
Anzotl Dragon	The scum of the lesser blood. His creed is war and destruction, and he is the god of all lesser dragonkin such as Kobolds, Draconides and Lizardfolk.
Spirits of the Forest	A collective term for the nameless spirits that roam the wilds. Respect for nature and harmony are important traits to these gods. Their power is immense by themselves, but together they are virtually omnipotent.
Linnea Forest Spirits	Birthered by the Spirits of the Forest as their emissary to the mortals. She is the creator of the elves and protector of the plants and animals.
Spirits of the Mountain	A collective term for all the numberless and nameless spirits that dwell in the deep places and the high peaks. Strength, excellence and courage are important traits to these gods.
Fumbus Mountain Spirits	The God of Invention and Crafting. His power lies in inspiration and motivation for hard work. He created the dwarves as a joke towards Linnea and her elves.
The Tide Servants of the Void	The Tide is many things: A coming doom, a natural catastrophe to destroy the world. Destruction is its only creed.
Nymnir	For some, he is simply the guide that takes the spirits of the dead into the afterlife and to others, he is the one who wills death into existence. Common folk fear both his name and his followers.
The Traveller The Watchers	She who walks. Depicted as an old lady walking from village to village. She is the matron of the sick and tired, keeper of paths and the lady of adventures.
Illar The Watchers	Giver of warmth and kindness. The most popular god for humans to worship. Illar embodies respect and care for others.
Elana The Watchers	The Joyful One. A master of games, songs and entertainment. Rarely taken as a serious faith by the more established temples.
The Three Fires	Higher gods not usually worshipped by mortals. They are the First Fire, the Fires of Retribution and the Last Fire.

COSMOLOGY

This chapter explains the relationship between the world and the other worlds, nature and supernature. What mortals experience is the natural world. Some learn to harness secrets and powers from other realms and higher forms of nature.

Altera	Another version of the living world where the usual physical rules do not apply. Many entities live in this warped copy of the natural world. Altera is considered the cosmological home of the Soul.
Astra	A realm of mystery. Utter madness awaits those who delve into its lore. Those who still keep their humanity speak of voices. Astra is considered the cosmological home of the Mind.
The Veil	A mystical boundary that separates the natural world from other worlds. Often depicted as a thin veil or a mirror-like substance, it is the metaphysical boundary keeping the worlds apart.
Supernature	High arcana is the language of the gods and their power. Arcana is a watered-down version taught to mortals, often referred to as magic. The Voices of the Deep is the mystical magic used by spirits.
Elements	Fire, water, air, earth are the force elements. Salt, quicksilver and sulphur are the source elements.

GAME MECHANICS

This is a simple introduction to the game mechanics in Tale. More information is found in the Core Rulebook. Each subject in the Player mechanics is summarised in the following sections, except Combat, which has its own dedicated chapter.

- Actions
- Qualities
- Skills
- Gear
- Health
- Magic
- Survival
- Special Rules

The below icons are used throughout the set:

- ▷ Starting character choice
- ◇ Action or skill effect

ACTIONS

Every character can perform these actions, different from qualities in that they have a fixed difficulty to perform and a table of outcomes decided by the players. The actions cover most tests of skill that do not require special training.

To perform an action: *Roll 2D6 + Appropriate ability.*

General results table:

2X6	Critical success. All rolls of double sixes give the character a bonus choice, besides the choices available for the roll result. A character who rolls critical success may not fail their action even though they have modifiers that take the roll below 7.
10+	Unmitigated success. Your character performs the intended action, sometimes with a list of choices to decide the outcome of the action for the player to pick.
7-9	Partial success. Your character acts, but maybe not as planned. The diploma presents a list of choices; the player picks one.
1-6	Failure. Your character tries but fails. There are no consequences to failing a roll, except missing opportunities. Sometimes you may choose between failing the action and re-rolling at a penalty.
2X1	Critical failure. Sometimes you do something that ruins everything for you. There are always dire consequences to these mistakes, some immediate and some that haunt your character for a while afterwards. Unless otherwise noted this results in +1 Mark.

Every action is summed up below, along with the mechanics for Adrenaline, Eureka and Surge:

Adrenaline	Enhance actions by using a single point of either Body to gain +1 on that action.
Eureka	Same as Adrenaline, but for Mind.
Surge	Same as Adrenaline, but for Soul.
Attack Strength	Uses your Strength against an NPC, PC or creature with intent to harm.
Move Agility	When trying to perform manoeuvres out of the ordinary and under pressure.
Larceny Agility	Remain unnoticed while performing actions.
Investigation Wit	Search through an area for clues or information.
Logic Wit	When knowledge and skill can't help, solve problems by deduction.
Knowledge Memory	Tap into your memory to reveal relevant information about a subject.
Perception Fortune	Notice hidden things and discover secrets.
Converse Charisma	Ask the right people the right way, lets the players get credible information from NPCs.
Subterfuge Charisma	When your character has to lie or conceal information from an NPC or player.

QUALITY

These three key actions differ because they don't compare to a table. Qualities are tested as a part of an obstacle or encounter in the quest: Breaking down doors, cracking a code, resisting a poisonous gas. Difficulty is decided by the gamemaster beforehand. Some qualities can be re-rolled for accumulated results.

To perform a quality: *Roll 1D6 + Appropriate ability.*

Qualities are summed up below:

Brawn Strength	Can you lift that boulder? Can you carry your friend to safety? Brawn is a test of bodily prowess.
Focus Memory	Can you thread the needle? Can you pick that lock? Focus tests your ability to keep up concentration through interference.
Center Fortune	Can you resist the effect of the poison? Can you stave off that disease? The ability to resist certain influences is key to surviving.

SKILLS

Your character's unique learned skills. Each diploma has five skill trees: Lore, Favour, Supply, Major and Basic. Starting characters receive one from each tree.

General skill rules:

- Duration is one scene unless otherwise noted
- Re-rolls are not possible unless otherwise noted
- Skills are divided into tiers, only one effect per purchase
- Additional options on a skill dice roll are marked with ◊
- Skills without dice rolls are marked "passive"
- You may only cast one effect at a time

Trait skills	Each character has a skill tree that represents three of the five secondary traits: Lore, Favour and Supply. The standard roll for a skill is: <i>Roll 2D6 + Trait spent.</i> Spend between 1 and 3 of the designated trait. Each tree has four tiers, which can be unlocked in order with experience points. Unlocking one tier grants access to all effects (◊) in that skill tier.
Major skills	Choose between three majors. A major enhances a specific trait skill tree. You may only pick one, buying more for experience points is not possible. Major skills can be upgraded to master and grandmaster level.
Basic skills	See the list of basic skills in the next chapter. Each character picks one basic skill at the start of the game, more can be bought or upgraded with experience points.

GEAR

Gear is more than mere items, most of what you have as possessions are items linked to the mechanics of the game. Gear has three quality descriptors: Poor, Normal and Good. They describe how likely it is that the item will inadvertently break during use.

Starting	All characters have a set of starting gear. See goods and services for a description of the gear and the starting gear heading on each diploma for more information.
Goods and Services	When exploring the world, your backpack may fill up. Warm clothing? Food? A ladder? Every character has a starting pack of gear, but you may need to get more supplies before venturing into the unknown.

COMBAT

Below are simplified tables of Combat Gear for quick reference, see page 64 in the Core Rulebook for individual descriptions of items. Some have special uses and effects.

Weapons:

Type	Weight/Str req.	Damage Dealt	Speed Penalty	Loot cost
Unarmed	0	0	0	-
Sap	0	1	-1	5
Axe, hand	1	2	-2	17
Axe, battle	2	3	-3	24
Axe, great	3	4	-3	42
Bow, short	1	2	-2	10
Bow, long	2	3	-3	17

Bow, great	3	4	-3	25
Dagger	0	1	0	5
Mace, light	1	2	-1	13
Mace, heavy	2	3	-2	24
Mace, war	3	4	-3	43
Sword, short	1	2	-1	13
Sword, long	2	3	-2	24
Sword, great	3	4	-3	45
Spear, short	1	1	-1	11
Spear, long	3	3	-3	37

Armour:

Type	Weight/Str req.	Resist Bonus	Action Pen.	Loot cost
Leather	1	1 BR	-	28
Chain	2	2 BR	-1 Larceny	63
Scale	2	2 BR	-1 Move	58
Plate	3	3 BR	-2 Move	92
Shield	1	2 BR	-1 Attack	38
Helmet	1	1 BR	-1 Perception	29

CRAFTING

Anyone can create items. However, it requires knowledge and great Focus. Some are trained in craftsmanship with a large amount of new possibilities.

1. Define the Craft
2. Define difficulty and material cost.
3. Roll Focus.

For untrained characters material costs *increase* by 50%, also each re-roll costs 1 additional crafting material.

Item of service	Craft	Difficulty	Material Cost
Sock, repair	Tailoring	1	1
Dagger, sharpen	Blacksmith	2	1
First aid kit or Medicine kit, refill	First Aid	5	3
First aid kit or Medicine kit, ake	First Aid	5	6
Shortbow (Poor), repair	Bowyer	5	2
Shortbow (Poor), make	Bowyer	6	6
Leather boots, make	Cobbler	7	6
Tier 1 Trauma or Sickness, cure	Therapy	8	4
Red Boils, cure or degrade	Herbalist	12	6
Tier 2 Trauma or Sickness, degrade	Surgeon	16	10
Simple Compound, make	Alchemy	18	12
Plate Armour (Good), make	Blacksmith	25	16
Intricate machinery, replicate	Tinkering	30	25

Roll Focus, the character accumulates results up to the difficulty. It may be necessary for the character to roll multiple times for success. Roll of the die represents one full day of work. Trained individuals, however, may roll once per hour at the cost of 1 point of either Lore, Favour or Supply.

Die rolls of 1 or less result in +1 additional crafting material cost.

Examples	Difficulty Adjustments
Poor quality	-2
Blueprints	-1
Adequate tools and training	0
Verbal description of characteristics	+1
Description of function and size is only known information	+2
Good quality	+2
No toolkit	+2
Description of function is only known information	+3
Untrained attempt	+5

HEALTH

Damage has one of three types: Body, Mind and Soul. Regular weapons cause Body damage, i.e. physical damage.

Sickness	General health issues caused by internal problems.
Disease	The characters contract diseases without them knowing, and they roll for resistance by Centre only to hinder the disease from advancing further.
Poison	Poisons, also includes venom. Doses vary, but only one dose applies in the rules. Roll Centre to resist the effects.

HEALING AND RECOVERY

Cuts, bruises, boils and broken bones – ordinary ingredients of a quest into the unknown. Methods are usually through Skills, Magic or Deep Magic. These are the four types of recovery:

Healing	Removes damage to Body, Mind or Soul. First aid and medicine kits can be used to heal damage.
Curing	Removes diseases and poison. Can be cured by 'crafting' antidotes.
Therapy	Removes Trauma and Sickness. Can be cured by 'crafting' an operation.
Natural Recovery	One night of rest heals 1 Body, Mind and Soul. Diseases, with the exception of the common cold, does not naturally recover. Poisons dissipate after one day and night. Trauma and Sickness stage 1 recovers with one week of bedrest, stage 2 degrades with one week of bedrest.

The last resort when attempting to save the life of a dying character without the means of healing is stabilise. To stabilise requires a first aid or medicine kit and a successful Focus, difficulty 5.

MAGIC

Magic may look complicated at first, but it is customisable and non-restrictive.

Spells	Players cast spells using their qualities, through scrolls, items or learned spells.
Rituals	Ritual magics calls upon the power of higher beings. A ritual has three different properties: magnitude, entity and performance.
Magic Items	Magic items are identifiable by their aura, glow or other mysterious quality.
Deep Magic	Includes potions, compounds and elixirs. Usable by all players, but certain characters have an advantage in the ability to refine and create.

AURAS

Magnitude	The power of the magic's source impacts how the aura is experienced by the observer. Levels 1–5 Undetectable by normal means Levels 6–16 Detectable without specifics Levels 17+ Obvious manifestations in world
Flavour	Each aura has a name that describes the overall 'feel' it leaves in whoever notices it. Veiled: Dimensional projection, invisibility, banishment, veil walking. Raw: Resistance to elements, telepathic links, precognitive knowledge, causing madness. Primeval: Harmful elemental effects, shape changing. Root: Harmful sonic waves, telekinesis, resistance, ability bonus and force fields. Silence: Energy drain, soul drain, shadow animation and fear, pain and catatonia. Warmth: Teleportation, domination, creating undead, flight, conjuring light, purification and stone shaping.
Source	There are three sources of ordinary magic: Arcane, Altera and Astra. Ritual magic is sourced from High Arcana, while Deep Magic is sourced from the Deep (has no aura).

CASTING SPELLS

Casting spells is easy and depends on a few factors. If anything is uncertain, follow this simple guide:

1. Decide on the warping alternatives.
2. Calculate magnitude.
3. Calculate initial cost.
4. Roll the appropriate Quality.
5. Re-roll following round if unsuccessful, for accumulative results.

PERFORMING RITUALS

Performing rituals is an easy procedure, simply follow the five steps below:

1. Designate ritual leader (pays additional costs of ritual).
2. Calculate costs and consequences.
3. Pool resources.
4. Perform the ritual (roll appropriate Quality).
5. Suffer the consequences.

SURVIVAL

Essentials	Your characters basic needs to survive. Without these, the characters health and well-being begin to deteriorate. <ul style="list-style-type: none"> * Clothes * Place to sleep * Food * Water
Comfort	Before leaving on your journey, calculate your comfort rating, per character. 1–2 Bare minimum. 3–4 Amenities. 5–9 Comfortable. 10+ Exquisite
Encumbrance	Add together the weight of your gear, this is your total encumbrance. Travelling at total capacity causes tiredness, over-encumbrance causes exhaustion.
Merriment	When your character prepares for travel have a plan for what to do during downtime or around the campfire – or receive a penalty.
Base camp	Necessities for campsites: <ul style="list-style-type: none"> * Campfire or other source of heat. * Tent or other shelter. <p>One of the party members will have to roll Focus to organise the camp, no re-rolls.</p>

SPECIAL RULE

Small additions to the ruleset.

Mark	The gamemaster cannot perform actions or manipulate the game situation without letting the players act first by asking 'what do you do?' By spending a Mark the Gamemaster can circumvent this rule.
Clue	This rule represents the physical objects tied to a specific plot point.

BASIC SKILL LIST

Starting characters pick one Basic Skill from a list of alternatives. The list is also referenced in the Core Rulebook. Basic skills are simple changes or boosts to your character's attributes, actions or skills. All skills carry at least one opportunity for an upgrade that can be bought once.

Some characters have starting skills, these are crafting skills relevant to their education. These skills are already noted on their Diploma and replaces the electable starting Basic Skill.

ACADEMY ELECTABLE

These are the general skills learn at the Academy as electable subjects.

Archaeology (Passive?)	<p>◇ Roll Knowledge with Fortune.</p> <p><i>Upgrades:</i> ◇ Learned: Identify culture on failed roll. ◇ Honoured: Gain +1 Fortune.</p>
Geology	<p>◇ Spend 1 Favour to gather 1D6 Crafting Materials usable for Alchemy, Smithing and Tinkering. Consumes a full hour.</p> <p><i>Upgrades:</i> ◇ Salt: Gain Salt per 10 Crafting Materials gathered.</p>
Herbs of the land	<p>◇ Spend 1 Lore to gather 1D6 Crafting Materials usable for First Aid, Medicine, Herbology and Therapy. Consumes a full hour.</p> <p><i>Upgrades:</i> ◇ Spices: Gain Spices per 10 Crafting Materials gathered.</p>
Language	<p>◇ Learn to read, understand and speak a second language. Proficiency level is rudimentary. Requires a long time of practice and a learning source.</p> <p><i>Upgrades:</i> ◇ Expert: Character becomes fluent with the language in question.</p>
Leadership	<p>◇ Learn to take charge of your comrades. Party members gain +1 Trust after accomplished Quests and Errands.</p> <p><i>Upgrades:</i> ◇ Motivational: Grant +1 additional Trust to one character after Quests and Errands. ◇ Delegator: Grant +1 Lore, Favour or Supply to characters after combat victory.</p>
Meditation	<p>◇ Meditate to gain +1 SR one day.</p> <p><i>Upgrades:</i> ◇ Protected: Gain +1 Fortune. ◇ Chanting: Gain additional +1 SR.</p>
Mercantility	<p>◇ Gain +1D6X10 per full two days spent in a village or town. The days must be spent working or helping an NPC with chores.</p> <p><i>Upgrades:</i> ◇ Effective: +10 Loot per full two days.</p>
Mindfulness	<p>◇ Meditate to gain +1 MR one day.</p> <p><i>Upgrades:</i> ◇ Headstrong: Gain +1 Memory. ◇ Decided: Gain additional +1 MR</p>

COMBAT

These skills are direct enhancements and alterations to how your character fights. It is not intended for system-breaking super combinations, so keep the active skills to one tree per round. Dodge and passive bonuses can always be used in combination.

At the ready	<p>◇ Draw weapon and act in same round without Move roll.</p> <p><i>Upgrades:</i> ◇ Surprise: Roll Larceny to gain +1 Attack when drawing a weapon. ◇ Switch: Switch weapon and act in same round without Move roll.</p>
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Attack Finesse	<p>◇ Roll Attack using Agility when using a short sword or dagger.</p> <p><i>Upgrades:</i> ◇ Fencer: Add longsword. ◇ Fighter: Spend 1 Lore to deal +1 Body.</p>
Archer	<p>◇ Roll Attack using Agility when using a shortbow.</p> <p><i>Upgrades:</i> ◇ Marksman: Roll Attack using Agility when using a longbow. ◇ Lucky Shot: Spend 1 Favour to deal +1 Body.</p>
Armour Training	<p>◇ Wear armour with ease, -1 Strength requirement for all armour types.</p> <p><i>Upgrades:</i> ◇ Seasoned: Negate -1 penalties to Actions while wearing armour. ◇ Rugged: Worn armour does not influence carry capacity.</p>
Defenders	<p>◇ Gain an additional +1 BR when fighting with a spear alongside another character equipped with a spear. Maximum +1 BR.</p> <p><i>Upgrades:</i> ◇ Bleed: Deal +1 Body, not mitigated by BR the round after an Attack. ◇ Throw: Can use regular spears as thrown projectile. Attack stationary targets at 5 metres distance without penalty. Use spear base damage.</p>
Dodge	<p>◇ Roll Move to gain +1 BR for one scene. Must be free to move around.</p> <p><i>Upgrades:</i> ◇ Quick feet: Suffering 0 Body from attacks while dodging grants +1 Lore.</p>
Dual Weaponry	<p>◇ Roll Attack using two one-handed weapons simultaneously, with a -1 penalty. Both weapons deal their original damage, but both are also mitigated by the target's BR.</p> <p><i>Upgrades:</i> ◇ Guard: Use one weapon as a guard instead of attacking, gain +1 BR. ◇ Trained: No -1 penalty to Attack while using dual weapons. ◇ Weaving: Second weapon deals +1 Body.</p>
Headblow	<p>◇ Trade +1 Mind dealt for a -1 Attack penalty, up to a maximum of +3 Mind. Requires the use of a Mace.</p> <p><i>Upgrades:</i> ◇ Ruin: Additional +1 Mind dealt on a Critical Success.</p>
Snatch	<p>◇ Use Shielding Manoeuvre without a shield. Grab projectile on successful Move.</p> <p><i>Upgrades:</i> ◇ Return: Fire projectile back following round. Requires an equipped weapon of same type as attacker, if projectile is not thrown. ◇ Swatter: Grab two projectiles per round.</p>
Surge Strike	<p>◇ Use Surge to deal additional +1 Body while Attacking.</p> <p><i>Upgrades:</i> ◇ Focused: Deal +1 Soul while using Surge Strike.</p>
Swipe	<p>◇ Use Adrenaline to hit additional target on Attack, once per scene. Success selections only apply to one target. -1 Body dealt to both targets. Requires the use of an Axe.</p> <p><i>Upgrades:</i> ◇ Barbell: No damage penalty on first target. ◇ Flurry: Hit third target within striking range. -2 Body dealt to third target.</p>
Thrash	<p>◇ Trade +1 Body dealt for a -1 Attack penalty, up to a maximum of +3 Body.</p> <p><i>Upgrades:</i> ◇ Ruin: Additional +1 Body dealt on a Critical Success</p>
Tricks of a Trade (Passive)	<p>◇ Gain +1 Speed and Pace while fighting with one weapon type.</p> <p><i>Upgrades:</i> ◇ Soldier: Chosen weapon does not influence carry capacity.</p>

CRAFTING

These skills are focused on creating items or performing services. A character trying crafting without these skills will require more time, materials – and might not succeed at all.

Sample crafts are:

Alchemy, Bowyer, Brewing, Carpentry, First Aid, Goldsmith, Herbology, Masonry, Medicine, Provisioning, Smithing, Tailoring, Tinkering, Treatment, Weaving.

Crafting (Pick Craft?)	<p>◇ Craft items within one select category as if trained. Gain 2D6 Crafting Materials. Requires large amounts of training. Diploma starting skills (Alchemy, Herbology, Tinkering, Treatment, Smithing) cost double to obtain and at least one year of dedicated practice.</p> <p><i>Upgrades:</i> ◇ Efficient: - 1 Crafting material cost. ◇ Clever: Roll Focus with Wit. ◇ Fumbian: Gain 1 Favour when spending a full day crafting. ◇ Curious: Gain 1 Lore when spending a full day crafting.</p>
First Aid	<p>◇ Restock or make first aid kit.</p> <p><i>Upgrades:</i> ◇ Efficient: - 1 Crafting material cost. ◇ Expert: Spend 1 Lore to use on already healed player.</p>
Medicine	<p>◇ Restock or make medicine kit.</p> <p><i>Upgrades:</i> ◇ Efficient: - 1 Crafting material cost. ◇ Expert: Spend 1 Favour to use on already healed player.</p>
Salvage	<p>◇ Spend 1 Lore to gather 1D6 Crafting Materials from items or surroundings. Once per location, unless Gamemaster rules otherwise.</p> <p><i>Upgrades:</i> ◇ Observer: Gain 1D6 Crafting Materials per travel distance. ◇ Peruser: Gain 1D6 Crafting Materials per visited market.</p>

SPECIAL

These skills cannot be obtained without the Gamemaster's approval.

Familiar (Passive)	<p>◇ Aberration as pet for basic tasks (Size 1). Supplies cost 1 Loot per week. The death of a familiar grants the player a permanent -1 Fortune penalty.</p> <p><i>Upgrades:</i> ◇ Growth: Additional +1 Size, +1 Loot cost. ◇ Mind Link: Gain +1 MR. ◇ Soul Bond: Gain +1 SR.</p>
Kinship (Passive)	<p>◇ Dog or similar animal as pet for basic non-violent tasks (Size 2) Supplies cost 2 Loot per week.</p> <p><i>Upgrades:</i> ◇ Best Friend: Roll Converse to convey and understand messages. ◇ Hauler: Increase carry capacity by 2. ◇ Mauler: Attacks as if wolf.</p>
Magic Infusion	<p>◇ Gain the knowledge and capability to create magic items. Learn one magic item type (Weapon, Armour, Accessory, Scrolls, Focus). The skill unveils the specifics of how to infuse arcane, astral or alteral energy into an item. As with spells, each effect needs to be separately learnt. Magic items have certain costs tied to them. The creation process is decided by the Gamemaster.</p> <p><i>Upgrades:</i> ◇ Magic Saturation: Learn how to refill magic items that are draining of energy.</p>

COMBAT MECHANICS

This is a short introduction to Tale Combat Mechanics. A quick check in this document may save time and improve flow if there is an uncertainty around the specifics of the mechanics.

- Flow of Combat
- Manoeuvres
- Damage

FLOW OF COMBAT

This rule may apply to other situations than combat if the multiple players want to do things that are mutually exclusive or change the situation.

Order	<p>Governs when in the span of a round your character gets to act, calculate your order:</p> <p>Wit + Agility – Speed</p>
Combat Rounds	<p>Combat is ordered into rounds. One round has gone by when all the players and the Gamemaster have used their turn in combat. Combat rounds are approximately three seconds long. Here is a list of examples of what a character may do in one round:</p> <ul style="list-style-type: none"> ◇ Perform an action. ◇ Perform a skill or quality. ◇ Move around. ◇ Defend self. ◇ Defend someone else. ◇ Talk (can be combined with the others). ◇ Use an item.
Procedure	<p>Follow this procedure to uphold gameplay flow through combat:</p> <ol style="list-style-type: none"> 1. The Gamemaster calls for combat order. 2. The first player states their action. 3. Roll the action (if any). 4. The action decides what happens. 5. Start a new round if necessary.
End of Combat	<p>The Gamemaster decides when combat is over, usually followed by the end of a scene.</p>

MANOEUVRES

Combat is not static. A good battle involves dynamic movement, but how do you play this in a role-playing setting? Players should have freedom of movement as long as balance is maintained.

PACE

If you need accurate movement tracking, your character may move 8 + Agility in meters every round while still acting.
 Pace = 8 + Agility (meter/round)

OFFENSIVE

When taking the offensive stance, you are ready to hurt your opponent.

Charge	Move at 1,5 x pace before Attack, -1 BR following round.
All-out	+1 Body dealt, -1 BR
All-in	+1 Attack, -1 BR
Riposte	Make a counterattack with Agility instead of Strength.
Taunt	Brawn to attract the aggression of an opponent. Roll Converse with Strength.
Disarm	Trade successful Attack for Brawn versus targets Body to disarm.
Grapple	Trade successful unarmed Attack for Brawn versus targets Body to grapple. Roll for each turn to keep grapple in effect.
Distract	Trade successful Move for Brawn versus target's Body to lower opponent's BR following round.
Grief	Trade successful Converse for Focus versus targets Mind to lower opponent's MR. Use Centre and target's Soul to lower SR.

DEFENSIVE

Defensive Manoeuvres are used to avoid harm or help others avoid harm.

Parry	(Weapon) +1 BR when Attacked by a similar weapon on a successful Move.
Shielding	(Shield) Halt incoming arrow or similar projectile on a successful Move.
Defensive	+1 BR, -1 Attack.
Mindful	+1 Attack, -1 Body dealt.
Defend	Trade one BR/MR/SR with another player.
Disengage	Retreat at 1,5 x pace backwards with no penalty.

PASSIVE

Things to do in combat, not directly related to engaging the enemy.

- ◇ Pick up or drop an item.
- ◇ Hand another character an item.
- ◇ Draw weapon.
- ◇ Retrieve item from satchel or belt.
- ◇ Concentrate on skill or magic effect.
- ◇ Stabilise dying character.
- ◇ Stand up.
- ◇ Run.
- ◇ Read a scroll.
- ◇ Situational Overview, use Perception.
- ◇ Speak or signal.

DAMAGE

In the game mechanics damage has one of three types: Body, Mind and Soul. In this section we will deal with rules for dealing and suffering damage, injury, trauma and death.

DEALING DAMAGE

Things to do in combat, not directly related to engaging the enemy.

Damage Dealt = Base damage (0) + weapon damage (varies) + modifiers – Resist

SUFFERING DAMAGE

See 'primary traits' and Resist stats for more information on how the damage scales work. Here is a quick walkthrough when suffering damage:

1. A player or Gamemaster announces the amount and type of damage dealt to you.
2. Subtract your Resist (BR/MR/SR) from damage dealt.
3. Subtract the total damage suffered from the primary trait tree.
4. Roll injury (once per round per player).

When a character is dealt 2 or more damage, it may choose to voluntarily exchange 2 points of damage for a Trauma related to the damage type.

INJURY

Damage is not as simple as points on a scale, there is a real danger of getting hit.

Injury = Roll + Damage Suffered

See the table of results below:

2x1	Quick recovery
1-8	No injury
9-12	The Gamemaster picks one from the list below.
13+	The Gamemaster picks two from the list below.
2x6	Looming shadow, +1 Mark gained.

TRAUMA

Traumas are awarded to either:

Trade 2 points of damage for a penalty.

To avoid death if dealt damage while at -2 in any primary trait.

There are three stages to a trauma:

1. Initial Penalty
2. Additional Penalty
3. Permanent Penalty

Body Specific Trauma:

Type	1st Injury	2nd Injury	3rd Injury
Fracture	-1 Strength	-2 Strength	Destroyed joint
Gashed	-1 Agility	-2 Agility	Loss of limb
Pierced Organ	-1 Centre	-2 Centre	Organ failure
Collapsed Lung	-1 Focus	-2 Focus	Lung collapse

Mind specific trauma

Type	1st Injury	2nd Injury	3rd Injury
Ruptured blood vessel	-1 Wit	-2 Wit	Concussion
Concussion	-1 Memory	-2 Memory	Amnesia
Paraplegic	-1 Brawn	-2 Brawn	Palsied
Epileptic	-1 Centre	-2 Centre	Seizure

Soul specific trauma

Type	1st Injury	2nd Injury	3rd Injury
Evil spirit infection	-1 Fortune	-2 Fortune	Cursed
Altered host	-1 Charisma	-2 Charisma	Disfigured
Demotivated	-1 Brawn	-2 Brawn	Fire lost
Altered grasp	-1 Focus	-2 Focus	Plagued

DEATH

At -3 a character dies, either from heart arrest, brain death or the expelling of their Soul. Player characters that are dealt damage that would kill them get a new chance according to the following rules:

Trauma occurs instead of death when characters:

- ◇ Are dealt damage while at -2 Body, Mind or Soul.

Death occurs when characters:

- ◇ Have spent a scene at -2 Body, Mind or Soul.
- ◇ Suffers a death blow.
- ◇ Suffers damage five times their total trait value – resist.
- ◇ Suffers a failed attempt to stabilise them.
- ◇ Suffers three consecutive failed attempts at healing to -1 when at -2 Body, Mind or Soul.
- ◇ Use Adrenaline, Eureka or Surge at -2 as a final action.

To prevent death a character may be:

- ◇ Healed to -1 or above.
- ◇ Stabilised with first aid or medicine kit, difficulty 5.
- ◇ Held in stasis by magic.

CHARACTER CREATION GUIDE

Welcome to this guide on how to create your player character for Tale. Together with your gamemaster you will have picked both a campaign set and a diploma set by now. You may be wondering: what are the next fourteen convenient steps?

Choose:

1. Diploma
2. General Characteristics
3. Ability Set
4. Personality
5. Ambition
6. Gear
7. Skills

Calculate and fill out:

8. Abilities
9. Primary Traits
10. Resist Traits
11. Secondary Traits
12. Adventuring Table
13. Narrative
- 14 The Rest

I DIPLOMA

Here is a short introduction to each character:

<p> Loremaster (Arcana) You are a walking library with a fun fact or tip to solve any situation. Less focus on spell-casting, more on an understanding of the arcane arts. </p>	<p> Clairvoyant (Arcana) Use your connection to the Astra – the voices of the stars and connection to the voices of the deep. Scrying, detecting auras and deep insight are essential skills. </p>
<p> Channeler (Arcana) Use a form of blood magic developed by the Academy. Sacrifice your physical well-being to gain magical advantages and effects. </p>	<p> Tinkerer (Engineering) Study the mechanics of nature and how to use your surroundings to solve any problem. Combine practical knowledge, intuition and physics as your skill set. </p>
<p> Prospector (Engineering) Experienced as explorers and investigators in the service of mining companies, historians and archaeologists. Your skill set is indispensable for an adventuring party. </p>	<p> Smith (Engineering) You are educated to promote good metalwork and to inspire artisanship. Your education is focused on the practical use of magical runes and mystical metals. </p>
<p> Anatomist (Medicine) The most feared Alumni of the College because they practice their art on dead bodies. Your art of surgery breaks the norm of many religious conventions in several of the large cultures. </p>	<p> Alchemist (Medicine) Alchemists are highly regarded both inside and outside the Academy. Your command of elixirs, elements and precious metals is seen as miracles that help and inspire. </p>
<p> Herbalist (Medicine) There is one in every village, responsible for healing and curing. At the Academy the herbalists are trained in stress management, due to their foreseeable career paths in healing. </p>	<p> Globetrotter (Anthropology) You are adventure-driven and curious. Your field is the understanding and documentation of different cultures. </p>
<p> Linguist (Anthropology) You are the master of languages, both dead and new. You excel at understanding, speaking, reading and writing different languages. </p>	<p> Dancer (Anthropology) You study the ritualistic arts of dance and ceremony. They are experts in different styles of martial arts and combat techniques. </p>

Tip:

It is wise, but not required, to plan out a party of characters with the other players to ensure a wide array of skills.

2 GENERAL CHARACTERISTICS

You'll find them under the heading 'Character', cross out one option per category, except age and religion. Here is a short explanation to each category:

<p> Name Six roman-inspired names. Pick one that you like. </p>	<p> Title Three prefix titles and suffix titles, more or less deserved. Pick only one, either prefix or suffix. </p>
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<p> Clothes Three prefix titles and suffix titles, more or less deserved. Pick only one, either prefix or suffix. </p>	<p> Religion Pick one deity you put before the others. </p>
<p> Age You know what to do but be serious about it. The Academy accepts all ages, general lifespan is 60 years. </p>	<p> Build Four different body types to choose from, pick one you feel will fit your character. </p>
<p> Face Pick one face out of the four supplied. </p>	<p> Eyes Pick one set of eyes to compliment your character. </p>

3 ABILITY SET

Under the 'Ability' heading. Each set adds up to +4 in total. Fill in the Ability table column marked Ability Set. Here is a short explanation of each Ability:

<p> Strength Strength is raw physical power. Influences your Attack and Brawn rolls. </p>	<p> Agility Agility is speed, nimbleness and reaction time. Influences combat order, pace and the Move and Larceny rolls. </p>
<p> Wit Wit is your characters mental aptitude. Influences combat order, Logic and Investigation. </p>	<p> Memory Memory is your characters ability to absorb information. Influences your Focus and Knowledge rolls. </p>
<p> Charisma Charisma is how other people filter information and signals from you. Influences your Converse and Subterfuge rolls. </p>	<p> Fortune Fortune is, in a way, your standing with the gods and fate. Influences your Centre and Perception rolls. </p>

Tip:

More experienced players may want to coordinate their Ability Set with a fitting Skill tree. If you want a well-rounded character, take a look at the Trait Skills to see if any of them utilise a specific Ability.

4 PERSONALITY

Still under the 'Ability' heading. Each type has its own modifiers to ability that adds up to a total of +0. Fill in the Ability table column marked Personality. A brief introduction to each Personality type:

<p> Analyst Intuition and thinking. They embrace rationality, excelling in intellectual and technological pursuits. Analysts are relentless self-improvers -- once they have recognized a flaw, they make it right. </p>	<p> Explorer Observant and prospecting. They are creative and adventurous leading them to great accomplishments, at great risk. Explorers are not detail-oriented and do not dwell on the past. To be free to indulge in their interest is important. </p>
<p> Sentinel Practicality and cooperation. Sentinels work to conserve traditions and to maintain a balance which often will put them as party leaders. They seek order and balance in their surroundings. </p>	<p> Diplomat Warmth and generosity. Their caring nature creates an atmosphere of cooperation and harmony around them. They can read emotions in others and use it to their advantage. </p>

5 AMBITION

Still under the 'Ability' heading. Your ambitions give your strengths and weaknesses, one +1 and one -1 of your choosing. Fill in the Ability table column marked Modifier. A droplet of insight into your character:

<p> Need Why is your character willing to risk their life adventuring? Give yourself one -1 Ability penalty. </p>	<p> Desire What does your character yearn for? Love? Fame? Peace? Power? Give yourself one +1 Ability bonus. </p>
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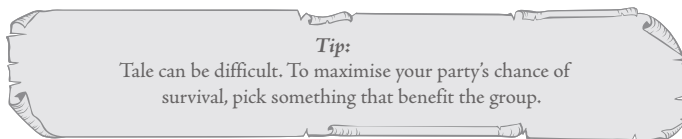
6 GEAR

Find the 'Gear' heading, still on the front page. The first row lays out your starting gear, you'll be needing that later. First, pick two pieces of Gear from the four options on the second row.

7 SKILLS

Flip the sheet, ignore the empty traits and adventuring sections. The right column of the sheet is dedicated to your character's skills.

Trait	Your diploma has three trait skill trees: Lore, Favour and Supply, pick one tree to unlock. Gain all effects (◊) of that Tier (I).
Major	Your diploma also has three major skills. Each major skill is designed to accumulate one trait, corresponding with your Trait skills.
Basic	The Diploma set contains a list of Basic Skills, pick one to fit your character. Some characters have starting skills which replaces the free pick.



8 ABILITIES

Flip the sheet again, locate the Ability table. Fill in all modifiers from Ability Set, Personality and Skills under 'Total'.

Important!

If you get an Ability that exceeds the maximum of +3/-3, repick either Ability Set, Personality or Ambition.

9 PRIMARY TRAITS

Under the 'Primary Traits' heading. These are your 'Hit points' for the lack of a better term. Fill in the results to the right of 'Total', minimum 1. The numbers below total are used when you suffer damage. A description of the traits:

Body	Describes your character's toughness, health, endurance. Calculate your Body score by adding together your Strength and Agility scores.
Mind	Describes your character's mental focus and psychic stability. Calculate your Mind score by adding together your Memory and Wit scores.
Soul	Describes your character's metaphysical ties to the mortal world. Calculate your Soul score by adding together your Charisma and Fortune scores.

10 RESIST TRAITS

Still under the 'Primary Traits' heading, below the main table. You might not have received any resistances yet. They would either be from Gear (Armour) or Skills. Leave status, injury and trauma empty.

Body resist	Armour, natural damage reduction or, in some situations, magic shields. Abbreviated 'BR'
Mind resist	Mental aptitude and resistance to influence and exhaustion. Abbreviated 'MR'
Soul resist	Faith, hope or spiritual vigour to keep dark forces from draining your Soul. Abbreviated 'SR'

11 SECONDARY TRAITS

Under the 'Secondary Traits' heading.

Loot	Money and or valuables. Has no specific monetary value, it is a simple way of viewing transactions to maximize their utility in-game. <i>Starting value: 1D6X10</i>
Favour	A measurement of your characters connection to their deity or religion. Use points of Favour as a part of your skill tree and for some spells or rituals. <i>Starting value: 1D6</i>
Lore	Lore is an intangible measure of useful knowledge that the characters have accumulated. Use as a part of your skill tree and some spells or rituals. <i>Starting value: 1D6</i>
Supply	Different to each character. Use as a part of your skill tree or item creation. Define what the traits are to each character in the different diplomas. <i>Starting value: 1D6</i>
Trust	Essentially a way for you to assist or hinder the other players without having to roll. One point of Trust spent gives the player in question a +1 or -1 Next on their roll. <i>Starting value: 1</i>

12 ADVENTURING TABLE

Fill in the empty field in the 'Adventuring' heading.

Weapon	Information found under 'Gear'. Characters start with a dagger but some have extra options. Fill in the relevant statistics (Damage, Speed, Weight).
Armor	Information found under 'Gear'. Some characters can choose an armour. Fill in the relevant statistics (Resist, Penalty, Weight).
Order	Your place in the order of combat. Add together your Wit and Agility scores, then subtract the Speed from a weapon.
Pace	How fast your character moves on average in combat. Add 8 to your Agility score to calculate your Pace.
Essentials	Information found under 'Gear'. Characters start with 1D6 rations and a waterskin which can hold one portion of water.
Comfort	How comfortable are you while travelling? Under starting gear your gear's total bonus is summed up. Skills can add to that bonus.
Encumbrance	How much are you weighed down by your Gear? Under starting gear your gear's total carry penalty and weight carried is summed up. Skills can add to that bonus.
Experience	During your travels your gamemaster will award you with experience points, which can be used to advance skills or abilities and even heal trauma.

13 NARRATIVE

The player characters know one another, and are travelling together for the time being. Answer the below questions in the context of the starting condition:

How do we know one another?
Why are we together?
Why are we on the road?
Why do we seek adventure?

14 THE REST

Fill in the line before each action and quality with your ability value. The 'Other' section is for your convenience, reserved for notes or other information important to your character.



CHARACTER

Choose one per category. Pick either prefix or suffix for title.

- Name** Caius Titus Amulius Icilius Vitula Axia
- Title** Prefix: Master Sire Knower
Suffix: The sage The brilliant The learned
- Clothes** Pristine academy robes Family colors
 Travellers outfit Worn robes
- Religion**
- Age**
- Build** Stocky Obese Scrawny Thin
- Face** Gaunt Harrowed Innocent Thoughtful
- Eyes** Observant Weary Glassy Tired

ABILITY

Total = Ability set + Personality + Modifier (Gear and or Ambition)
Ability limit = +3 or -3, no exceptions for starting characters

	Total	Ability Set	Personality	Modifier
Strength = + +
Agility = + +
Wit = + +
Memory = + +
Charisma = + +
Fortune = + +

ABILITY SET

Choose one

- ▷ Clever (0 Str, 0 Agi, +2 Wit, +1 Mem, +1 Cha, 0 For)
- ▷ Reserved (0 Str, +1 Agi, 0 Wit, +2 Mem, 0 Cha, +1 For)
- ▷ Quick (0 Str, +2 Agi, +2 Wit, +1 Mem, 0 Cha, -1 For)
- ▷ Smart (0 Str, +1 Agi, +1 Wit, +2 Mem, 0 Cha, 0 For)

PERSONALITY

Choose one

- ▷ Analyst (0 Str, +1 Agi, 0 Wit, +1 Mem, -1 Cha, -1 For)
- ▷ Explorer (0 Str, -1 Agi, +1 Wit, -1 Mem, 0 Cha, +1 For)
- ▷ Sentinel (+1 Str, 0 Agi, -1 Wit, 0 Mem, 0 Cha, 0 For)
- ▷ Diplomat (-1 Str, 0 Agi, 0 Wit, 0 Mem, +1 Cha, 0 For)

AMBITION

Describe your characters need, receive -1 penalty to appropriate Ability.
Describe your characters desire, gain +1 to fitting ability.

Need

Desire

ADVENTURING

Calculate your adventuring and survival attributes from Gear, Ability and Skills.

Weapon	Damage	Speed	Weight
Armor	Resist	Penalty	Weight
Order	Wit + Agility - Speed				
Pace	Agility + 8 (meter/round)				
Essentials	Food (days)	Water (days)		
Comfort	Bonus				
Encumbrance	Carry capacity	Weight carried		
Experience	Spent	Gained	Remaining

PRIMARY TRAITS

Minimum value 1 for Body, Mind and Soul.

		BODY STR + AGI	MIND MEM + WIT	SOUL CHA + FOR
Total	
D	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
m	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
g	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
s	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
c	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
l	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e			Death	
s				

Resist BR MR SR

Status

Injury

Trauma

SECONDARY TRAITS

Start with +2D6 additional trait from major skill (other side of sheet).

Loot	1 Weight per 100 Loot (Start 1D6 x 10)	<input type="text"/>
Favour	(Start 1D6)	<input type="text"/>
Lore	(Start 1D6)	<input type="text"/>
Supply	(Start 1D6)	<input type="text"/>
Trust	(Start 1)	<input type="text"/>

GEAR

- Starting gear** Bedroll, Candle holder with candle, Coffee pot, Dagger (Damage 1, Speed 0, Weight 0), Firebug husks, Roll of parchments, Satchel, Starting outfit, Soap, Waterskin, Writing tools. 1D6 Ration (Adventurer)
Carry capacity 3, Weight carried 2, Comfort 3
- Pick two**
- ▷ Shortsword (Damage 2, Speed -1, Weight 1)
 - ▷ Good notes, +1D6 Supply
 - ▷ Inheritance, +1D6 x 10 Loot
 - ▷ Amulet, +1D6 Favour

OTHER

Misc items

People

Notes

ACTIONS

All characters can perform these actions.

Roll: 2D6+Modifier.
Results: 2X6 (Critical success), 10+ (Success), 7-9 (Partial success),
1-6 (Failure), 2X1 (Critical failure).

__ ATTACK (ROLL+STRENGTH)

2X6 +1 Body dealt, 10+ Select 2, 7-9 Select 1: ◊ Grievous blow, +1 Body dealt. ◊ Disrupt, +1 Mind dealt. ◊ Discourage, +1 Soul dealt. ◊ Press on, +1 Next. ◊ Dodge, +1 BR against counterattack, 1-6 Miss, blocked or parried, 2X1 +1 Body suffered

__ MOVE (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◊ Stumble, -1 Next. ◊ Hole in the pouch, -5 Loot. ◊ Lose held item, 1-6 Select 1 ◊ Failure. ◊ Last chance (reroll at -1,+1 Mark), 2X1 Twisted ankle, +1 Body suffered

__ LARCENY (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◊ Fumbling, -1 Next. ◊ Cancel the action (traits used are lost) 1-6 Select 1 ◊ Failure. ◊ Last chance, reroll at -1, +1 Mark, 2X1 You attract immediate attention

__ INVESTIGATION (ROLL+WIT)

2X6 +1 Clue, 10+ Select 2, 7-9 Select 1: ◊ Secure evidence, +1 Clue. ◊ What happened here? ◊ When did this happen? ◊ Is anything out of place? ◊ What is the significance of this area? ◊ Is there a threat near? 1-6 ◊ Failure. ◊ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ LOGIC (ROLL+WIT)

Costs one Clue or gain +1 MARK

2X6 -1 Clue spent, 10+ Select 1 ◊ Reveal connection between two Clues. ◊ Reveal a Threat. ◊ Reveal the greatest Threat. ◊ An option from the below list. 7-9 Select 1: ◊ A Hint solving a problem. ◊ A Hint to an important location. ◊ A Hint to an important NPC. 1-6 No conclusions, 2X1 +1 Mark

__ KNOWLEDGE (ROLL+MEMORY)

2X6 +1 Next, 10+ Select 2, 7-9 Select 1: ◊ What is this? ◊ What culture does this represent? ◊ How does this fit into the situation? ◊ What is its value? ◊ What is its use? ◊ Are there any dangers associated with this? 1-6 You know nothing of value, 2X1 +1 Mark

__ CONVERSE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◊ Quick, simple persuasion. ◊ Inquisitor, know three lies. ◊ Empath, learn one emotion. ◊ Merchant, learn one desire or intention. 1-6 Gained nothing, 2X1 - Trust

__ SUBTERFUGE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◊ Spinster, false small talk. ◊ Perfect liar, tell three mundane lies. ◊ Conviction, tell one big lie. ◊ Actor, fake behavior or emotion. 1-6 ◊ Failure. ◊ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ PERCEPTION (ROLL+FORTUNE)

2X6 +1 Next, 10+ Notice something, 7-9 Something is afoot
1-6 Nothing out of the ordinary, 2X1 +1 Mark

QUALITIES

All characters possess these qualities.

Roll: 1D6+Modifier.
Results: Difficulties vary.

__ BRAWN (ROLL+STRENGTH)

Vigor

__ FOCUS (ROLL+MEMORY)

Concentration

__ CENTER (ROLL+FORTUNE)

Resistance

SKILLS

Pick Major skill and Basic skill. Start with one first Tier (I) skill from Notebook, Insight, Favour. *Passive* skills do not require a roll.

Roll: 2D6+Trait spent. Spend 1-3 Lore, Favour or Supply.
Results: 2X6 (-1 Trait spent), 10+ (Success), 7-9 (+1 Trait spent),
1-6 (Failure), 2X1 (+1 Mark).

MAJOR

Puzzle pieces (Supply) Gain +1 Supply when solving a puzzle, riddle or obstacle.

Dangerous minds (Lore) Gain +1 Lore when killing a creature, NPC or player.

Contact (Favour) Gain +1 Favour when discovering a new entity or creature.

NOTEBOOK (SUPPLY)

The trusty notebook of an exited adventurer. Who knows what secrets hide in these frantic scribbles?

I Bestiary ◊ Subtype, reveal target subtypes.
◊ Trait, reveal target Body, Mind or Soul.
◊ Resist, reveal target BR, MR or SR.
◊ Skill, reveal 1 target special quality.

II Arcaneum ◊ Reveal aura magnitude.
◊ Reveal aura flavor.
◊ Reveal aura source.

III Compendium ◊ Reveal spell function.
◊ Reveal ritual function.

IV Reference library ◊ Identify magic item.
◊ Cast ritual with no consequence.

INSIGHT (LORE)

Intuition based on a wealth of knowledge and quick thinking. Powers that help or hinder others.

I Hypothesis ◊ Tip, +1 NEXT on target.

II Concept ◊ Technique, +1BR on target.
◊ Knowing, +1MR on target.
◊ Calming +1SR on target.

III Theory ◊ Think, -1BR on target.
◊ Confuse, -1MR on target.
◊ Break, -1SR on target.

IV Thesis ◊ Action, ally rerolls any action at -1.
◊ Quality, ally rerolls any quality at -1.
◊ Rethink, ally rerolls any item quantity at -1.

ARCANA (FAVOUR)

A deep understanding of the world and how it works, inner peace and control follows.

I Philosophy *Passive* ◊ Simple, +1 Comfort.
◊ Diet, Requires 1/2 rations.
◊ Resistant, Drink contaminated water.

II Ideology ◊ Regeneration, heal self +1 Body, Mind or Soul.
◊ Energise, degrade exhaustion or remove tiredness on self.
◊ Purge, remove infection or venom damage on self.

III Doctrine ◊ Invisible, gain special feature 'Invisibility', +2 Larceny.
◊ Enlarge, +1 Size.

IV Axiom ◊ Veilwalking, gain sub-type Veilwalker, +1 MR and SR.
◊ Levitate at normal pace.

BASIC SKILL

Choose your desired basic skill from page 6-8.

Skillname:

CHARACTER

Choose one per category. Pick either prefix or suffix for title.

- Name** Kaeso Spurius Flavius Verania Papia Atia
- Title** Prefix: Seer Listener Noble
 Suffix: The dreamer The sighted The clean
- Clothes** White Robes Patched Academy Robes
 Fur Robes or Adventuring Clothes
- Religion**
- Age**
- Build** Corpulent Thin Full Balanced
- Face** Pained Friendly Plain Gaunt
- Eyes** Hollow Intense Glaring Exciting

ABILITY

Total = Ability set + Personality + Modifier (Gear and or Ambition)
 Ability limit = +3 or -3, no exceptions for starting characters

	Total	Ability Set	Personality	Modifier
Strength = + +
Agility = + +
Wit = + +
Memory = + +
Charisma = + +
Fortune = + +

ABILITY SET

Choose one

- ▷ Connected (-1 Str, +1 Agi, 0 Wit, +1 Mem, +1 Cha, +2 For)
- ▷ Likeable (+1 Str, -1 Agi, 0 Wit, +1 Mem, +2 Cha, +1 For)
- ▷ Academic (0 Str, 0 Agi, +1 Wit, +2 Mem, 0 Cha, +1 For)
- ▷ Versatile (+1 Str, +1 Agi, 0 Wit, 0 Mem, +1 Cha, +1 For)

PERSONALITY

Choose one

- ▷ Analyst (0 Str, +1 Agi, 0 Wit, +1 Mem, -1 Cha, -1 For)
- ▷ Explorer (0 Str, -1 Agi, +1 Wit, -1 Mem, 0 Cha, +1 For)
- ▷ Sentinel (+1 Str, 0 Agi, -1 Wit, 0 Mem, 0 Cha, 0 For)
- ▷ Diplomat (-1 Str, 0 Agi, 0 Wit, 0 Mem, +1 Cha, 0 For)

AMBITION

Describe your characters need, receive -1 penalty to appropriate Ability.
 Describe your characters desire, gain +1 to fitting ability.

Need

Desire

ADVENTURING

Calculate your adventuring and survival attributes from Gear, Ability and Skills.

Weapon	Damage	Speed	Weight
Armor	Resist	Penalty	Weight
Order	Wit + Agility - Speed		
Pace	Agility + 8		
Essentials	Food	Water	(days)
Comfort	Bonus		
Encumbrance	Carry capacity	Weight carried	
Experience	Spent	Gained	Remaining

PRIMARY TRAITS

Minimum value 1 for Body, Mind and Soul.

	Total	BODY STR + AGI	MIND MEM + WIT	SOUL CHA + FOR
D	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
m	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
g	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
s	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
c	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
l	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e			Death	

Resist BR MR SR

Status

Injury

Trauma

SECONDARY TRAITS

Start with +2D6 additional trait from major skill (other side of sheet).

Loot	1 Weight per 100 Loot (Start 1D6 x 10)
Favour	(Start 1D6)
Lore	(Start 1D6)
Supply	(Start 1D6)
Trust	(Start 1)

GEAR

- Starting gear** Bedroll, Bottle (Wine), Chalk, Dagger (Damage 1, Speed 0, Weight 0), Flint and steel, Lantern, Paper, Satchel, Scroll case, Starting outfit, Waterskin, Writing tools. 1D6 Ration (Traveller) Carry capacity 3, Weight carried 2, Comfort 3
- Pick two**
- ▷ Lucky Charm, +1D6 Favour
 - ▷ Shortsword (Damage 2, Speed -1, Weight 1)
 - ▷ Worked as seer, +1D6 x 10 Loot
 - ▷ An old horse (Carry capacity 7)

OTHER

Misc items

People

Notes

ACTIONS

All characters can perform these actions.

Roll: 2D6+Modifier.
Results: 2X6 (Critical success), 10+ (Success), 7-9 (Partial success), 1-6 (Failure), 2X1 (Critical failure).

__ ATTACK (ROLL+STRENGTH)

2X6 +1 Body dealt, 10+ Select 2, 7-9 Select 1: ◇ Grievous blow, +1 Body dealt. ◇ Disrupt, +1 Mind dealt. ◇ Discourage, +1 Soul dealt. ◇ Press on, +1 Next. ◇ Dodge, +1 BR against counterattack, 1-6 Miss, blocked or parried, 2X1 +1 Body suffered

__ MOVE (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Stumble, -1 Next. ◇ Hole in the pouch, -5 Loot. ◇ Lose held item, 1-6 Select 1 ◇ Failure. ◇ Last chance (reroll at -1,+1 Mark), 2X1 Twisted ankle, +1 Body suffered

__ LARCENY (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Fumbling, -1 Next. ◇ Cancel the action (traits used are lost) 1-6 Select 1 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 You attract immediate attention

__ INVESTIGATION (ROLL+WIT)

2X6 +1 Clue, 10+ Select 2, 7-9 Select 1: ◇ Secure evidence, +1 Clue. ◇ What happened here? ◇ When did this happen? ◇ Is anything out of place? ◇ What is the significance of this area? ◇ Is there a threat near? 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ LOGIC (ROLL+WIT)

Costs one Clue or gain +1 MARK
2X6 -1 Clue spent, 10+ Select 1 ◇ Reveal connection between two Clues. ◇ Reveal a Threat. ◇ Reveal the greatest Threat. ◇ An option from the below list. 7-9 Select 1: ◇ A Hint solving a problem. ◇ A Hint to an important location. ◇ A Hint to an important NPC. 1-6 No conclusions, 2X1 +1 Mark

__ KNOWLEDGE (ROLL+MEMORY)

2X6 +1 Next, 10+ Select 2, 7-9 Select 1: ◇ What is this? ◇ What culture does this represent? ◇ How does this fit into the situation? ◇ What is its value? ◇ What is its use? ◇ Are there any dangers associated with this? 1-6 You know nothing of value, 2X1 +1 Mark

__ CONVERSE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Quick, simple persuasion. ◇ Inquisitor, know three lies. ◇ Empath, learn one emotion. ◇ Merchant, learn one desire or intention. 1-6 Gained nothing, 2X1 - Trust

__ SUBTERFUGE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Spinster, false small talk. ◇ Perfect liar, tell three mundane lies. ◇ Conviction, tell one big lie. ◇ Actor, fake behavior or emotion. 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ PERCEPTION (ROLL+FORTUNE)

2X6 +1 Next, 10+ Notice something, 7-9 Something is afoot
1-6 Nothing out of the ordinary, 2X1 +1 Mark

QUALITIES

All characters possess these qualities.

Roll: 1D6+Modifier.
Results: Difficulties vary.

__ BRAWN (ROLL+STRENGTH)

Vigor

__ FOCUS (ROLL+MEMORY)

Concentration

__ CENTER (ROLL+FORTUNE)

Resistance

SKILLS

Pick Major skill and Basic skill. Start with one first Tier (I) skill from Entrails, Crystal Ball, Astra. *Passive* skills do not require a roll.

Roll: 2D6+Trait spent. Spend 1-3 Lore, Favour or Supply.
Results: 2X6 (-1 Trait spent), 10+ (Success), 7-9 (+1 Trait spent), 1-6 (Failure), 2X1 (+1 Mark).

MAJOR

Culling (Supply)	Gather up animal parts. 1 Soul grants 1D6 Supply. Cannot be healed until Supply is spent.
Voidgazing (Lore)	Stare into the void. 1 Mind grants 1D6 Lore. Cannot be healed until Lore gained is spent.
Devotion (Favour)	Passive. +1 to MR and SR. No Favour gained.

ENTRAILS (SUPPLY)

Combines ancient techniques to get occult knowledge and other simple rituals. Fortune must be equal to or higher than targets MR, unless willing.

I Rodent bones	◇ Detect invisible, subtype unseen. ◇ Detect life, son-soulless. ◇ Detect un-life, soulless.
II Bird skulls	◇ Lullaby, target falls asleep, if calm or unaware. ◇ Nightmare, Mind dealt to sleeping target equal to Fortune.
III Intestines	◇ Devoir, give one simple command to familiar creature, self-preservation defeats command. ◇ Familiar, target thinks you are long-time friend.
IV Grey matter	◇ Mind cage, target is immovable and invulnerable (conc).

CRYSTAL BALL (LORE)

Use the arts of reflection by the means of a trinket. The Academy uses crystal balls, most students can't afford one after graduating. Wit must be equal to or higher than targets MR, unless willing.

I Divination	◇ Guidance, point to objective momentarily. ◇ Warning, know distance to nearest threat. ◇ Ardor, know last moments of creature's life.
II Scrying	◇ Access to targets hearing, sight or emotion.
III Oracular	◇ Peering, gain +1 BR, MR and SR against target. ◇ Meld, read targets surface thoughts.
IV Telepath	◇ Create permanent bond to willing creature, send and receive messages, undetectable. ◇ Break, paralyze and deal 1 Mind per round to target, concentration.

ASTRA (FAVOUR)

The entities that live beyond the stars share their knowledge at a great price. Become a source creature of the Mind.

I Vostra <i>Passive</i>	◇ Gain elemental affinity (Quicksilver). ◇ -1 Charisma.
II Gaiex <i>Passive</i>	◇ Gain elemental affinity, greater. ◇ -1 Strength.
III Caelina <i>Passive</i>	◇ Gain elemental aura. ◇ Gain elemental projectile.
IV Supreme <i>Passive</i>	◇ Gain elemental barrier. ◇ Gain elemental projectile, greater, damage equal to Fortune +1.

BASIC SKILLS

Choose your desired basic skill from page 6-8.

Skillname:



CHARACTER

Choose one per category. Pick either prefix or suffix for title.

- Name** Cispia Lucilia Calavia Tullus Canus Decius
- Title** Prefix: Arcanist Magae Noble
Suffix: The Ashen The Blessed The Elder
- Clothes** Tattered academy robes stained robes
 tunic and cloak ceremonial garbs
- Religion**
- Age**
- Build** Muscled Veiny Bony Slender
- Face** Handsome Stretched Scarred Plain
- Eyes** Piercing Flickering Distant Wide

ABILITY

Total = Ability set + Personality + Modifier (Gear and or Ambition)
Ability limit = +3 or -3, no exceptions for starting characters

	Total		Ability Set		Personality		Modifier
Strength	=	+	+
Agility	=	+	+
Wit	=	+	+
Memory	=	+	+
Charisma	=	+	+
Fortune	=	+	+

ABILITY SET

Choose one

- ▷ Strong (+2 Str, +1 Agi, 0 Wit, -1 Mem, +1 Cha, +1 For)
- ▷ Energetic (+2 Str, -1 Agi, 0 Wit, 0 Mem, +2 Cha, +1 For)
- ▷ Reserved (0 Str, +1 Agi, 0 Wit, +2 Mem, 0 Cha, +1 For)
- ▷ Knowing (+1 Str, 0 Agi, +1 Wit, +2 Mem, +1 Cha, -1 For)

PERSONALITY

Choose one

- ▷ Analyst (0 Str, +1 Agi, 0 Wit, +1 Mem, -1 Cha, -1 For)
- ▷ Explorer (0 Str, -1 Agi, +1 Wit, -1 Mem, 0 Cha, +1 For)
- ▷ Sentinel (+1 Str, 0 Agi, -1 Wit, 0 Mem, 0 Cha, 0 For)
- ▷ Diplomat (-1 Str, 0 Agi, 0 Wit, 0 Mem, +1 Cha, 0 For)

AMBITION

Describe your characters need, receive -1 penalty to appropriate Ability.
Describe your characters desire, gain +1 to fitting ability.

Need

Desire

ADVENTURING

Calculate your adventuring and survival attributes from Gear, Ability and Skills.

Weapon	Damage	Speed	Weight
Armor	Resist	Penalty	Weight
Order	Wit + Agility - Speed				
Pace	Agility + 8				(meter/round)
Essentials	Food	Water	(days)	
Comfort	Bonus				
Encumbrance	Carry capacity	Weight carried		
Experience	Spent	Gained	Remaining

PRIMARY TRAITS

Minimum value 1 for Body, Mind and Soul.

		BODY STR + AGI	MIND MEM + WIT	SOUL CHA + FOR
Total	
D	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
m	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
g	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
s	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
c	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
l	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e			Death	
s				

Resist BR MR SR

Status

Injury

Trauma

SECONDARY TRAITS

Start with +2D6 additional trait from major skill (other side of sheet).

Loot	1 Weight per 100 Loot (Start 1D6 x 10)	<input style="width: 330px; height: 20px;" type="text"/>
Favour	(Start 1D6)	<input style="width: 330px; height: 20px;" type="text"/>
Lore	(Start 1D6)	<input style="width: 330px; height: 20px;" type="text"/>
Supply	(Start 1D6)	<input style="width: 330px; height: 20px;" type="text"/>
Trust	(Start 1)	<input style="width: 330px; height: 20px;" type="text"/>

GEAR

- Starting gear** Backpack, Bedroll, Bottle (Wine), Campfire cooking set, Dagger (Damage 1, Speed 0, Weight 0), Firebug husks, Lamp, Starting outfit, Waterskin. 1D6 Ration (Adventurer)
Carry capacity 5, Weight carried 5, Comfort 4
- Pick two**
- ▷ Meditation blanket, (+1 Comfort, Weight 0)
 - ▷ Amulet, +1D6 Favour
 - ▷ First aid kit, basic (Weight 0)
 - ▷ Wallet +1D6 x10 Loot
 - ▷ Friendly +1D6 Trust

OTHER

Misc items

People

Notes

ACTIONS

All characters can perform these actions.

Roll: 2D6+Modifier.
Results: 2X6 (Critical success), 10+ (Success), 7-9 (Partial success), 1-6 (Failure), 2X1 (Critical failure).

__ ATTACK (ROLL+STRENGTH)

2X6 +1 Body dealt, 10+ Select 2, 7-9 Select 1: ◇ Grievous blow, +1 Body dealt. ◇ Disrupt, +1 Mind dealt. ◇ Discourage, +1 Soul dealt. ◇ Press on, +1 Next. ◇ Dodge, +1 BR against counterattack, 1-6 Miss, blocked or parried, 2X1 +1 Body suffered

__ MOVE (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Stumble, -1 Next. ◇ Hole in the pouch, -5 Loot. ◇ Lose held item, 1-6 Select 1 ◇ Failure. ◇ Last chance (reroll at -1,+1 Mark), 2X1 Twisted ankle, +1 Body suffered

__ LARCENY (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Fumbling, -1 Next. ◇ Cancel the action (traits used are lost) 1-6 Select 1 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 You attract immediate attention

__ INVESTIGATION (ROLL+WIT)

2X6 +1 Clue, 10+ Select 2, 7-9 Select 1: ◇ Secure evidence, +1 Clue. ◇ What happened here? ◇ When did this happen? ◇ Is anything out of place? ◇ What is the significance of this area? ◇ Is there a threat near? 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ LOGIC (ROLL+WIT)

Costs one Clue or gain +1 MARK
2X6 -1 Clue spent, 10+ Select 1 ◇ Reveal connection between two Clues. ◇ Reveal a Threat. ◇ Reveal the greatest Threat. ◇ An option from the below list. 7-9 Select 1: ◇ A Hint solving a problem. ◇ A Hint to an important location. ◇ A Hint to an important NPC. 1-6 No conclusions, 2X1 +1 Mark

__ KNOWLEDGE (ROLL+MEMORY)

2X6 +1 Next, 10+ Select 2, 7-9 Select 1: ◇ What is this? ◇ What culture does this represent? ◇ How does this fit into the situation? ◇ What is its value? ◇ What is its use? ◇ Are there any dangers associated with this? 1-6 You know nothing of value, 2X1 +1 Mark

__ CONVERSE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Quick, simple persuasion. ◇ Inquisitor, know three lies. ◇ Empath, learn one emotion. ◇ Merchant, learn one desire or intention. 1-6 Gained nothing, 2X1 - Trust

__ SUBTERFUGE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Spinster, false small talk. ◇ Perfect liar, tell three mundane lies. ◇ Conviction, tell one big lie. ◇ Actor, fake behavior or emotion. 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ PERCEPTION (ROLL+FORTUNE)

2X6 +1 Next, 10+ Notice something, 7-9 Something is afoot
1-6 Nothing out of the ordinary, 2X1 +1 Mark

QUALITIES

All characters possess these qualities.

Roll: 1D6+Modifier.
Results: Difficulties vary.

__ BRAWN (ROLL+STRENGTH)

Vigor

__ FOCUS (ROLL+MEMORY)

Concentration

__ CENTER (ROLL+FORTUNE)

Resistance

SKILLS

Pick Major skill and Basic skill. Start with one first Tier (I) skill from Force, Balance, Altera. *Passive* skills do not require a roll.

Roll: 2D6+Trait spent. Spend 1-3 Lore, Favour or Supply.
Results: 2X6 (-1 Trait spent), 10+ (Success), 7-9 (+1 Trait spent), 1-6 (Failure), 2X1 (+1 Mark).

MAJOR

Siphoning (Supply)	Craft materials from own blood. 1 Body grants 1D6 Supply. Cannot be healed until Supply gained is spent.
Bloodletting (Lore)	Sacrifice your blood. 1 Body grants 1D6 Favour. Cannot be healed until Favour gained is spent.
Ritual carving (Favour)	Ritualistic scarring. 1 Body grants 1D6 Lore. Cannot be healed until Lore gained is spent.

FORCE (SUPPLY)

Manipulating the energy of reality into force.

I Telekinesis	◇ Projectile, hurl object towards enemy. Deal Body equal to Strength, object must be liftable and size 1-2. ◇ Grip, lift object from afar, object must be liftable and size 1-2. Roll Brawn, difficulty 5, each round.
II Force fields	◇ Armor, increase BR on self by Fortune. ◇ Shield, Unbreachable spherical barrier 5 meter radius from caster. Sight/image is frozen across the surface. ◇ Wall, Unbreachable force wall 9x3 meters. Sight/image is frozen across the surface.
III Energy warp	◇ Lightning, deals caster Wit to target Body, no BR. ◇ Pyroclastic, deals caster Wit to target Mind, no MR. ◇ Brimstone Hail, deals caster Charisma to target Soul, no SR.
IV Energy vortex	◇ Turbulence, deal Body equal to Agi to all creatures within 3 metres, including self, no BR. ◇ Supernova, deal Mind equal to Wit to all creatures within 3 metres, including self, no MR.

BALANCE (LORE)

Changing the flow of living energy to suit your needs.

I Osmosis	◇ Purify water, one daily ration per Wit. ◇ Freeze, deal Fortune to target Body.
II Current	◇ Blood shift, lowers target BR by caster's Str. ◇ Brain tap, lowers target MR by caster's Mem. ◇ Soul drain, lowers target SR by caster's For.
III Equivalence	◇ Dispel, remove mag 4 or lower aura and effect ◇ Banish, banish lower Alteral being, costs 1 Body.
IV Assimilation	◇ Greater Dispel, remove mag 9 or lower aura and effect, costs 1 Mind. ◇ Stasis, removes MR on target and caster (conc).

ALTERA (FAVOUR)

Tapping into the unseen other world of the Altera.

I Heightened senses	◇ Darkvision, see in the dark. ◇ Aura vision, see auras of all magnitudes. ◇ Scent, find nearby object or creature based on olfactory traces (conc).
II Shifting	◇ Graft, gain claws +1 Body, venom. ◇ Sustenance, eat or drink nothing one day. ◇ Gland morphing, exchange 1 Mind or Soul to 1 Body.
III Conjunction	◇ Abhorrence, summon and control sample abhorrence. ◇ Shadow being, summon and control sample shadow being.
IV Veilwalking	◇ Transpositioning, teleport 10 x Wit metres to known location. ◇ Veiled, invulnerable but can't affect anything physical.

BASIC SKILLS

Choose your desired basic skill from page 6-8.

Skillname:



CHARACTER

Choose one per category. Pick either prefix or suffix for title.

- Name** Aulus Hoius Gnaeus Dexsia Accoleia Naevia
- Title** Prefix: Master Prime Chief
Suffix: The tinkerer The mechanic The fixer
- Clothes** White robes Academy robes
 Imported robe Patchwork
- Religion**
- Age**
- Build** Lean Lithe Full Athletic.
- Face** Melancholic Refined Gaunt Long
- Eyes** Distant Friendly Sad Brilliant

ABILITY

Total = Ability set + Personality + Modifier (Gear and or Ambition)
Ability limit = +3 or -3, no exceptions for starting characters

	Total	Ability Set	Personality	Modifier
Strength = + +
Agility = + +
Wit = + +
Memory = + +
Charisma = + +
Fortune = + +

ABILITY SET

Choose one

- ▷ Creative (0 Str, 0 Agi, +1 Wit, 0 Mem, +2 Cha, +1 For)
- ▷ Talkative (0 Str, 0 Agi, +2 Wit, +1 Mem, +2 Cha, -1 For)
- ▷ Fast (+1 Str, +2 Agi, +2 Wit, 0 Mem, -1 Cha, 0 For)
- ▷ Vigorous (+2 Str, 0 Agi, -1 Wit, +1 Mem, +1 Cha, +1 For)

PERSONALITY

Choose one

- ▷ Analyst (0 Str, +1 Agi, 0 Wit, +1 Mem, -1 Cha, -1 For)
- ▷ Explorer (0 Str, -1 Agi, +1 Wit, -1 Mem, 0 Cha, +1 For)
- ▷ Sentinel (+1 Str, 0 Agi, -1 Wit, 0 Mem, 0 Cha, 0 For)
- ▷ Diplomat (-1 Str, 0 Agi, 0 Wit, 0 Mem, +1 Cha, 0 For)

AMBITION

Describe your characters need, receive -1 penalty to appropriate Ability.
Describe your characters desire, gain +1 to fitting ability.

Need

Desire

ADVENTURING

Calculate your adventuring and survival attributes from Gear, Ability and Skills.

Weapon	Damage	Speed	Weight
Armor	Resist	Penalty	Weight
Order	Wit + Agility - Speed				
Pace	Agility + 8 (meter/round)				
Essentials	Food (days)	Water (days)		
Comfort	Bonus				
Encumbrance	Carry capacity	Weight carried		
Experience	Spent	Gained	Remaining

PRIMARY TRAITS

Minimum value 1 for Body, Mind and Soul.

	Total	BODY STR + AGI	MIND MEM + WIT	SOUL CHA + FOR
D	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
m	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
g	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
s	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
c	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
l	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e			Death	
s				

Resist BR MR SR

Status

Injury

Trauma

SECONDARY TRAITS

Start with +2D6 additional trait from major skill (other side of sheet).

Loot	1 Weight per 100 Loot (Start 1D6 x 10)	<input type="text"/>
Favour	(Start 1D6)	<input type="text"/>
Lore	(Start 1D6)	<input type="text"/>
Supply	(Start 1D6)	<input type="text"/>
Trust	(Start 1)	<input type="text"/>

GEAR

- Starting gear** Ember Puzzle, Tinkerer toolkit, Backpack, Bedroll, Bottle (Wine), Campfire cooking set, Dagger (Damage 1, Speed 0, Weight 0), Firebug husks, Lamp, Starting outfit, Waterskin. 1D6 Ration (Adventurer)
Carry capacity 5, Weight carried 6, Comfort 4
- Pick two**
- ▷ Large bags, +1D6 x 10 Loot
 - ▷ Leather armor (1 BR, -, 1 Weight)
 - ▷ Shortsword (Damage 2, Speed -1, Weight 1)
 - ▷ Superior Tinkerers toolkit +1

OTHER

Misc items

People

Notes

ACTIONS

All characters can perform these actions.

Roll: 2D6+Modifier.
Results: 2X6 (Critical success), 10+ (Success), 7-9 (Partial success), 1-6 (Failure), 2X1 (Critical failure).

__ ATTACK (ROLL+STRENGTH)

2X6 +1 Body dealt, 10+ Select 2, 7-9 Select 1: ◊ Grievous blow, +1 Body dealt. ◊ Disrupt, +1 Mind dealt. ◊ Discourage, +1 Soul dealt. ◊ Press on, +1 Next. ◊ Dodge, +1 BR against counterattack, 1-6 Miss, blocked or parried, 2X1 +1 Body suffered

__ MOVE (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◊ Stumble, -1 Next. ◊ Hole in the pouch, -5 Loot. ◊ Lose held item, 1-6 Select 1 ◊ Failure. ◊ Last chance (reroll at -1,+1 Mark), 2X1 Twisted ankle, +1 Body suffered

__ LARCENY (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◊ Fumbling, -1 Next. ◊ Cancel the action (traits used are lost) 1-6 Select 1 ◊ Failure. ◊ Last chance, reroll at -1, +1 Mark, 2X1 You attract immediate attention

__ INVESTIGATION (ROLL+WIT)

2X6 +1 Clue, 10+ Select 2, 7-9 Select 1: ◊ Secure evidence, +1 Clue. ◊ What happened here? ◊ When did this happen? ◊ Is anything out of place? ◊ What is the significance of this area? ◊ Is there a threat near? 1-6 ◊ Failure. ◊ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ LOGIC (ROLL+WIT)

Costs one Clue or gain +1 MARK
2X6 -1 Clue spent, 10+ Select 1 ◊ Reveal connection between two Clues. ◊ Reveal a Threat. ◊ Reveal the greatest Threat. ◊ An option from the below list. 7-9 Select 1: ◊ A Hint solving a problem. ◊ A Hint to an important location. ◊ A Hint to an important NPC. 1-6 No conclusions, 2X1 +1 Mark

__ KNOWLEDGE (ROLL+MEMORY)

2X6 +1 Next, 10+ Select 2, 7-9 Select 1: ◊ What is this? ◊ What culture does this represent? ◊ How does this fit into the situation? ◊ What is its value? ◊ What is its use? ◊ Are there any dangers associated with this? 1-6 You know nothing of value, 2X1 +1 Mark

__ CONVERSE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◊ Quick, simple persuasion. ◊ Inquisitor, know three lies. ◊ Empath, learn one emotion. ◊ Merchant, learn one desire or intention. 1-6 Gained nothing, 2X1 - Trust

__ SUBTERFUGE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◊ Spinster, false small talk. ◊ Perfect liar, tell three mundane lies. ◊ Conviction, tell one big lie. ◊ Actor, fake behavior or emotion. 1-6 ◊ Failure. ◊ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ PERCEPTION (ROLL+FORTUNE)

2X6 +1 Next, 10+ Notice something, 7-9 Something is afoot
1-6 Nothing out of the ordinary, 2X1 +1 Mark

QUALITIES

All characters possess these qualities.

Roll: 1D6+Modifier.
Results: Difficulties vary.

__ BRAWN (ROLL+STRENGTH)

Vigor

__ FOCUS (ROLL+MEMORY)

Concentration

__ CENTER (ROLL+FORTUNE)

Resistance

SKILLS

Pick Major skill and Basic skill. Start with one first Tier (I) skill from Mechanics, Tricks, Momentum. *Passive* skills do not require a roll.

Roll: 2D6+Trait spent. Spend 1-3 Lore, Favour or Supply.
Results: 2X6 (-1 Trait spent), 10+ (Success), 7-9 (+1 Trait spent), 1-6 (Failure), 2X1 (+1 Mark).

MAJOR

Salvage (Supply)	Spend one Mind point to gain 1D6 Supply. There must be at least some debris or items present to salvage.
Reversal (Lore)	Gain a point of Lore after successfully performing a skill in a new situation.
Fumburian (Favour)	Gain a point of Favour from each Mind-based success.

MECHANICS (SUPPLY)

How to create mechanical solutions from everyday objects. Area effects are 3 meter radius.

I Quality of life	◊ Conbiguator, 1D6 hot meals ready with utensils. ◊ Persinticator, Heats a small shelter, room or tent. ◊ Dalbinquator, Convert 1 Supply to 1D6x10 Loot.
II Skillmaster	◊ Gadgeteer, Add Wit to Move rolls. ◊ Flexometer, Add Wit to Body dealt, one Attack.
III Practical	◊ Climb-o-matic, climb vertical (or less) surfaces at normal pace. ◊ Parachute, fall at slow pace, (conc).
IV Powerful	◊ Salt bomb, deal 1D6 Body in area. ◊ Brimstone bomb, deal 1D6 Soul in area. ◊ Charged bomb, deal 1D6 Mind in area.

TRICKS (LORE)

Tinkerers have a lot up their sleeves to make the day easier. This skill allows for accumulative -1 re-rolls, up until Memory score in total rolls.

I Mechanising <i>Passive</i>	◊ Open locks and activate mechanisms using Focus. Special toolkit required.
I Trapmaking <i>Passive</i>	◊ Arm and disarm traps using Focus. Special toolkit required, disarmed traps can be converted to 1D6 Crafting Materials.
I Sleight of hand <i>Passive</i>	◊ Roll Focus after successful Larceny to complete unlikely acts of nimbleness. Difficulty is set by Gamemaster.
II Adept <i>Passive</i>	◊ Spend Lore for additional re-rolls Focus at no penalty for Traps, Mechanising and Sleight of hand.

MOMENTUM (FAVOUR)

Use the laws of physics mixed with a little luck, to great effect.

I Mass	◊ Heavy lifting, allows accumulative -1 Brawn re-rolls, up until Memory score in total rolls. ◊ Might, gain carry capacity equal to Wit one travel.
II Velocity	◊ Missile, thrown weapons. Create 1D6, deals Fortune to Body. ◊ Plunge, leap towards enemy, gain +1 Attack on successful Move.
III Pressure	◊ Atmospheric, reduce damage from area effects by double resist. ◊ Vertex, deal 1 Mind per round while grappling, -1 accumulative penalty to Brawn.
IV Energy	◊ Equal and opposite, all Body mitigated by BR is reflected back at the attacker. ◊ Entropy, -1 BR to targets after successful Attack. Activate after each use.

BASIC SKILLS

Tinkering <i>Starting skill</i>	◊ Crafting skill, Tinkering: See page 60 in the Core Rulebook. Gain 2D6 crafting materials. ◊ Upgrade: -1 Crafting material cost.
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Skillname:



CHARACTER

Choose one per category. Pick either prefix or suffix for title.

- Name** Cordius, Magnen Catian Varia Sabella Eriana
Title Prefix: Elder Surveyor Cartographer
 Suffix: The explorer The traversing The sage
Clothes Travellers gear Work uniform Leather scraps Exotic outfit
Religion
Age
Build Athletic Weary Rugged Veiny.
Face Attractive Plain Rugged Meek Full
Eyes Glassy Knowing Searching Tired

ABILITY

Total = Ability set + Personality + Modifier (Gear and or Ambition)
 Ability limit = +3 or -3, no exceptions for starting characters

	Total		Ability Set		Personality		Modifier
Strength	=	+	+
Agility	=	+	+
Wit	=	+	+
Memory	=	+	+
Charisma	=	+	+
Fortune	=	+	+

ABILITY SET

- Choose one
- ▷ Tough (+2 Str, 0 Agi, +1 Wit, 0 Mem, 0 Cha, +1 For)
 - ▷ Mighty (+2 Str, +2 Agi, -1 Wit, 0 Mem, 0 Cha, +1 For)
 - ▷ Inquisitive (+1 Str, +2 Agi, -1 Wit, 0 Mem, 0 Cha, +2 For)
 - ▷ Determined (0 Str, +1 Agi, +2 Wit, 0 Mem, +1 Cha, 0 For)

PERSONALITY

- Choose one
- ▷ Analyst (0 Str, +1 Agi, 0 Wit, +1 Mem, -1 Cha, -1 For)
 - ▷ Explorer (0 Str, -1 Agi, +1 Wit, -1 Mem, 0 Cha, +1 For)
 - ▷ Sentinel (+1 Str, 0 Agi, -1 Wit, 0 Mem, 0 Cha, 0 For)
 - ▷ Diplomat (-1 Str, 0 Agi, 0 Wit, 0 Mem, +1 Cha, 0 For)

AMBITION

Describe your characters need, receive -1 penalty to appropriate Ability.
 Describe your characters desire, gain +1 to fitting ability.

Need

Desire

ADVENTURING

Calculate your adventuring and survival attributes from Gear, Ability and Skills.

Weapon	Damage	Speed	Weight
Armor	Resist	Penalty	Weight
Order	Wit + Agility - Speed				
Pace	Agility + 8 (meter/round)				
Essentials	Food (days)	Water (days)		
Comfort	Bonus				
Encumbrance	Carry capacity	Weight carried		
Experience	Spent	Gained	Remaining

PRIMARY TRAITS

Minimum value 1 for Body, Mind and Soul.

		<i>BODY</i> STR + AGI	<i>MIND</i> MEM + WIT	<i>SOUL</i> CHA + FOR
Total
D	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
m	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
g	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
s	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
c	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
l	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e			Death	

Resist BR MR SR

Status

Injury

Trauma

SECONDARY TRAITS

Start with +2D6 additional trait from major skill (other side of sheet).

Loot	1 Weight per 100 Loot (Start 1D6 x 10)	
Favour	(Start 1D6)	
Lore	(Start 1D6)	
Supply	(Start 1D6)	
Trust	(Start 1)	

GEAR

- Starting gear** Ember puzzle, Backpack, Bedroll, Bottle (Spirits), Dagger (Damage 1, Speed 0, Weight 0), Flint and steel, Rope, Shovel, Starting outfit, Tent, Torches, Waterskin. 1D6 Ration (Adventurer)
 Carry capacity 5, Weight carried 7, Comfort 4
- Pick two**
- ▷ Day job, +1D6 x 10 Loot
 - ▷ Fishing Rod
 - ▷ Short Bow (Damage 2, Speed -1, Weight 1)
 - ▷ Amulet, +1D6 Favour

OTHER

Misc items

People

Notes

ACTIONS

All characters can perform these actions.

Roll: 2D6+Modifier.
Results: 2X6 (Critical success), 10+ (Success), 7-9 (Partial success), 1-6 (Failure), 2X1 (Critical failure).

__ ATTACK (ROLL+STRENGTH)

2X6 +1 Body dealt, 10+ Select 2, 7-9 Select 1: ◊ Grievous blow, +1 Body dealt. ◊ Disrupt, +1 Mind dealt. ◊ Discourage, +1 Soul dealt. ◊ Press on, +1 Next. ◊ Dodge, +1 BR against counterattack, 1-6 Miss, blocked or parried, 2X1 +1 Body suffered

__ MOVE (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◊ Stumble, -1 Next. ◊ Hole in the pouch, -5 Loot. ◊ Lose held item, 1-6 Select 1 ◊ Failure. ◊ Last chance (reroll at -1,+1 Mark), 2X1 Twisted ankle, +1 Body suffered

__ LARCENY (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◊ Fumbling, -1 Next. ◊ Cancel the action (traits used are lost) 1-6 Select 1 ◊ Failure. ◊ Last chance, reroll at -1, +1 Mark, 2X1 You attract immediate attention

__ INVESTIGATION (ROLL+WIT)

2X6 +1 Clue, 10+ Select 2, 7-9 Select 1: ◊ Secure evidence, +1 Clue. ◊ What happened here? ◊ When did this happen? ◊ Is anything out of place? ◊ What is the significance of this area? ◊ Is there a threat near? 1-6 ◊ Failure. ◊ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ LOGIC (ROLL+WIT)

Costs one Clue or gain +1 MARK
2X6 -1 Clue spent, 10+ Select 1 ◊ Reveal connection between two Clues. ◊ Reveal a Threat. ◊ Reveal the greatest Threat. ◊ An option from the below list. 7-9 Select 1: ◊ A Hint solving a problem. ◊ A Hint to an important location. ◊ A Hint to an important NPC. 1-6 No conclusions, 2X1 +1 Mark

__ KNOWLEDGE (ROLL+MEMORY)

2X6 +1 Next, 10+ Select 2, 7-9 Select 1: ◊ What is this? ◊ What culture does this represent? ◊ How does this fit into the situation? ◊ What is its value? ◊ What is its use? ◊ Are there any dangers associated with this? 1-6 You know nothing of value, 2X1 +1 Mark

__ CONVERSE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◊ Quick, simple persuasion. ◊ Inquisitor, know three lies. ◊ Empath, learn one emotion. ◊ Merchant, learn one desire or intention. 1-6 Gained nothing, 2X1 - Trust

__ SUBTERFUGE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◊ Spinster, false small talk. ◊ Perfect liar, tell three mundane lies. ◊ Conviction, tell one big lie. ◊ Actor, fake behavior or emotion. 1-6 ◊ Failure. ◊ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ PERCEPTION (ROLL+FORTUNE)

2X6 +1 Next, 10+ Notice something, 7-9 Something is afoot
1-6 Nothing out of the ordinary, 2X1 +1 Mark

QUALITIES

All characters possess these qualities.

Roll: 1D6+Modifier.
Results: Difficulties vary.

__ BRAWN (ROLL+STRENGTH)

Vigor

__ FOCUS (ROLL+MEMORY)

Concentration

__ CENTER (ROLL+FORTUNE)

Resistance

SKILLS

Pick Major skill and Basic skill. Start with one first Tier (I) skill from Survival, Navigation, Always prepared. *Passive* skills do not require a roll.

Roll: 2D6+Trait spent. Spend 1-3 Lore, Favour or Supply.
Results: 2X6 (-1 Trait spent), 10+ (Success), 7-9 (+1 Trait spent), 1-6 (Failure), 2X1 (+1 Mark).

MAJOR

Forager (Supply) Gain +1D6 Supply per distance traveled. One roll per travel.
Explorer (Lore) Gain +1 Lore whenever discovering a new location.
Traveller (Favour) Gain +1 Favour whenever discovering a new location.

SURVIVAL (SUPPLY)

Fill up your backpack with all the necessities. Am I the boring one? Only if you think it's boring to save everyone all the time. All skills encompass the entire party.

I Trust me ◊ Instructor, Adopt other players' Survival rolls, on per situation. Successful rolls grant +1 Trust.
◊ Camper, establish base camp. Successful rolls grant +1 Trust.
◊ Shelter, create shelter from scratch.
II Hearty meal ◊ Stew, once per quest, counts as daily food, heals 1 Body, Mind or Soul.
◊ Pie, same as above, but +1 Next instead.
III First aid ◊ Improvisation, use first aid kit without expending charge.
◊ Droplets, use medicine kit without expending charge.
IV Savior ◊ Scrounging, donate 1D6 of any secondary trait to another player.
◊ Weathered, double relevant resist from non-magical environment- related damage.

NAVIGATION (LORE)

The science of finding the way through thicket and cave. Has a lot of functionality outside travel.

I All terrain ◊ Tracker, find trails and hidden paths, allows for accumulative
Passive -1 re-rolls, up until Memory score in total rolls.
I Bushling ◊ Fleet to foot, add Fortune to Pace.
Passive ◊ Trekker, no Brawn rolls required from hard treks during travel.
I Unhindered ◊ No penalty from wearing armor.
Passive ◊ Wear armor as if +1 Strength.
II Directionist ◊ Use Lore to overcome a tier 1 trauma on self after a scene of meditation.

ALWAYS PREPARED (FAVOUR)

No more being caught unaware. Impromptu tips and tricks on the fly.

I Safety-minded ◊ Spelunking, re-roll Move on behalf of other players.
Successful rolls grant +1 Trust.
◊ Quick-witted, know correct action to avoid an activated trap.
Solution can be communicated to other players.
II Backpackery ◊ Repack, all characters gain +1 Carry capacity for the duration of one travel distance.
◊ Stashed, find a minor item you need among your belongings.
III Expertise ◊ Offensive, roll Move, lower own BR, also feint one opponent to an equal penalty to their BR.
◊ Defensive, absorb an attack on a nearby ally.
IV Toughness ◊ Badgering, ignore damage penalties.
◊ Perseverance, remove degrade exhaustion or remove tiredness for the duration of one scene.

BASIC SKILLS

Choose your desired basic skill from page 6-8.

Skillname:



CHARACTER

Choose one per category. Pick either prefix or suffix for title.

- Name: Curius, Belisar, Mancimu, Sennia, Catulla, Ativa
Title: Prefix: Master, Wright, Artisan; Suffix: The blacksmith, The specialist, The maker
Clothes: Ragged uniform, Pristine academy robes, Armored, Tailored outfit
Religion
Age
Build: Heavy, Muscled, Robust, Thin
Face: Rugged, Scarred, Plain, Full
Eyes: Keen, Awake, Friendly, Wild

ABILITY

Total = Ability set + Personality + Modifier (Gear and or Ambition)
Ability limit = +3 or -3, no exceptions for starting characters

Table with 5 columns: Total, Ability Set, Personality, Modifier. Rows include Strength, Agility, Wit, Memory, Charisma, Fortune.

ABILITY SET

- Choose one
Mighty (+2 Str, +2 Agi, -1 Wit, 0 Mem, 0 Cha, +1 For)
Hardy (+1 Str, +2 Agi, -1 Wit, 0 Mem, 0 Cha, +2 For)
Vigorous (+2 Str, 0 Agi, -1 Wit, +1 Mem, +1 Cha, +1 For)
Creative (0 Str, 0 Agi, +1 Wit, 0 Mem, +2 Cha, +1 For)

PERSONALITY

- Choose one
Analyst (0 Str, +1 Agi, 0 Wit, +1 Mem, -1 Cha, -1 For)
Explorer (0 Str, -1 Agi, +1 Wit, -1 Mem, 0 Cha, +1 For)
Sentinel (+1 Str, 0 Agi, -1 Wit, 0 Mem, 0 Cha, 0 For)
Diplomat (-1 Str, 0 Agi, 0 Wit, 0 Mem, +1 Cha, 0 For)

AMBITION

Describe your characters need, receive -1 penalty to appropriate Ability.
Describe your characters desire, gain +1 to fitting ability.

Need: []
Desire: []

ADVENTURING

Calculate your adventuring and survival attributes from Gear, Ability and Skills.

Table with 2 columns: Attribute, Value. Rows include Weapon, Armor, Order, Pace, Essentials, Comfort, Encumbrance, Experience.

PRIMARY TRAITS

Minimum value 1 for Body, Mind and Soul.

Table with 4 columns: Trait (Dama, ges, scals), BODY (STR + AGI), MIND (MEM + WIT), SOUL (CHA + FOR). Values range from 6 to -3.

Resist: BR, MR, SR
Status: []
Injury: []
Trauma: []

SECONDARY TRAITS

Start with +2D6 additional trait from major skill (other side of sheet).

Loot: 1 Weight per 100 Loot (Start 1D6 x 10)
Favour: (Start 1D6)
Lore: (Start 1D6)
Supply: (Start 1D6)
Trust: (Start 1)

GEAR

- Starting gear: Ember Puzzle, Smith's toolkit, Backpack, Bedroll, Bottle (Wine), Campfire cooking set, Dagger (Damage 1, Speed 0, Weight 0), Firebug husks, Lamp, Starting outfit, Waterskin. 1D6 Ration (Adventurer)
Pick two: Day job, +1D6 x 10 Loot; Shortsword (Damage 2, Speed -1, Weight 1); Shield (1 BR, -1 Attack, 1 Weight); Superior Smith's toolkit +1

OTHER

Misc items: []
People: []
Notes: []

ACTIONS

All characters can perform these actions.

Roll: 2D6+Modifier.
Results: 2X6 (Critical success), 10+ (Success), 7-9 (Partial success), 1-6 (Failure), 2X1 (Critical failure).

__ ATTACK (ROLL+STRENGTH)

2X6 +1 Body dealt, 10+ Select 2, 7-9 Select 1: ◊ Grievous blow, +1 Body dealt. ◊ Disrupt, +1 Mind dealt. ◊ Discourage, +1 Soul dealt. ◊ Press on, +1 Next. ◊ Dodge, +1 BR against counterattack, 1-6 Miss, blocked or parried, 2X1 +1 Body suffered

__ MOVE (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◊ Stumble, -1 Next. ◊ Hole in the pouch, -5 Loot. ◊ Lose held item, 1-6 Select 1 ◊ Failure. ◊ Last chance (reroll at -1,+1 Mark), 2X1 Twisted ankle, +1 Body suffered

__ LARCENY (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◊ Fumbling, -1 Next. ◊ Cancel the action (traits used are lost) 1-6 Select 1 ◊ Failure. ◊ Last chance, reroll at -1, +1 Mark, 2X1 You attract immediate attention

__ INVESTIGATION (ROLL+WIT)

2X6 +1 Clue, 10+ Select 2, 7-9 Select 1: ◊ Secure evidence, +1 Clue. ◊ What happened here? ◊ When did this happen? ◊ Is anything out of place? ◊ What is the significance of this area? ◊ Is there a threat near? 1-6 ◊ Failure. ◊ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ LOGIC (ROLL+WIT)

Costs one Clue or gain +1 MARK
2X6 -1 Clue spent, 10+ Select 1 ◊ Reveal connection between two Clues. ◊ Reveal a Threat. ◊ Reveal the greatest Threat. ◊ An option from the below list. 7-9 Select 1: ◊ A Hint solving a problem. ◊ A Hint to an important location. ◊ A Hint to an important NPC. 1-6 No conclusions, 2X1 +1 Mark

__ KNOWLEDGE (ROLL+MEMORY)

2X6 +1 Next, 10+ Select 2, 7-9 Select 1: ◊ What is this? ◊ What culture does this represent? ◊ How does this fit into the situation? ◊ What is its value? ◊ What is its use? ◊ Are there any dangers associated with this? 1-6 You know nothing of value, 2X1 +1 Mark

__ CONVERSE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◊ Quick, simple persuasion. ◊ Inquisitor, know three lies. ◊ Empath, learn one emotion. ◊ Merchant, learn one desire or intention. 1-6 Gained nothing, 2X1 - Trust

__ SUBTERFUGE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◊ Spinster, false small talk. ◊ Perfect liar, tell three mundane lies. ◊ Conviction, tell one big lie. ◊ Actor, fake behavior or emotion. 1-6 ◊ Failure. ◊ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ PERCEPTION (ROLL+FORTUNE)

2X6 +1 Next, 10+ Notice something, 7-9 Something is afoot
1-6 Nothing out of the ordinary, 2X1 +1 Mark

QUALITIES

All characters possess these qualities.

Roll: 1D6+Modifier.
Results: Difficulties vary.

__ BRAWN (ROLL+STRENGTH)

Vigor

__ FOCUS (ROLL+MEMORY)

Concentration

__ CENTER (ROLL+FORTUNE)

Resistance

SKILLS

Pick Major skill and Basic skill. Start with one first Tier (I) skill from Master Crafter, Runic Pommel, Sacred Crest. *Passive* skills do not require a roll.

Roll: 2D6+Trait spent. Spend 1-3 Lore, Favour or Supply.
Results: 2X6 (-1 Trait spent), 10+ (Success), 7-9 (+1 Trait spent), 1-6 (Failure), 2X1 (+1 Mark).

MAJOR

Dismantling (Supply) After a battle, a Smith may rummage through the remains to gather Supply. Gain +1 Supply from a battlefield.
Master at arms (Lore) Gain a point of Lore if a self-made weapon successfully kills an enemy. Only one point of Lore per Battle.
Protector (Favour) Gain a point of Favour if a self-made armor successfully protects an ally during a battle. Only one point of Favour per Battle.

MASTER CRAFTER (SUPPLY)

Create items of use from what you carry without following the standard ruleset. Additional Supply costs are not added to the Roll + Supply to perform the Skill.

I Maintenance ◊ Weapons, repair a broken weapon. Crafting Material cost is weapon damage -1, minimum 1.
◊ Armor, repair a broken armor. Crafting Material cost is BR bonus of armor -1, minimum 1.
◊ Items, repair mundane items.
I Gambit ◊ Appraisal, Find Loot value of an item or substance.
◊ Identify, Identify the magical properties and use of weapons and armor.
I Create ◊ Manufacture, create simple metal objects from description. Additional Supply cost for objects larger than a dagger.
II Upgrade ◊ Lighten, permanently lower required strength and weight on weapon or armour. Item is more easily broken.
◊ Crampons, create a set of 1D6 crampons to give traction on slippery surfaces.

RUNIC POMMEL (LORE)

Ancient runes serve to create pommels of mystic energies for your weapons.

I Force ◊ Fed, +1 Body dealt.
◊ Sha, +1 Mind dealt.
◊ Vam, +1 Soul dealt.
II Destruction ◊ Lai, +1 Attack.
III Bane ◊ Esh, -1 BR to target after first attack.
IV Arcana ◊ Nin, Add wielders Fortune to damage against specified sub-type.

SACRED CREST (FAVOUR)

The art of enhancing armor and protective items by adding crests of different deities.

I Protection ◊ Illar +1 BR.
◊ Ylaha+1 MR.
◊ Linnea+1 SR.
II Excellence ◊ Elana, +1 Agility.
◊ Anzotl, +1 Charisma.
◊ The Veiled One, +1 Wit.
III Power ◊ Athad, +1 Strength.
◊ Nymnir, +1 Memory.
◊ The Tide, +1 Fortune.
IV Arcana ◊ First fire, deal wielders Wit to Body, Mind or Soul to attackers
◊ Fires of retribution, deal wielders Fortune to Body, Mind or Soul to attackers.
◊ Last fire, deal wielders Strength to Body, Mind or Soul to attackers.

BASIC SKILL

Smithing ◊ Crafting skill, Smithing: See page 60 in the Core Rulebook.
Starting skill Gain 2D6 crafting materials.
◊ Upgrade: -1 Crafting material cost.

Skillname:



CHARACTER

Choose one per category. Pick either prefix or suffix for title.

- Name** Gordio Murena Cantia Vedia Ruso Bruccius
Title Prefix: Master Doctor Curer
 Suffix: The healer The specialist The mender
Clothes Academy robes Stained outfit Worn robes Exotic robes
Religion
Age
Build Lean Skeletal Wiry Stocky
Face Narrow Scowling Weathered Chiseled
Eyes Intense Weak Clever Distant

ABILITY

Total = Ability set + Personality + Modifier (Gear and or Ambition)
 Ability limit = +3 or -3, no exceptions for starting characters

	Total		Ability Set		Personality		Modifier
Strength	<input type="checkbox"/>	=	<input type="checkbox"/>	+	<input type="checkbox"/>	+	<input type="checkbox"/>
Agility	<input type="checkbox"/>	=	<input type="checkbox"/>	+	<input type="checkbox"/>	+	<input type="checkbox"/>
Wit	<input type="checkbox"/>	=	<input type="checkbox"/>	+	<input type="checkbox"/>	+	<input type="checkbox"/>
Memory	<input type="checkbox"/>	=	<input type="checkbox"/>	+	<input type="checkbox"/>	+	<input type="checkbox"/>
Charisma	<input type="checkbox"/>	=	<input type="checkbox"/>	+	<input type="checkbox"/>	+	<input type="checkbox"/>
Fortune	<input type="checkbox"/>	=	<input type="checkbox"/>	+	<input type="checkbox"/>	+	<input type="checkbox"/>

ABILITY SET

Choose one

- ▷ Knowing (+1 Str, 0 Agi, +1 Wit, +2 Mem, +1 Cha, -1 For)
- ▷ Hardy (+1 Str, +2 Agi, -1 Wit, 0 Mem, 0 Cha, +2 For)
- ▷ Fast (+1 Str, +2 Agi, +2 Wit, 0 Mem, -1 Cha, 0 For)
- ▷ Determined (0 Str, +1 Agi, +2 Wit, 0 Mem, +1 Cha, 0 For)

PERSONALITY

Choose one

- ▷ Analyst (0 Str, +1 Agi, 0 Wit, +1 Mem, -1 Cha, -1 For)
- ▷ Explorer (0 Str, -1 Agi, +1 Wit, -1 Mem, 0 Cha, +1 For)
- ▷ Sentinel (+1 Str, 0 Agi, -1 Wit, 0 Mem, 0 Cha, 0 For)
- ▷ Diplomat (-1 Str, 0 Agi, 0 Wit, 0 Mem, +1 Cha, 0 For)

AMBITION

Describe your characters need, receive -1 penalty to appropriate Ability.
 Describe your characters desire, gain +1 to fitting ability.

Need

Desire

ADVENTURING

Calculate your adventuring and survival attributes from Gear, Ability and Skills.

Weapon	Damage	Speed	Weight
Armor	Resist	Penalty	Weight
Order	Wit + Agility - Speed				
Pace	Agility + 8 (meter/round)				
Essentials	Food (days)	Water (days)		
Comfort	Bonus				
Encumbrance	Carry capacity	Weight carried		
Experience	Spent	Gained	Remaining

PRIMARY TRAITS

Minimum value 1 for Body, Mind and Soul.

	Total	BODY STR + AGI	MIND MEM + WIT	SOUL CHA + FOR
D	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
m	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
g	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
s	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
c	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
l	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e				
s				

Resist BR MR SR

Status

Injury

Trauma

SECONDARY TRAITS

Start with +2D6 additional trait from major skill (other side of sheet).

Loot	1 Weight per 100 Loot (Start 1D6 x 10)	<input style="width: 330px; height: 20px;" type="text"/>
Favour	(Start 1D6)	<input style="width: 330px; height: 20px;" type="text"/>
Lore	(Start 1D6)	<input style="width: 330px; height: 20px;" type="text"/>
Supply	(Start 1D6)	<input style="width: 330px; height: 20px;" type="text"/>
Trust	(Start 1)	<input style="width: 330px; height: 20px;" type="text"/>

GEAR

- Starting gear** Surgeon's tools, Bedroll, Bottle (Wine), Chalk, Dagger (Damage 1, Speed 0, Weight 0), Flint and steel, Lantern, Paper, Satchel, Scroll case, Starting outfit, Waterskin, Writing tools. 1D6 Ration (Traveller)
- Pick two**
- ▷ Carry capacity 3, Weight carried 2, Comfort 3
 - ▷ Heirloom, +1D6 x 10 Loot
 - ▷ 1D6 Waterbug husks
 - ▷ A hand cart (+3 Carry capacity on roads)
 - ▷ Superior Surgeon's tools, +1

OTHER

Misc items

People

Notes

ACTIONS

All characters can perform these actions.

Roll: 2D6+Modifier.
Results: 2X6 (Critical success), 10+ (Success), 7-9 (Partial success), 1-6 (Failure), 2X1 (Critical failure).

__ ATTACK (ROLL+STRENGTH)

2X6 +1 Body dealt, 10+ Select 2, 7-9 Select 1: ◊ Grievous blow, +1 Body dealt. ◊ Disrupt, +1 Mind dealt. ◊ Discourage, +1 Soul dealt. ◊ Press on, +1 Next. ◊ Dodge, +1 BR against counterattack, 1-6 Miss, blocked or parried, 2X1 +1 Body suffered

__ MOVE (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◊ Stumble, -1 Next. ◊ Hole in the pouch, -5 Loot. ◊ Lose held item, 1-6 Select 1 ◊ Failure. ◊ Last chance (reroll at -1,+1 Mark), 2X1 Twisted ankle, +1 Body suffered

__ LARCENY (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◊ Fumbling, -1 Next. ◊ Cancel the action (traits used are lost) 1-6 Select 1 ◊ Failure. ◊ Last chance, reroll at -1, +1 Mark, 2X1 You attract immediate attention

__ INVESTIGATION (ROLL+WIT)

2X6 +1 Clue, 10+ Select 2, 7-9 Select 1: ◊ Secure evidence, +1 Clue. ◊ What happened here? ◊ When did this happen? ◊ Is anything out of place? ◊ What is the significance of this area? ◊ Is there a threat near? 1-6 ◊ Failure. ◊ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ LOGIC (ROLL+WIT)

Costs one Clue or gain +1 MARK
2X6 -1 Clue spent, 10+ Select 1 ◊ Reveal connection between two Clues. ◊ Reveal a Threat. ◊ Reveal the greatest Threat. ◊ An option from the below list. 7-9 Select 1: ◊ A Hint solving a problem. ◊ A Hint to an important location. ◊ A Hint to an important NPC. 1-6 No conclusions, 2X1 +1 Mark

__ KNOWLEDGE (ROLL+MEMORY)

2X6 +1 Next, 10+ Select 2, 7-9 Select 1: ◊ What is this? ◊ What culture does this represent? ◊ How does this fit into the situation? ◊ What is its value? ◊ What is its use? ◊ Are there any dangers associated with this? 1-6 You know nothing of value, 2X1 +1 Mark

__ CONVERSE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◊ Quick, simple persuasion. ◊ Inquisitor, know three lies. ◊ Empath, learn one emotion. ◊ Merchant, learn one desire or intention. 1-6 Gained nothing, 2X1 - Trust

__ SUBTERFUGE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◊ Spinster, false small talk. ◊ Perfect liar, tell three mundane lies. ◊ Conviction, tell one big lie. ◊ Actor, fake behavior or emotion. 1-6 ◊ Failure. ◊ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ PERCEPTION (ROLL+FORTUNE)

2X6 +1 Next, 10+ Notice something, 7-9 Something is afoot
1-6 Nothing out of the ordinary, 2X1 +1 Mark

QUALITIES

All characters possess these qualities.

Roll: 1D6+Modifier.
Results: Difficulties vary.

__ BRAWN (ROLL+STRENGTH)

Vigor

__ FOCUS (ROLL+MEMORY)

Concentration

__ CENTER (ROLL+FORTUNE)

Resistance

SKILLS

Pick Major skill and Basic skill. Start with one first Tier (I) skill from Surgery, Anatomy, Funeral Rites. *Passive* skills do not require a roll.

Roll: 2D6+Trait spent. Spend 1-3 Lore, Favour or Supply.
Results: 2X6 (-1 Trait spent), 10+ (Success), 7-9 (+1 Trait spent), 1-6 (Failure), 2X1 (+1 Mark).

MAJOR

Harvesting (Supply)	Harvest organs, tissue and fluids from corpses. Convert into 1D6 per combat, lose a point of Trust or gain +1 Mark.
Curiosity (Lore)	Given enough time with a set of corpses, an Anatomist may gain 1D6 Lore, lose a point of Trust or gain +1 Mark.
Undertaking (Favour)	Gains 1 Favour from correctly burying a creature, only 1 Favour per set of creatures buried at once.

SURGERY (SUPPLY)

The controversial lore debated by anyone who has heard of it. Helps recovery from injury and trauma. Removal of traumas causes exhaustion one day per tier.

I Suture	◊ Treatment, removes one tier I trauma. ◊ Styptic, removes 1 Body, Mind or Soul damage over time.
II Arthrodesis	◊ Intensive care, degrades one tier II trauma. ◊ Emergency care, keeps creature at -2 Body, Mind or Soul alive.
III Transplant	◊ Transfusion, stabilize creature at -2 Body, Mind or Soul at 0, target loses next round, if in combat. ◊ Gland, re-roll Center against disease or Poison.
IV Graft	◊ Vessels, blood clotting grants 2D6 Body in future healing at the permanent cost of 1 Charisma. ◊ Vestige, degrades one tier III trauma. Costs an additional +3 experience points.

ANATOMY (LORE)

A deeper knowledge of the structure of creatures, dead and living.

I Phylogeny	◊ Death knell, reveal creature's remaining Body, Mind or Soul. ◊ Weak points, lower targets BR one point combined with successful Attack.
II Joints	◊ Analysis, reveal creature's special feature. ◊ Jab, reduce creature's pace to 1/10.
III Nerve cluster	◊ Scrutiny, reveal a creature's BR, MR or SR. ◊ Stabbing pain, paralyze a creature 1D6 rounds.
IV Vital organs	◊ Phlebotomize, ongoing +1 Body damage per round for 1D6 rounds, not mitigated by BR. ◊ ◊ Cranial rupture, same as above, except with Mind damage.

FUNERAL RITES (FAVOUR)

Techniques of correct burial which also include a lot of hidden knowledge of death and the process of dying.

I Embalming	◊ Fumes, gain +1 MR and +1 SR. ◊ Anointing, gain +1 BR.
II Undertaker	◊ Afterthought, use Logic without expending a Clue when treating a carcass. ◊ Autopsy, gain a Clue from dissecting a found carcass.
III Obsequies	◊ Blessing, weapon deals +1 Soul to Malicious sub-types. ◊ Visitation, experience the last few moments of dead creatures life.
IV Pyre	◊ Rebirth, call creature from its grave. Acts as a Gravener at character level, see page 274 in the Core Rulebook. ◊ Immolation, light 1D6 body parts, dealing Soul equal to Fortune when thrown. No damage to caster.

BASIC SKILLS

Therapy	◊ Crafting skill, Therapy: See page 60 in the Core Rulebook.
Starting skill	Gain 2D6 crafting materials. ◊ Upgrade: -1 Crafting material cost.

Skillname:



CHARACTER

Choose one per category. Pick either prefix or suffix for title.

- Name** Sestius Caelus Virius Asinia Caprenia Rufria
- Title** Prefix: Master Sire Theriac
 Suffix: The chemist The sane The miraculous
- Clothes** Stained robes Hole-filled robes Academy robes
 Tunic and cloak
- Religion**
- Age**
- Build** Slim Full Trim Heavy
- Face** Pinched Serious Calm Gaunt
- Eyes** Beady Wide Clever Tired

ABILITY

Total = Ability set + Personality + Modifier (Gear and or Ambition)
 Ability limit = +3 or -3, no exceptions for starting characters

	Total		Ability Set		Personality		Modifier
Strength	=	+	+
Agility	=	+	+
Wit	=	+	+
Memory	=	+	+
Charisma	=	+	+
Fortune	=	+	+

ABILITY SET

Choose one

- ▷ Resolved (0 Str, 0 Agi, +1 Wit, +2 Mem, -1 Cha, +2 For)
- ▷ Practical (0 Str, +2 Agi, +1 Wit, 0 Mem, +1 Cha, 0 For)
- ▷ Academic (0 Str, 0 Agi, +1 Wit, +2 Mem, 0 Cha, +1 For)
- ▷ Trained (+1 Str, +2 Agi, +1 Wit, -1 Mem, +1 Cha, 0 For)

PERSONALITY

Choose one

- ▷ Analyst (0 Str, +1 Agi, 0 Wit, +1 Mem, -1 Cha, -1 For)
- ▷ Explorer (0 Str, -1 Agi, +1 Wit, -1 Mem, 0 Cha, +1 For)
- ▷ Sentinel (+1 Str, 0 Agi, -1 Wit, 0 Mem, 0 Cha, 0 For)
- ▷ Diplomat (-1 Str, 0 Agi, 0 Wit, 0 Mem, +1 Cha, 0 For)

AMBITION

Describe your characters need, receive -1 penalty to appropriate Ability.
 Describe your characters desire, gain +1 to fitting ability.

Need

Desire

ADVENTURING

Calculate your adventuring and survival attributes from Gear, Ability and Skills.

Weapon	Damage	Speed	Weight
Armor	Resist	Penalty	Weight
Order	Wit + Agility - Speed				
Pace	Agility + 8 (meter/round)				
Essentials	Food (days)	Water (days)		
Comfort	Bonus				
Encumbrance	Carry capacity	Weight carried		
Experience	Spent	Gained	Remaining

PRIMARY TRAITS

Minimum value 1 for Body, Mind and Soul.

		BODY STR + AGI	MIND MEM + WIT	SOUL CHA + FOR
Total
D	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
m	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
g	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
s	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
c	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
l	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e				
s			Death	

Resist BR MR SR

Status

Injury

Trauma

SECONDARY TRAITS

Start with +2D6 additional trait from major skill (other side of sheet).

Loot	1 Weight per 100 Loot (Start 1D6 x 10)	
Favour	(Start 1D6)	
Lore	(Start 1D6)	
Supply	(Start 1D6)	
Trust	(Start 1)	

GEAR

- Starting gear** Alchemist kit, Bedroll, Candle holder with candle, Coffee pot, Dagger (Damage 1, Speed 0, Weight 0), Firebug husks, Parchments, Satchel, Starting outfit, Soap, Waterskin, Writing tools. 1D6 Ration (Adventurer)
 Carry capacity 3, Weight carried 2, Comfort 3
- Pick two**
- ▷ Shortspears (Damage 1, Speed -1, Weight 1)
 - ▷ Salt (+1 Comfort)
 - ▷ Bag of materials, +2D6 Crafting Materials
 - ▷ Superior Alchemist kit

OTHER

Misc items

People

Notes

ACTIONS

All characters can perform these actions.

Roll: 2D6+Modifier.
Results: 2X6 (Critical success), 10+ (Success), 7-9 (Partial success), 1-6 (Failure), 2X1 (Critical failure).

__ ATTACK (ROLL+STRENGTH)

2X6 +1 Body dealt, 10+ Select 2, 7-9 Select 1: ◇ Grievous blow, +1 Body dealt. ◇ Disrupt, +1 Mind dealt. ◇ Discourage, +1 Soul dealt. ◇ Press on, +1 Next. ◇ Dodge, +1 BR against counterattack, 1-6 Miss, blocked or parried, 2X1 +1 Body suffered

__ MOVE (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Stumble, -1 Next. ◇ Hole in the pouch, -5 Loot. ◇ Lose held item, 1-6 Select 1 ◇ Failure. ◇ Last chance (reroll at -1,+1 Mark), 2X1 Twisted ankle, +1 Body suffered

__ LARCENY (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Fumbling, -1 Next. ◇ Cancel the action (traits used are lost) 1-6 Select 1 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 You attract immediate attention

__ INVESTIGATION (ROLL+WIT)

2X6 +1 Clue, 10+ Select 2, 7-9 Select 1: ◇ Secure evidence, +1 Clue. ◇ What happened here? ◇ When did this happen? ◇ Is anything out of place? ◇ What is the significance of this area? ◇ Is there a threat near? 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ LOGIC (ROLL+WIT)

Costs one Clue or gain +1 MARK
2X6 -1 Clue spent, 10+ Select 1 ◇ Reveal connection between two Clues. ◇ Reveal a Threat. ◇ Reveal the greatest Threat. ◇ An option from the below list. 7-9 Select 1: ◇ A Hint solving a problem. ◇ A Hint to an important location. ◇ A Hint to an important NPC. 1-6 No conclusions, 2X1 +1 Mark

__ KNOWLEDGE (ROLL+MEMORY)

2X6 +1 Next, 10+ Select 2, 7-9 Select 1: ◇ What is this? ◇ What culture does this represent? ◇ How does this fit into the situation? ◇ What is its value? ◇ What is its use? ◇ Are there any dangers associated with this? 1-6 You know nothing of value, 2X1 +1 Mark

__ CONVERSE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Quick, simple persuasion. ◇ Inquisitor, know three lies. ◇ Empath, learn one emotion. ◇ Merchant, learn one desire or intention. 1-6 Gained nothing, 2X1 - Trust

__ SUBTERFUGE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Spinster, false small talk. ◇ Perfect liar, tell three mundane lies. ◇ Conviction, tell one big lie. ◇ Actor, fake behavior or emotion. 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ PERCEPTION (ROLL+FORTUNE)

2X6 +1 Next, 10+ Notice something, 7-9 Something is afoot
1-6 Nothing out of the ordinary, 2X1 +1 Mark

QUALITIES

All characters possess these qualities.

Roll: 1D6+Modifier.
Results: Difficulties vary.

__ BRAWN (ROLL+STRENGTH)

Vigor

__ FOCUS (ROLL+MEMORY)

Concentration

__ CENTER (ROLL+FORTUNE)

Resistance

SKILLS

Pick Major skill and Basic skill. Start with one first Tier (I) skill from Elixirs, Precious Metals, Elements. *Passive* skills do not require a roll.

Roll: 2D6+Trait spent. Spend 1-3 Lore, Favour or Supply.
Results: 2X6 (-1 Trait spent), 10+ (Success), 7-9 (+1 Trait spent), 1-6 (Failure), 2X1 (+1 Mark).

MAJOR

Components (Supply) Gain +1D6 Supply per distance traveled. One roll per travel.
Alloy (Lore) Gain +1 Lore when examining a new material: wood types, minerals, fabrics etc. applies.
Prima Materia (Favour) Devote your mind. 1 Mind grants 1D6 Favour. Cannot be healed until Favour gained is spent.

ELIXIRS (SUPPLY)

Schooled in the nature of all materials and elements, can create supernatural from the natural.

I Fortify ◇ Tonic, +1 Brawn.
◇ Tincture, +1 Focus.
◇ Brew, +1 Center.
II Strengthen ◇ Corpus, +1 Strength or Agility.
◇ Animo, +1 Wit or Memory.
◇ Anima, +1 Charisma or Fortune.
III Invigorate ◇ Upgrade "Strengthen" from one bonus ability to both available.
Passive
IV Vitalize ◇ Upgrade "Invigorate" to additional +1 bonus to abilities.
Passive

PRECIOUS METALS (LORE)

Knowledge of precious metals and their effect in nature. Used to synthesize mystical materials from ordinary objects. All effects are negated after one scene, including necromancy.

I Silver ◇ Pure, Attack ignores SR of sub-type Undead.
II Obsidian ◇ Natural, Attack ignores MR of sub-type Altered.
◇ Strange, Attack ignores MR of sub-type Astral.
◇ Bizarre, Attack ignores MR of sub-type Arcane.
III Xixian ◇ Unnatural, create Gravener from corpse.
◇ Abnormal, deals Body equal to Wit against Undead.
IV Azoth ◇ Horrid, create Revenant from corpse (conc). Attacks caster if concentration is broken.

ELEMENTS (FAVOUR)

Unleash the power of the force and source elements. At the behest of the gods, these volatile arts are at the alchemists disposal.

I Flux ◇ Salt, lowers target BR by -1.
◇ Quicksilver, lowers target MR by -1.
◇ Sulfur, lowers target SR by -1.
II Confluence ◇ Blaze, deals 1 body to target, fire elemental damage, no BR mitigation.
◇ Breath, as Blaze with air elemental damage.
◇ Soil, as Blaze with earth elemental damage.
◇ River, as Blaze with water elemental damage.
III Finesse ◇ Upgrade, "Flux", penalty is equal to caster Charisma.
Passive
IV Excellence ◇ Upgrade, "Confluence", damage is equal to caster Charisma.
Passive

BASIC SKILLS

Alchemy ◇ Crafting skill, Alchemy: See page 60 in the Core Rulebook.
Starting skill Gain 2D6 crafting materials.
◇ Upgrade: -1 Crafting material cost.

Skillname:



CHARACTER

Choose one per category. Pick either prefix or suffix for title.

- Name** Casea Theodon Gelasia Anndra Iona Tullus
- Title** Prefix: Brewer Noble Artisan
Suffix: The Healer The Curer The Learned
- Clothes** Practical wear Old Academy robes Gatherers outfit Tunic
 Belts and pouches.
- Religion**
- Age**
- Build** Lean Fat Athletic Wiry
- Face** Refined Somber Thoughtful Fleeting
- Eyes** Sharp Probing Flickering Wild

ABILITY

Total = Ability set + Personality + Modifier (Gear and or Ambition)
Ability limit = +3 or -3, no exceptions for starting characters

	Total	Ability Set	Personality	Modifier
Strength = + +
Agility = + +
Wit = + +
Memory = + +
Charisma = + +
Fortune = + +

ABILITY SET

Choose one

- ▷ Inquisitive (+1 Str, +2 Agi, -1 Wit, 0 Mem, 0 Cha, +2 For)
- ▷ Quick (0 Str, +2 Agi, +2 Wit, +1 Mem, 0 Cha, -1 For)
- ▷ Smart (0 Str, +1 Agi, +1 Wit, +2 Mem, 0 Cha, 0 For)
- ▷ Trained (+1 Str, +2 Agi, +1 Wit, -1 Mem, +1 Cha, 0 For)

PERSONALITY

Choose one

- ▷ Analyst (0 Str, +1 Agi, 0 Wit, +1 Mem, -1 Cha, -1 For)
- ▷ Explorer (0 Str, -1 Agi, +1 Wit, -1 Mem, 0 Cha, +1 For)
- ▷ Sentinel (+1 Str, 0 Agi, -1 Wit, 0 Mem, 0 Cha, 0 For)
- ▷ Diplomat (-1 Str, 0 Agi, 0 Wit, 0 Mem, +1 Cha, 0 For)

AMBITION

Describe your characters need, receive -1 penalty to appropriate Ability.
Describe your characters desire, gain +1 to fitting ability.

Need

Desire

ADVENTURING

Calculate your adventuring and survival attributes from Gear, Ability and Skills.

Weapon	Damage	Speed	Weight
Armor	Resist	Penalty	Weight
Order	Wit + Agility - Speed				
Pace	Agility + 8 (meter/round)				
Essentials	Food (days)	Water (days)		
Comfort	Bonus				
Encumbrance	Carry capacity	Weight carried		
Experience	Spent	Gained	Remaining

PRIMARY TRAITS

Minimum value 1 for Body, Mind and Soul.

		BODY STR + AGI	MIND MEM + WIT	SOUL CHA + FOR
Total
D	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
m	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
g	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
s	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
c	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
l	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e			Death	
s				

Resist BR MR SR
Status			
Injury			
Trauma			

SECONDARY TRAITS

Start with +2D6 additional trait from major skill (other side of sheet).

Loot	1 Weight per 100 Loot (Start 1D6 x 10)	
Favour	(Start 1D6)	
Lore	(Start 1D6)	
Supply	(Start 1D6)	
Trust	(Start 1)	

GEAR

- Starting gear** Herbology kit, Bedroll, Candles, Coffee pot, Dagger (Damage 1, Speed 0, Weight 0), Firebug husks, Roll of parchments, Satchel, Starting outfit, Soap, Waterskin, Writing tools. 1D6 Ration (Adventurer)
- Carry capacity 3, Weight carried 3, Comfort 3
- Pick two**
- ▷ Brewers kit, +1 (Weight 1)
 - ▷ First aid kit, basic (Weight 0)
 - ▷ Good bags +2 Carry capacity
 - ▷ Superior Herbology kit, +1

OTHER

Misc items	
People	
Notes	

ACTIONS

All characters can perform these actions.

Roll: 2D6+Modifier.
Results: 2X6 (Critical success), 10+ (Success), 7-9 (Partial success), 1-6 (Failure), 2X1 (Critical failure).

__ ATTACK (ROLL+STRENGTH)

2X6 +1 Body dealt, 10+ Select 2, 7-9 Select 1: ◇ Grievous blow, +1 Body dealt. ◇ Disrupt, +1 Mind dealt. ◇ Discourage, +1 Soul dealt. ◇ Press on, +1 Next. ◇ Dodge, +1 BR against counterattack, 1-6 Miss, blocked or parried, 2X1 +1 Body suffered

__ MOVE (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Stumble, -1 Next. ◇ Hole in the pouch, -5 Loot. ◇ Lose held item, 1-6 Select 1 ◇ Failure. ◇ Last chance (reroll at -1,+1 Mark), 2X1 Twisted ankle, +1 Body suffered

__ LARCENY (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Fumbling, -1 Next. ◇ Cancel the action (traits used are lost) 1-6 Select 1 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 You attract immediate attention

__ INVESTIGATION (ROLL+WIT)

2X6 +1 Clue, 10+ Select 2, 7-9 Select 1: ◇ Secure evidence, +1 Clue. ◇ What happened here? ◇ When did this happen? ◇ Is anything out of place? ◇ What is the significance of this area? ◇ Is there a threat near? 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ LOGIC (ROLL+WIT)

Costs one Clue or gain +1 MARK
2X6 -1 Clue spent, 10+ Select 1 ◇ Reveal connection between two Clues. ◇ Reveal a Threat. ◇ Reveal the greatest Threat. ◇ An option from the below list. 7-9 Select 1: ◇ A Hint solving a problem. ◇ A Hint to an important location. ◇ A Hint to an important NPC. 1-6 No conclusions, 2X1 +1 Mark

__ KNOWLEDGE (ROLL+MEMORY)

2X6 +1 Next, 10+ Select 2, 7-9 Select 1: ◇ What is this? ◇ What culture does this represent? ◇ How does this fit into the situation? ◇ What is its value? ◇ What is its use? ◇ Are there any dangers associated with this? 1-6 You know nothing of value, 2X1 +1 Mark

__ CONVERSE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Quick, simple persuasion. ◇ Inquisitor, know three lies. ◇ Empath, learn one emotion. ◇ Merchant, learn one desire or intention. 1-6 Gained nothing, 2X1 - Trust

__ SUBTERFUGE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Spinster, false small talk. ◇ Perfect liar, tell three mundane lies. ◇ Conviction, tell one big lie. ◇ Actor, fake behavior or emotion. 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ PERCEPTION (ROLL+FORTUNE)

2X6 +1 Next, 10+ Notice something, 7-9 Something is afoot
1-6 Nothing out of the ordinary, 2X1 +1 Mark

QUALITIES

All characters possess these qualities.

Roll: 1D6+Modifier.
Results: Difficulties vary.

__ BRAWN (ROLL+STRENGTH)

Vigor

__ FOCUS (ROLL+MEMORY)

Concentration

__ CENTER (ROLL+FORTUNE)

Resistance

SKILLS

Pick Major skill and Basic skill. Start with one first Tier (I) skill from Poison, Healing, Curing. *Passive* skills do not require a roll.

Roll: 2D6+Trait spent. Spend 1-3 Lore, Favour or Supply.
Results: 2X6 (-1 Trait spent), 10+ (Success), 7-9 (+1 Trait spent), 1-6 (Failure), 2X1 (+1 Mark).

MAJOR

Improvisation (Supply) Convert 1D6+1 herbalism crafting materials to Supply equal to Memory (minimum 1).

Gatherer (Lore) Convert 1D6+1 herbalism crafting materials to Lore equal to Memory (minimum 1).

Seeker's quest (Favour) Convert 1D6+1 herbalism crafting materials to Favour equal to Memory (minimum 1).

POISON (SUPPLY)

Not every part of the Herbalists life is good-natured. Some deal with death and maiming of others. Chance of self-infliction, roll Focus in combat situation, difficulty 4. See page 93 in the Core Rulebook for poisons.

I Assassin blade ◇ Venomous blade, inflicts target with Venom after successful Attack.

◇ Veiled Blade, inflicts target with Scarlet veil after successful Attack.

◇ Silent blade, inflicts target with Mask of Silence after successful Attack.

II Potence ◇ Quantity, Blades can be used twice.

Passive ◇ Quality, poisons can be masked in food or drink

III Constitution ◇ Gain immunity to all poison.

Passive

IV Varkas ◇ Upgrade Assassins blade, combine two poisons.

HEALING (LORE)

Concerns the well-being of living things. Herbs are the main source of healing available to the common man. Brews can be shared between players, contains 1D6 uses. Keeps fresh one scene.

I Brewing ◇ Red Clover, brew heals Body.

◇ Silphium, brew heals Mind.

◇ Silverfang, brew heals Soul.

II Distilling ◇ Gajun, brew increases Body trait.

◇ Mores, brew increases Mind trait.

◇ Savan, brew increases Soul trait.

III Perfection ◇ Upgrade, brews contain additional portions equal to caster Fortune.

Passive IV Infusion ◇ Madroot, willing target is healed to 0 in all traits, loses next round.

CURING (FAVOUR)

Diseases are everywhere. Herbs are used in various fashion to help combat them. Some of these herbs also have other uses.

I Immunization ◇ Red Scorpio, allows 1 accumulative re-roll against poison.

◇ Blue Scorpio, allows 1 accumulative re-roll against disease.

II Remedy ◇ Yellow Varese, remedies one sickness.

◇ Green Varese, remedies one poison.

◇ Blue Moss, remedies one disease.

III Panacea ◇ Gain immunity to all mundane diseases, does not cure pre-existing conditions.

Passive IV Balance ◇ Krand, willing target is immune against all magic effects for a number of rounds equal to caster Fortune.

BASIC SKILLS

Herbalism ◇ Crafting skill, Herbalism: See page 60 in the Core Rulebook.

Starting skill Gain 2D6 crafting materials.

◇ Upgrade: -1 Crafting material cost.

Skillname:

CHARACTER

Choose one per category. Pick either prefix or suffix for title.

- Name** Vel Nonus Marcus Calera Trebelia Camelia
- Title** Prefix: Teacher Master Liason
 Suffix: The Wanderer The Sage The Traveled
- Clothes** Formal wear Culture-mixed garments
 Pristine uniform and adventuring garb.
- Religion**
- Age**
- Build** Slim Fat Energetic Bony
- Face** Tired Hard Pretty Gaunt
- Eyes** Sharp Understanding Innocent Wide

ABILITY

Total = Ability set + Personality + Modifier (Gear and or Ambition)
 Ability limit = +3 or -3, no exceptions for starting characters

	Total		Ability Set		Personality		Modifier
Strength	=	+	+
Agility	=	+	+
Wit	=	+	+
Memory	=	+	+
Charisma	=	+	+
Fortune	=	+	+

ABILITY SET

Choose one

- ▷ Connected (-1 Str, +1 Agi, 0 Wit, +1 Mem, +1 Cha, +2 For)
- ▷ Practical (0 Str, +2 Agi, +1 Wit, 0 Mem, +1 Cha, 0 For)
- ▷ Artistic (0 Str, 0 Agi, 0 Wit, 0 Mem, +2 Cha, +2 For)
- ▷ Likeable (+1 Str, -1 Agi, 0 Wit, +1 Mem, +2 Cha, +1 For)

PERSONALITY

Choose one

- ▷ Analyst (0 Str, +1 Agi, 0 Wit, +1 Mem, -1 Cha, -1 For)
- ▷ Explorer (0 Str, -1 Agi, +1 Wit, -1 Mem, 0 Cha, +1 For)
- ▷ Sentinel (+1 Str, 0 Agi, -1 Wit, 0 Mem, 0 Cha, 0 For)
- ▷ Diplomat (-1 Str, 0 Agi, 0 Wit, 0 Mem, +1 Cha, 0 For)

AMBITION

Describe your characters need, receive -1 penalty to appropriate Ability.
 Describe your characters desire, gain +1 to fitting ability.

Need

Desire

ADVENTURING

Calculate your adventuring and survival attributes from Gear, Ability and Skills.

Weapon Damage Speed Weight

Armor Resist Penalty Weight

Order Wit + Agility - Speed

Pace Agility + 8 (meter/round)

Essentials Food (days) Water (days)

Comfort Bonus

Encumbrance Carry capacity Weight carried

Experience Spent Gained Remaining

PRIMARY TRAITS

Minimum value 1 for Body, Mind and Soul.

		BODY STR + AGI	MIND MEM + WIT	SOUL CHA + FOR
Total
D	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
m	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
g	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
s	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
c	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
l	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e				
s			Death	

Resist BR MR SR

Status

Injury

Trauma

SECONDARY TRAITS

Start with +2D6 additional trait from major skill (other side of sheet).

Loot 1 Weight per 100 Loot (Start 1D6 x 10)

Favour (Start 1D6)

Lore (Start 1D6)

Supply (Start 1D6)

Trust (Start 1)

GEAR

- Starting gear** Backpack, Bedroll, Bottle (Spirits), Dagger (Damage 1, Speed 0, Weight 0), Flint and steel, Rope, Shovel, Starting outfit, Tent, Torches, Waterskin. 1D6 Ration (Adventurer)
 Carry capacity 5, Weight carried 7, Comfort 4
- Pick two**
- ▷ Large bags, (+1D6 x 10 Loot)
 - ▷ Tea leaves (+1 Comfort)
 - ▷ Shortbow (Damage 2, Speed -3, Weight 1)
 - ▷ Bracelets (+1D6 Favour)

OTHER

Misc items

People

Notes

ACTIONS

All characters can perform these actions.

Roll: 2D6+Modifier.
Results: 2X6 (Critical success), 10+ (Success), 7-9 (Partial success), 1-6 (Failure), 2X1 (Critical failure).

__ ATTACK (ROLL+STRENGTH)

2X6 +1 Body dealt, 10+ Select 2, 7-9 Select 1: ◇ Grievous blow, +1 Body dealt. ◇ Disrupt, +1 Mind dealt. ◇ Discourage, +1 Soul dealt. ◇ Press on, +1 Next. ◇ Dodge, +1 BR against counterattack, 1-6 Miss, blocked or parried, 2X1 +1 Body suffered

__ MOVE (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Stumble, -1 Next. ◇ Hole in the pouch, -5 Loot. ◇ Lose held item, 1-6 Select 1 ◇ Failure. ◇ Last chance (reroll at -1,+1 Mark), 2X1 Twisted ankle, +1 Body suffered

__ LARCENY (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Fumbling, -1 Next. ◇ Cancel the action (traits used are lost) 1-6 Select 1 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 You attract immediate attention

__ INVESTIGATION (ROLL+WIT)

2X6 +1 Clue, 10+ Select 2, 7-9 Select 1: ◇ Secure evidence, +1 Clue. ◇ What happened here? ◇ When did this happen? ◇ Is anything out of place? ◇ What is the significance of this area? ◇ Is there a threat near? 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ LOGIC (ROLL+WIT)

Costs one Clue or gain +1 MARK
2X6 -1 Clue spent, 10+ Select 1 ◇ Reveal connection between two Clues. ◇ Reveal a Threat. ◇ Reveal the greatest Threat. ◇ An option from the below list. 7-9 Select 1: ◇ A Hint solving a problem. ◇ A Hint to an important location. ◇ A Hint to an important NPC. 1-6 No conclusions, 2X1 +1 Mark

__ KNOWLEDGE (ROLL+MEMORY)

2X6 +1 Next, 10+ Select 2, 7-9 Select 1: ◇ What is this? ◇ What culture does this represent? ◇ How does this fit into the situation? ◇ What is its value? ◇ What is its use? ◇ Are there any dangers associated with this? 1-6 You know nothing of value, 2X1 +1 Mark

__ CONVERSE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Quick, simple persuasion. ◇ Inquisitor, know three lies. ◇ Empath, learn one emotion. ◇ Merchant, learn one desire or intention. 1-6 Gained nothing, 2X1 - Trust

__ SUBTERFUGE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Spinster, false small talk. ◇ Perfect liar, tell three mundane lies. ◇ Conviction, tell one big lie. ◇ Actor, fake behavior or emotion. 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ PERCEPTION (ROLL+FORTUNE)

2X6 +1 Next, 10+ Notice something, 7-9 Something is afoot
1-6 Nothing out of the ordinary, 2X1 +1 Mark

QUALITIES

All characters possess these qualities.

Roll: 1D6+Modifier.
Results: Difficulties vary.

__ BRAWN (ROLL+STRENGTH)

Vigor

__ FOCUS (ROLL+MEMORY)

Concentration

__ CENTER (ROLL+FORTUNE)

Resistance

SKILLS

Pick Major skill and Basic skill. Start with one first Tier (I) skill from Foreign Relics, Tradition, Servitude. *Passive* skills do not require a roll.

Roll: 2D6+Trait spent. Spend 1-3 Lore, Favour or Supply.
Results: 2X6 (-1 Trait spent), 10+ (Success), 7-9 (+1 Trait spent), 1-6 (Failure), 2X1 (+1 Mark).

MAJOR

Improvisation (Supply) Gain +1D6 Supply when bartering with a representative from a new culture or faction.
Guru (Lore) Gain +1D6 Lore when meeting a new culture or faction.
Emissary (Favour) Gain +1D6 Favour when successfully Conversing with a new culture or faction.

FOREIGN RELICS (SUPPLY)

All cultures have their own tradition in creating relics to show their devotion to their deities, some of them are useful. 1D6 relics per use, create once per quest, usable by all, activate when needed.

I Utensils ◇ Wooden, worth 10 Loot per piece.
◇ Bone, darts deal 1 Body as ranged weapon.
II Bracelet ◇ Amber beads, gain +1 BR.
◇ Rose Quartz beads, gain +1 MR.
◇ Agate beads, gain +1 SR.
III Necklace ◇ Amulet, +1 to single Skill.
◇ Talisman, +1 to single Action.
◇ Pendant, +1 to single Quality.
IV Reliquary ◇ Upgrade, create additional relics equal to caster Charisma.
Passive

TRADITION (LORE)

The knowledge of traditions and rites. Includes the skill to perform some mystical song rites. These rituals may be performed once per quest.

I Akalekian ◇ Hymn of Elana, PCs gain +1 Comfort.
◇ Hymn of Travel, PCs gain +1 Carry capacity.
II Odenite ◇ Songs of a Tailor, PCs gain +1 Trust.
◇ Great mountain chant, players gain +1 Next.
III Sheshy ◇ Hymn of Linnea, detect nearby living creatures, learn amount and one sub-type.
◇ Song of Ash, activate PCs Major Skill at no cost.
IV Copruan ◇ Wanderers lament, absorbs Secondary traits from dead PC not killed by other PCs or self.
◇ Song of the Watcher, Party is immune to magic from one source: Arcana, Altera og Astra for 1D6 rounds.

SERVITUDE (FAVOUR)

About religions, devotion and their practices. Some practices are also usable by the Globetrotter.

I Prayer ◇ Response, identify entity in cast ritual or aura.
◇ Calling, see and identify ritual auras.
II Chant ◇ Repentance, let one ritual caster re-roll without cost failed performance roll.
◇ Invigoration, let one ritual caster perform without cost.
III Dance ◇ Passion, gain +1 to ritual performance rolls.
Passive
IV Devotion ◇ No consequences from ritual performance, used in advance of ritual.

BASIC SKILLS

Choose your desired basic skill from page 6-8.

Skillname:



CHARACTER

Choose one per category. Pick either prefix or suffix for title.

- Name** Sidon Arruns Corbulo Marcia Fufia Orania
- Title** Prefix: Master Teacher Speaker
Suffix: The Savant The Sage The Keen
- Clothes** Academy robes Adventuring clothes Clerical gown
 Travellers outfit
- Religion**
- Age**
- Build** Compact Thin Full Energetic
- Face** Weathered Scarred Energetic Plain
- Eyes** Piercing Inquisitive Glossy Weary

ABILITY

Total = Ability set + Personality + Modifier (Gear and or Ambition)
Ability limit = +3 or -3, no exceptions for starting characters

	Total		Ability Set		Personality		Modifier
Strength	=	+	+
Agility	=	+	+
Wit	=	+	+
Memory	=	+	+
Charisma	=	+	+
Fortune	=	+	+

ABILITY SET

Choose one

- ▷ Versatile (+1 Str, +1 Agi, 0 Wit, 0 Mem, +1 Cha, +1 For)
- ▷ Talkative (0 Str, 0 Agi, +2 Wit, +1 Mem, +2 Cha, -1 For)
- ▷ Resolved (0 Str, 0 Agi, +1 Wit, +2 Mem, -1 Cha, +2 For)
- ▷ Clever (0 Str, 0 Agi, +2 Wit, +1 Mem, +1 Cha, 0 For)

PERSONALITY

Choose one

- ▷ Analyst (0 Str, +1 Agi, 0 Wit, +1 Mem, -1 Cha, -1 For)
- ▷ Explorer (0 Str, -1 Agi, +1 Wit, -1 Mem, 0 Cha, +1 For)
- ▷ Sentinel (+1 Str, 0 Agi, -1 Wit, 0 Mem, 0 Cha, 0 For)
- ▷ Diplomat (-1 Str, 0 Agi, 0 Wit, 0 Mem, +1 Cha, 0 For)

AMBITION

Describe your characters need, receive -1 penalty to appropriate Ability.
Describe your characters desire, gain +1 to fitting ability.

Need

Desire

ADVENTURING

Calculate your adventuring and survival attributes from Gear, Ability and Skills.

Weapon	Damage	Speed	Weight
Armor	Resist	Penalty	Weight
Order	Wit + Agility - Speed				
Pace	Agility + 8 (meter/round)				
Essentials	Food (days)	Water (days)		
Comfort	Bonus				
Encumbrance	Carry capacity	Weight carried		
Experience	Spent	Gained	Remaining

PRIMARY TRAITS

Minimum value 1 for Body, Mind and Soul.

		BODY STR + AGI	MIND MEM + WIT	SOUL CHA + FOR
Total
D	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
m	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
g	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
s	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
c	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
l	-3	<input type="checkbox"/>	Death	<input type="checkbox"/>
e				
s				

Resist BR MR SR

Status

Injury

Trauma

SECONDARY TRAITS

Start with +2D6 additional trait from major skill (other side of sheet).

Loot	1 Weight per 100 Loot (Start 1D6 x 10)	
Favour	(Start 1D6)	
Lore	(Start 1D6)	
Supply	(Start 1D6)	
Trust	(Start 1)	

GEAR

- Starting gear** Bedroll, Bottle (Wine), Chalk, Dagger (Damage 1, Speed 0, Weight 0), Flint and steel, Lantern, Paper, Satchel, Scroll case, Starting outfit, Waterskin, Writing tools. 1D6 Ration (Traveller)
- Pick two**
- ▷ Inheritance (+1D6 x 10 Loot)
 - ▷ Ancient untranslated book (+1D6 Lore)
 - ▷ Local map
 - ▷ Spices (+1 Comfort)

OTHER

Misc items

People

Notes

ACTIONS

All characters can perform these actions.

Roll: 2D6+Modifier.
Results: 2X6 (Critical success), 10+ (Success), 7-9 (Partial success), 1-6 (Failure), 2X1 (Critical failure).

__ ATTACK (ROLL+STRENGTH)

2X6 +1 Body dealt, 10+ Select 2, 7-9 Select 1: ◇ Grievous blow, +1 Body dealt. ◇ Disrupt, +1 Mind dealt. ◇ Discourage, +1 Soul dealt. ◇ Press on, +1 Next. ◇ Dodge, +1 BR against counterattack, 1-6 Miss, blocked or parried, 2X1 +1 Body suffered

__ MOVE (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Stumble, -1 Next. ◇ Hole in the pouch, -5 Loot. ◇ Lose held item, 1-6 Select 1 ◇ Failure. ◇ Last chance (reroll at -1,+1 Mark), 2X1 Twisted ankle, +1 Body suffered

__ LARCENY (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Fumbling, -1 Next. ◇ Cancel the action (traits used are lost) 1-6 Select 1 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 You attract immediate attention

__ INVESTIGATION (ROLL+WIT)

2X6 +1 Clue, 10+ Select 2, 7-9 Select 1: ◇ Secure evidence, +1 Clue. ◇ What happened here? ◇ When did this happen? ◇ Is anything out of place? ◇ What is the significance of this area? ◇ Is there a threat near? 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ LOGIC (ROLL+WIT)

Costs one Clue or gain +1 MARK
2X6 -1 Clue spent, 10+ Select 1 ◇ Reveal connection between two Clues. ◇ Reveal a Threat. ◇ Reveal the greatest Threat. ◇ An option from the below list. 7-9 Select 1: ◇ A Hint solving a problem. ◇ A Hint to an important location. ◇ A Hint to an important NPC. 1-6 No conclusions, 2X1 +1 Mark

__ KNOWLEDGE (ROLL+MEMORY)

2X6 +1 Next, 10+ Select 2, 7-9 Select 1: ◇ What is this? ◇ What culture does this represent? ◇ How does this fit into the situation? ◇ What is its value? ◇ What is its use? ◇ Are there any dangers associated with this? 1-6 You know nothing of value, 2X1 +1 Mark

__ CONVERSE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Quick, simple persuasion. ◇ Inquisitor, know three lies. ◇ Empath, learn one emotion. ◇ Merchant, learn one desire or intention. 1-6 Gained nothing, 2X1 - Trust

__ SUBTERFUGE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Spinster, false small talk. ◇ Perfect liar, tell three mundane lies. ◇ Conviction, tell one big lie. ◇ Actor, fake behavior or emotion. 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ PERCEPTION (ROLL+FORTUNE)

2X6 +1 Next, 10+ Notice something, 7-9 Something is afoot
1-6 Nothing out of the ordinary, 2X1 +1 Mark

QUALITIES

All characters possess these qualities.

Roll: 1D6+Modifier.
Results: Difficulties vary.

__ BRAWN (ROLL+STRENGTH)

Vigor

__ FOCUS (ROLL+MEMORY)

Concentration

__ CENTER (ROLL+FORTUNE)

Resistance

SKILLS

Pick Major skill and Basic skill. Start with one first Tier (I) skill from Words of Power, Polyglot, Tattoos. *Passive* skills do not require a roll.

Roll: 2D6+Trait spent. Spend 1-3 Lore, Favour or Supply.
Results: 2X6 (-1 Trait spent), 10+ (Success), 7-9 (+1 Trait spent), 1-6 (Failure), 2X1 (+1 Mark).

MAJOR

Inks (Supply) Gain +1D6 Supply per distance traveled. One roll per travel.
Learner (Lore) Gain a point of Lore whenever exposed to a new language, written or spoken.
Testament (Favour) Passive. +1 to MR and SR. No Favour gained.

WORDS OF POWER (SUPPLY)

The layman's version of Arcana, certain words carry power, but only when written correctly in special types of ink. Tier IV additional cost, 3 experience points.

I Understanding ◇ Ink speaks, identify Deep Magic effect.
◇ Ink guides, identify Magic Item source.
◇ Ink knows, identify Magic Item flavor.
II Conception ◇ Calligraphy, +1 when casting spells from scroll, gain +1 Supply when casting from new scroll.
Passive
III Grasp ◇ Notary, preserve scroll after cast spell. Spell can be cast twice from same scroll on success.
◇ Paint, use one less charge when casting from Foci (minimum 1).
IV Mastery ◇ Eternal, Magic Items (Weapons, Armor, Accessories) do not deplete naturally. Skill applies per item.
◇ Studied, Create scroll from known spell.

POLYGLOT (LORE)

A linguist is equipped to understand or decipher any written or spoken language. Read and Command allows for accumulative -1 re-rolls, up until Wit score in total rolls.

I Read ◇ Intuitive, read a foreign language using Focus.
◇ Social, understand foreign spoken language using Focus.
◇ Decipher, crack codes and hidden messages, using Focus.
II Comprehend ◇ Crafty, help player re-roll one crafting roll.
◇ Sorcerer, help player re-roll one spellcasting roll.
◇ Clerical, help player re-roll one ritual roll.
III Command ◇ Stop, make hostile creature stop its current action, roll Focus, difficulty is target's Mind.
◇ Help, make non-hostile creature help with a simple non-threatening task, roll Focus, difficulty is target's Mind.
◇ Show, tell non-hostile creature to lead the way to a destination, if that creature has seen it, roll Focus, difficulty is target's Mind.
IV Arcanist ◇ Spend Lore for additional re-rolls Focus at no penalty for Read and Command.

TATTOOS (FAVOUR)

Runic tattoos covering the body. The writings honor the gods and grant enhancements to the Linguist.

I Skada ◇ Gain alteral deflection.
Passive ◇ -1 Memory.
II Lag ◇ Gain alteral sight.
Passive ◇ -1 Wit.
III Bukr ◇ Gain alteral touch. Deals Wit in Soul per round.
Passive
IV Tale ◇ Gain alteral affinity.
Passive

BASIC SKILLS

Choose your desired basic skill from page 6-8.

Skillname:



CHARACTER

Choose one per category. Pick either prefix or suffix for title.

- Name** Herius Cnaeus Galerius Vatinia Arria Gellia
- Title** Prefix: Master Coryphée Premier
Suffix: The Nimble The Dancer The Devoted
- Clothes** Copruan combat gear Dancing robes Traveling outfit
 Practical gown Worn combat gear
- Religion**
- Age**
- Build** Trained Toned Full Wiry
- Face** Plain Smug Pensive Curious
- Eyes** Exited Wide Exotic Probing

ABILITY

Total = Ability set + Personality + Modifier (Gear and or Ambition)
Ability limit = +3 or -3, no exceptions for starting characters

	Total		Ability Set		Personality		Modifier
Strength	=	+	+
Agility	=	+	+
Wit	=	+	+
Memory	=	+	+
Charisma	=	+	+
Fortune	=	+	+

ABILITY SET

Choose one

- ▷ Energetic (+2 Str, -1 Agi, 0 Wit, 0 Mem, +2 Cha, +1 For)
- ▷ Tough (+2 Str, 0 Agi, +1 Wit, 0 Mem, 0 Cha, +1 For)
- ▷ Artistic (0 Str, 0 Agi, 0 Wit, 0 Mem, +2 Cha, +2 For)
- ▷ Strong (+2 Str, +1 Agi, 0 Wit, -1 Mem, +1 Cha, +1 For)

PERSONALITY

Choose one

- ▷ Analyst (0 Str, +1 Agi, 0 Wit, +1 Mem, -1 Cha, -1 For)
- ▷ Explorer (0 Str, -1 Agi, +1 Wit, -1 Mem, 0 Cha, +1 For)
- ▷ Sentinel (+1 Str, 0 Agi, -1 Wit, 0 Mem, 0 Cha, 0 For)
- ▷ Diplomat (-1 Str, 0 Agi, 0 Wit, 0 Mem, +1 Cha, 0 For)

AMBITION

Describe your characters need, receive -1 penalty to appropriate Ability.
Describe your characters desire, gain +1 to fitting ability.

Need

Desire

ADVENTURING

Calculate your adventuring and survival attributes from Gear, Ability and Skills.

Weapon	Damage	Speed	Weight
Armor	Resist	Penalty	Weight
Order	Wit + Agility - Speed				
Pace	Agility + 8 (meter/round)				
Essentials	Food (days)	Water (days)		
Comfort	Bonus				
Encumbrance	Carry capacity	Weight carried		
Experience	Spent	Gained	Remaining

PRIMARY TRAITS

Minimum value 1 for Body, Mind and Soul.

	Total	BODY STR + AGI	MIND MEM + WIT	SOUL CHA + FOR
D	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
m	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
g	2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e	1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
s	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
c	-1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
a	-2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
l	-3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
e			Death	

Resist BR MR SR

Status

Injury

Trauma

SECONDARY TRAITS

Start with +2D6 additional trait from major skill (other side of sheet).

Loot	1 Weight per 100 Loot (Start 1D6 x 10)	<input style="width: 330px; height: 20px;" type="text"/>
Favour	(Start 1D6)	<input style="width: 330px; height: 20px;" type="text"/>
Lore	(Start 1D6)	<input style="width: 330px; height: 20px;" type="text"/>
Supply	(Start 1D6)	<input style="width: 330px; height: 20px;" type="text"/>
Trust	(Start 1)	<input style="width: 330px; height: 20px;" type="text"/>

GEAR

- Starting gear** Backpack, Bedroll, Bottle (Spirits), Dagger (Damage 1, Speed 0, Weight 0), Flint and steel, Rope, Shovel, Starting outfit, Tent, Torches, Waterskin. 1D6 Ration (Adventurer)
Carry capacity 5, Weight carried 7, Comfort 4
- Pick two**
- ▷ Amulet, +1D6 Favour
 - ▷ Old horse (+7 Carry capacity)
 - ▷ Shortsword (Damage 2, Speed -1, Weight 1)
 - ▷ Keepsake (+1D6 x 10 Loot)

OTHER

Misc items

People

Notes

ACTIONS

All characters can perform these actions.

Roll: 2D6+Modifier.
Results: 2X6 (Critical success), 10+ (Success), 7-9 (Partial success), 1-6 (Failure), 2X1 (Critical failure).

__ ATTACK (ROLL+STRENGTH)

2X6 +1 Body dealt, 10+ Select 2, 7-9 Select 1: ◇ Grievous blow, +1 Body dealt. ◇ Disrupt, +1 Mind dealt. ◇ Discourage, +1 Soul dealt. ◇ Press on, +1 Next. ◇ Dodge, +1 BR against counterattack, 1-6 Miss, blocked or parried, 2X1 +1 Body suffered

__ MOVE (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Stumble, -1 Next. ◇ Hole in the pouch, -5 Loot. ◇ Lose held item, 1-6 Select 1 ◇ Failure. ◇ Last chance (reroll at -1,+1 Mark), 2X1 Twisted ankle, +1 Body suffered

__ LARCENY (ROLL+AGILITY)

2X6 +1 Next, 10+ You do it, 7-9 Select 1: ◇ Fumbling, -1 Next. ◇ Cancel the action (traits used are lost) 1-6 Select 1 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 You attract immediate attention

__ INVESTIGATION (ROLL+WIT)

2X6 +1 Clue, 10+ Select 2, 7-9 Select 1: ◇ Secure evidence, +1 Clue. ◇ What happened here? ◇ When did this happen? ◇ Is anything out of place? ◇ What is the significance of this area? ◇ Is there a threat near? 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ LOGIC (ROLL+WIT)

Costs one Clue or gain +1 MARK
2X6 -1 Clue spent, 10+ Select 1 ◇ Reveal connection between two Clues. ◇ Reveal a Threat. ◇ Reveal the greatest Threat. ◇ An option from the below list. 7-9 Select 1: ◇ A Hint solving a problem. ◇ A Hint to an important location. ◇ A Hint to an important NPC. 1-6 No conclusions, 2X1 +1 Mark

__ KNOWLEDGE (ROLL+MEMORY)

2X6 +1 Next, 10+ Select 2, 7-9 Select 1: ◇ What is this? ◇ What culture does this represent? ◇ How does this fit into the situation? ◇ What is its value? ◇ What is its use? ◇ Are there any dangers associated with this? 1-6 You know nothing of value, 2X1 +1 Mark

__ CONVERSE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Quick, simple persuasion. ◇ Inquisitor, know three lies. ◇ Empath, learn one emotion. ◇ Merchant, learn one desire or intention. 1-6 Gained nothing, 2X1 - Trust

__ SUBTERFUGE (ROLL+CHARISMA)

2X6 +1 Trust, 10+ Select 2, 7-9 Select 1: ◇ Spinster, false small talk. ◇ Perfect liar, tell three mundane lies. ◇ Conviction, tell one big lie. ◇ Actor, fake behavior or emotion. 1-6 ◇ Failure. ◇ Last chance, reroll at -1, +1 Mark, 2X1 +1 Mark

__ PERCEPTION (ROLL+FORTUNE)

2X6 +1 Next, 10+ Notice something, 7-9 Something is afoot
1-6 Nothing out of the ordinary, 2X1 +1 Mark

QUALITIES

All characters possess these qualities.

Roll: 1D6+Modifier.
Results: Difficulties vary.

__ BRAWN (ROLL+STRENGTH)

Vigor

__ FOCUS (ROLL+MEMORY)

Concentration

__ CENTER (ROLL+FORTUNE)

Resistance

SKILLS

Pick Major skill and Basic skill. Start with one first Tier (I) skill from War Paints, Martial Arts, Ritual Dance. *Passive* skills do not require a roll.

Roll: 2D6+Trait spent. Spend 1-3 Lore, Favour or Supply.
Results: 2X6 (-1 Trait spent), 10+ (Success), 7-9 (+1 Trait spent), 1-6 (Failure), 2X1 (+1 Mark).

MAJOR

Paints (Supply)	Gain +1D6 Supply per distance traveled. One roll per travel.
Sparring (Lore)	Gain a point of Lore whenever participating in a fight unarmored and unarmed.
Morning prayer (Favour)	Gain +1D6 Favour per distance traveled. One roll per travel.

WAR PAINTS (SUPPLY)

Ritual enhancements to own power, traditions passed through generations now appropriated by scholars.

I Animal guide	◇ Feral, use 1 Soul to negate incoming injury. ◇ Hibernate, trade 1st tier trauma with Exhaustion. ◇ Protector, grant +1 BR to ally.
II Spirit guide	◇ Kribble, trade Body dealt from single Attack with Mind dealt. ◇ Vasa, trade Body dealt from single Attack with Soul dealt.
III Void whisper	◇ Vavrix, add Charisma to Body dealt against Arcane, Altera and Astral sub-types. ◇ Marmiru, add Fortune to Body dealt against Undead sub-type.
IV Marked <i>Passive</i>	◇ Bane, regain 1 Body, Mind or Soul whenever a character (including self) gains a Mark. ◇ Destiny, gain a point of Trust whenever brought to -2 Body, Mind or Soul.

MARTIAL ARTS (LORE)

Arts gathered around the world and studied as a means of warfare and an expression of culture. Skill Tree activates as one ability, Tier IV can be used throughout scene. Be unarmed and unarmored.

I Initiate	◇ Weave, deal Charisma in Body with Attack. Gain +1 BR. Use Surge to boost Body dealt.
II Warrior	◇ Gymnast, Gain Charisma to Pace and Speed.
III Instructor	◇ Hardened, Gain Memory to BR, does not stack with Weave.
IV Grandmaster	◇ Grip, trade Attack for Charisma in BR penalties. ◇ Punch, trade Attack for Wit in MR penalties. ◇ Jab, trade Attack for caster Wit in SR penalties.

RITUAL DANCE (FAVOUR)

Dances meant to increase the power of rituals and familiarity with performing. Effects combine once per quest with one ritual, depends on casting success.

I Sun's Greeting	◇ Gifts, PCs gain +1D6 of selected skill trait ◇ Exploits, PCs gain +1D6 x 10 extra Loot from quest reward. ◇ Learning, gain +1 Clue.
II Certainty <i>Passive</i>	◇ Ritual cost is Magnitude - casters Charisma.
III Guidance	◇ Leading, roll Ritual performance roll on behalf of other participant. ◇ Performer, change Quality rolled for one ritual casting. Dancer receives -1 to ritual performance.
IV Devotion <i>Passive</i>	◇ Blessed, gain +1 to BR, MR and SR one scene after ritual casting. ◇ Faithful, gain +1 Trust whenever visiting a shrine within the character's religion.

BASIC SKILLS

Choose your desired basic skill from page 6-8.

Skillname:
