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Inspired by the works of Harper, Moshe, the  
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VAGABONDS OF DYFED is Powered by the Apocalypse,  
and its design was heavily informed by  
*Apocalypse World* and *World of Dungeons*

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# VAGABOND'S CYCLOPEDIA

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**BASICS**

# WHAT IS THIS

The **VAGABOND'S CYCLOPEDIA** is a supplement for the game **VAGABONDS OF DYFED**. While this book is meant for a particular system, it shares a common ancestry with many other OSR and PbtA games, which could also benefit from this tome. In short, use it to make your Vagabonds games better or as source material for other fantasy dungeon-crawlers.

The **CYCLOPEDIA** contains:

- ◇ Inspiration for building PCs and NPCs
- ◇ Quick tables for motivators, traits, descriptors, and flaws
- ◇ Guidance on how to play as a “vagabond,” a miscreant, grave robber, or adventurer
- ◇ Rules for:
  - Reputation
  - Wealth
  - Rituals
  - Carousing
  - Crafting poisons and weapons
  - More on followers and hirelings
  - Significant injuries
  - Critical enemy hits
  - High-level play and epic damage
  - Forging connections with NPCs

- ◇ Over a hundred techniques, which can be incorporated as spells, feats, maneuvers, or moves into PbtA or OSR games
- ◇ Seven new lineages, fantasy touchstones that add more flavor to your game and more options for your players



# PLAYING AS A VAGABOND

When you're creating and playing as one of the eponymous rogues and adventurers that plumb cursed crypts and the depths of hell, there are a few things to keep in mind:

- ◇ Inhabit your character's mind
- ◇ Act like you're an adventurer
- ◇ Creatively approach challenges
- ◇ Trust your comrades
- ◇ The world demands respect
- ◇ Run, evade, or hide
- ◇ Leave no trace



## INHABIT YOUR CHARACTER'S MIND

One of the easiest ways to enjoy playing a vagabond is to truly immerse yourself in their mentality. View the world through their warped lens, feel their desires, suffer their vices, dwell on what motivates them.

Using your character's traits and core flaw is a great place to start: Why do they risk life and limb to go into gods-forsaken dungeons and fight monsters? What bits of their dignity have they sacrificed? Why? What are their regrets, their passions, their fears? If everyone is thinking in the spirit of a vagabond, the game will organically grow and progress with very little provocation.

## ACT LIKE YOU'RE AN ADVENTURER

A certain amount of desperation or insanity is required to become a vagabond — a hyper-cautious analyst is unlikely to have risked the cruel wilderness and crushing blackness of stone over their head. You were forced (*or drawn*) into this life of violence and greed and danger; embrace it.

You know that you might die any time, so live your life to the fullest. Drink deeply and love viciously. Sing loudly and offer praise wholeheartedly. Most are already dead, puttering around in their homes or at their farms. Only vagabonds are truly alive.

## CREATIVELY APPROACH CHALLENGES

No problem has a single solution. Often, you'll have an endless variety of choices and options — just because there's an obvious one doesn't mean that you have to take it. Indeed, the unobvious, the bizarre, the obscure choice is often the right one.

Use your tools, not your strength. Figure it out with what's in front of you. Ask yourself this: does tackling this obstacle help me to achieve my *goal*? If the answer is not definitively and resoundingly "YES!" then you should just try to circumvent it.

## TRUST YOUR COMRADES

You don't agree to descend into the literal depths of darkness and hell unless you trust the vagabond behind you. You are one cohesive whole, each a part of the same unit, all working toward the same goal.

There's no need to work out the specifics of how or why you've come to trust (and love) the other PCs; you just *do*. Your history is long, your connections deep. At the very least, know that you trusted them enough to bring them on this mission, and they you. Act like an ally — nay, a member of the family — and expect the same in return.

## THE WORLD DEMANDS RESPECT

The GM isn't going to sugar-coat it for you, wave things away, or nerf a monster. No, they will roll the dice and cackle gleefully as your head is rent from its shoulders. Instead, it is you who must rise to the challenge. The world is real and threatening and throbbing with hatred; it should be approached with all the caution of wrangling a viper.

## RUN, EVADE, OR HIDE

Only the fool stands in the way of an oncoming onslaught, but you're no fool. A vagabond misdirects, they hit and run, they melt away into the shadows and filth.

You're no petty door-basher or dumb conscript. You're under no obligation to stand and hold your ground for fear of your commander's lash. Run away today and live to loot another day.

## LEAVE NO TRACE

You're quick, clean, and efficient. Your job is to maximize your gain with the least effort. You're (probably) not in it for the glory, but for the wealth and power and challenge. You're not out on parade, dressed in regalia and bearing a standard as you march into battle; you stick to the shadows, follow the muddy mole paths, sleep among the rats.

People can't fight you if they can't see you, can't catch you if they can't track you, and can't accuse you of stealing their gold if they don't even know it's gone.



# TRAITS AND TABLES

# CHARACTER TABLES

Roll 2d6 and use the two die results to find the right entry on the table. For example, rolling a 4 and a 1 would match the “1.4” entry.

## TRAITS

### APPROACH

- |      |   |
|------|---|
| 1.1. | Meticulous pursuit of perfection        |
| 1.2. | Always angling for efficiency           |
| 1.3. | Brute force over nuance                 |
| 1.4. | Take the path of least resistance       |
| 1.5. | Think everything through                |
| 1.6. | Chase the greatest challenge            |
| 2.2. | Everything is a competition             |
| 2.3. | Seeking the most profitable path        |
| 2.4. | I am a predator, you are prey           |
| 2.5. | I maintain a safe distance              |
| 2.6. | Careful observation and cautious action |
| 3.3. | It may be sloppy but it works           |
| 3.4. | You'll catch more flies with honey      |
| 3.5. | Always try to talk things out           |
| 3.6. | A terrible wave of havoc and death      |
| 4.4. | Cut my losses and run                   |
| 4.5. | Dig in my heels and never let go        |
| 4.6. | There's nothing too foul for me to do   |
| 5.5. | I always do what's right                |
| 5.6. | I never betray my principles            |
| 6.6. | The gods will guide me                  |

Roll both dice at once — the order of die results doesn't matter, and each table only has one possible combination. For example, there's no entry for “4.1,” just for “1.4.”

### GOAL (CAUSE, ETHOS)

- |      |   |
|------|---|
| 1.1. | I will reclaim my rightful throne           |
| 1.2. | I will purge the land of all evil           |
| 1.3. | Eradicate the undead and unnatural          |
| 1.4. | An innocent life is above my own            |
| 1.5. | My comrades in arms are my only family      |
| 1.6. | Law is civilization's greatest invention    |
| 2.2. | An oath to protect the land from infidels   |
| 2.3. | Best friend's dying wish was for me to live |
| 2.4. | The rule of law is a grotesque corruption   |
| 2.5. | I will drown my sorrows in hedonism         |
| 2.6. | I will become the most powerful mage        |
| 3.3. | Cruelty is natural; I will take what's mine |
| 3.4. | People are inherently good if allowed       |
| 3.5. | War is hell, and I will bring about peace   |
| 3.6. | I seek a worthy foe to honor me in death    |
| 4.4. | I wish to see every corner of the world     |
| 4.5. | I will restore my family's pride and glory  |
| 4.6. | I must atone for a lifetime of debauchery   |
| 5.5. | I will prove that I am the greatest warrior |
| 5.6. | I have a mission; no sacrifice is too great |
| 6.6. | I am magically sworn to obey my master      |

## GIMMICK

- 1.1. I collect a trophy of every worthy kill
- 1.2. I love to flamboyantly display my wealth
- 1.3. I have an intense prejudice or hatred
- 1.4. I never want to be in the front or back
- 1.5. I have a thrilling tale for every occasion
- 1.6. I speak vaguely of horrific war stories
- 2.2. I believe I'm the Chosen One
- 2.3. I have freakishly large, calloused hands
- 2.4. I'm half again taller than is normal
- 2.5. I have teal skin that shimmers in the sun
- 2.6. I crack jokes and drop witty puns
- 3.3. I go out of my way to befriend animals
- 3.4. I'm obsessed with heights and climbing
- 3.5. I'm a double-jointed contortionist
- 3.6. I can reliably predict a coin flip
- 4.4. I speak with multiple overlapping voices
- 4.5. I have a magically grafted monster's arm
- 4.6. I was born without eyes, but can "see"
- 5.5. My skin is rough and warty like a toad
- 5.6. I'm always drunk, but better for it
- 6.6. I always seem to stumble out of danger

What's a "gimmick?" A lot of players struggle to define a gimmick with the rules as written in Vagabonds core. Basically, a gimmick is anything memorable, distinct, or recognizable. It can be funny or serious, core to the character or pure style. But it should be a calling card or feature that others would always attribute to that character and their actions.

## BACKGROUND

- 1.1. Grand Champion of the Bloodiron Pits
- 1.2. Conqueror of the Tiger Archipelago
- 1.3. A fur trapper in the Wolverine Ridge
- 1.4. Served on a dreadnaught in the Navy
- 1.5. Collected snakeskins, read their runes
- 1.6. Raised by wolfmen of the Howling Moon
- 2.2. Once the monarch of a forgotten kingdom
- 2.3. Born and raised in a black-as-night prison
- 2.4. Survived on pennies from catching rats
- 2.5. Trained beneath the queen's horsemaster
- 2.6. A bastard born in the Church of Comfort
- 3.3. Served 20 years in the Phoenix Legion
- 3.4. Shark-tamer for the Fuschia Pearl Islands
- 3.5. Escaped subject to magical experiments
- 3.6. Led a crack team of siege-busters
- 4.4. Felled the ancient trees of the Oldwood
- 4.5. Died in an alley, but somehow came back
- 4.6. The Coinmaster for the Thurazine Empire
- 5.5. Orphaned by and raised by a bog hag
- 5.6. A scribe in the Temple of Ormantos
- 6.6. Made a fortune as a portrait painter

FOREGROUND	
1.1.	I took command of the Fish Head Rippers
1.2.	A thieving bandit preying on caravans
1.3.	Exiled from the Nine Point Arcanastrum
1.4.	Lone survivor of a cabal of grave robbers
1.5.	I sailed with a crew of pirate hunters
1.6.	A journeyman of the Cartographers' Guild
2.2.	The bodyguard of Comfortmaster Zijelle
2.3.	A militia sergeant training raw conscripts
2.4.	A freelance espionage interrogator
2.5.	A bouncer at the city's rowdiest tavern
2.6.	I hunted and harvested big game animals
3.3.	Breaker of the Four Azurite Seals of Zen
3.4.	I fought the slavers of Muscle Mountain
3.5.	Hired as dungeon fodder and torchbearer
3.6.	A decade of slaying in Apespring Swamp
4.4.	I tenured at the Thunder Step Temple
4.5.	I hawked lucrative "artifacts" to fools
4.6.	I studied necromancy from a lich magus
5.5.	A war mage for the Crimson Crescent
5.6.	A horse thief and lowdown rustler
6.6.	A pickpocket in the Clothier's Quarter

WEAKNESS	
1.1.	Lost an eye from taking a bottle to the face
1.2.	Hacked off my own foot to escape a trap
1.3.	Any heights or cliffs causes severe vertigo
1.4.	Greedy, even when endangering myself
1.5.	A poorly healed case of zombie rot
1.6.	Got my hand chopped off for stealing
2.2.	I'm a sucker for the pretty and charming
2.3.	I love the thrill of being near death
2.4.	Damn near drowned and now fear water
2.5.	Burned half my face and terrified of fire
2.6.	Got lanced through a lung, now wheeze
3.3.	A gluttonous pig of insatiable hunger
3.4.	A peculiarly weak grip and delicate hands
3.5.	I stammer and ramble when speaking
3.6.	Prone to illness, always catching colds
4.4.	My eyes are empty, soulless orbs
4.5.	Terrible sneezing fits whenever near trees
4.6.	I'm "too cute" to be taken seriously
5.5.	I never know when to stop or retreat
5.6.	Terrible memory from a head wound
6.6.	I can't think straight when in danger

CORE FLAW	
1.1.	Vengeance will make me feel at peace
1.2.	I'll feel fulfilled once I have enough gold
1.3.	I'm not a bad person, I just do what I must
1.4.	My bloody conquest is for the king's glory
1.5.	Nothing's wrong with grave-robbing
1.6.	People are responsible for their own luck
2.2.	Completing my mission will save my love
2.3.	People who disagree with me are dumb
2.4.	I don't trust those different from me
2.5.	My actions don't matter in the end
2.6.	The things I say have no lasting impact
3.3.	Manipulating others is satisfying
3.4.	At their core, all people are good and kind
3.5.	All creatures are innocent and pure
3.6.	Ale and pleasure will make me happy
4.4.	My faith is the true way, others are heresy
4.5.	Evil and sin is inherited through blood
4.6.	I can think through every possibility
5.5.	The hand of destiny guides me, I trust it
5.6.	The world conspires against me
6.6.	Sickness is an embodiment of inner evil

WEAKNESSES VS. CORE FLAWS

Every vagabond has a weakness and a core flaw. Many players find the distinction confusing, likely due to the brevity of their explanation in the core book. Let's break it down.

A weakness is something that hampers the character's ability as a vagabond, it actively works against their tendency to kill, loot, and cavort with dark forces. Weaknesses provide a mechanical penalty too; they crop up during tasks and make your character's life difficult.

It's often easier to think of weaknesses as some sort of lack of skill or an ineptitude. An archer that [lost a hand] will have a hard time accurately working a bow, but it doesn't say anything about them as a person or their outlook on life.

A core flaw, on the other hand, is what defines your character; their moral compass, their perception of the world or themselves, the way they think things should work. As a vagabond, they're inherently flawed (that's part of what makes them go on adventures), and so that core flaw permeates everything.

Further, the way you interact with a core flaw is through narrative cues and XP rather than modifying a task. Trouble arose or abated because of their core flaw, but the flaw doesn't make them any less likely to accomplish a task.



# TRAIT GENERATOR

You can get inspiration and randomly generate traits for your character by rolling multiple times on the lists in this section. Don't just use the words verbatim, but instead as seeds to create your own traits.

d6	SEED
1	Brute
2	Bloody
3	Bashing
4	Blades
5	Boorish
6	Broken

d6	SEED
1	Towering
2	Terrifying
3	Truthful
4	Trusting
5	Thrusting
6	Tenacious

d6	SEED
1	Cold
2	Hot
3	Wet
4	Dry
5	Wilds
6	Ruins

d6	SEED
1	Sinister
2	Sly
3	Stealthy
4	Slick
5	Salient
6	Sonorous

d6	SEED
1	Warrior
2	Thief
3	Nomad
4	Magus
5	Priest
6	Shaman

d6	SEED
1	Strength
2	Constitution
3	Dexterity
4	Intelligence
5	Wisdom
6	Charisma

*Jessica is making a new character, Yorvunn, and wants some inspiration for traits. She rolls on all six tables and gets Broken, Stealthy, Thrusting, Warrior, Wet, and Constitution. Immediately the life of a pirate springs to mind — it's wet and full of stealth, combat abounds, and thrusting weapons like daggers aren't uncommon.*

*Yorvunn's weakness might be that they are somehow broken, physically or psychologically. Jessica likes the idea that the pirate has a mangled hand — smashed between two ships — and has since replaced it with a hook.*

*Jessica could keep rolling to define each trait, or just roll on specific tables if she needs inspiration for a certain trait. For example, she might want to determine (beyond Constitution) what Yorvunn's best physical or mental attributes are, and roll once more, getting Dexterity.*

*A dexterous, lethal, tough pirate with a hook for a hand. Off to a great start on defining their six traits.*

# CHARACTER DESCRIPTIONS

d6 BUILD	
1	Feeble, hunched
2	Short, nimble
3	Average, common
4	Muscular, stout
5	Tall, lanky
6	Massive, broad

d6 QUIRK OR ODDITY	
1	Rune-etched teeth
2	Smells like honey
3	Stained fingers
4	Swarmed by flies
5	Stony tumors
6	Blood red eyes

d6 VOICE	
1	High, cold
2	Nasal and monotone
3	A throat full of wet gravel
4	Baritone and warm
5	Full of phlegm
6	Sonorous, enchanting

d6 IMPULSE OR DRIVE	
1	Violence
2	Greed
3	Power
4	Safety
5	Family
6	Duty

d6 CLOTHES	
1	Filthy rags
2	Roughspun, loose
3	Patched, cobbled
4	Casual, work
5	Tailored, military
6	Faded formal wear

d6 POSTURE OR STANCE	
1	Coquettish
2	Exhausted
3	Attentive
4	Shuffling
5	Graceful
6	Dominating

d6 HAIR, FUR, SCALES	
1	Bald, smooth
2	Short, utilitarian
3	Natural, uncut
4	Exotic, stylish
5	Ornate, decorated
6	Long, well-kept

d6 SCARS AND MARKS	
1	Missing a nose
2	Cleaved jaw
3	Runic neck tattoos
4	Burn-scar covered hands
5	Huge, purple bite scars
6	Sleeves of etched tattoos

d6 Demeanor	
1	Glowering, clenching
2	Nervous, shift
3	Bemused, dry
4	Sly, smirking
5	Wrathful, furrowed
6	Apathetic, blank

# MORE CHARACTER DESCRIPTIONS

## d6 HEADWEAR

- |   |                               |
|---|-------------------------------|
| 1 | Fur cap with a draping tail   |
| 2 | Simple wool hood              |
| 3 | Silk cowl, carefully stitched |
| 4 | Colorful, fluttering scarf    |
| 5 | Roughspun cloth skullcap      |
| 6 | Flamboyant, huge hat          |

## d6 OUTER LAYER

- |   |                           |
|---|---------------------------|
| 1 | Hooded cloak, well worn   |
| 2 | Oversized, wrinkly poncho |
| 3 | Buckled toga              |
| 4 | Luxurious pelt mantle     |
| 5 | Rugged, patched jacket    |
| 6 | Military tunic            |

## d6 COLOR SCHEME

- |   |                     |
|---|---------------------|
| 1 | Light, near white   |
| 2 | Beige, yellow, gray |
| 3 | Tans and browns     |
| 4 | Blues and purples   |
| 5 | Maroon, red         |
| 6 | Dark, near black    |

## d6 SMELLS LIKE

- |   |                       |
|---|-----------------------|
| 1 | Fresh rain            |
| 2 | Pipe smoke            |
| 3 | Herbs and mint        |
| 4 | Spoiled milk          |
| 5 | Freshly spilled blood |
| 6 | Loam, earth, and pine |

## d6 MOVEMENT

- |   |                   |
|---|-------------------|
| 1 | With purpose      |
| 2 | Lumbering         |
| 3 | Elegant dancer    |
| 4 | Stalking predator |
| 5 | Quick, jerking    |
| 6 | Slow, methodical  |

## d6 FAVORITE FLAVOR

- |   |        |
|---|--------|
| 1 | Sweet  |
| 2 | Savory |
| 3 | Salty  |
| 4 | Sour   |
| 5 | Spicy  |
| 6 | Bitter |

## d6 COMPLAINS ABOUT

- |   |                          |
|---|--------------------------|
| 1 | Loud laughter            |
| 2 | Children                 |
| 3 | Snoring, fitful sleepers |
| 4 | Strongly aromatic food   |
| 5 | Fidgeting, nervousness   |
| 6 | Being stared at          |

## d6 FAVORITE MUSIC

- |   |                        |
|---|------------------------|
| 1 | Jaunty and fun         |
| 2 | Somber and slow        |
| 3 | Melancholic, emotional |
| 4 | Epic, triumphant       |
| 5 | Steady beat, marching  |
| 6 | Vocalization           |

## d6 SLEEPS LIKE

- |   |                           |
|---|---------------------------|
| 1 | Deep, snores              |
| 2 | Fitful, fidgety           |
| 3 | Bizarre dreams            |
| 4 | Peaceful, still           |
| 5 | Wants to snuggle          |
| 6 | Always hot, toss and turn |



**NEW RULES**



# MORE ON INJURIES

PCs can acquire injury tags, short descriptors of various wounds and ailments. When relevant, they penalize the PC's roll or deny permission for actions that would be impossible with such an injury. This section adds more injury tags for GMs to use, sorted by the location of injury.

Each injury lists its aptitude penalties and denied permissions. An injury should only block permissions if it's significant or permanent.

## HEAD

**Blinded:** Both eyes are useless or significantly obscured. Most likely to occur from intentional targeting of the eyes in battle, the use of fire or acid, or magical mutations.

- ♦ **Penalties:** combat, hand-eye coordination, dodging incoming threats, following difficult paths, countering stealth, using insight against others.
- ♦ **Permissions Blocked:** any form of visual perception, judging distances, or using ranged weapons.

**Deafened:** Common in warriors, wizards, and crafters who make a living banging metal on metal. Can occur from injuries in battle or the thunderous clap of magic. Many poisons and druidic incantations also deafen.

- ♦ **Penalties:** countering stealth, judging audible distances, remaining quiet, most forms of social interaction, many forms of magic and concentration.
- ♦ **Permissions Blocked:** any form of auditory perception, or judging the presence, location, or distance of something based on sound.

**Silenced:** The inability to speak, often from a tongue being cut out, vocal cords crushed, or some foul curse. Silencing is an occasional effect from mental trauma or battle shock.

- ♦ **Penalties:** conversing with others, negotiations, leading or commanding others, most forms of magic, communicating verbally to your allies.
- ♦ **Permissions Blocked:** speaking, using Words in magic.

## ARMS AND HANDS

**Unusable Hand:** maimed, crushed, or removed. Once a hand or arm is no longer usable, many vagabonds are simply forced to retire. Most common in warriors — at least they've invented shields that can be strapped to a wrist...

- ◇ **Penalties:** fighting, climbing, swimming, picking locks and pockets, disarming traps, casting spells, fine motor skills.
- ◇ **Permissions Blocked:** can't hold things in that hand (such as swords), and can't use any two-handed items (such as bows).

**Unusable Arm:** amputated, dislocated, or mangled beyond use. An entire arm out of commission makes it difficult to adventure.

- ◇ **Penalties:** see Unusable Hand, plus maintaining balance, applying strength or brute force, or even being taken seriously as a threat.
- ◇ **Permissions Blocked:** can't hold anything more than what you can carry with one arm, and can't use most fighting techniques or weapons.

## LEGS AND FEET

**Unusable Foot:** feet are often unprotected by more than boots or wrapped cloth; traps, spears, monstrous maws, even just rough terrain can all maim or remove a foot.

- ◇ **Penalties:** fighting, sprinting, marching, endurance, lifting, climbing, moving stealthily, balance.
- ◇ **Permissions Blocked:** running.

**Unusable Leg:** legs are long and easy to break, especially from falling, twisting, or getting crushed by an ogre's club.

- ◇ **Penalties:** see Unusable Foot, plus any kind of movement, intimidation, or actions involving speed or full-body strength.
- ◇ **Permissions Blocked:** you have to hop, use a crutch, or somehow support your bad (or lack of a) leg. This often precludes fighting, casting spells, or moving through dungeons and other rough terrain.

## BODY

**Broken Ribs:** broken ribs can come from in-field mishaps just as easily as from catching an axe to the mail. It's much more common in those who don't wear some torso armor.

- ♦ **Penalties:** combat, climbing, endurance, maintaining composure, swimming, resisting incoming attacks.
- ♦ **Permissions Blocked:** screaming, holding your breath, pushing yourself to your physical limit.

**Bad Back:** toiling, hunched over in dungeons, carrying hundreds of pounds of loot, bad backs are all too common.

- ♦ **Penalties:** all speed penalties are doubled, any kind of combat, any movement.
- ♦ **Permissions Blocked:** lifting, carrying very heavy objects, moving quickly, carrying anything on your back (like a backpack).

**Organ Damage:** nothing's quite so uncomfortable as a spear through the gut or a parasitic stomach bug.

- ♦ **Penalties:** composure, endurance, willpower, maintaining ability to fight for more than a swing or two.
- ♦ **Permissions Blocked:** resisting internal harm against the damaged organ.

*Yorvunn's missing a hand right from the get-go, but has managed to get accustomed to it and to using a hook. The GM doesn't view this as a true injury, as it already represents the pirate's weakness tag. However, when Yorvunn's hook gets wrenched from their wrist and they're left with a stump, the GM gives them an **[unusable hand]**.*

*Now Yorvunn is unable to fire a bow, wield a spear, or climb the riggings of the ship. Once they've had their hook returned, though, things go back to normal and their injury tag is removed.*

*Later, Yorvunn falls from the crow's nest and conks their head on a rail. The GM rolls for damage and it's enough to deal a **[concussion]** to the pirate; they can hardly see straight and are babbling incoherently. When they try to issue an order to some of their allies, the injury gives them an aptitude penalty on their command roll.*

*Long after Yorvunn's concussion has healed, the pirate is fighting a leviathan. The monstrous beast picks them up and squeezes, cracking their back and several of their ribs. The pirate goes to 0 HP, and the GM thinks it fitting to bestow **[broken ribs]** and **[bad back]** on Yorvunn. The severity of these injuries are so great that Yorvunn must remain bed-ridden, and can hardly talk due to the pain. Without magical healing they'll likely die.*

# REPUTATION

Players can measure and track their character's **reputation**.

When the GM needs to gauge whether a PC's reputation precedes them — such as when being introduced to NPCs or going into negotiations, hostilities, or similar — they roll  $2d6 + \text{the PC's level as aptitude}$ . The player can roll instead if the GM permits.

- ◇ On a 6-, the NPC is ignorant of the PC and their deeds, and doubts any proclamations made to the contrary.
- ◇ On a 7-9, the NPC vaguely recalls one deed accomplished, but forgets names and details. The GM chooses an act the PC is known for that might be embarrassing.
- ◇ On a 10-12, the NPC has heard of the PC and a few deeds. The NPC has opinions on the deed (good or bad).
- ◇ On a 13+, the NPC knows of the PC and their achievements, and has a strong opinion about it (for better or worse).

## ADVANTAGE AND DISADVANTAGE

A reputation roll can be made at advantage or disadvantage depending on the nature of the relationship. For example, if the PC and NPC belong to the same faction or have a mutual acquaintance, then the NPC is more likely to know of the PC, so the roll could have advantage. The reverse is true too — if the PC is a newcomer to this territory or hasn't accomplished anything of note in quite a long time, then the roll could have disadvantage.

Similarly, if a PC has a technique or trait that suggests they are socially familiar with the NPC (and there's still cause to roll), then the roll could have advantage.

# INFAMY AND GLORY

Whenever a PC gains a level — or as they complete deeds that others would hear of — the GM should consider whether the deed contributed to that PC's or their party's **infamy** or **glory**.

- ◊ **Infamy:** notoriety; a reputation for chaos
- ◊ **Glory:** praise and respect; a reputation for upholding what's good or kind

Wiping out a civilized town and a temple to a “good” god would likely earn the PC and their party infamy, while rescuing innocent prisoners from a slave camp would gain them glory. Different NPCs will have different opinions of a glorious or infamous party; have the PCs done more good things or bad things, or have they done much of both and so are unpredictable?

To keep better track of infamy and glory, the GM can treat them as tags on a roll to establish an NPC's perception of the PCs. The master of a thieves' guild might seek a notorious group of cutthroats, so infamy would yield positive aptitude, while the Church of the Sun wouldn't hire the same cutthroats to protect some sacred artifacts, so infamy would yield negative aptitude.

*Yorvunn the hook-handed pirate is level 3. Mostly they've spent their time plundering dungeons, seizing merchant vessels, and carousing in free towns along the Fuschia Pearl Islands. Now Yorvunn is going into a meeting with a motley crew of NPCs, all cutthroats and thieves alike.*

*Because Yorvunn and these NPCs are in a related field (piracy), the GM rolls at advantage (3d6, take the highest two). And since Yorvunn is level 3, the aptitude for this roll is +3. The GM drops the bones and gets a solid 11, meaning this crew of pirates've heard of Yorvunn and the time they executed Admiral Huckworth.*

*Now the GM might reason that since pirates universally hate Huckworth, they'll immediately take a liking to Yorvunn and be glad to have their company. Also, the tough ol' pirate is certainly far more infamous than glorious, which aligns with the nefarious deeds of these dogs.*

*The pirates cheer Yorvunn, clap backs all around, and offer their finest booze in celebratory welcome.*



# CONNECTIONS

Sometimes it's difficult to figure out how to tie the PCs to a faction or NPC. The party might skedaddle into a territory where it makes sense for them to know some folks, but the players haven't worked out those details.

When you want to quickly establish some NPC **connections**, roll as normal. If the PC has operated in the area frequently, they roll at advantage. If they have acquired a reputation as a troublemaker or hooligan, they roll at disadvantage.

- ◇ On a 6-, an enemy in the area has caught wind of the PC; they're out for blood.
- ◇ On a 7-9, the PC has a connection with unresolved business — the PC owes them money, a favor, or similar.
- ◇ On a 10-12, the PC has one positive connection or a buddy in the area who will help out if convinced.
- ◇ On a 13+, the PC knows a few folks in the territory and can likely scare up some support on short notice — a bit of cash, a place to stay, some interesting info, etc.

*Yorvunn rolls into Axefall Bay, a territory held by the iron fist of Volstedr, a raider turned petty queen. Jessica, who plays Yorvunn, wants to know if the mangy seadog has any connections in the area.*

*Yorvunn's pulled a few jobs out here. Since the pirate's infamous and has a reputation as a menace, the roll is at disadvantage.*

*Their **[Pirate's Life for Me]** and **[For Coin and Freedom]** traits apply, granting +2 aptitude. But their hook hand stands out, so they get -1 aptitude. Jessica rolls at disadvantage and gets a pure failure.*

*One of Volstedr's guards recognized the pirate and ran off to alert the autocrat. Before long, Yorvunn hears the jangle of chainmail approaching. If the pirate doesn't scooch, they're liable to get killed.*

*Later, Yorvunn hopes to scare up some help in Heimstedt, a large city overrun by corruption and decadence. Jessica describes how the pirate goes into the seedier parts of town; surely they know someone in a greasy dive around here. The GM has Jessica roll with the same traits as before, but drops the disadvantage, as it's a relatively "new" territory for the pirate.*

*Jessica rolls and gets a mixed result of 8. The GM talks about how Yorvunn sidles into a chaotic tavern looking for help. All they find is Horvald, a mercenary and raider with a massive chip on his shoulder. Horvald fights with a certain amount of integrity, and didn't appreciate it when Yorvunn cut tail and ran away from a fight, leaving Horvald in the lurch. Jessica describes how Yorvunn goes up and tries to make amends with Horvald, who says he'll help but only for the right price — double his normal charge.*



# CAROUSING

Carousing is an additional form of downtime scene: any time you have coin and time to waste between adventures. So long as there's a town, camp, or caravan, you can carouse.

Your aptitude for carousing is not based on your traits, but on the amount of silver you're willing to blow partying:

SILVER SPENT	APTITUDE	XP EARNED
1 - 100	-3	0
101 - 250	-2	0
251 - 500	-1	1
501 - 1,000	0	1
1,001 - 1,500	+1	2
1,501 - 3,000	+2	2
3,001+	+3	3

When you carouse, declare how much silver you wish to spend, and then roll as normal.

- ♦ On a 6-, roll twice on Carousing Mishaps
- ♦ On a 7-9, roll once on Carousing Mishaps and roll once on Carousing Boons
- ♦ On a 10-12, roll once on Carousing Boons
- ♦ On a 13+, roll twice on Carousing Boons

*After a successful job, Yorvunn's got cash to blow and a few days of downtime. Jessica wants her pirate to carouse around the big and bountiful city of Heimstedt, and wants to make sure that it's a time to remember — blowing over 500sp, which grants +0 on the roll.*

*Jessica rolls for carousing (2d6 + 0) and just barely squeaks by with a 7, avoiding total failure. The GM tells Jessica to roll twice: once for a mishap and once for a boon — Yorvunn had a few wild nights.*

*Jessica rolls for the mishap — a 2 and a 4: a new and terrible disease! Then, for the boon — a 4 and a 5: valuable secret of a well-defended fortress. In this case the GM reasons that Yorvunn imbibed some pretty potent stuff and so gives them **[Bellywort]**, an injury that causes the runs and forces the need to constantly consume food and water.*

*While Yorvunn was drinking despicable things and catching diseases, they did manage at least to glean the hidden entrance to the infamously impregnable Trunsk Castle, long abandoned and rumored to be laden with hidden treasure. Jessica reasons it's a fair trade, marks down her loss of 501 silver and +1 XP.*

## CAROUSING MISHAPS

- 1.1. You get run out and suffer an injury tag
- 1.2. Everyone in town thinks you're foul
- 1.3. You're enemies with a powerful local
- 1.4. You wake up outside of town, naked
- 1.5. You grow an appendage, eye, or tentacle
- 1.6. You accidentally double the silver spent
- 2.2. A prized weapon got lost, stolen, or traded
- 2.3. A piece of gear got lost, stolen, or traded
- 2.4. You acquire a nearly incurable disease
- 2.5. A friend, ally, hireling, or animal is killed
- 2.6. You awake only to meet your new spouse
- 3.3. You've agreed to a dangerous endeavor
- 3.4. You start a brawl and tear up the tavern
- 3.5. You start a fire and burn 1d6+1 buildings
- 3.6. A fellow PC must also roll on this table
- 4.4. You wake up 3d6 miles away
- 4.5. You have a new, strange (cursed?) tattoo
- 4.6. You awake alone near a crying baby
- 5.5. You're cuddling with a bear or other beast
- 5.6. You don't recall the last 1d6 days
- 6.6. You're in jail, a dungeon, or the stocks

## CAROUSING BOONS

- 1.1. You managed to save all of your silver
- 1.2. You spend half as much silver as planned
- 1.3. You make a local, knowledgeable ally
- 1.4. You awake in fine trappings with treats
- 1.5. You're the new jewel of the town
- 1.6. You're the owner of a herd of animals
- 2.2. You've been invited to a luxurious party
- 2.3. Your quest is granted additional funding
- 2.4. You acquire a new, bizarre, magical item
- 2.5. An NPC rival drops their grudge
- 2.6. You're cured! Remove one injury tag
- 3.3. Make your next roll at advantage
- 3.4. You gain a new trait tag
- 3.5. You gain an additional +1 XP
- 3.6. You have the deed to a (far away) boat
- 4.4. You learned the location of an artifact
- 4.5. You learned a secret about a fortress
- 4.6. You learn valuable leverage over an NPC
- 5.5. You learn of a disguised treasure in town
- 5.6. A fellow PC must also roll on this table
- 6.6. You awake with 1d6 × 1d100 sp of loot

# HIGH LEVEL PLAY

Typical vagabonds can't advance beyond level 6. Various elements of the system start to crumble or become untenable — especially HP and reputation rolls. However some campaigns demand that characters grow in strength and influence over their world.

## HIGH LEVEL PCS

For every 25 XP earned beyond level 6:

- ◇ Pick one new technique
- ◇ Define one new trait
- ◇ Gain 1d6 new HD worth of followers (this could be a single 6HD follower, six 1HD followers, or anything in between)

## EPIC DAMAGE

A conversion inspired by Kevin Crawford's excellent game **Godbound**, high-level vagabonds can become truly mythical or epicly powerful warriors. PCs roll damage as normal, but each point of damage automatically defeats 1 HD (Hit Die) of enemies of a lower level / HD than the player.

For example, if a PC with epic damage dealt 8 damage, they could kill eight 1HD conscripts, or four 2HD veterans, or two 2HD veterans and one 4HD sergeant, or any combination that added up to 8 HD. The GM can quickly calculate HD by dividing HP by 4, rounded up.

*After many sessions of play, Tina's character, Shorjahl the necromancer-turned-pyromancer-turned-warmage, has hit level 6 and earned new techniques.*

*Facing off against a horde of goblins, the GM describes how dozens of the grotesque creatures scramble up the barren crags toward the wizard. Shorjahl conjures some magically intensified molten steel and rains it down upon the motley mass.*

*Shorjahl has +3 aptitude from adding together all of their traits, along with a magical implement that adds +2 damage and a technique that adds a further +2 damage. Tina rolls and gets a 4,  $3 + 3 = 10$ , a solid success. The lowest d6 is 3 base damage, +3 from aptitude, +4 from her implement and technique. That's a total of 10 damage ( $3 + 3 + 4$ ).*

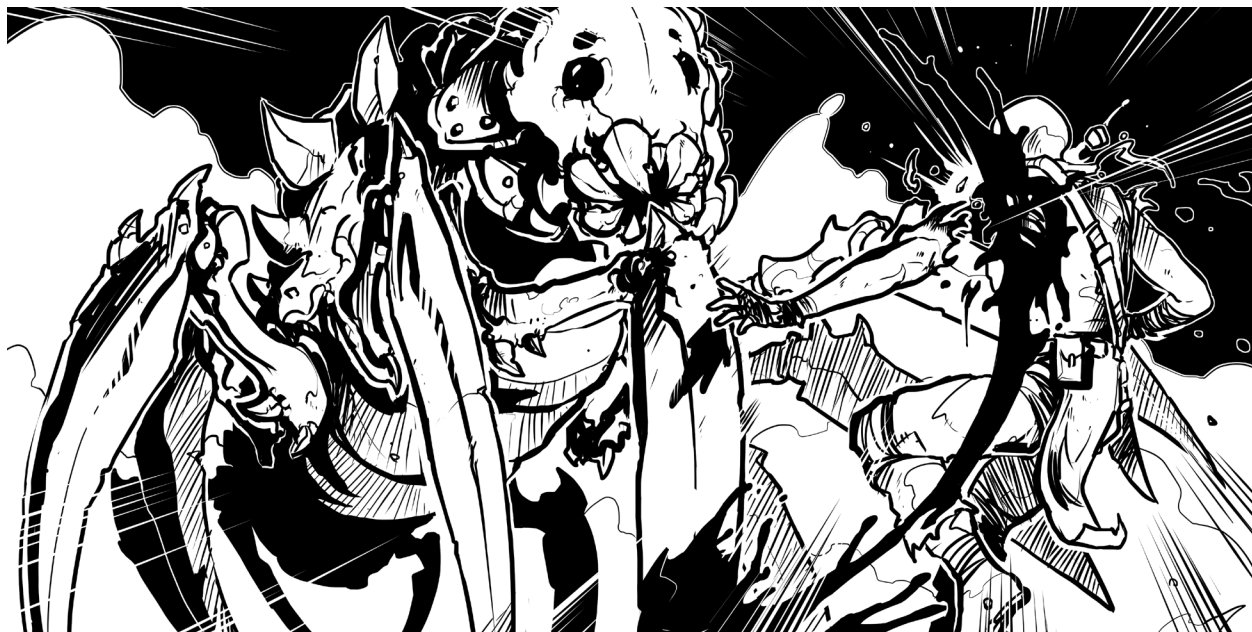
*Each of these goblin scramblers is 1HD fodder, so Shorjahl melts ten of them, turning them into burning slag with the magic rain of molten death.*

# CRITICAL DAMAGE

Some OSR players find vagabonds a bit too hardy, unlikely to be one-hit-killed or to suffer any kind of critical failure. (It's true, rolling a 6- is rare with an aptitude any greater than +0.) To help mitigate this, the GM can choose to use this **optional** variant on critical rolls.

Whenever a player rolls a 6- on a defense roll, double the damage that the enemy deals.

*Jessica rolls a 1, 3 to defend and gets a 5 result. The enemy has a damage modifier of +2, so normally it would deal 5 damage (3 damage from the higher d6, +2 from the modifier). But Jessica rolled a 6-, so the enemy's damage is doubled — 10 damage!*



# ALLIED NPCs

Vagabonds are likely to acquire hirelings, hounds, horses, and other types of **allies**. As in the core rules, allies can:

- ◇ Grant **advantage** or **disadvantage** to PCs
- ◇ Grant bonus to **aptitude** and **damage**
- ◇ Give **permissions** or automatic successes
- ◇ Act as an NPC (autonomously or GM fiat)

Below is a list of common **ally tags** with various benefits that will help you create NPC allies on the fly. Multiple NPCs with the same ally tag don't stack their aptitude bonuses.

*Yorvunn commands their **[archer]** ally to gauge the wind, range, and movement speed of the enemy ship on the horizon. Jessica, Yorvunn's player, adds together Yorvunn's **[Cruel Pirate Captain]** trait to the ally's relevant **[archer]** tag to give a total of +2 aptitude.*

*Because this task is difficult, the GM makes Jessica roll at disadvantage on behalf of Yorvunn's archer. She rolls 3d6, drops the highest roll, and gets a 2 and 3. Adding +2, this is a 7, a mixed result. Yorvunn's archer has a vague idea of the ship's bearing, but the enemy has spotted Yorvunn's vessel on the prow.*

Each ally tag also lists some suggested **advancement tags** for seasoned allies and stronger NPCs. Each time your PC levels up, add an advancement tag to each of your commanded allies. When an ally has multiple tags relevant to a roll, each such tag grants +1 aptitude (as with many traits or equipment).

*Yorvunn levels up, so their archer does as well. This NPC, named Vroni, has been especially well balanced while serving on the ship. Jessica chooses the advancement tag **[agile]** for Vroni; now when agility's relevant, Vroni grants +1 aptitude.*

## ARCHER

Deals +2 damage in ranged combat.

- ◇ Advancement tags: accurate, piercing, stealthy, agile, fast, disciplined, lethal

## ASSASSIN

Can be sent on a mission to kill one specific enemy target, so long as it's feasible and there is sufficient information (roll as normal).

- ◇ Advancement tags: stealthy, cunning, lethal, precise, venomist, escape artist

## BARD

Can give performances or convey messages to units, armies, or common folk (roll if needed). You roll at advantage to give a rousing speech or performance while this follower is near.

- ◇ Advancement tags: morale booster, loyalty builder, entertainer, musician, poet, standard-bearer, skald, war drummer

## BEAST

A creature of some kind, generally a horse, bird, hound, or similar. It can complete tasks as befitting its nature (roll as normal).

- ◇ Advancement tags: intelligent, fierce, alert, swift, loyal, patient, stealthy, stout

## ENVOY

Can deliver missives or simple diplomatic messages to a target without fail, and can act with appropriate grace in antagonistic negotiations. You may roll as normal, using the ally tags as necessary.

- ◇ Advancement tags: intimidating, charming, convincing, knowledgeable, well-connected, old family, linguist

## GIFTED

Possesses minor magical powers and can cast certain spells as a long-form ritual. Give it one ability of your choice from techniques such as Adept or Devoted. Otherwise, roll as normal and use the ally tags as necessary.

- ◇ Advancement tags: devout, arcanist, potent, seer, warmage, artificer, cleric

## MEDIC

Heals an extra +1d6 HP when giving first aid or mundane healing. You also heal an extra +1d6 HP while this ally is near.

- ◇ Advancement tags: soothing, efficient, well-versed, dexterous, combat-capable, unwearied, emboldening, disciplined





## PROTECTOR

When near, takes damage or consequences in their commanding PC's place.

- ♦ Advancement tags: vigilant, stubborn, quick reflexes, selfless, strong, insightful

## SABOTEUR

Proficient at reducing an enemy force's ability to resupply or organize, causing chaos by destroying food, supply lines, bridges, etc.

- ♦ Advancement tags: cunning, destructive, inconspicuous, creative chaos, hasty, architect, siege specialist

## SCOUT

Can scout ahead and provide information, or roll to determine more detailed or difficult-to-reach information (roll as normal).

- ♦ Advancement tags: sharp eyesig, tracker, stealthy, forager, quick step, excellent ears

## VANGUARD

Deals +2 damage in melee combat.

- ♦ Advancement tags: tough, aggressive, lethal, disciplined, precise, brave, fierce

*Yorvunn commands three NPC allies: Vroni the archer, Grunth the protector, and a beast (seahawk) named Hylica.*

*Yorvunn and their crew are engaged in a skirmish with an enemy force attempting to board their vessel. One of the enemies fires a bow at Yorvunn, and Jessica, Yorvunn's player, rolls to defend and gets a failure. Normally Yorvunn would take the hit, but in this case their protector, Grunth, steps in front of his captain and takes the arrow to his muscular shoulder. Grunth is knocked out of the fight, but Yorvunn is safe and uninjured.*

*Yorvunn commands Vroni, their archer, to fire back at the enemy archer. Yorvunn adds their **[Cruel Pirate Captain]** trait, and Vroni adds her own tags, **[archer]** and **[vigilant]**, to give a total of +3 aptitude. Jessica rolls on behalf of Vroni the archer and gets a 13, critical hit! This deals 20 damage — 5 from the lowest d6 rolled, +3 aptitude, +2 because Vroni is an archer, doubled by the critical hit.*

*The GM reasons that it's such a stellar shot that not only does it kill Vroni's target, but causes the others to get spooked and hesitate. In that split second, the GM affords the beast, Hylica, a chance to roll to detect and alert Yorvunn of an enemy sneaking up behind them.*

*None of Yorvunn's traits apply here, and because the assassin is close and has the drop on the pirate, Jessica has to roll at disadvantage. She looks at Hylica's tags — **[beast]** and **[alert]** — which give +2 aptitude. Jessica rolls 3d6, drops the best, and gets a mixed result of 8.*

*Hylica screeches and flaps violently at Yorvunn, alerting them of danger. While the pirate has a chance to spin and face the oncoming threat, their next roll will be at disadvantage due to the seahawk's distracting actions (the complication from the 7-9 roll).*

# MULTIPLE ALLY TAGS ON A SINGLE NPC

Powerful allies can get a second ally tag, such as a [beast] that is also a [protector]. However, only do this in rare circumstances for your closest, most trusted, most loyal allies. Generally, an NPC with two ally tags is more than twice as strong as with one.

On advancement, an NPC can gain a second ally tag instead of an advancement tag, so long as it makes sense and the GM approves.

*After dozens of battles, Yorvunn's close friend and trusted cohort Grunth, once just a [protector], has demonstrated that he's equally as proficient at dealing damage as he is at stopping it. The GM grants Grunth the [vanguard] ally tag.*

As this ally continues to advance, it can gain advancement tags from *either* ally category (again, so long as it makes sense and is approved by the GM). However, the ally still only gains one tag in total, not one per category, each time you level up.

In general an ally should have a maximum of two ally tags. Three or more is starting to drift into better-than-PC territory. If a player is becoming increasingly interested in an NPC ally and wants to make them more powerful, then the GM should just let the player use the ally as their new PC and relegate the old one.



# WEALTH

At some point, you might want to use an abstract measure of **wealth** to determine whether a PC is able to purchase, influence, or acquire something, as described below.

A character's wealth tag grants aptitude of -3 to +3 based on the liquid assets they control:

DESCRIPTOR	SILVER	APTITUDE
Poor	0 - 100	-3
Broke	101 - 250	-3
Scraping By	251 - 1,000	-1
Breaking Even	1,001 - 2,500	0
Modest	2,501 - 5,000	+1
Successful	5,001 - 25,000	+2
Rich	25,001+	+3

Whenever you attempt to use your wealth to buy something, acquire information, curry social favor, or act in other influential ways, roll using only your wealth tag for aptitude.

- ◇ On a 6-, you can't acquire it and reveal your financial vulnerability to your foes.
- ◇ On a 7-9, you acquire it at additional cost or favors (wealth drops two steps).
- ◇ On a 10-12, you acquire it at a fair price (wealth drops one step).
- ◇ On a 13+, you acquire it at a steal.

## CHANGING WEALTH

You can keep track of your wealth relative to how much silver you possess, or you can simply focus on the narrative descriptor as fits your game. Some games might not even track currency, in which case the GM can mete out the appropriate wealth tag to PCs.

Each time you roll a **10-12** to leverage your wealth, your wealth tag drops one step. Rolling a **7-9** makes it drop two steps. For example, if you're at [scraping by] and roll a 10, your wealth tag drops to [broke].

Improving your wealth requires more fictional maneuvering, and the GM can award it as payment for a successful job, loot acquired in a dungeon crawl, or goods stolen in a raid. This is left to the GM, but should be kept believable and reasonable.

*Yorvunn's wealth is **[successful]**, a +2.*

*When they attempt to buy information from a curmudgeonly broker, Jessica rolls with a +2. She does and gets an 8, a mixed result. Yorvunn coughs up enough cash to get the info they need to go on their next heist, but it cost them dearly — their wealth degrades to **[breaking even]**.*

*Later, Yorvunn lands a score worth sacks of gold, bumping them back to **[modest]**.*

# NEW LINEAGES

## COLOSSAN

Titan blood runs in your veins, and you resemble the smaller giants of the rocky hills and primordial forests of the far north. Broad-shouldered with elephantine legs, you're slow but incredibly strong. Not many of your kind still exist, and most that do live a life of morose solitude or bloody service.

- ◇ You're huge and heavy. You gain the **Strong** technique at first level.
- ◇ You have natural +1 armor.
- ◇ You never fail (treat 6- as 7-9) to break, smash, bend, or otherwise physically mutilate an inanimate or immobile object. This can't be used against an enemy in combat unless they're immobilized.
- ◇ You have an innate **climb speed** (calculate as normal); you don't have to roll to climb reasonable surfaces or obstacles. If you ever do need to roll to climb, you roll at advantage.



# GNOME

None know the true origin of the clever and mischievous gnomes. Some say they are the offspring of smallfolk and dwarves, others that they came from a wilder and dreamy plane of natural, chaotic power. Now, gnomes are equally well regarded and distrusted as tricksters and inventors.

- ◇ You gain an extra +1 XP whenever you discover or invent a new piece of noteworthy magic, spell, or artifice.
- ◇ You gain +2 armor against magic damage.
- ◇ You never fail to spot illusions or similar imaginary images (treat 6- as 7-9).
- ◇ You have a minute amount of natural magic; pick one of the six spells from the **Adept** technique, you gain this ability even without other magical expertise.



# GOBLIN

As old as time itself, born from chaos and deceit, goblinkind are the ancient and evil twins to the dwarves. Given you're small and feeble, cowardly and cunning, your craven ways help you to scuttle through darkness and caves seeking your next prey.

- ◇ You see twice as far as a human in dim light and darkness. Also, you can take a moment to let your eyes adjust to complete darkness, which lets you see normally in pitch black, but you must roll to resist **[blindness]** once exposed to any light more intense than a candle.
- ◇ You never fail (treat 6- as 7-9) when attempting something in an especially craven, mischievous, or underhanded way.
- ◇ Deal +2 damage to any foe who's bleeding or otherwise noticeably wounded.
- ◇ You're little, and you can fit into smaller spaces, jam into tiny crevices for cover, squeeze through bars, and such.



# ICHOROID

Through dark pacts or holy provenance, your forebears intimately bound with astral forces. Ichor — the blood of angels and demons — now flows in your veins as a result.

- ◇ You have celestial or fiendish blood (pick one). You gain +1 bonus armor and deal +1 damage against those with the opposite bloodline, but suffer -1 armor and deal -1 damage against those with your bloodline.
- ◇ Celestials, angels, demons, fiends, and similar extraplanar creatures recognize you for what you are, and will often interact with you more openly than with your mortal friends.
- ◇ You can resist most disorientation, injury, and confoundments caused by planar shifting, teleportation, and similar forces, without rolling. If you must roll, do so at advantage.
- ◇ You can innately and confidently sense kindness, goodness, cruelty, evil, undeath, or a profane soul within others.

**Note:** Ichoroid have an enormous variety of physique and anatomy. As they are mortal descendants of extraplanar creatures there is essentially no limit to their aesthetic.



# MINOTAUR

The gods forged your kind from the clay and silt of the First River, as avatars of punishment and arbiters of violent justice against the sinful and corrupt. Their deeds done, your immortal fathers attempted to assimilate into a society that shunned and hated them for what they had done. Now, after the fall of countless empires and dynasties, your kind are randomly born to the wealthy, innocent, poor, and depraved alike.

- ◇ Most people react to you as a monster; people afraid of monsters will likely run, cower, or attack. This can help you intimidate others, but is harmful in social situations.
- ◇ You never fail (treat 6- as 7-9) to find your way out of a dungeon, maze, or urban landscape.
- ◇ When you snort, stamp, and charge straight toward your enemy with every intent of trampling them, roll as normal.
  - On a 6-, your enemy (or enemies) skewer you on your approach, and you can't defend against this.
  - On a 7-9, you clear the distance and knock your target prone.
  - On a 10-12, as 7-9 but you also deal damage as normal.
  - On a 13+, as 10-12 but you deal critical damage.
- ◇ You gain an extra +1 XP whenever you kill the leader, commander, or most powerful enemy in a group fight. You do not gain this extra XP when fighting a single creature or a group of monsters with no clear hierarchy.

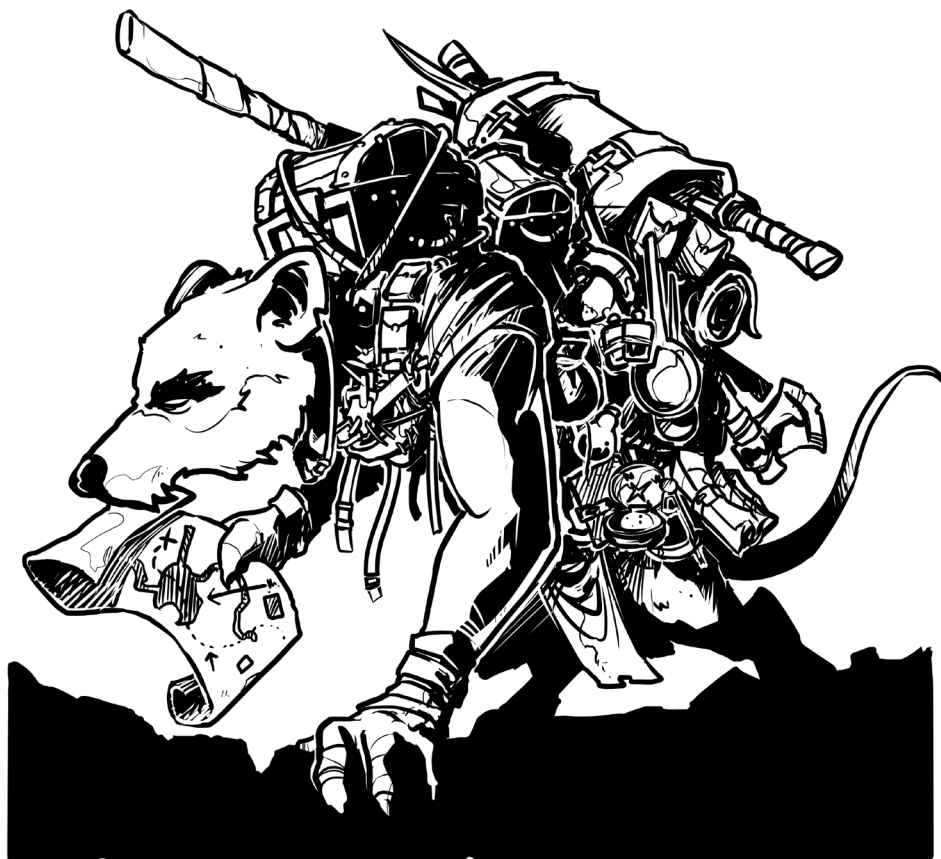


# NEZUMI

Distinct from other beastkin, the nezumi are thought to be even older than the elves and dwarves. Some view them as a “lesser” form of sapience, but the ratfolk contest that these allegedly superior races are confusing a tolerance of filth and decay for incivility.

- ◇ You can gnaw through any mundane physical substance given enough effort and time, and you take no damage from cutting your teeth on chains, rocks, or similar. You can usually do so without rolling. If you must, roll at advantage.

- ◇ You are immune to all forms of disease, including magical plagues and the like. You gain no resistance to venoms, toxins, or ingested poisons of any kind, however.
- ◇ You never fail to resist disgust, madness, or foul profanity (treat 6- as 7-9).
- ◇ You're a hoarder. You ignore 5 speed reduction from equipment you're wearing (including armor), stashing in a backpack, or carrying similarly. You suffer normal penalties from weapons and equipment held in your hands, however.







## ORCBLOODED

Through malfeasance and malign energies your ancestors were pulled from the pustulous rock at the foot of a volcano. Short-lived and bred for war, a thousand generations later you're the byproduct of an ancient and forgotten conflict. Driven to exuberance and a thirst for harrowing thrills, you temper your nature with some of the forethought and patience of humanity.

- ◇ Once per long rest, you can heal 1d6 HP. This takes no time and isn't a task roll.
- ◇ If an enemy damages you, you deal an extra +2 damage on all attacks until the end of the fight.
- ◇ When attempting something in an insanely risky or borderline suicidal way, you get a critical success on a 12+ (instead of a 13+).
- ◇ You roll at advantage to stay standing once you've reached 0 HP or take some other potentially lethal or incapacitating blow.



# MAGIC AND RITUALS

Magic is handled in one of three ways:

1. Magic requires appropriate fictional positioning, time, effort, and resources
2. Magic requires a relevant trait
3. Magic requires a relevant technique or item to even be attempted

The techniques and abilities in this book mostly assume the second or third option. Some magic has its own separate method and requirements, and the most befitting of these are massively powerful, slow-moving, and often costly spells called **rituals**.

Rituals can be cast so long as their very specific (and often costly) requirements are met. The most common are:

- ◇ Sacrifices
- ◇ Components or reagents
- ◇ Magical energy
- ◇ Words, runes, or forms
- ◇ Time
- ◇ Specific locations, conditions, or structures

Often rituals don't require its participants to be gifted with magic, only that they know their part to play in the ritual itself. Rituals can be performed by PCs and NPCs alike, and can accomplish essentially anything that the GM thinks is reasonable given their setting's level of fantasy, power, and themes.

The more powerful and impactful the ritual, the greater the cost to those who complete the ancient sorcery. The GM can simply organize the cost and nature of a ritual by assigning it a value in **ritual points**:

RITUAL IMPACT	EXAMPLE (STORMS)	POINT COST
Insignificant	Interpret the clouds	-3
Minor	Create an overcast sky with clouds	-3
Moderate	Summon rain over 10 sq. miles	-1
Impressive	Summon a powerful thunderstorm	0
Significant	Control or marshal a cataclysmic storm	+1
Indelible	Bring about a hurricane	+2

# SACRIFICES

Sacrifices can take a breadth of definitions, but the most common are sacrifices of life, blood, pain, or dignity. Sacrificing an innocent human soul is considered meaningful to the grand cosmos as it's deemed an unnatural or significant change in fate. Sacrificing a bug or a ill criminal would have little to no value.

They can also be *personal* sacrifices by those involved in the ritual. These can be tangible or intangible, personal or material. A ritualist sacrificing their best friend's life is far more meaningful than sacrificing the life of some stranger. Likewise, casting a beloved family heirloom into the cauldron is more meaningful for *that* ritualist than the same heirloom would be to someone else.

The value of the sacrifice is ultimately determined by the GM and the nature of the ritual. Rituals designed to bring about great dark forces will have crueler sacrifices; rituals focused on tangible impact might require sacrifices in wealth or rare items; personally motivated sacrifices or those connected to certain individuals will have costs in kind.

SACRIFICE VALUE	EXAMPLE (PERSONAL)	POINT VALUE
Insignificant	Some of my blood	1
Minor	Some of my flesh	2
Moderate	My dominant hand	3
Impressive	One of my legs	4
Significant	My eyes and tongue	5
Indelible	My life	6



# COMPONENTS

These can be practically anything from the mundane to the mythical. Unique wands and scrolls or other artifice, hearts of dragons, the teeth of an ogre, the crown of a forsaken king, whatever makes sense to the ritual.

ITEM RARITY	EXAMPLE	POINT VALUE
Insignificant	Sprig of queensroot	1
Minor	Giant's knuckles	2
Moderate	Phoenix feather	3
Impressive	Heart of a God Tree	4
Significant	Grail of Immortality	5
Indelible	King of Hell's Horns	6



# MAGICAL ENERGY

This sacrifice most commonly takes the form of azoth, the blood and flesh of magical creatures, or the ritualist's own magical energies. Great artifacts and certain magical implements can be used to augment or contribute to these energies; sometimes only a great mage or highly blessed priest is able to marshal the forces necessary to fuel the magical requirements of such a ritual.

ENERGY POWER	EXAMPLE	POINT VALUE
Insignificant	Nugget of azoth	1
Minor	Wizard's fireball	2
Moderate	Living dragon's fire	3
Impressive	Lich's phylactery	4
Significant	A forbidden spell	5
Indelible	A true Miracle	6

# WORDS, RUNES, OR FORMS

Many rituals are “locked” and the “key” is some kind of symbol, incantation, or position in time and space. Even if all of the other elements of the ritual are present, a ritualist can’t simply brute-force their way to a powerful effect. The most common of these are Words (spoken aloud) or Runes (the written analog of Words, the ancient language of the gods and titans).

WORD POWER	EXAMPLE (WORDS)	POINT VALUE
Insignificant	Well-known Word	1
Minor	Rare, secret Word	2
Moderate	Multiple rare Words	3
Impressive	A few forgotten or forbidden Words	4
Significant	A ballad of forgotten and powerful Words	5
Indelible	A tome of terrifying forbidden Words	6

# TIME

The longer the ritual takes to perform, the more powerful it can be. Certain times of day, seasons, or astrological alignments also change the impact of the ritual.

DURATION	EXAMPLE (TIME)	POINT VALUE
Insignificant	An hour	1
Minor	A day	2
Moderate	A day starting with a full moon	3
Impressive	A day on a solstice	4
Significant	A week ending on a full moon	5
Indelible	A week with an eclipse in the middle	6

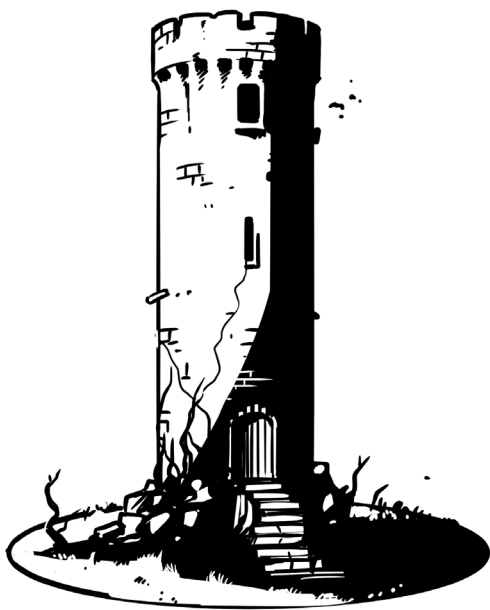


# LOCATIONS, CONDITIONS, OR STRUCTURES

Rituals are augmented when performed in lands full of magic, ancient and primordial forests, the heart of immortal mountains, standing stones built atop forgotten ley lines, and other rare or important centers of magical energy, significance, or pillars of fate.

Likewise, certain conditions must be met (such as the weather) or other events must occur (the death of the princess). Finally, the ritual's power can be culminated, contained, or augmented within a specific structure (like a wizard's tower).

IMPACT	EXAMPLE (LOCATIONS)	POINT VALUE
Insignificant	Anywhere	1
Minor	A forest or lake	2
Moderate	A mountain summit	3
Impressive	A convergence of ley lines	4
Significant	A tower built at a ley nexus	5
Indelible	The core of the world	6



## ACQUIRING SUFFICIENT CRITERIA

There might be multiple ways to meet the requirements of a given ritual. The GM can set a minimum (both mechanically and narratively) based on the nature of the ritual — for example, no matter what, the ritual requires 4 ritual points of sacrifice — but the rest can be flexible so long as the ritual point total is accounted for.

Some of the weakest rituals might not have criteria in every category, and instead only need two or three specific elements.

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Moderate	My dominant hand	3
Impressive	One of my legs	4
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## NEW RITUALS

PCs can uncover, create, or learn the steps to cast a ritual. Rituals are usually the only way that true, awe-inspiring magic is possible. Entire quests — or even campaigns — can be constructed around a specific ritual and all of the steps necessary to make it work.

## RITUAL MISHAPS

If the PCs attempt to perform a ritual without meeting all of its criteria, or if the ritual is somehow interrupted or interfered with, then the ritual goes awry. The larger the intended impact of the ritual, the more costly the ramifications. Even knowing they are performing the ritual without the necessary elements likely won't prevent catastrophe.

Generally, the mishap is much like the intended effect of the ritual — rather than creating a hurricane, it accidentally kills all of the PCs and the surrounding holy city from which they cast it.

## RITUAL TASKS

Generally, the complexity of the ritual itself is demanding enough to not demand rolls. However, acquiring or executing different elements might require many rolls.

*Shorjahl is fighting on the losing side of a war. Legions of goblins march on the final free cities, and its denizens look to the infamous warmage to stem the tide of destruction. Shorjahl knows of only one spell powerful enough to do so: a cataclysmic bomb of magical molten metal. Such a frenzy would decimate the goblin forces and buy some time.*

*Such a spell has steep requirements: 12 ritual points. Shorjahl happens to have 4 points worth of azoth (a crystal the size of their head). To fulfill the component requirement of the ritual, they only need 1 point's worth of sky iron, easy enough and supplied by the people of the cities.*

*That leaves 7 points (12, -4 from the azoth, -1 from the sky iron). The GM allows Shorjahl any flexibility needed in paying that cost. The powerful warmage, in the process of discovering the ritual, learned several of its Words. Words so rare and dangerous that if spoken aloud they can ignite the air. These Words are worth 4 points, leaving 3 points to fulfill.*

*Shorjahl sets out the night before the ensuing ritual, knowing full well that it is a full moon (3 points). As they begin casting it, calling Words, marshaling energies, allowing the azoth to burn with magical intensity, the light of the moon transforms into a hellish ball of heat.*

*The ritual is complete, and as the goblins cross the boundary of Shorjahl's ritualistically augmented territory, a massive shockwave erupts from the earth and burns thousands of the cretinous creatures to little more than ash.*

# EXAMPLE RITUALS

## SUMMON TEMPEST

**Effect:** Summons a mighty, powerful thunderstorm that blankets an area of roughly twenty square miles. The storm is strong enough to cause structural damage, minor flooding, or put out a massive forest fire. The impact is felt for weeks afterward.

**Criteria:**

- ◇ Total: 12 pts
- ◇ Sacrifice: none
- ◇ Component: 2 pts, glacier water
- ◇ Energy: 3 pts, concentration of a powerful druid or wizard
- ◇ Words: 2 pts, the Word for “Storm”
- ◇ Duration: 2 pts, a full day and night
- ◇ Location: 3 pts, inside the heart of a willow

## DESECRATE LAND

**Effect:** Befouls an area of roughly a square mile, such as a farm or small forest. All plant life in the region decays, and the soil won’t allow new growth for years.

**Criteria:**

- ◇ Total: 6 pts
- ◇ Sacrifice: 2 pts, the life of an Elder Worm
- ◇ Components: 1 pt, a “100-year egg,” soil, blackened salt
- ◇ Energy: 1 pt, a fire-heated cauldron
- ◇ Words: none
- ◇ Duration: 1 pt, an hour beginning at dark
- ◇ Location: 1 pt, cast in the center of the affected area, standing atop a basalt stone

## RESURRECTION

**Effect:** Bring the deceased fully back to life. The body must be mostly fresh and intact.

**Criteria:**

- ◇ Total: 18 pts
- ◇ Sacrifice: 6 pts, the death of a willing blood relative
- ◇ Component: 2 pts, sanctified water
- ◇ Energy: none
- ◇ Words: 4 pts, the body must be covered in perfectly precise Runes, whose placement and complexity are demanding
- ◇ Duration: 3 pts, a week of constant focus
- ◇ Location: 5 pts, a stone dolmen tomb must be constructed around the body and placed upon natural ley lines

# NEW TECHNIQUES

Some of these new techniques require you to meet certain criteria such as techniques and lineages. Some criteria are from **Vagabonds of Dyfed** and are labeled with “core.”

Some techniques are parts of a **technique tree**. A technique in a tree requires you to have the techniques above it in the tree. For example, Hordebuster requires Hordeshell. Likewise, Bladefist requires Stonefist and Ironfist, since it is a third-tier technique.

Techniques that are second or third tier will be labeled with “T2” or “T3” as necessary.

The below table of new techniques lists each tier-one technique within the **CYCLOPEDIA**, meaning only the techniques at the start of trees. See the technique entry to find all of its requirements and other techniques in its tree.



Technique (T1)	Category	Summary
Ambush	Combat, stealth	Bonus damage when in stealth
Armorbound	Combat, gear	No speed penalty from armor
Artificer	Magic, items	No roll to create simple magical items
Beastkin Paragon	Lineage, multi	One ability per level related to beastkin
Berserker Rage	Combat, rage	Bonus armor while raging
Brimstone Barrier	Magic, resistance	Create resistance to fire damage
Call to Arms	Magic, followers	Magically summon a specialist follower
Cavalier	Combat, followers	No need to roll to control a mount
Cornered Reaction	Combat, damage	Gain bonus damage if surprised
Corpsgate	Magic, movement	Create a magical portal between corpses
Cult Following	Followers	Your followers can't fail loyalty checks
Diabolist	Magic, followers	Summon and control a demon
Disarm	Combat, defense	Disarm an enemy's weapon on defense
Dwarven Paragon	Lineage, multi	One ability per level related to dwarves
Elusive	Stealth, movement	Roll to escape a dire situation
Elven Paragon	Lineage, multi	One ability per level related to elves
Embolden	Combat, healing	Healed allies deal more damage
Environmental Exp.	Skill, terrain	You know all about one environment
Fanatic	Combat, damage	Deal more damage for your cause
Flutterfall	Movement	You can fall without taking damage
Gargantuan Growth	Magic, allies	Cast a spell to enlarge an ally
Heave	Combat, ranged	You can throw melee weapons easily
Hordeshell	Combat, tactics	Gain bonus armor when fighting hordes
Human Paragon	Lineage, multi	One ability per level related to humans

TECHNIQUE (T1)	CATEGORY	SUMMARY
Innocuous	Combat, social	You seem utterly non-threatening
Inception	Magic, social	You can enter the dreams of a target
Lay of the Land	Skill, knowledge	Surveil the trail and land ahead
Locksavant	Skill, dungeons	No mundane lock can contain you
Lucky Klutz	Dungeons	You take less damage from traps
Lunging Strike	Combat, tactics	Your melee weapons always have reach
Magemurder	Combat, magic	You gain bonus armor against magic
Magical Rigidity	Magic, items	You can change an item's rigidity
Maskmorph	Magic, stealth	You can change your face to any other
Meltaway	Stealth, movement	You can easily disappear into crowds
Mighty Rage	Combat, rage	You deal extra damage during rage
Momentous Melee	Combat, allies	Allies deal more damage after you hit
Napper	Skill, dungeons	You need even less sleep than normal
Negotiator	Skill, social	You can always negotiate if reasonable
Nurturing Respite	Dungeon, allies	Your allies can "long rest" more easily
Poppet	Magic, items	Create a doll of control over your target
Primary Threat	Combat, social	Everybody sees you as a terrible threat
Puncture	Combat, damage	Permanently reduce an enemy's armor
Rooted Stance	Combat, movement	You can't be forcibly moved in combat
Sacrificial Armor	Combat, items	Reduce your armor to avoid an injury
Sentinel	Combat, movement	Nobody can move past you in combat
Silvertooth	Skill, knowledge	You can innately sense a thing's value
Smallfolk Paragon	Lineage, multi	One ability per level related to smallfolk
Sniper	Combat, ranged	Double the range of ranged weapons

TECHNIQUE (T1)	CATEGORY	SUMMARY
Split Mind	Magic	You can focus on two spells at once
Sprint	Movement	You can run twice as fast as normal
Steel Whisperer	Knowledge, items	You can forge high-quality weapons
Stonefist	Combat, damage	Your unarmed attacks pierce armor
Sturdyfoot	Movement, items	You can carry more without speed loss
Threatening Command	Combat, social	You can command an enemy to surrender
To the Death	Combat	Proclaim a duel to the death
Underdog	Combat, damage	Penalties become bonuses to damage
Venomist	Knowledge, items	You can craft a variety of deadly poisons
Vigorous Blood	Combat, damage	You deal more damage after being healed
Vow of Devotion	Magic, healing	You can innately heal yourself
Vow of Integrity	Magic, social	You detect lies and foul natures
Vow of Restraint	Magic, resistance	You're immune to poison and disease
Vow of Selflessness	Combat, allies	Take an ally's damage and injury instead
Vow of Sympathy	Magic, social	All enemies will pause to speak with you
Vow of Valor	Magic, combat	Heal the innocent, smite the wicked
Warballad	Combat, allies	Your performance aids your allies
Warhound	Followers	You have a loyal, powerful warhound
Wrestler	Combat, tactics	You can grapple, toss, and trip enemies

# AMBUSH

You deal +2 damage when you attack before the enemy had a chance to react, such as striking from stealth, going early in the round, or against an enemy that is stunned or otherwise unable to act.

# ARMORBOUND

Requires: Armorborn (core). You ignore all speed reduction from armor.

# ARTIFICER

Requires: Arcanist (core). When not under duress, you can construct simple magical arcana and artifice — potions, wands, runes, that sort of thing — without rolling. If you're working with something truly complex or dangerous, though, roll as normal.



# BEASTKIN PARAGON

Requires: beastkin lineage (core). Pick Paragon abilities from below equal in number to your level. Whenever you gain a level, pick a new ability.

## ALPHA:

Animals, creatures, and monsters related to your beastkin bloodline (or its “order” if more rare) naturally defer to you as an alpha. Depending on the animal, it may try to assert dominance and fight, tuck its tail and run, or listen to your commands and body language. If you are prompted to roll, do so at advantage.

## AT HOME:

You ignore any natural difficult or harsh terrain when moving in the environment native to your bloodline.

## BESTIAL SENSE:

Pick sight, scent, or sound as fitting for your bloodline. You don't need to roll to use this sense to investigate, track, or sense nearby threats. If you must roll, do so at advantage.

## CLAW AND MAW:

Your natural unarmed attacks have reach and deal +1 damage.

## PREDATORY PRESENCE:

Whenever you attempt to use your intimidating, bestial appearance, roll as normal. This doesn't work in some circumstances, such as when you're in a terrible spot or you're facing undead or other magically or supernaturally powerful foes.

- ◇ On a 6-, you draw hostile attention
- ◇ On a 7-9, you can choose to force all enemies within line of sight to give pause for a brief moment (such as delaying their action to the end of the round) or force one enemy within close range to surrender, flee, or simply freeze in terror.
- ◇ On a 10-12, as a 7-9 but do both.
- ◇ On a 13+, as a 10-12 but you affect *all* enemies in close range.

## THICK HIDE:

When unarmored, you gain +2 armor with no speed penalty. This armor stacks with all other sources.

## BERSERKER RAGE

Requires: Frothy Rage (core). You also gain +1 armor when in a rage.

## T2. INVINCIBLE RAGE

Requires: Berserker Rage. You also gain +2 armor when in a rage, or a total of 4 armor if wearing no armor and wielding no shield while in a rage.

## BRIMSTONE BARRIER

Requires: a finger-sized fragment of hellstone, lava, or similarly condensed igneous material. You can concentrate for one hour to generate a brief barrier against fire and heat damage. The material component is destroyed in the process. Roll as normal.

- ◇ On a 6-, you accidentally summon hellfire and create a terrible flaming calamity, likely injuring yourself. You can't attempt this spell again until you take a long rest.
- ◇ On a 7-9, you apply [armor +3 vs fire] to one target in close range, but you suffer a [heat exhaustion] injury.
- ◇ On a 10-12, as 7-9 but to two targets.
- ◇ On a 13+, as 7-9 but to all targets.





## CALL TO ARMS

You spend an hour, speak Words, concentrate, and burn through sufficient azoth or a similar sacrifice. Pick a particular skill set, technique, or ability; a random NPC within five miles who has this skill will feel a supernatural desire to come to you. If nobody within five miles has this skill set, no one comes, but you can attempt to summon again.

Roll to summon a specialist in this way:

- ◇ On a 6-, the summons fails, and you can't attempt to call someone with the same skill set in this area ever again, and you can't attempt this type anywhere until you take a long rest.
- ◇ On a 7-9, an unwilling, uncooperative individual will drag themselves to the summons, but will be downright uncomfortable if not hostile upon arrival.
- ◇ On a 10-12, an appropriate match arrives and is mildly confused but neutral.
- ◇ On a 13+, an ideal candidate arrives, willing to help if the price is right.

## CAVALIER

You don't need to roll to control a trained mount in combat, even if it is attacked or damaged, or if something would cause it to be spooked, buck, or go wild.

## T2. DRAGOON

Requires: Cavalier. When mounted, you gain +1 armor and deal +2 damage.

## CORNERED REACTION

Whenever you're surprised or ambushed, your first successful attack deals +4 damage.

## CORPSEGATE

You can cast a profane, visceral ritual that allows you to teleport between two corpses. The corpses must be about the same size as your body or larger than it, and fresh enough to still contain blood and organs. The two corpses must be related by blood in some way, although certain magical connections might be strong enough. They can be any distance apart, but must be on the same plane and not protected by a magical ward. They can belong to any species. Upon completing the ritual, step "through" the entry corpse, and roll as normal.

- ◇ On a 6-, your travel is stymied and rejected, and you take damage as normal for your roll. Both corpses are destroyed.
- ◇ On a 7-9, you travel to and "exit" the destination corpse. You take damage as normal, and both corpses are destroyed.
- ◇ On a 10-12, you travel through and exit the target corpse without damage or issue. Both corpses are destroyed.
- ◇ On a 13+, as a 10-12 but both corpses remain intact. If so inclined, you can keep the connection open for a few minutes, allowing you or allies to move through without rolling.

# CULT FOLLOWING

Any NPC allies with at least -2 loyalty never fail (treat 6- as 7-9) on loyalty tasks.

## DIABOLIST

You can roll to summon or control a demonic servant. The more powerful the demon, the more time and concentration this spell requires (e.g., one minute to summon a fledgling imp, or an hour to take full command of an infernal warlord). You can only have one servant at a time.

- ◇ On a 6-, you fail to control the demon and suffer the [enervated] injury.
- ◇ On a 7-9, you control the demon but have weak command over it. It will vaguely follow your orders until the end of the scene or combat, but may attempt to cause collateral damage or indirect chaos.
- ◇ On a 10-12, you dominate the fiend and have strong control over it. You can give it commands or use it as a weapon. It will do its best to follow your command until the end of the scene or combat. It will remember you, and hate you for this.
- ◇ On a 13+, as a 10-12 but you retain control over it until you break line of sight or dismiss it. After the scene or battle ends, it will actively try to escape if you lapse in concentration.

# T2. INFERNAL PACT

Requires: Diabolist. Every night at dusk, you must kneel and reaffirm your devotion to your profane master. As part of this devotion, choose a number of HP to sacrifice (representing self-mutilation, shedding blood, or similar). During the following day, you may declare that you are rolling at advantage for a number of times equal to your HP sacrificed. The first time you roll 6-, you lose the rest of your rolls at advantage, but your HP maximum remains lower for the rest of the day. Any healing that restores your sacrificed HP removes the pact's benefit.



## DISARM

Whenever you defend yourself against an opponent with a weapon, rolling any solid success (10+) also strips the opponent of their weapon. You can hold it (suffer speed penalty as normal) or toss it a short distance away.

## T2. SUNDER

Requires: Disarm. As Disarm, except you may now choose to destroy or mangle the weapon. You can only sunder mundane weapons, not magical or special weapons. Likewise, you can't sunder natural weapons such as claws or teeth unless the GM thinks it appropriate.

## T3. SUNDER STRIKE

Requires: Sunder. As Sunder, but you can also sunder an opponent's weapon as part of a 10+ result on attack rolls.

## DWARVEN PARAGON

Requires: dwarf lineage (core). Pick Paragon abilities from below equal in number to your level. Whenever you gain a level, pick a new ability.

### ANCIENT HATRED:

- You deal +1 damage against goblinoids, giants, and their kin.

### BOUNCY:

- Falling damage you suffer is halved.

### BULLHEADED:

- You gain advantage on rolls to resist fear, charm, or other mentally altering effects (magical or not).

### DENSE MASS:

- Forced movement (shoved, magically blasted, etc.) you suffer is halved.

### IMPRESSIVE IMMUNITY:

- You gain advantage on rolls to resist magical or extraplanar diseases, toxins, or poisons.

### IRONBONES:

- Your bones are effectively unbreakable, so you never gain injury tags related to broken bones or fractures. Strong magic or sharp weapons can still lop limbs off.

## ELUSIVE

You can roll to escape a terrible, otherwise inescapable situation, such as being surrounded, about to be captured, cornered in an alley, and so forth.

- ◇ On a 6-, you're definitely captured.
- ◇ On a 7-9, you manage to escape but at some cost; you left your gear, screwed over your party, or suffered a nasty wound.
- ◇ On a 10-12, you manage to escape but you're separated from your party.
- ◇ On a 13+, you get out, and your escape route is open for others to follow, which may require them to make a roll.

## ELVEN PARAGON

Requires: elf lineage (core). Pick Paragon abilities from below equal in number to your level. Whenever you gain a level, pick a new ability.

### EIDETIC:

You mostly don't need to roll to remember or recall anything that you've experienced with nearly perfect accuracy. If you do need to roll, you do so at advantage.

### DEFLECTIVE ANGLES:

You gain +1 armor vs ranged attacks.

### BRUSH-STEP:

You gain advantage on rolls to move quietly in a forest, jungle, or similar.

### TRANQUILITY:

You lose the need to sleep. However, healing and removing injury tags still requires a long rest.

### FORGOTTEN BALLAD:

You know the ancient songs known only by the trees and mountains. You can roll to sing such a song.

- ◇ On a 6-, you draw hostile attention.
- ◇ On a 7-9, one target of your choice and one target of the GM's choice (usually an ally) is lulled into a state of complacency, bordering on sleep. This effect ends once you stop singing or they take damage.
- ◇ On a 10-12, one target of your choice stops and focuses completely on your song. This effect ends once you stop or they take damage.
- ◇ On a 13+, 1d6 targets of your choice in earshot stop to listen to you, careless of what's going on around them. This effect ends once you stop singing or they take damage.

### FEY HUNTER:

You deal +1 damage to fey, faeries, dryads, ents, and their ilk.

# EMBOLDEN

Whenever you heal someone, they deal +2 damage on their next successful attack.

# ENVIRONMENTAL EXPERTISE

Requires: Favored Environment (core).  
You don't need to roll to recognize plants, animals, natural phenomena, weather, or anything pertaining to your favored environment. You roll at advantage if you need to identify the truly odd or magical.

# FANATIC

You are fanatically devoted to your cause. Whenever you add your goal tag to your aptitude for an attack, treat your aptitude as double when calculating your total damage.

*Shorjah's goal is [Magical atonement]. When the sorcerer is fighting an undead thrall — a minion of Shorjah's former necromantic master — they gain the goal bonus. Their aptitude for this roll is +2, and they rolled a 5 and a 3, a 10, a flat success that deals damage. Normally they'd deal 5 damage — 3 (lowest d6) + 2 (aptitude) — but here they double their aptitude bonus and deal 7 damage.*

# GARGANTUAN GROWTH

You're able to make an ally grow in strange ways. When you concentrate, speak Words, and touch a willing target, roll as normal.

- ◇ On a 6-, the target takes magical mutation damage as normal for your roll. They must roll to resist the cancerous effects of your magical error; if they also roll a 6-, they gain the [permanent mangling mutation] injury. Perhaps their eyes move to a new location, both their arms fall off, they gain a hole in their skull, etc. The GM gets to decide; be creative and cruel.
- ◇ On a 7-9, the target takes magical damage as normal for your roll. Also, they grow to double their normal size — their strength, physical damage, and speed all increase proportionately. Maintaining this effect requires your concentration. Once you stop concentrating, they rapidly shrink and suffer the [incapacitated] injury.
- ◇ On a 10-12, as a 7-9 but the target does not suffer damage. They still gain an injury.
- ◇ On a 13+, as a 7-9 but the target does not suffer damage or gain an injury tag.

## HEAVE

You do not suffer penalties or disadvantage when throwing a melee weapon without the [thrown] tag. Once thrown, the melee weapon either lodges in the enemy (on a hit) or clatters to its natural destination and must be retrieved before being used again.

## HORDESHELL

Whenever you're outnumbered, fighting a swarm, or otherwise surrounded, you gain +1 armor.

## T2. HORDEBUSTER

Requires: Hordeshell. As Hordeshell, but you gain +2 armor and also deal +1 damage.

## HUMAN PARAGON

Requires: human lineage (core). Pick Paragon abilities from below equal in number to your level. Whenever you gain a level, pick a new ability.

### BEGINNER'S LUCK:

You roll at advantage each time you first attempt to do a particular task or tactic, or first use or create a particular item, spell, or similar.

### DIE HARD:

Gain an extra +4 HP.

### HURTS SO GOOD:

You can remove one injury tag whenever you Succumb to your core flaw during a downtime scene.

### INVENTIVE:

Whenever you try to invent or create a new piece of technology, magic, or method, roll as normal.

- ◇ On a 6-, you waste your time and resources, and you might create some kind of calamity.
- ◇ On a 7-9, you invent something that's just a slight improvement over an existing version or form. It took a long time and was costly.
- ◇ On a 10-12, you invent something that's an improvement over an existing version.
- ◇ On a 13+, you invent something that's a significant leap forward in capability, but it is hard to reproduce with any consistency.

### PURSUIT PREDATOR:

You can run at your full speed for eight hours a day without rolling. You gain advantage to resist exhaustion from running or marching.

### QUICK LEARNER:

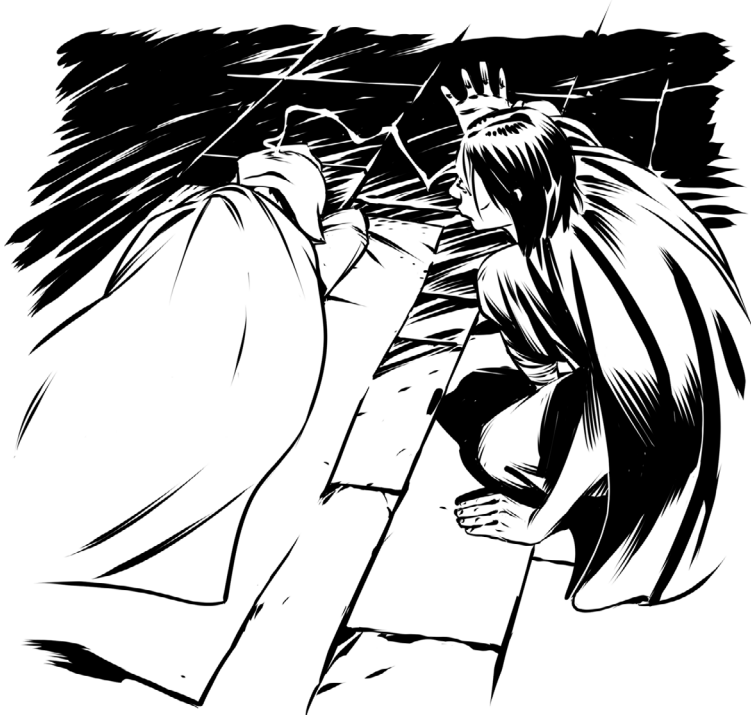
Each time you train during a downtime scene, you gain +2 XP rather than +1 XP.

# INNOCUOUS

Enemies will (almost) never believe you to be a significant threat in combat. You'll typically go ignored until you deal a lethal blow or call significant attention to yourself. Cowardly or weak enemies might try to take you on, thinking you a match for their poor skill, while dangerous enemies will disregard you.

## T2. PITEOUS

Requires: Innocuous. Most enemies who aren't pure evil will pity you, viewing you as so weak and pathetic that they'd take no joy in fighting or defeating you. If an enemy would attack you, you can roll at advantage to give the enemy pause (shame, pity, etc.).



# INCEPTION

Requires: the name of the target. You can concentrate to enter the dreams of a sleeping (not incapacitated or unconscious) target within arm's reach. You can implant an idea or motivation in their mind, and upon waking they will attempt to seek it out as convenient for them. The longer they wait, the stronger their desire to accomplish the task becomes. When you attempt this, roll as normal.

- ◇ On a 6-, your consciousness is trapped in whatever dream world the target is experiencing. You're an avatar in this dream world, similar in ability and stature to your physical self. Any injuries, conditions, or calamities you suffer in the dream world are bestowed upon your physical self — even death. You exit the dream world when the target wakes or sufficient time has passed in this alternate reality (GM discretion). To an outside observer, it seems like little to no time has passed at all.
- ◇ On a 7-9, the inception idea takes hold, but is unclear and uncertain to the target. They are more likely to awake and discover you hovering over them, but won't connect that you implanted the idea.
- ◇ On a 10-12, you implant the idea, although it is somewhat hazy or incomprehensible.
- ◇ On a 13+, the idea is clear and motivating.

## T2. FORCEFUL IDEATION

Requires: Inception. As Inception, but you can also implant ideas into those who are unconscious because of magic, injury, or other forcible means.

## T3. DAYDREAMING DOMINATION

Requires: Forceful Ideation. As Inception, but you can also implant ideas into an awake target, as long as they are not hostile or actively resisting your mental manipulation.

## LAY OF THE LAND

If you can get to a position to review the terrain of the journey ahead, roll as normal:

- ◇ On a 6-, you don't find any shortcuts.
- ◇ On a 7-9, you identify the fastest path, but aren't sure about the path's safety.
- ◇ On a 10-12, you implant the idea, although it is somewhat hazy or incomprehensible.
- ◇ On a 13+, the idea is clear and motivating.

## LOCKSAVANT

You never fail (treat 6- as 7-9) to pick or pass a mundane lock, but you trigger alarms and traps as normal.

## T2. VAULTCRACKER

Requires: Locksavant. You usually don't need to roll to pick locks of any kind. In the rare instances that you do, you roll at advantage.

## LUCKY KLUTZ

Whenever you take damage from a trap, the damage you take decreases by 1d6 + your aptitude, to a minimum of 1. You still suffer injuries and other negative tags as normal.

## LUNGING STRIKE

Your melee attacks have [reach], even when you're not wielding a reach weapon.

## T2. MOBILE STRIKE

Requires: Luning Strike. So long as you can move, your melee attacks always have [short range], even when you're not wielding a reach or ranged weapon.

## MAGEMURDER

You gain +1 armor against all magic damage. This stacks with any other relevant armor.



## T2. MAGICIDE

Requires: Magemurder. You gain an extra +1 armor (total +2 armor) against all magical damage. Also, you gain advantage on defend and reaction rolls to resist the negative effects or debilities caused by magic.

## T3. MAGEPOCALYPSE

Requires: Magicide. As Magicide, and you also ignore all magical AP of your enemies.

## MAGICAL RIGIDITY

You can touch any mundane item roughly a few cubic feet in size — a coin, rope, chest, sword, etc. — and make it as pliable as fabric or as hard as wood. If this degree of rigidity is unnatural, it lasts for a number of minutes equal to your level. If you're restoring an item to its natural state, it remains in this state forever.

*Shorjahl touches a length of hempen rope, causing it to snap into a length as sturdy as a hardwood branch. They wedge it into a door hinge, jamming the door.*

*Later, the mage touches an iron strongbox the size of their head, making it squishy and flexible. With minor effort, the wizard "unfolds" the box to open it without damaging the hinge or lock.*

## MASKMORPH

You can magically or physically alter your facial appearance. It's easier to don faces that are similar to yours or are very familiar to you than those with wildly different proportions. Concentrate on your desired face for several minutes, and roll as normal.

- ◇ On a 6-, your face is locked in a disgusting visage until you take a long rest.
- ◇ On a 7-9, you manage to bear a passing resemblance to the face you're concentrating on.
- ◇ On a 10-12, your face accurately and seamlessly morphs into your desired appearance, but fails under close scrutiny.
- ◇ On a 13+, you're a twin of the target face, and even loved ones would struggle to tell the difference.

## MELTAWAY

You don't need to roll to use crowds of people to break line of sight, establish stealth, or lose a tail.

## T2. INCONSPICUOUS

Requires: Meltaway. You have stealth so long as you're in a crowded place, even without rolling or making an effort to blend in. Enemies with magical or supernatural senses can still detect you, which might prompt you to roll at advantage.

## MIGHTY RAGE

Requires: Frothy Rage (core). While you're in a rage, you deal +2 damage.

## T2. STUBBORN RAGE

Requires: Mighty Rage. While in a rage, you gain advantage on rolls to resist mental, social, or decay-related effects.

## MOMENTOUS MELEE

Whenever you land a successful attack on a 10+, everyone in your party deals +2 damage on their next successful attack.

## NAPPER

Requires: Light Sleeper (core). You need about a quarter as much sleep and rest as is typical for your lineage.

## NEGOTIATOR

You never fail (treat 6- as 7-9) when negotiating with a non-hostile NPC. As normal, any negotiation still requires you to have some sort of leverage or value to even be considered by the opponent, and the GM must deem it possible or reasonable.

## NURTURING RESPITE

When you make camp with your party in a situation that would not allow a long rest (e.g., in a dungeon or other dangerous area), you roll as normal.

- ◇ On a 6-, the camp is treated as normal for the situation — dangerous and not ready for a long rest.
- ◇ On a 7-9, everyone in camp can heal HP equal to your aptitude, but they retain any injury tags or other conditions.
- ◇ On a 10-12, everyone in camp can choose to heal HP equal to highest d6 + aptitude rolled *or* remove one injury tag.
- ◇ On a 13+, treat the camp as a long rest, even if it was made in an unsafe rush.



## POPPET

You can create a small, magical doll that acts as an avatar of a specific creature, granting you certain magical powers over it. Constructing the doll takes one day of concentration per HD (or level) of the target and requires some of its blood or hair.

Once the doll is complete, you can torment it to cause the represented creature pain, fear, blindness, or similar non-lethal maladies. This works over unlimited distance. These effects only last as long as you're manipulating the doll (leaving it roasting in a fire has no effect, for example). You can only manipulate one doll at a time. When you manipulate the doll, roll as normal:

- ◊ On a 6-, you pour too much of your inner essence into the doll and take damage as normal. The doll is destroyed.
- ◊ On a 7-9, the intended effect occurs but the doll is mangled or disfigured. You'll have to spend one day to repair it.
- ◊ On a 10-12, the intended effect occurs.
- ◊ On a 13+, the target is practically immobile from the torment, and the effect lasts for one hour after you stop torturing the doll.

## T2. DOLL OF PAIN

Requires: Poppet. As Poppet, but you can craft the doll in half the time. Also, you get a critical success on a 12+ (instead of a 13+).

## PRIMARY THREAT

Enemies will (almost) always believe you to be the most significant threat in combat. Cowardly enemies will avoid you or even surrender to you if prompted. Fierce enemies who are in for blood or glory will go out of their way to target you.

## T2. MOST WORTHY

Requires: Primary Threat. Most enemies who have any sense of glory, reputation, or an urge to prove themselves will ensure that you don't die in an unfair or ignoble manner. They might order minions to stand aside so they can challenge you to a duel, or might help you back up from an unlucky fall. If an enemy would attack you, you can roll at advantage to give them pause (arguing that now is not the most glorious time for battle).

## PUNCTURE

Whenever you land a successful attack with an AP weapon, the target's armor decreases by 1 permanently. This effect works on natural armor. This effect stacks until their armor reaches 0, destroying it.

## T2. SHRED

Requires: Puncture. Whenever you roll a critical success on an attack with an AP weapon, the target's armor decreases to 0 permanently.

## ROOTED STANCE

You never fail (treat 6- as 7-9) to halt yourself from being forcibly moved in combat, except by certain magical effects such as teleportation or gravity alteration.

## SACRIFICIAL ARMOR

Whenever you take damage that would bestow an injury tag, you can choose to avoid the injury by sacrificing a point of armor or your shield. The sacrifice of armor lasts until it is repaired (generally by a smith, or as part of a task with sufficient time and tools). Armor reduced to 0 is permanently destroyed.

## T2. ALLIED ARMOR

Requires: Sacrificial Armor. As Sacrificial Armor, except you can make this sacrifice on behalf of an ally within arm range.



## SENTINEL

Define a boundary or zone in the battlefield, small enough that you could reasonably cover the whole area with your speed and choice of melee weapon. Covering this area requires concentration. If anyone attempts to move through or past this zone, roll to attack as a reaction.

- ◇ On a 6-, they move past you and you're distracted, opening yourself up to a future attack. Your rolls to defend in the very near future will likely be at disadvantage.
- ◇ On a 7-9, you stop the interloper from moving past you, but both of you get tangled up in a grapple and can't do anything else this round.
- ◇ On a 10-12, you halt the interloper's progress and end their turn.
- ◇ On a 13+, as a 10-12 but you may deal damage to the interloper as normal.

## SILVERTOOTH

Requires: Eyeball It (core). You can innately sense value, so you don't need to roll to appraise any mundane item's worth. If you need to identify or appraise very rare or magical items, you roll at advantage.

# SMALLFOLK PARAGON

Requires: smallfolk lineage (core). Pick Paragon abilities from below equal in number to your level. Whenever you gain a level, pick a new ability.

## DUCK AND COVER:

Whenever you take cover or tuck into a small space, you also gain +1 armor.

## EASY TO HIDE:

You gain advantage on rolls to avoid being seen by non-magical means.

## GAP STEP:

You treat harsh terrain as difficult terrain, and you treat difficult terrain as normal terrain.

## INTUITIVE COMPASS:

You have an innate sense of the right direction to go. Call it destiny, foresight, whatever. Whenever you rely on this innate sense to determine the direction to take, roll as normal.

- ◇ On a 6-, you're confused and suffer the [uncertain] injury tag.
- ◇ On a 7-9, the GM tells you which direction *not* to go in.
- ◇ On a 10-12, the GM gives you a vague direction to take.
- ◇ On a 13+, you have a strong and sure sense of where you need to go to achieve your goal.

## SQUARE CUBE LAW:

You deal +1 damage to creatures that are twice your size, +2 to those triple your size, +3 to those quadruple your size, etc., up to +5 damage.

## UNYIELDING:

You're immune to fear effects.

# SNIPER

The effective range of ranged weapons you wield is doubled.

## T2. PRECISE SHOT

Requires: Sniper. Whenever you make a ranged attack with a piercing projectile (arrows, darts, throwing daggers, etc), your attack gains AP3.

## T3. PIERCING SHOT

Requires: Precise Shot. As Precise Shot, but your attack gains AP4 and deals +2 damage against unarmored targets.

## SPLIT MIND

You can concentrate on two spells or spell-like effects simultaneously.

## SPRINT

You can run twice as fast as is normal for your lineage, and you gain +2 speed.

## T2. FLEETFOOT

Requires: Sprint. You can attempt otherwise impossible tasks related to running and sprinting, such as running across a short distance of water or running to catch a horse.

## STEEL WHISPERER

You don't have to roll to extract and purify quality ore and materials used to make steel weapons. When you use this steel to forge a weapon — or one imbued with magical properties — roll as normal.

Your roll result equals the number of **attribute points** you can assign to the crafted item. If you roll a 3-, the weapon turns into useless slag that must be purified before you can smith it again. Work with the GM to ensure that you have the appropriate ores, azoth, and runic knowledge to yield the desired weapon attributes. You must assign at least 1 point to each of the four attributes.

PTS	SPD	RANGE	MATERIAL	MAGIC
1	-2	Worn	Fragile 3	Mundane
2	-1	Arm	Steel	Mundane
3	+0	Step	Silver	Magical
4	+1	Reach	Exotic	Technique

## STONEFIST

Your unarmed attacks are treated as AP3 weapons.

## T2. IRONFIST

Requires: Stonefist. Your unarmed attacks are treated as AP4 weapons.

## T3. BLADEFIST

Requires: Ironfist. As Ironfist, and your unarmed strikes also deal +2 damage to unarmored opponents.

## STURDYFOOT

You ignore 3 points of speed penalty from gear and equipment carried on your body (backpacks, harnesses, etc). You do not ignore speed penalties from gear and equipment carried in your hands.



# THREATENING COMMAND

When you order an NPC to do something (such as surrender, stop, or speak truthfully), roll at advantage.

- ◇ On a 6-, you lose any chance at socially controlling the NPC during this scene, and they likely fight you. You have disadvantage on your next roll vs them.
- ◇ On a 7-9, the GM decides if the NPC obeys you or attempts to flee.
- ◇ On a 10-12, the NPC begrudgingly complies, but may not be completely forthcoming or honest.
- ◇ On a 13+, the NPC obeys the best they can.

# TO THE DEATH

At any time during combat, you may audibly or visibly proclaim that you will defeat one specific enemy. This enemy gains a tag (treat as a trait or similar), increasing aptitude as normal. This tag also gives an aptitude penalty to your rolls against opponents other than your marked target.

# UNDERDOG

You can turn a disadvantageous position into a devastating comeback. Whenever you make a successful attack, you deal +2 damage per tag that decreased your aptitude on the attack roll.

# VENOMIST

You do not need to roll to extract dangerous toxins, venoms, or poisons from the corpses of monsters or monstrous plants. If you attempt to distill a toxin into a poison to use against your enemies, roll as normal.

Your roll result equals the number of **attribute points** you can assign to the poison. If you roll a 3-, your poison turns into useless sludge. Work with the GM to ensure that you have enough source venoms to produce the desired effect. You must assign at least 1 point to each attribute.

POINTS	APPLICATION	EFFECT
1	Swallow	Ill, feverish
2	Inject or stab	Sleep, amnesia
3	Touch skin	Crippled, feeble
4	Breathe fumes	Dead or insane

POINTS	ONSETS IN	VISIBILITY
1	A few days	Obvious
2	One full day	Suspicious
3	A few hours	Inconspicuous
4	A few minutes	Untraceable

*Karl rolls an 8, and makes an ingestible (1), sleep (2) poison that takes hours (3), and is suspicious (2). That is 1 + 2 + 3 + 2 = 8. Later, if they rolled a 15 (the max possible), they could have a deadly, hard to trace, breathable poison that only takes minutes to take effect.*

## VIGOROUS BLOOD

Whenever you are healed, you deal +2 damage on your next successful attack.

## VOW OF DEVOTION

Requires: Oathbound to Devotion (core). So long as you keep your oath, the power of your faith grants you a single use of immediate healing. If you are reduced to 0 HP, you are immediately healed 1d6 HP, or you can use this healing at will as long as you can concentrate. You regain your single use when you take a long rest.

## VOW OF INTEGRITY

Requires: Oathbound to Integrity (core). So long as you keep your oath, you always know when someone is lying, being deceitful, or attempting to trick you.

## VOW OF RESTRAINT

Requires: Oathbound to Restraint (core). So long as you keep your oath, you are immune to all forms of venom, poison, disease, and illness not borne by planar forces or magic.

## VOW OF SELFLESSNESS

Requires: Oathbound to Selflessness (core). So long as you keep your oath, you can choose to take damage that would be dealt to a nearby ally. You gain the benefits of your armor and any other relevant effects, and your ally is unharmed. You can only do this once per round.

## VOW OF SYMPATHY

Requires: Oathbound to Sympathy (core). So long as you keep your oath, you will always be able to negotiate or parley with anyone, even the (supposedly) irredeemably evil. If you broach the idea before combat, enemies will pause to hear you out, but usually this will still prompt a roll.

## VOW OF VALOR

Requires: Oathbound to Valor (core). So long as you keep your oath, any healing you give to a good and innocent being is considered a critical success on a 12+ (instead of a 13+), and any attack you make against an evildoer is a critical hit on a 12+ (instead of a 13+).



## WARBALLAD

While concentrating, you can sing, dance, or play an instrument with nearly mythical talent and passion. When you attempt to affect a scene in this way, roll as normal.

- ◇ On a 6-, you call hostile attention to yourself, and all allies and PCs within earshot suffer disadvantage on all rolls until your next turn or whenever you stop singing, whichever is later.
- ◇ On a 7-9, you call hostile attention to yourself, and each ally or PC within earshot gains advantage on one roll of their choice before you stop the ballad or break concentration.
- ◇ On a 10-12, as a 7-9 but you don't call attention to yourself.
- ◇ On a 13+, as a 10-12 but your allies' rolls never fail (each treats 6- as 7-9).

## T2. DEATH SONNET

Requires: Warballad. As Warballad, except that each ally gains advantage *and* deals +2 damage on a roll of their choice.

## T2. DEFENSIVE DRUM

Requires: Warballad. As Warballad, and all allies gain +2 armor, which stacks with existing armor.

## T3. INVINCIBLE INFLECTION

Requires: Defensive Drum. As Defensive Drum, but all allies gain +3 armor.

## T2. HEALING HARMONY

Requires: Warballad. As Warballad, and each wounded ally heals 1 HP each time they take their turn.

## T3. MENDING MELODY

Requires: Healing Harmony. As Healing Harmony, but heal an extra +1 HP (total 2 HP).

# WARHOUND

You have a loyal, fierce, smart warhound that obeys your commands to the best of its ability. Work with your GM to acquire this warhound as part of a long rest or downtime scene. This warhound is a unique and natural creature starting with 4 HP and 1 armor. It gains +1 HP per session (or week of adventuring), and +1 armor every four sessions (or month of adventuring in game time) to a max of +3 armor. If it dies or is lost, you must acquire or train a new one, with 4 HP and 1 armor, as normal.

Usually, you treat this hound as an NPC ally with +3 loyalty and the **[warhound]** tag. Also, you can give your warhound a specific command — such as attack, scout, stand watch, etc. — and roll as normal. (The GM may call for a roll with loyalty instead of aptitude.) Typically, giving this command uses your action.

- ◇ On a 6-, the warhound is confused by your poor direction and does what it thinks is best. This is never directly problematic, but the warhound might be put into significant danger or accidentally cause trouble. The GM can call for the warhound to suffer damage or become separated.
- ◇ On a 7-9, the warhound follows your command, but you (or the GM) must pick one: it takes 1d6 damage; it gains an injury tag; it's (likely temporarily) separated; it incited some new trouble or threat.
- ◇ On a 10-12, it follows commands perfectly.
- ◇ On a 13+, it follows your command and contributes some additional unforeseen benefit. This can be simple, such as doubling its damage on a hit or granting advantage to an ally's next attack, etc.



## T2. BEST FRIEND

Requires: Warhound. Your warhound gains +2 HP, and it deals +2 damage on attacks.

## T3. HEROIC COMPANION

Requires: Best Friend. Choose any technique with no requirements. Your warhound can use this technique.



## WRESTLER

When you're within arm range of a target no more than double your size, roll a melee attack as normal.

- ◇ On a 6-, you're knocked prone, and near enemies can attack you as a reaction.
- ◇ On a 7-9, you grapple your target and both of you fall prone. You cannot act again until breaking the grapple, and you cannot defend yourself against attacks from ungrappled enemies.
- ◇ On a 10-12, as a 7-9 except you grapple your target and gain control of their body. You can deal damage to them as normal for your melee attack. Allies gain advantage on rolls vs your grappled target.
- ◇ On a 13+, as a 10-12 except you can act, move, and defend yourself from other targets. You roll at disadvantage to do anything that requires full mobility or dexterity (e.g., rolling out of the way of a fireball). On your following turns, you can attack your grappled target as normal.

## T2. BEARWRANGLER

Requires: Wrestler. As Wrestler, but all of its rolls are made at advantage.



# NEW ARCHETYPES

# GAMBLER



TRAIT	DESCRIPTION
Approach	I follow the winds of fate
Goal	To win (or take) what I can
Gimmick	I'm easily underestimated
Background	A renowned card shark
Foreground	A meandering enigma
Weakness	See ill omens everywhere

TRAITS ON LEVELING (PICK AND MARK)	
	Fortune favors the bold
	Lucky guess
	I've traveled far and wide
	I can make the best out of a bad hand
	Who needs friends other than a dog?

Level		XP	
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QUICK REFERENCE	
Lineage	Human
Description	
HP	10
Armor	1
Speed	-2
Injuries	

EQUIPMENT
Cutlass (1h, arm)
Gambeson (1 armor, worn)
Weighted coin
Lucky deck of cards
Adventuring kit (5 uses)

TECHNIQUES	
x	Warhound
	Lucky Klutz
	Elusive
	Underdog
	Best Friend
	Innocuous

CORE FLAW
I have blind trust in serendipity, and think that it will all work out

# INQUISITOR



Trait	Description
Approach	Slowly ensnare my quarry
Goal	Purify all profane magics
Gimmick	Interrogate everyone
Background	Raised in the Chancellery
Foreground	Hunt, burn dark sorcerers
Weakness	Can't get close with others

Traits on Leveling (Pick and Mark)	
	Resistant to the Dark Arts
	Sorcerers fear me, I am their reaper
	I seem harmless, even merry
	Capable and terrifying interrogator
	A crack shot with a crossbow

Level		XP	
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Quick Reference	
Lineage	Gnome
Description	
HP	8
Armor	1
Speed	-3
Injuries	

Equipment
Crossbow (2h, long range, reload)
Gambeson (1 armor, worn)
Parchment and ink
Tome entitled <i>Identifying the Profane</i>
Adventuring kit (5 uses)

Techniques	
x	Magemurder
	Magicide
	Fanatic
	Threat. Comm.
	Cult Following
	To the Death

Core Flaw
Those touched by magic are inherently evil, I can't trust them

# JONGLEUR



Trait	Description
Approach	A good story fixes anything
Goal	Recite the deeds of heroes
Gimmick	Scratchy, unnerving tunes
Background	The Great Matron’s muse
Foreground	Dance through adventures
Weakness	Frail and ungainly

Traits on Leveling (Pick and Mark)	
	My music can spill blood, tears, or joy
	Slippery as a bean; scrape by it all
	People always underestimate me
	Peculiarly charming and endearing
	I can slit a throat if given the chance

Level		XP	
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Quick Reference	
Lineage	Goblin
Description	
HP	8
Armor	2
Speed	-3
Injuries	

Equipment
Musical rattle
Dagger (arm)
Shortbow (2h, short range, ammo)
Jester’s doublet (armor 2, worn)
Discordant tuning fork

Techniques	
x	Warballad
	Sonnet Death
	Defens. Drum
	Healing Harm.
	Napper
	Negotiator

Core Flaw
I see (or invent) the heroism in the rogues that I adventure with



# LAWBRINGER



Trait	Description
Approach	Slow but unrelenting
Goal	Enforce the Law of God
Gimmick	Extreme respect for law
Background	Enslaved by Chaotic forces
Foreground	Worthy to learn True Law
Weakness	Social and moral nuance

Traits on Leveling (Pick and Mark)	
	I have memories of Heaven
	My blood is tinged with the Chaotic
	Order through cudgel and manacle
	I revel in the dutiful defeat of evil
	I am the ordained Moral Authority

Level		XP	
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Quick Reference	
Lineage	Ichoroid
Description	
HP	8
Armor	3
Speed	-4
Injuries	

Equipment
Hammer (1h, arm)
Mail (2 armor, worn)
Light shield (1h, +1 armor)
Adventuring kit (5 uses)
Talisman earned atop Judge's Peak

Techniques	
x	Hordeshell
	Hordebuster
	Rooted Stance
	Armorborn
	Nose for Evil
	Threat. Comm.

Core Flaw
Law is the ultimate measure of divinity

# MONK



Trait	Description
Approach	Like water: strong, flexible
Goal	Prove my skill to the Order
Gimmick	Challenge everyone to spar
Background	A monk-killing raider
Foreground	Follower of the Six Strikes
Weakness	Assume all want Honor

Traits on Leveling (Pick and Mark)	
	My body is an incorruptible temple
	My mind is an unyielding, still lake
	I know the Way of Foot and Fist
	I can run up walls and waterfalls
	My presence is a calming force

Level		XP	
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Quick Reference	
Lineage	Orchblooded
Description	
HP	8
Armor	1
Speed	-1
Injuries	

Equipment
Monk's robes (1 armor, worn)
Monk's training stones

Techniques	
x	Stonefist
	T2 Ironfist
	T3 Bladefist
	Wrestler
	Lunging Strike
	Flutterfall

Core Flaw
I believe combat is the best way to bring Honor to myself

# NATURE'S GUARDIAN



Trait	Description
Approach	Thoughtful and considered
Goal	Protect the Natural Order
Gimmick	Even tiny vermin matter
Background	Decades spent in forests
Foreground	Looking for a new purpose
Weakness	Civilization baffles me

Traits on Leveling (Pick and Mark)	
	I've inherited the world's wisdom
	I am the Willow: stalwart and flexible
	I am the Mountain: cold, ancient
	I am the River: carving through all
	I can convince Nature to help me

Level		XP	
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Quick Reference	
Lineage	Colossan
Description	
HP	8
Armor	1
Speed	-2
Injuries	

Equipment
Fossilized tree club (2h, heavy, step, spray)
Rations (5 uses)
Ancient seed encased in amber

Techniques	
x	Oath. Devotion
	Vow. Devotion
	Fav. Env (For)
	Sentinel
	BeastSpeak
	Control Veget.

Core Flaw
Civilization was once a quaint absurdity, now a terrible blight

# VISCERALIST



Trait	Description
Approach	Sloppy but effective
Goal	My curses guard innocents
Gimmick	Trophies from worthy kills
Background	Held in a horrific dungeon
Foreground	I use organs for magic
Weakness	Gored lung, short of breath

Traits on Leveling (Pick and Mark)	
	By blood and bone, I can bend reality
	I can rip foes limb from limb
	Black dungeons are like home for me
	Anatomical expert of all creatures
	My gory reputation precedes me

Level		XP	
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Quick Reference	
Lineage	Minotaur
Description	
HP	8
Armor	1
Speed	-1
Injuries	

Equipment
Chirurgion's equipment
Venomist kit (5 uses)
Bone and leather tunic (1 armor, worn)
Unpaired poppet (1 use)

Techniques	
x	Corpsegate
	Venomist
	Poppet
	Garg. Growth
	Embolden
	Nur. Respite

Core Flaw
Evil is hereditary, the cruel and malicious are born that way

# ZEALOUS AVENGER



Trait	Description
Approach	Bloodhound, one at a time
Goal	Death to my kins' killers
Gimmick	Blood-sworn oaths
Background	Peaceful life as a forager
Foreground	Honed to a vengeful edge
Weakness	Inability to conceptualize

Traits on Leveling (Pick and Mark)	
	I've won many duels to the death
	I've walked in the Underworld
	Champion of the oppressed
	I speak damning, powerful Words
	Pain is an irrelevant weakness

Level		XP	
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Quick Reference	
Lineage	Nezumi
Description	
HP	8
Armor	3
Speed	-1
Injuries	

Equipment
Mail and helm (armor 3, worn)
Sword of Vengeance (1h, arm, bane vs those so named on your kill list)
Leatherbound kill list with ink and quill
Adventuring kit (5 uses)

Techniques	
x	Frothy Rage
	Assassinate
	T2 Bers. Rage
	Tracker
	Elusive
	To the Death

Core Flaw
Vengeance is all that matters; nothing will stop my bloody quest