



MYSTERY DIPLOMA SET

INTRODUCTION

CONTENT

Welcome to the Mystery Diploma Set for Tale: The Role-Playing Game. There are up to three characters included in the pack:

1. Ganding p. 3
2. Galdrer p. 5
3. Hunter p. 7

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

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Thank you to all the Kickstarter backers!

DIPLOMA PLAYTESTERS

None.
You are the first to try out these characters!

BACKGROUND

Who are these characters? They can be whoever you want them to be! As for their inspiration, they all have in some way a connection to scandinavian culture.

Ganding is an old word for wizardry, if that sounds familiar it is probably because of the famous ancient norwegian king Gandalf. A Galdrer was a singer weaving magic into their music, while a Hunter - you know.

How to put these characters into your game? My suggestion is that they are from the Forest Culture of Varaes, if you are playing the Quest Pack. The characters are peaceable and can intermingle with Academics from the Academy of Merelin.

They may also, and this is important, have learnt a thing or two from student friends or an acquaintance (They may buy basic skills from the Academy Electables).

MYSTERY DIPLOMAS

Here is a short introduction to each character:

Ganding	A common term for spiritualists, skinwalkers and the like. In Varaes they are called druids, and their skill set consists of shapeshifting, animism and communal with spirits.
Galdrer	An ancient form of spiritualism mixing art, music and magic. They are not simple minstrels, but rather artists devoted to honouring the Spirits with their talents.
Hunter	Trained professionals in hunting game or other wild animals. They are seen as protectors from predators, themselves guarded by their inevitable relationship with the Spirits.

CHARACTER CREATION

To create your character, follow these steps to be ready for adventure. See the Core Rulebook (page 14) or the Academy of Merelin Set (page 9) for detailed information on character creation.

1. Chose your 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

RESOURCES

These are the support resources needed for some of the diplomas in the set. The Ganding has shapeshifting forms, their templates are below. It is important to note that when shapeshifting, a Ganding does not become an animal, but simply assumes its form, and does not inherit its sub-types. Mood, mental faculties and motor functions, however, do change.

FELINE

Abilities:
Strength 1, Agility 2, Wit 2, Memory 0, Charisma 0, Fortune: 0
Primary Traits:
Body/BR (3/2), Mind/MR (2/1), Soul/SR (1/0)
Adventuring:
Weapon (Claw/Bite 2), Armour (Natural 1BR), Order (5), Pace (15)
Special Features:
Attack change (Agility), Natural Weapons, Manoeuvrability, Perception change (Wit), Rake.

VULPINE

Abilities:
Strength 1, Agility 3, Wit 2, Memory 0, Charisma 0, Fortune: 0
Primary Traits:
Body/BR (4/2), Mind/MR (2/0), Soul/SR (1/1)
Adventuring:
Weapon (Claw/Bite 2), Armour (Natural 2BR), Order (5), Pace (25)
Special Features:
Natural Weapons, Manoeuvrability, Perception change (Wit), Track

AVIAN

Abilities:
Strength 1, Agility 3, Wit 3, Memory 1, Charisma 0, Fortune: 0
Primary Traits:
Body/BR (4/1), Mind/MR (4/0), Soul/SR (1/2)
Adventuring:
Weapon (Claw/Bite 2), Armour (Natural 1BR), Order (4), Pace (15)
Special Features:
Flight (Cruising pace 30), Natural Weapons, Perception change (Wit),

URSUAE

Abilities:
Strength 4, Agility 1, Wit 0, Memory 0, Charisma 0, Fortune: 1
Primary Traits:
Body/BR (7/3), Mind/MR (1/1), Soul/SR (1/1)
Adventuring:
Weapon (Claw/Bite 4), Armour (Natural 3BR), Order (1), Pace (10)
Special Features:
Natural Weapons, Manoeuvrability, Size +1 (4), Swim

No other support resources are needed this Mystery Diploma Set.

GAMEMASTER NOTES

The misuse (Luring animals to their death, killing animal followers, etc.) of any of the Ganding's skills to exploit nature in any way will result in swift retaliation by the Spirits.



GANDING

CHARACTER

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

- Name** Groa Hilde Jofrid Aki Ogmund Throst
- Title** Prefix: Spiritwalker Skinwalker Ganding
 Suffix: The Druid The Rebirthed The Diviner
- Clothes** Skin and rags Harness
 Worn robes Leathered
- Religion**
- Age**
- Build** Strange Muscular Decrepit Lean
- Face** Weathered Tattooed Refined Friendly
- Eyes** Wild Intense Sad Searched

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)
- ▷ Energetic (+2 Str, -1 Agi, 0 Wit, 0 Mem, +2 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	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, 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**
- ▷ Oak walking stick, +1D6 Favour
 - ▷ Donation, +1D6 x 10 Loot
 - ▷ Fishing pole
 - ▷ Tea leaves (+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 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

Harvesting (Supply) Spend one Mind point to gain 1D6 Supply. Must be in nature.
Kinship (Lore) Gain a point of Lore when encountering a spirit or pack of animals.
Spiritualism (Favour) Gain a point of Favour when encountering a Spirit or Deep creature.

SHAPESHIFTING (SUPPLY)

Completely attuned to Nature the Druid may shift its form to resemble a known animal. The animal's own language is not learnt.

I Feline ◊ Lynx, +1 Larceny, no cold weather penalties.
◊ Margay, +1 Move, Climb as if with full climbing gear at full pace.
◊ Puma, +1 Attack, Body dealt and BR.
II Vulpine ◊ Astral Fox, detect Astral aura flavour and magnitude.
◊ Alteral Fox, detect Alteral aura flavour and magnitude.
◊ Arcane Fox, detect Arcane aura flavour and magnitude.
III Avian ◊ Adarna, heal +1 Body, Mind or Soul to any living creature in a 10 m radius.
◊ Great Eagle, +1 Perception, spot concealed objects and locations from afar.
◊ Roc, +1 Size, carry one size 3 creature in flight, additional Carry Capacity 5.
IV Ursuae ◊ Otso, Add Fortune to BR and Body dealt.
◊ Artio, Allies gain +1 SR.
◊ Nanook, Attract and communicate with nearby animals.

ANIMISM (LORE)

The scientific term for Deep Magic practised by Gandings and other Spirit-based faiths to communicate with animals. Guardian creatures are persistent and loyal until their death.

I Speak its name ◊ Animal follower, attract an animal. Will aid the Ganding through one full day.
II Friendship ◊ Anoint, name your follower a guardian creature. It will follow any command.
Passive
III Fellowship ◊ Resonance, guardian creature gains same experience level as caster.
Passive
IV Hibernation ◊ Caster and guardian heals additional damage +1 from a good night's sleep.
Passive

COMMUNAL (FAVOUR)

Seek guidance and counsel from the Spirits of the Forest.

I Flower Crown ◊ Spirits see the Ganding as one of their own, making them more inclined to show mercy and goodwill. Should not be misused.
Passive
II Trade ◊ Item, sacrifice an item to gain a hint to the position of an important object.
◊ Secret, tell a personal secret to reveal a hint to a secret relevant to the story.
III Waterspeaker ◊ Wavebreaker, swim at normal pace
◊ Wavewalker, roll Move to walk or run on water, snow or ice as if solid ground.
◊ Seeker, find 1D6 portions of water anywhere.
IV Spiritwalker ◊ Melding, become undetectable by melding into a natural object.
Destructing the objects will expel the Ganding.
◊ Elementalist, negate all damage from one specific element.

BASIC SKILL

Choose your desired basic skill from page 6-8 in the Academy of Merelin Diploma Set.
Skillname:



CHARACTER

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

- Name** Toki Hroar Gard Thyre Ogn Heid
- Title** Prefix: Master Galdrer Maker
 Suffix: The Artist The Galdrer The Inspired
- Clothes** Adventuring Gear Layered Tunics
 Travelling outfit Practical Robes
- Religion**
- Age**
- Build** Athletic Long Pudgy Lean
- Face** Friendly Weathered Chiseled Pretty
- Eyes** Innocent Knowing Interested Excited

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

- ▷ Talkative (0 Str, 0 Agi, +2 Wit, +1 Mem, +2 Cha, -1 For)
- ▷ Artistic (0 Str, 0 Agi, 0 Wit, 0 Mem, +2 Cha, +2 For)
- ▷ Trained (+1 Str, +2 Agi, +1 Wit, -1 Mem, +1 Cha, 0 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			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** Musical Instrument, 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 (Traveler)
 Carry capacity 3, Weight carried 2, Comfort 3
- Pick two**
- ▷ Shortspear (Damage 1, Speed -1, Weight 1)
 - ▷ First aid kit, basic (Weight 0)
 - ▷ Inheritance, +1D6 x 10 Loot
 - ▷ Superior Musical instrument +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 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

Creativity (Supply)	Gain +1D6 Supply whenever visiting a tavern or inn.
Harmonising (Lore)	Gain +1D6 from singing on the road, once per travel distance.
Passion (Favour)	Gain +1D6 Favour from reading during travel, once per travel distance.

TRICKERY (SUPPLY)

Use your abilities to entertain others, get their attention and sway their opinions. Roll Focus, difficulty is equal to target's Mind, roll for consecutive actions.

I Glamour	◇ Faces, appear as unfamiliar person to acquaintances. ◇ Nimble, hide size 1-2 object in plain sight.
II Fantasy	◇ Bait, target gains urge to perform innocuous and simple task within a day. Target believes task to be own idea. ◇ Switch, replace item in targets hands without them noticing. ◇ Distortion, -1 MR og -1 SR to one target.
III Illusions	◇ Image, create a moving illusory vision. ◇ Sound, create a illusory sound. ◇ Revelation, sights and sounds at the same time, Focus diff. +2.
IV Delusion	◇ Invisibility, convince others you are invisible, until you interact with any character or object. ◇ Quest, target performs a simple task as instructed by the Galdrer. Self-preservation defeats command.

CALLING (LORE)

Find the power in music, to inspire or otherwise invigorate your own position. Effects apply to all targets within hearing range, continued play requires concentration.

I Ballad	◇ Elana, +1 Converse, target becomes less hostile or more friendly. ◇ Honour, Creatures within hearing range must speak the truth. Concentration difficulty increases +1 per unwilling listener.
I March	◇ Justice, +1 Attack. ◇ Fellowship, +1 to one roll related to healing or stabilising an ally. ◇ Devotion, +1 MR, must be same religion.
I Epic	◇ Legends, degrade one sickness or disease. ◇ Courage, gain immunity to fear effects. ◇ Gamble, deal double weapon base damage on critical success, caster suffers base damage on critical failure.
II Voice of the Deep <i>Passive</i>	◇ Entranced, +1 to Focus when performing. ◇ Inspired, +1 SR. ◇ Drums, +1 Body dealt on Justice, additional +1 bonus from Fellowship and Devotion.

TRANSIENCE (FAVOUR)

With a close connection to the goddess of creativity and inspiration, the Galdrer can create profound works of art that reveal the true nature of things.

I Storyteller <i>Passive</i>	◇ Kvad, party may gain +1 Experience Point after each session, depending on the quality of notes taken. ◇ Speaker, roll Larceny with Charisma.
II Flute	◇ Ode, melody draws caster to location of familiar object. ◇ Spel, melody draws caster to location of nearby water source (if any).
III Poetry	◇ Sagn, poem reveals Resist traits of target. ◇ Tale, poem reveals magical properties of item.
IV Painting	◇ The Weave, paint a crucial moment in relevant storyline. ◇ Fate, paint cryptic image of quest secret. Use must be authorised by Gamemaster.

BASIC SKILLS

Choose your desired basic skill from page 6-8 in the Academy of Merelin Diploma Set.
Skillname:



HUNTER

CHARACTER

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

- Name** Hallfred Ljor Gellir Skuld Vandrad Una
- Title** Prefix: Hunter Trapper Master
 Suffix: The Archer The Trapmaker The Silent
- Clothes** Hunters Gear Leather Hauberk
 Worn-down outfit Furtrapper get-up
- Religion**
- Age**
- Build** Energetic Wiry Full Robust
- Face** Rugged Gaunt Scarred Thoughtful
- Eyes** Observant Flickering Distant 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)
- ▷ Versatile (+1 Str, +1 Agi, 0 Wit, 0 Mem, +1 Cha, +1 For)
- ▷ Practical (0 Str, +2 Agi, +1 Wit, 0 Mem, +1 Cha, 0 For)
- ▷ Quick (0 Str, +2 Agi, +2 Wit, +1 Mem, 0 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			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** Backpack, Bedroll, Bottle (Spirits), Dagger (Damage 1, Speed 0, Weight 0), Flint and steel, Rope, Shovel, Spirit Amulet, Starting outfit, Tent, Torches, Waterskin. 1D6 Ration (Adventurer)
 Carry capacity 5, Weight carried 7, Comfort 4
- Pick two**
- ▷ Furs (+1 Weight, +2 Comfort)
 - ▷ Shortbow (Damage 2, Speed -3, Weight 1)
 - ▷ Good bags +2 Carry capacity
 - ▷ Medicine kit, basic (Weight 0)

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

Gathering (Supply) Gain +1D6 Supply per distance traveled. One roll per travel.
Observing (Lore) Gain +1D6 Lore per distance traveled. One roll per travel.
Natural Unity (Favour) Gain +1D6 Favour whenever encountering another hunter. Max once per day.

FLETCHER (SUPPLY)

Crucial to the art of hunting is the bow and arrow. Great hunters make their own arrows to fit every occasion. Activate skill to alter arrow type, pick one effect from Tier I and Tier II (if available) at a time.

I Shaft ◇ Cedar, retrieve arrows, quiver never empties
◇ Birch, -1 Weight
◇ Pine, +5 m range
I Nock ◇ Slit, -1 Strength Req. for bow
◇ Iron, fire two arrows in one round, Attack penalty equal to bow's str. requirement.
I Fletching ◇ Spin Wing, roll Attack with Agility.
◇ Feather Vane, ignore BR from shield on target.
II Point ◇ Broadhead, lower targets BR by -1, penalty accumulates with multiple shots.
◇ Bodkin, lowers target's pace by 1D6.
◇ Field Tip, deals 1 Mind in addition to bow base damage.

TRAPPER (LORE)

Hunters can learn how to make traps of any kind, usually to catch animals, but also for other purposes. Traps require some preparation, minimum 1 scene.

I Improvisation ◇ Alarm, create a reliable alarm system for a base camp.
◇ Snap, with some wires, rocks and sticks deal 2 Body to creature passing through selected area.
II Projectile ◇ Bolt, Fires from hidden location, dealing 3 Body to one target. Requires bow.
◇ Spear, Launches from hidden location, dealing 3 Body to one target. Requires spear.
III Grappler ◇ Steel Jaw, traps one legged creature (Size 1-3) in place, dealing 2 Body. Creature loses next turn.
◇ Snare, traps one creature (Size 1-3) in place, dragging them off their feet. Creature loses next turn.
IV Hazardous ◇ Flask, acid splash deals 1 Body per round for 1D6 rounds, ignoring BR.
◇ Jar, toxic fume deals 1 Mind per round for 1D6 rounds, ignoring MR.

RANGER (FAVOUR)

Hunters are trained to take what they need from nature, without offending the Spirits. Their training has granted them an ability to become one with their most familiar surroundings.

I Forager *Passive* ◇ Food, self-sufficient with food and water when within 2 chosen area archetypes, see page 167.
◇ Camping, +1 bonus to base camp rolls.
II Hunter's League ◇ Lodge, gain access to hidden hunter's lodges placed strategically along travel routes, ask local hunters.
◇ Boon, ask local hunters for assistance in simple matters, supplying food, navigation, etc..
III Hardy ◇ Stout, take a sip of spirit, wine or ale to remove one Tier I injury, once per day.
◇ Shrug, heal one Body, Mind or Soul, once per day.
IV Gjallarhorn ◇ Motivate, allies gain +1 bonus to ability of choice.
◇ Aid, allies gain +1 bonus to resist of choice.

BASIC SKILLS

Choose your desired basic skill from page 6-8 in the Academy of Merelin Diploma Set.
Skillname: