

# SHATTERED ATLAS

## DISCOVERIES OF QUANTIA



ZEPHYRUS

EDITED BY

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## INTRODUCTION

This document of 'discoveries' is intended for use with the Shattered Atlas game system, and in order to make much sense will need to be read in conjunction with (or after) the Core Book, available at [www.shatteredatlas.com](http://www.shatteredatlas.com)

This document is intended for the GM, elements of which can be introduced as and when PCs discover them in game. If you are a player, please check with your GM which, if any, bits they're happy for you to read.

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## CHAPTER 1: NEW PEOPLES

### STAT MODIFIERS & ALLOWED PROWESSES

|                 |              | Bathin   | Drakk              | Ludd              | Mogesi              |
|-----------------|--------------|----------|--------------------|-------------------|---------------------|
| Stat Changes    | Bonuses      | Brawn +1 | Grit +2 & Brawn +1 | Guile +1 & Wit +1 | Charm +1 & Wit +1   |
|                 | Minuses      | Wit -1   | Guile -2 & Wit -1  | Charm -2          | Brawn -1 & Guile -1 |
| Min / Max Stats | Grit         | 3 to 18  | 5 to 20            | 3 to 18           | 3 to 18             |
|                 | Brawn        | 4 to 19  | 4 to 19            | 3 to 18           | 2 to 17             |
|                 | Wit          | 2 to 17  | 2 to 17            | 4 to 19           | 4 to 19             |
|                 | Charm        | 3 to 18  | 3 to 18            | 1 to 16           | 4 to 19             |
|                 | Guile        | 3 to 18  | 1 to 16            | 4 to 19           | 2 to 17             |
| Devotee         | Maker        | YES      | YES                | NO                | YES                 |
|                 | Namer        | NO       | YES                | NO                | YES                 |
|                 | Preacher     | YES      | YES                | YES               | YES                 |
| Shade           | Burglar      | YES      | NO                 | YES               | YES                 |
|                 | Cut-Throat   | YES      | YES                | YES               | YES                 |
|                 | Gangster     | YES      | NO                 | YES               | NO                  |
| Warrior         | Fighter      | YES      | YES                | NO                | NO                  |
|                 | Marksman     | YES      | YES                | YES               | YES                 |
|                 | Wielder      | YES      | YES                | YES               | NO                  |
| Wizard          | Elementalist | NO       | Only FIRE          | YES               | YES                 |
|                 | Selfist      | NO       | YES                | YES               | YES                 |
|                 | Velocitist   | YES      | NO                 | YES               | YES                 |

# BATHIN

| Bonuses     |              | Minuses |                    | Brawn   |        | Guile              |  | Wit     |  | Grit    |  | Charm   |  |       |        |                    |       |        |                    |     |    |    |       |      |    |     |    |    |       |      |    |      |     |    |    |      |    |
|-------------|--------------|---------|--------------------|---|--------|--------------------|--|---------|--|---------|--|---------|--|-------|--------|--------------------|-------|--------|--------------------|-----|----|----|-------|------|----|-----|----|----|-------|------|----|------|-----|----|----|------|----|
| Brawn +1    |              | Wit-1   |                    | 4 to 19   |        | 3 to 18            |  | 2 to 17 |  | 3 to 18 |  | 3 to 18 |  |       |        |                    |       |        |                    |     |    |    |       |      |    |     |    |    |       |      |    |      |     |    |    |      |    |
| Professions |              |         |                    | Bathin appear Human, though usually well-built and muscular. Most common folk believe tales of Bathin to be fairy-tale boogeymen, and Bathin go to great lengths to maintain this opinion. They masquerade as humans, careful to conceal their true form from all but trusted companions, or enemies they intend to kill.   |        |                    |  |         |  |         |  |         |  |       |        |                    |       |        |                    |     |    |    |       |      |    |     |    |    |       |      |    |      |     |    |    |      |    |
| Devotee     | Maker        | YES     |                    | Their naked torso reveals much of their nature: a long hollow cylinder of jagged bones juts out along their spine up to their shoulders. Within this, the scaly body of a snake is bound, with the end of its tail protruding from the bottom of this ‘external spine’. The head end moves freely, able to retreat inside, or extend a couple of feet from the Bathin’s shoulders.  |        |                    |  |         |  |         |  |         |  |       |        |                    |       |        |                    |     |    |    |       |      |    |     |    |    |       |      |    |      |     |    |    |      |    |
|             | Namer        | NO      |                    | The snake is not a natural part of their physiology, but a symbiotic lifeform, both surgically and magically joined to them. The ceremony to achieve this is a closely guarded secret of Bathin shaman who preside over the dark rite, though hints to the nature of this ritual have emerged from scarce sources; Firstly, it doesn’t seem to matter what type of snake is used in the ritual: once the ceremony is completed, the snake is about the same size and has the same abilities as any other Bathin. Secondly, it’s rumoured this joining involves the binding, or ‘possession’ of the snake to an ancient and distant serpentine species of Voider, though tales from specialists who can sense such presences claim they can only detect the faintest hint of a presence: not enough to make any certain accusations.                                     |        |                    |  |         |  |         |  |         |  |       |        |                    |       |        |                    |     |    |    |       |      |    |     |    |    |       |      |    |      |     |    |    |      |    |
|             | Preacher     | YES     |                    |   |        |                    |  |         |  |         |  |         |  |       |        |                    |       |        |                    |     |    |    |       |      |    |     |    |    |       |      |    |      |     |    |    |      |    |
| Shade       | Burglar      | YES     |                    | Beasts, both domestic and wild, have a strong aversion to these People however. If within 2 Paces, Beasts reacts in a hostile or flighty manner; a normally docile creature might attack, and certainly no mount has ever been known to bear a Bathin as their rider. Due to the suspicious nature of this reaction, Bathin try to avoid proximity to animals when in public.   |        |                    |  |         |  |         |  |         |  |       |        |                    |       |        |                    |     |    |    |       |      |    |     |    |    |       |      |    |      |     |    |    |      |    |
|             | Cut-Throat   | YES     |                    | The snake has many mannerisms of a normal snake; but is intelligent, capable of sophisticated motion, and has a distinct personality (determined by Nature and Drive rolls, in the Character Creation chapter). Its hissing speech can be understood by the Bathin who, in turn, can be understood by their own snake when speaking in a unique language.   |        |                    |  |         |  |         |  |         |  |       |        |                    |       |        |                    |     |    |    |       |      |    |     |    |    |       |      |    |      |     |    |    |      |    |
|             | Gangster     | YES     |                    | The snake itself has an AD and MD of 3, and a quarter of the Health of the Bathin. If reduced to 0, it instinctively tightly coils up back inside its bonecage, to slowly recover Health at the usual rate, with only the tips of its nose and tail still visible. Should the Bathin die, so will the snake - it is unable to live without its host body.   |        |                    |  |         |  |         |  |         |  |       |        |                    |       |        |                    |     |    |    |       |      |    |     |    |    |       |      |    |      |     |    |    |      |    |
| Warrior     | Fighter      | YES     |                    | The snake acts like an extra independent limb, able to perform a single action during the Bathins turn at no AP cost. It can make a venomous bite, perform Sleight of Hand, or various other simple actions (e.g. pull a lever, push a button, draw a weapon, throw a tiny/small object, retrieve a small item from a bag/bandolier etc). If the action would ordinarily require a roll, a Level Roll is made by the snake instead.   |        |                    |  |         |  |         |  |         |  |       |        |                    |       |        |                    |     |    |    |       |      |    |     |    |    |       |      |    |      |     |    |    |      |    |
|             | Marksman     | YES     |                    | Passing an item to or from the snake takes 2 AP from the Bathin’s turn.<br><b>Snake bite</b><br>The snake can bite foes in melee range, and generate enough venom for 1 Toxic bite per day per 3 Levels (i.e. twice per day at 3 <sup>rd</sup> Level, three times at 6 <sup>th</sup> etc.)<br>A Level Roll vs Base + the victim’s AD is required for a successful attack. Victims get a Toxin Check vs Base + the Bathin’s Level to resist the Toxin’s effects, though each successful bite deals 1 Health Damage regardless. On a Perfect bite attack, +5 is added to the Target Number of the Toxin Check. If the Toxin Check is failed, the effect is instant: extra Damage is rolled as the table below, and the victim suffers a minus to their d20 rolls for 2 Turns + 1 Turn per three levels of the Bathin. This last effect doesn’t stack with multiple bites. |        |                    |  |         |  |         |  |         |  |       |        |                    |       |        |                    |     |    |    |       |      |    |     |    |    |       |      |    |      |     |    |    |      |    |
|             | Wielder      | YES     |                    |   |        |                    |  |         |  |         |  |         |  |       |        |                    |       |        |                    |     |    |    |       |      |    |     |    |    |       |      |    |      |     |    |    |      |    |
| Wizard      | Elementalist | NO      |                    | <table><tr><th>Level</th><th>Damage</th><th>Minus to d20 rolls</th><th>Level</th><th>Damage</th><th>Minus to d20 rolls</th></tr><tr><td>1-3</td><td>d4</td><td>–1</td><td>12-15</td><td>2d10</td><td>–4</td></tr><tr><td>4-7</td><td>d8</td><td>–2</td><td>16-19</td><td>2d12</td><td>–5</td></tr><tr><td>8-11</td><td>d10</td><td>–3</td><td>20</td><td>3d12</td><td>–6</td></tr></table>  |        |                    |  |         |  |         |  |         |  | Level | Damage | Minus to d20 rolls | Level | Damage | Minus to d20 rolls | 1-3 | d4 | –1 | 12-15 | 2d10 | –4 | 4-7 | d8 | –2 | 16-19 | 2d12 | –5 | 8-11 | d10 | –3 | 20 | 3d12 | –6 |
|             | Level        | Damage  | Minus to d20 rolls | Level   | Damage | Minus to d20 rolls |  |         |  |         |  |         |  |       |        |                    |       |        |                    |     |    |    |       |      |    |     |    |    |       |      |    |      |     |    |    |      |    |
|             | 1-3          | d4      | –1                 | 12-15   | 2d10   | –4                 |  |         |  |         |  |         |  |       |        |                    |       |        |                    |     |    |    |       |      |    |     |    |    |       |      |    |      |     |    |    |      |    |
| 4-7         | d8           | –2      | 16-19              | 2d12  | –5     |                    |  |         |  |         |  |         |  |       |        |                    |       |        |                    |     |    |    |       |      |    |     |    |    |       |      |    |      |     |    |    |      |    |
| 8-11        | d10          | –3      | 20                 | 3d12  | –6     |                    |  |         |  |         |  |         |  |       |        |                    |       |        |                    |     |    |    |       |      |    |     |    |    |       |      |    |      |     |    |    |      |    |
|             | Selfist      | NO      |                    |   |        |                    |  |         |  |         |  |         |  |       |        |                    |       |        |                    |     |    |    |       |      |    |     |    |    |       |      |    |      |     |    |    |      |    |
|             | Velocitist   | YES     |                    | The idea of ‘milking’ the snake for its venom is deeply repugnant to a Bathin, and they will under no circumstance do so, or allow others to.<br><br>This, or the severance of their snake companion, is a horrendous offense that earns whoever attempts it the eternal hatred of all Bathin who hear of it. A new snake could be bound by a Bathin Shaman of at least Novice Rank, even to themselves.  |        |                    |  |         |  |         |  |         |  |       |        |                    |       |        |                    |     |    |    |       |      |    |     |    |    |       |      |    |      |     |    |    |      |    |

# DRAKK

| Bonuses            |              | Minuses           | Brawn   | Guile   | Wit     | Grit    | Charm   |
|--------------------|--------------|-------------------|---|---------|---------|---------|---------|
| Grit +2 & Brawn +1 |              | Guile -2 & Wit -1 | 4 to 19   | 1 to 16 | 2 to 17 | 5 to 20 | 3 to 18 |
| <b>Professions</b> |              |                   | <p>Drakk were once a favoured warrior race that served the gods themselves, but through their prideful manner and violent temper they fell from grace, and were cast out from the favour of the divines to suffer a brief mortal existence.</p> <p>They stand an average 4 ½ feet tall, with lean wiry frames. They grow no facial hair and age slowly; most folk tend to mistake them for young adults.</p> <p>When their true nature is exposed, People often believe them to be possessed by Voiders due to the hideous changes wrought in them.</p> <p>When they suffer physical damage, dramatic physical changes come upon them, known amongst their own kind as “The Torrid”. Their eyes appear to burn with a bloodshot crimson light, and vapour mists from their mouths and nostrils. The damaged area also burns lantern-like beneath the skin.</p> <p>Only by a great marshalling of their will can they choose to suppress these changes. A Wit roll is required vs Base + Damage taken for each strike. E.g. an attack that caused them 5 damage would require a Wit Roll vs 15 to resist the change.</p> <p>If they succumb to the change, the physical alteration is instantaneous and its benefits are unleashed on their next turn: the amount of damage taken in a turn accumulates and is dealt back to their foes, added to the first successful physical attack the Drakk makes on their next turn, or to the first two attacks if dual wielding. This is capped by Level e.g., a 9th level Drakk could retort with up to 9 points of extra damage.</p> <p>Drakk have a strong affinity with fire, and only give birth between the 1st of the seventh month and 20th of the ninth month, when the power of the Fire is strongest (see ‘Wheel of Life’ in Core Book, p153). Drakk are immune to natural fire, suffering no damage from it, and magical fire attacks only cause them base dice damage gaining no bonus from any other factor (level, statistic, situational advantage, arcane quality, PD etc).</p> <p>Regardless of any footwear worn, when standing on the earth, the soil under their feet begins to scorch and plant life withers, leaving another tell-tale sign of their true nature, and giving a +2 to Tracking rolls to any that track them.</p> |         |         |         |         |
| Devotee            | Maker        | YES               |   |         |         |         |         |
|                    | Namer        | YES               |   |         |         |         |         |
|                    | Preacher     | YES               |   |         |         |         |         |
| Shade              | Burglar      | NO                |   |         |         |         |         |
|                    | Cut-Throat   | YES               |   |         |         |         |         |
|                    | Gangster     | NO                |   |         |         |         |         |
| Warrior            | Fighter      | YES               |   |         |         |         |         |
|                    | Marksman     | YES               |   |         |         |         |         |
|                    | Wielder      | YES               |   |         |         |         |         |
| Wizard             | Elementalist | Only FIRE         |   |         |         |         |         |
|                    | Selfist      | YES               |   |         |         |         |         |
|                    | Velocitist   | NO                |   |         |         |         |         |

# LUDD

| Bonuses            |              | Minuses  | Brawn   | Guile   | Wit     | Grit    | Charm   |
|--------------------|--------------|----------|---|---------|---------|---------|---------|
| Guile +1 & Wit +1  |              | Charm -2 | 3 to 18   | 4 to 19 | 4 to 19 | 3 to 18 | 1 to 16 |
| <b>Professions</b> |              |          | <p>Ludd communities are underground, in the deep places of the world and in vast natural caves, only venturing out into the light when necessary.</p> <p>They are narrow-framed humanoids with pale skin, but jet- black hair and a pair of black stripes that run from their hairline, down across their eyes to their chin. Further patterns of black stripes cover their whole bodies, each Ludd having a set of markings as unique as fingerprints. They have delicate facial features, but large, lamp-like eyes.</p> <p>The eyesight of a Ludd is adapted to the darkness of the sub-terrestrial world, granting them an 8 Pace range of visibility in the dark.</p> <p>They are light sleepers, and gain +3 to Initiative rolls to awaken when danger is near.</p> <p>As a people, they slipped from memory into folklore, before eventually disappearing almost entirely from any records or stories of surface dwellers. All that remains is their name, surviving in a single expression in the Imperial tongue - “a Ludd’s luck” – to describe someone who suffers repeated misfortune. The bad luck that dogs the lives of Ludds only increases as they grow in power. For each Level, +1% is added to the results of percentile rolls on the Blunder tables (e.g. 5<sup>th</sup> level is +5%)</p> <p>Their preferred form of communication is a hand gesture language, very similar to the Snabb, suggesting a possible common ancestry or lost historic connection, but which allows them to converse in Snabb with only minor misunderstandings.</p> <p>Ludd have the ability to emit a powerful cry, so high in pitch that it’s beyond the hearing range of all but the sharpest-eared creatures: to most other beings, the Ludd appears to giving out a soundless scream. It takes a 10 AP to perform, and the strain of making this scream means it can only be made once a day per 3 Levels (twice per day at 3<sup>rd</sup> Level, three times at 6<sup>th</sup> etc.)</p> <p>This acoustic anomaly can be emitted either as a pulse to affect an area around the Ludd, or directed at a single being/object.</p> <p>Ⓢ The pulse has an effective radius of ½p per Level, and affects any mechanical device or object with moving parts (e.g. locks, crossbows, siege engines, traps, carts, boats, portcullis). A Level roll (d20 + the Ludd’s level) is made, and any object with a Durability lower than that total will fail to function: they won’t entirely break, but some key component of the mechanism will jam, stick or be shaken loose. Attempts to tinker with a device to make it useable again takes 10AP and a successful Durability roll vs d20+ the Ludd’s Level.</p> <p>Ⓢ If the cry is focused at a single object, the Player first declares what object they are attempting to break (weapon, armour, magic attire etc). The maximum range of this directed cry is 10p+1p per Level. The frequency of the cry causes the object to resonate, and may even shake, buckle, splinter or shatter. The Ludd makes a Level roll vs Base+ the objects Durability and, if successful, deals d6+1p Durability Damage. The object becomes broken and its bonus lost if its durability is reduced to 0.If the scream is directed at a structure, the Durability Damage is halved.</p> |         |         |         |         |
| <b>Devotee</b>     | Maker        | NO       |   |         |         |         |         |
|                    | Namer        | NO       |   |         |         |         |         |
|                    | Preacher     | YES      |   |         |         |         |         |
| <b>Shade</b>       | Burglar      | YES      |   |         |         |         |         |
|                    | Cut-Throat   | YES      |   |         |         |         |         |
|                    | Gangster     | YES      |   |         |         |         |         |
| <b>Warrior</b>     | Fighter      | NO       |   |         |         |         |         |
|                    | Marksman     | YES      |   |         |         |         |         |
|                    | Wielder      | YES      |   |         |         |         |         |
| <b>Wizard</b>      | Elementalist | YES      |   |         |         |         |         |
|                    | Selfist      | YES      |   |         |         |         |         |
|                    | Velocitist   | YES      |   |         |         |         |         |

## MOGESI

| Bonuses            |              | Minuses             | Brawn  | Guile   | Wit     | Grit    | Charm   |
|--------------------|--------------|---------------------|--|---------|---------|---------|---------|
| Charm +1 & Wit +1  |              | Brawn -1 & Guile -1 | 2 to 17  | 2 to 17 | 4 to 19 | 3 to 18 | 4 to 19 |
| <b>Professions</b> |              |                     | <p>Mogesi are tall willowy-framed humanoids with a light grey complexion and long spindly limbs. Their heads are conical at the crown, often adorned with a top-knot of dark green hair, with two lines of arcing, nodule-like horns running from their chins to their eyebrows. Though physically large, they are not known as a Warrior people, instead mostly relying on the magical talents.</p>   |         |         |         |         |
| <b>Devotee</b>     | Maker        | YES                 | <p>They are not natives of this reality, having no known homeland of their own, though some of their number can be found within most large settlements throughout the worlds. Their true origin is a secret held by the elders of their kind. Appearing eons ago, they have been broadly accepted by most civilised peoples due to their trustworthy nature, and the special abilities they possess.</p>   |         |         |         |         |
|                    | Namer        | YES                 | <p>In Quantia, land of the Mist, the Mogesi are referred to as The Deserters, due to their kind fleeing the world as it collapsed into ruin. While a small number of their People do very occasionally appear in the land, they are quite often treated with animosity due to their perceived abandonment.</p>   |         |         |         |         |
|                    | Preacher     | YES                 | <p>Mogesi are a highly honourable people: their word is said to be a binding promise. For a Mogesi to knowingly break a contract means exile from Mogesi society. This taboo extends even to betraying the <i>spirit</i> if not the exact wording of a contract, by some verbal trickery, e.g. promising not to kill a person then getting someone else to do it, or swearing to defend a person's room from robbery, but letting robbers ransack the rest of their house.</p> |         |         |         |         |
| <b>Shade</b>       | Burglar      | YES                 | <p>Whether due to the stress of cultural expectations - or some bizarre, magical physiological trait - should a Mogesi make such a breach, their horns whither and fall out. These "Hornless" Mogesi find themselves cast out from their society, with their kinsmen refusing to have any dealings with them ever again.</p>   |         |         |         |         |
|                    | Cut-Throat   | YES                 | <p style="text-align: center;"><b>Unique Ability</b></p> <p>The magical talent all Mogesi possess is known as 'Extract'; the ability to draw Prowesses from other beings, and hold that understanding, knowledge or talent themselves for a short time. The Mogesi must be touching their target and spend 10 AP concentrating with a particular Prowess in mind - they will be able to sense what Prowess Rank that target has.</p>   |         |         |         |         |
|                    | Gangster     | NO                  | <p>Once held in their own mind, it can be put to use immediately, allowing the Mogesi to gain all its benefits and perform its talents themselves, though this does cause them some pain and deterioration: For each Turn they hold it in their mind, the Mogesi suffers 1 Health damage, or 2 per turn if the Prowess is one not usually usable by their People. They can 'release' this knowledge at will.</p>   |         |         |         |         |
| <b>Warrior</b>     | Fighter      | NO                  | <p>To Extract on a willing target, no rolls are required. If unwilling, it is somewhat more difficult: The Mogesi must make a Level Roll vs Base + the targets Level, and the target gets a Karma Check vs Base+ the Mogesi's Level to resist the attempt. If level roll result fails, they may try again on another Turn, but if the Karma Check is made or if the Level Roll is Blundered, they become unable to ever Extract from that individual again.</p>                |         |         |         |         |
|                    | Marksman     | YES                 | <p>If the Level roll was Perfect, the Mogesi only suffers damage at half the usual rate.</p>   |         |         |         |         |
|                    | Wielder      | NO                  | <p>Instead of 'wielding' the Prowess themselves, the Mogesi can instead Bind that knowledge into a blank scroll or book held in their free hand, which immediately fills the pages with abstract tantric images. Upon reading it, an individual who meets the criteria outlined below gains those Prowess Ranks instantly and permanently, in a flash of searing light, but destroying the receptacle, which crumbles to ash.</p>  |         |         |         |         |
| <b>Wizard</b>      | Elementalist | YES                 | <p>Scrolls can hold a single Prowess Rank, while a book can hold up to 3. The exception is Master ranked Prowesses (18PR+) which require a whole book to hold a single rank. <i>Trained Time</i> ranked Prowesses can go in any quality manuscript, but <i>Skilled</i> must be of at least Standard quality, <i>Renowned</i> Fine Quality and <i>Master</i> ranks into Exquisite quality books.</p>  |         |         |         |         |
|                    | Selfist      | YES                 | <p>The ranks taken can be whichever the Mogesi chooses, but if more than one rank is taken, they must be sequential. Mogesi must choose wisely when and how to employ this talent, not least because an Extracted target can only have a Prowess bound within a receptacle once in their lifetime. After this, Mogesi can still Extract Prowesses for their own use for a limited time, as above, but not Bind again from that target.</p>                                     |         |         |         |         |
|                    | Velocitist   | YES                 | <p>For example, if the target has 13 PR in Kicks, the Mogesi could choose to Extract rank 13 and bind it into a Scroll, but that scroll could only be read by someone with enough spare Prowess Points <b>and</b> PR 12 in Kicks already. Instead, the Mogesi could choose to Extract a lower rank, if that is more compatible with intended reader's needs, or they could even Extract ranks 11, 12 &amp; 13 into a book if they have one.</p>                                |         |         |         |         |

## AGE & SIZE

| People             | 1–5<br>Youth |          | 6–17<br>Adult         |          | 18–20<br>Elder       |           | Venerable                              |
|--------------------|--------------|----------|-----------------------|----------|----------------------|-----------|--|
| Bathin             | 7-10         | d4 +6    | 11-30                 | d20 +10  | 31-40                | d10 +30   | 41-60 +Grit                            |
| Drakk              | 47-74        | 3d10 +44 | 75-120                | 5d10 +70 | 121-159              | 2d20 +119 | 160-190 +Grit                          |
| Ludd               | 11-20        | d10 +10  | 21-40                 | d20 +20  | 41-60                | d20 +40   | 61-80 +Grit                            |
| Mogesi             | 32-54        | 2d12 +30 | 55-100                | 5d10 +50 | 101-139              | 2d20 +99  | 140-170 +Grit                          |
| <b>Bonus/Minus</b> | Guile +2     |          | Brawn +1 &<br>Grit +1 |          | Wit +1 &<br>Guile -1 |           | Wit +1, Brawn -1,<br>Grit -1, Guile -2 |
| Trade Points       | 1            |          | 1-2 (d2)              |          | 3                    |           | --                                     |
| Language Slots     | 1-8 (d8)     |          | 1-6 (d6)              |          | 1-4 (d4)             |           | --                                     |
| Reason Persuasion  | +0           |          | +1                    |          | +2                   |           | +2                                     |

## Male

| People | Height  |          |      |          |          | Weight (lbs) |          |     |          |           |
|--------|---------|----------|------|----------|----------|--------------|----------|-----|----------|-----------|
|        | 1       | 2-3      | 4-7  | 8-9      | 10       | 1            | 2-3      | 4-7 | 8-9      | 10        |
| Bathin | 5'7 –d4 | 5'11 –d4 | 5'11 | 5'11 +d6 | 6'5 +d8  | 180 –d20     | 200 –d20 | 200 | 200 +d20 | 220 +3d20 |
| Drakk  | 4'2 –d6 | 4'6 –d4  | 4'6  | 4'6 +d4  | 4'10 +d6 | 90 –d20      | 110 –d20 | 110 | 110 +d10 | 120 +3d10 |
| Ludd   | 5'5 –d6 | 5'9 –d4  | 5'9  | 5'9 +d4  | 6'1 +d6  | 105 –d20     | 125 –d20 | 125 | 125 +d20 | 145 +3d10 |
| Mogesi | 6'8 –d6 | 7' –d4   | 7'   | 7' +d6   | 7'6 +d8  | 160 –d20     | 180 –d20 | 180 | 180 +d20 | 200 +3d10 |

## Female

| People | Height   |          |      |          |         | Weight (lbs) |          |     |          |           |
|--------|----------|----------|------|----------|---------|--------------|----------|-----|----------|-----------|
|        | 1        | 2-3      | 4-7  | 8-9      | 10      | 1            | 2-3      | 4-7 | 8-9      | 10        |
| Bathin | 5'7 –d4  | 5'11 –d4 | 5'11 | 5'11 +d6 | 6'5 +d8 | 180 –d20     | 200 –d20 | 200 | 200 +d20 | 220 +3d20 |
| Drakk  | 3'11 –d6 | 4'3 –d4  | 4'3  | 4'3 +d4  | 4'7 +d6 | 80 –d20      | 100 –d20 | 100 | 100 +d10 | 110 +3d10 |
| Ludd   | 5' –d6   | 5'4 –d4  | 5'4  | 5'4 +d4  | 5'8 +d6 | 85 –d20      | 105 –d20 | 105 | 105 +d20 | 125 +3d10 |
| Mogesi | 6'10 –d6 | 7'2 –d4  | 7'2  | 7'2 +d6  | 7'8 +d8 | 165 –d20     | 185 –d20 | 185 | 185 +d20 | 205 +3d10 |

## Size Modifiers

| Size Group                  | AD | Movement<br>Bonus /<br>Minus |
|-----------------------------|----|------------------------------|
| Tiny creature = 1in - 2'11  | +2 | -1 ½                         |
| Small creature = 3' - 4'11  | +1 | -1                           |
| Medium creature = 5' - 6'11 | -- | ---                          |
| Large creature = 7' - 8'11  | -1 | +2                           |
| Giant creature = 9'+        | -2 | +4                           |

For more information about Movement, see p55 & 142 (Core book)

## Weapon Size

A creature can wield the equivalent of their own size weapons one handed – e.g. a Small creature can wield a Small weapon in one hand. They can wield the next size up in two hands, but could wield them one-handed if they have the relevant Prowess Rank that gets them the ability *Sturdy grip* or *Firm hold*-(see CB, p98). Once they have this Rank, they could then wield a Large weapon in two hands, but nothing larger.

| Size Group      | One<br>handed | One handed<br>with prowess | Two<br>handed |
|-----------------|---------------|----------------------------|---------------|
| Tiny creature   | T             | S                          | M             |
| Small creature  | S             | M                          | L             |
| Medium creature | M             | L                          | G             |
| Large creature  | L             | G                          | H             |
| Giant creature  | G             | H                          | C             |

## CHAPTER 2: PROWESSES

The new Prowesses outlined in this expansion follow most of the same rules as those in the Core Book.

The exception is the Combined Magics, listed under Devotee/Wizard in this document. Each of these magics fuses two different magical Prowesses from the Core Book to create new effects. In order to learn these combined forms, characters must be of Peoples able to learn both of their constituent Prowesses individually.

The Prowess Point cost to learn Combined Magics is higher: by default, they are 4PP per Rank. However, reduced costs can apply depending on your Profession, Speciality, and - if you are a Preacher. Humans get -1 to their PP cost of these Prowesses to a minimum of 2PP.

**MOUNTAIN MUSTER PROWESS COST**

| Peoples           | Namer or Earth Elementalist | Wizard or Preacher of Earth God | All other professions |
|-------------------|-----------------------------|---------------------------------|-----------------------|
| Human             | 2                           | 2                               | 3                     |
| All other Peoples | 2                           | 3                               | 4                     |

**FRYST'S FORGE PROWESS COST**

| Peoples           | Maker or Fire Elementalist | Wizard or Preacher of Fire God | All other professions |
|-------------------|----------------------------|--------------------------------|-----------------------|
| Human             | 2                          | 2                              | 3                     |
| All other Peoples | 2                          | 3                              | 4                     |

**LIGHTNING PROWESS COST**

| Peoples           | Air or Fire Elementalist | Wizard or Preacher of Fire or Air God | All other professions |
|-------------------|--------------------------|---------------------------------------|-----------------------|
| Human             | 2                        | 2                                     | 3                     |
| All other Peoples | 2                        | 3                                     | 4                     |

**ANGELIC ART PROWESS COST**

| Peoples           | Air Elementalist or Velocist | Wizard or Preacher of Air or Velocity God | All other professions |
|-------------------|------------------------------|---|-----------------------|
| Human             | 2                            | 2   | 3                     |
| All other Peoples | 2                            | 3   | 4                     |

**TELEKINESIS PROWESS COST**

| Peoples           | Selfist or Velocist | Wizard or Preacher of Selfist or Velocist God | All other professions |
|-------------------|---------------------|---|-----------------------|
| Human             | 2                   | 2   | 3                     |
| All other Peoples | 2                   | 3   | 4                     |

## DEVOTEE

### MEDITATION

(Preacher Prowess)

| P.R.     | Skill            | TT | ST | RT | MT | Summary                     |
|----------|------------------|----|----|----|----|-----------------------------|
| 1 to 5   | Stillness        | 10 | 8  | 6  | 5  | Able to contemplate matters |
| 6 to 10  | Arcane awareness | 10 | 8  | 6  | 5  | Sense arcane/magic energy   |
| 11 to 19 | Spirit sense     | -- | 8  | 6  | 5  | Sense Spirits/Voiders       |
| 20       | Enlightenment    | -- | -- | -- | 5  | Sense auras on Wit roll     |

Meditation is the ability to clear the mind, allowing your higher brain to contemplate and see the world from a detached, wiser and more insightful perspective.

#### Stillness

This requires sitting cross legged. A meditative state is entered, with thoughts focused on a particular problem or issue.

When the GM feel that Meditating might garner the Character some useful information, they inform the Player that contemplating the matter may bring them clarity. If a successful Wit roll is made, the GM may inform you of a sudden revelation regarding the issue being thought of. Difficulty may be added to the target number, depending how obscure or unlikely the GM thinks the information/solution is.

While in this meditative state, a bonus is gained to Check rolls vs mental attacks (e.g. from Voider infestation, Selfist or Namer spells). The bonus is increased depending on the Prowess Rank of the Devotee.

| P.R.     | + vs mental attack |
|----------|--------------------|
| 1 to 6   | +1                 |
| 7 to 12  | +2                 |
| 13 to 15 | +3                 |
| 16 to 18 | +4                 |
| 19 to 20 | +5                 |

#### Arcane awareness

While meditating, the laws, energy flows and workings of the universe can be considered, and while doing so a sensitivity to the presence of arcane energies is achieved.

Upon making an Easy Wit roll, such energies can be 'seen', appearing to gain a luminous glow, visible only to the meditator.

This includes Inspired items, magical traps, and magic that is affecting an area or an individual. While the precise type of magic cannot be discerned, its strength can be gauged by the intensity of the glow.

The radius of awareness expands by 1 Pace for each full 'set' of AP spent meditating, up to a maximum of 10 Paces.

If the Wit roll is unsuccessful, the meditator doesn't become aware of anything.

#### Spirit sense

With this skill, the senses and perception are further heightened when in a meditative state. On a successful Wit Roll, in addition to magical energy, Spirit energies become active within the vision.

This can reveal objects and creatures hidden within the Spirit world, as well as Voiders attempting to reach into the reality, appearing as ghostly outlines to the meditator alone.

The radius of insight begins at 1 Pace, increasing by 1 Pace per AP set, up to a maximum of 10 Paces.

#### Enlightenment

Enlightenment is the Master Rank of Meditation, and once achieved, opens up a permanent sight of some of the universe's energies. The Devotee no longer has to sit cross-legged to perform any of their meditations: when relevant, the GM will ask for a Wit Roll to determine if something has been sensed.

With this Rank, while concentrating, the aura that surrounds any living creatures within 10 Paces can be seen, as long as there is no barrier between them and the meditator (i.e. creatures hiding amongst foliage or behind walls etc. can't be seen).

The swirls of colour surrounding creatures are an extension of their soul, and give away their emotional state. By paying attention to the colours, flickers and flares of energy, it is even possible to tell whether an individual is lying, or is strongly trying to conceal some knowledge or emotion.

This gives the Master Meditator +5 to Wit rolls to recognise when a character is lying or concealing something from them.

With this "inner sight" of auras, when a Master Meditator is in darkness, or even if their eyes are damaged, they suffer no added difficulty to their Attack Rolls.

## MOUNTAIN MUSTER

(Naming & Earth Prowess)

| P.R.     | Spell                 | T T | S T | R T | M T | Damage | Range | Area  | Duration | Cost |
|----------|-----------------------|-----|-----|-----|-----|--------|-------|-------|----------|------|
| 1        | Pebble persuasion     | 3   | 3   | 3   | 2   | --     | 8     | *     | I        | 4    |
| 2 to 5   | Rampart               | 6   | 5   | 4   | 3   | --     | S     | *     | 8 pl     | 9    |
| 6 to 10  | Unsure footing        | 11  | 9   | 7   | 5   | --     | 19    | 1 foe | 10 +10pl | 18   |
| 11 to 15 | Stone ward            | N/A | 14  | 12  | 10  | --     | S     | 6 r   | 12 mpl   | 36   |
| 16 to 19 | Stone work            | N/A | N/A | 16  | 14  | --     | S     | *     | P        | 60   |
| 20       | Knock on the mountain | N/A | N/A | N/A | 19  | --     | T     | *     | I        | 120  |

### Pebble persuasion

With an uttering of a lesser name and a pointing of a finger, a small stone within 8 Paces can be sent skittering across the ground in a direction of the caster's choosing. This can be used to distract, signal or even be launched towards an enemy.

If aimed at a target, a Magical Attack roll is required. The impact causes no Damage, but if the target is of a Large size or smaller and is moving at a fast pace (at least Pressing) they must make an Easy Guile Roll not to trip on the stone and fall Downed.

### Rampart

Both palms are placed on the ground, then raised by up to 1ft high per Level - up to the caster's full stretch if desired - causing a wall of earth to rise up before them, composed of the material in the ground itself. If the material is unsuitable to support itself (e.g. sand, slushy mud) the spell fails to work. The spell lasts for 8 AP per Level of the caster, who is free to move and act as they wish once casting is finished.

The earth wall can be up to 5 Paces long and 3-foot-thick as the caster wishes, but must form a straight line. If it is tall enough to conceal at least ¾ of their body, anyone sheltering behind the wall gets the Heavy cover bonus (+3 AD). The wall has a structural Durability of 1 point per Level.

This spell can even be used underground, to block passages or entrances, but any space occupied by beings or man-made structures will not rise up, but can become surrounded by the earth, trapped within a pocket for the spell's duration. At the end of the duration, the wall sinks back down into the earth over the course of one Turn.

### Unsure Footing

By loudly cursing a foe's feet to be repulsive to the earth, the caster makes their enemies movements over the ground a perilous endeavour.

A Magical Attack Roll is required, and the victim is permitted a Karma Check vs Base + the caster's Level. If this is failed, any movement they make for the spell's duration must be accompanied with a Guile Roll vs Base + Difficulty (using the table below) or they slip, trip, and fall Downed on the ground.

| Difficulty | Movement | Target Modifier |
|------------|----------|-----------------|
| Easy       | Quarter  | +5              |
| Average    | Drift    | +10             |
| Hard       | Press    | +15             |
| Very hard  | Run      | +20             |

The spell lasts for 1 Turn + 1 Turn per Level of the caster

### Stone ward

By invoking a true name of rock, the Namer creates a globe of faintly glowing energy around them that repels falling stone and avalanches. Such matter falls around and off the magical orb, protecting the caster any anyone near them from Damage.

If siege engines are propelling rocks, or some giant being is throwing boulders, the caster is permitted a Karma Check vs Base + the attacker's PR. If made, the rocks glance off, and if a Perfect Karma Check is made, they bounce with equal force directly back at the attacker.

### Stone work

After a few moments of deep concentration with hands clasped together, the caster intones the deep note of stone and becomes one with it in their mind. Their hands begin to glow, and when placed upon stone it can be moulded and separated psychically, as if it were wet clay. An area up to ½³ Pace per Level can be 'worked' in this way into any shape the caster desires.

Whole passages and chambers through solid stone can be made to come into being, and natural stone shapes can be warped and changed to the whims of the caster. The effects are permanent, leaving a solid stone shape of the caster's desiring.

After casting, the endeavour takes a single Turn to complete, with a rippling of solid stone.

This spell cannot be used offensively - any beings within the area of the working will unbalance the magics of the spell and cause the process to fail, wasting the caster's Spirit.

### Knock on the Mountain

Within a mountain or at its base, the caster can begin chanting in a resonant tone. At the chanting's completion, they rap their knuckles upon the rocky cliff side.

1 to 4 (d4) Jinja Seisha - mountain Spirits - will manifest from the Spirit realm. Unless the caster has desecrated any holy sites within the mountains (they will know), the Spirits will be positively inclined toward them, and will answer 3 questions, or perform a single task asked of them. This task must be something they can conceivably complete, must take place entirely within the mountain range, and not be contrary to their nature.

They have a complete knowledge of the mountain they were summoned at, including all its sites, caves, resource locations and beings thereabouts, and a good knowledge of any surrounding mountains for 10 miles around. They will answer 3 questions before they feel their duty fulfilled and depart. If they do not know the answer to any questions, this will not be counted from the allotment of 3.

## FRYST'S FORGE

(Fire & Maker Prowess)

| P.R.     | Spell             | T T | S T | R T | M T | Damage | Range | Area | Duration | Cost |
|----------|-------------------|-----|-----|-----|-----|--------|-------|------|----------|------|
| 1        | Ember Stone       | 3   | 3   | 3   | 2   | --     | 8     | *    | P        | 4    |
| 2 to 5   | Surging Flames    | 6   | 5   | 4   | 3   | 1      | 10    | *    | I        | 10   |
| 6 to 10  | Incandescent Edge | 11m | 9m  | 7m  | 5m  | *      | T     | *    | *        | 18   |
| 11 to 15 | Wild Forge        | N/A | 14m | 12m | 10m | --     | T     | *    | 10h pl   | 36   |
| 16 to 19 | Makers Mark       | N/A | N/A | 16m | 14m | --     | T     | *    | 12h pl   | 60   |
| 20       | Hammer Of God     | N/A | N/A | N/A | 19  | *      | 18    | 8 r  | 70       | 120  |

*In the ancient past, mortals were first taught to work metal by Fryst at the legendary First Forge.*

*Channelling the primal energies of the Forge is still possible by the initiated.*

### Ember Stone

With a moments concentration the caster grips a small mundane stone in their palm, and whispers a secret sacred phrase, slightly different each time this spell is cast. The stone momentarily glows bright with magic before returning to its dull rocky hue; it can then be placed anywhere the caster wishes.

While within 8-paces of the stone, if the secret phrase is repeated either by themselves, or another who they have entrusted with the sacred words, the holy flame within it causes it to glow red-hot over the course of a Turn, setting alight to any combustibles and/or causing 1 point of Health damage to any being in contact with it.

If the activating phrase be uttered in the presence of those who might glean their meaning (e.g. Makers, Wizards, Spirits or high-level characters) they are permitted a Guile roll (GM sets Difficulty) to spot the incantation. They have a Turn to react before the stone gets hot to enough to set anything ablaze.

A stone can only be used once; the magic dissipates after a Turn.

### Surging Flames

For this spell, a fire must be already burning – anything from a lit candle to a great blaze will suffice (including a burning building/vessel etc). With a loud exalting of the First Forge and a casting upwards of their hand, the caster bids the fire to momentarily surge in size and intensity.

Any standing within 2 Paces have their clothing set ablaze, suffering 1 Health and 1 durability damage per Turn.

The damage can be halted if the victim, or someone nearby spends a Turn reacting to its affect; e.g. rolling on the ground, beating the flames out with heavy material (cloaks, blankets etc), or dousing the fire with liquid.

### Incandescent Edge

By focusing their mind to the image of the First Forge the Maker is able to channel an iota of its power infusing the end of their weapon with a rune of Fryst. When activated in combat (at no AP cost) the weapons tip glows with an intense glow, superheating it. The weapon must be metal melee weapon of at least Small size. Due to the intense focus on channelling the magic, the caster can't make Called Shots while wielding it, and the weapon must be continuously held by them; if it leaves their hand, or they Blunder an Attack Roll, the magic is broken.

For 8 AP +2 AP per level the weapon's Damage is greatly enhanced as the table below, slicing through flesh with a frightening ease. Should PD be rolled with the additional Damage dice then this causes this amount of Durability Damage to the opponent's armour as well.

| Level   | Additional damage dice | Level    | Additional damage dice |
|---------|------------------------|----------|------------------------|
| 1 to 4  | d8                     | 13 to 16 | 3d10                   |
| 5 to 8  | 2d8                    | 17 to 19 | 3d12                   |
| 9 to 12 | 2d12                   | 20+      | 4d10                   |

### Wild Forge

With a channelling of ancestral energy, the caster infuses a simple campfire with the intensity of heat necessary to work metal within its flames, as if it was a blacksmiths forge.

If they cease focusing, the fire dies down to a low ebb, but within the spell's duration can be brought back to full strength at will.

### Makers Mark

The Maker murmurs a prayer to Fryst while tracing a symbol with their finger on a tool, or item of manufacturing apparatus. After a moment, the device glows with a faint radiance for the spell's duration, during which the normal construction time is halved.

For the duration, the tool/apparatus is considered Exquisite Quality (+3 to crafting rolls) and the chances of Inspiring (CB 119) an item increases to a crafting roll of 19 or 20.

### Hammer of God

With an invocation to the heavens, a truly colossal flaming spectral hammer, its head 16 paces wide, appears in the skies.

For 7 Turns, or until dispelled/dismissed, the celestial weapon strikes down once a turn, hitting all within the spell's Area. Structures, vehicles, foliage and the landscape are unaffected - the spectral hammer passes harmlessly through them.

Once summoned, the caster needn't concentrate on it, unless they wish to spend 1 Turn moving it to a new location n range.

Anyone caught beneath the hammer takes the same damage as the table for Incandescent Edge above, but are allowed a Karma Check vs Base + the caster's Level each turn to resist it.

# SHADE

## ACROBATICS

(Burglar Prowess)

| P.R.     | Skill             | TT  | ST  | RT  | MT | Summary                       |
|----------|-------------------|-----|-----|-----|----|-------------------------------|
| 1 to 5   | Tumbling          | 5   | 4   | 3   | 0  | Rear attack tumble            |
| 6 to 10  | Spring            | 5   | 4   | 3   | 0  | Rear attack & Elevated attack |
| 11 to 19 | Tightrope walking | N/A | 10  | 8   | 6  | Ability to tight rope walk    |
| 20       | Free running      | N/A | N/A | N/A | 0  | Moves are incorporated        |

**Nb-** These moves cannot be performed while wearing heavy armour.

### Tumbling

Tumbling is the art of using fast, graceful and precise movements, often to entertain as part of a travelling troupe, but more advantageously as part of a Shade's skillset, allowing them to spring over or past opponents and obstacles.

Flips, rolls, hand springs, cartwheels and somersaults are all examples of moves that can be performed. A Guile roll is required to complete these moves, with the Difficulty decided by the GM depending on the circumstances. Each tumbling move costs AP from the Acrobat's turn.

In combat situations, these can be used to quickly manoeuvre behind an opponent, gaining +2 to the next Attack Roll.

A failed roll results in the Acrobat stumbling and falling Downed on the ground, costing them 5AP to stand back up.

If two Acrobats are Tumbling while fighting one another, the Difficulty of the move is determined by the Prowess rank of the opponent. Against a Trained practitioner it's an Easy Guile roll; vs a Skilled one, Average; vs Renowned, Hard; and vs a Master, Very Hard.

### Spring

With a display of superior athletic poise, the Burglar leaps gracefully up into the air past their opponent, striking them on the descent with an attack that gains both the Elevated and Rear bonuses (total of +3 to the first Attack Roll, or both rolls if dual-wielding).

A Guile roll vs Base plus Difficulty (in the same manner as Tumbling) is required.

### Tightrope walking

With an amazing sense of balance, and only a rope to walk upon, the Acrobat can cross great heights, seeming to defy gravity with this skill.

The rope must be secure at both ends, and a Guile roll vs Base + Difficulty is needed for each turn of walking to avoid falling. The GM will modify the Difficulty depending on things like weather, encumbrance, and whether a balancing pole is used. While walking the tight rope no other actions are allowed, the Acrobat can only move at Drifting speed, and ideally should be carrying as little as possible.

| P.R.     | Max Armour worn |
|----------|-----------------|
| 11 to 13 | None            |
| 14 to 16 | Light           |
| 17 to 18 | Medium          |
| 19 to 20 | Heavy           |

### Free running

Free running takes acrobatics to another level, with diving vaults and reckless flips seamlessly incorporated into their movement, allowing the Acrobat to dodge past obstacles and foes with a baffling ease.

The Master Acrobat can incorporate flips and rolls into their regular movement at no AP cost.

## GAMBLING

(Gangster Prowess)

| P.R.     | Skill      | Summary   |
|----------|------------|---|
| 1 to 5   | Peeking    | +2 to Gambling roll, on a successful Guile Roll |
| 6 to 10  | Switcheroo | Switch tokens to rig game of chance             |
| 11 to 19 | Palming    | +3 to Gambling roll, on a successful Guile Roll |
| 20       | Counting   | +4 to Gambling roll, on a successful Wit Roll   |

Many forms of gambling exist throughout the lands. Some are games of chance, relying purely on luck (dice games, roulette, lotteries etc) with fixed odds of winning which are very hard to alter. Some are games of skill (card games, dominoes etc.) which rely on the abilities of the players.

Both such games can be tampered with, unnoticed if done with skill.

Unless your GM states otherwise, a d20 is rolled to determine success in gambling games. The result of the roll will be modified by Luck (affected by Charm, birth sign, religion etc.) as well as any bonus gained from the Prowesses used below.

With games of chance, a specific Target Number must be equalled or beaten to win; generally speaking the lower the odds, the smaller the winnings.

In games of skill, all participants make a d20 roll, with the highest roll winning.

### Peeking

The simplest way to cheat is to risk a peek at other players cards, pieces etc., gaining an advantage at a skill-based game.

The Gambler makes a Guile roll vs Base + Difficulty, using the table below as a guide.

| Location / Circumstances   | Difficulty |
|--|------------|
| Street / Bar / Low stakes game   | Easy       |
| Street / Bar / Medium to High stakes game  | Average    |
| Gambling House / Low to Medium stakes game / official dealer or croupier present | Hard       |
| Gambling House / High Stakes game / official observers present                   | Very Hard  |

If successful, they gain +2 to their Gambling roll. If failed, no useful information is gained. If Blundered, the attempt is noticed. Depending on where the game is being played and who with, this may result in anything from losing your stake and being dismissed from the game, up to much harsher, potentially more violent penalties.

### Switcheroo

By creating a distraction, or with some much-rehearsed nimbleness of fingers, the Gambler is able to replace some token (dice, roulette ball, lot etc.) to fix the outcome of a luck-based game. They must already possess a tampered item that would conceivably pass for the real thing.

To make the switch, a Guile roll vs Base + Difficulty (using the table above) must be made; gaining a +5 to the roll if the Sleight Of Hand Prowess (see CB, p85) is known. If failed, the

GM will make an initiative roll vs Base + Difficulty on behalf of the NPCs to spot it.

| P.R. Gambling | Initiative Roll Required |
|---------------|--------------------------|
| 6 to 12       | Easy                     |
| 13 to 15      | Average                  |
| 16 to 18      | Hard                     |
| 19 to 20      | Very Hard                |

If Blundered, the attempt is immediately spotted with no initiative Roll required, and NPCs will respond appropriately.

The Difficulty of the Wit Roll may be further modified taking other conditions into account; how similar the replaced token is, whether the gambler has a reputation or has been caught attempting anything else etc.

### Palming

Palming is an extremely quick-fingered technique, where the Gambler hides a token about their person, or even in their hand, to give them an advantage at some point in a skill-based game.

A Guile Roll vs Base + Difficulty is required and, if successful, a token is palmed, gaining them +3 to their Gambling roll. This can be combined with the Peeking prowess to give a total of +5, if both Guile Rolls are successful.

If failed, the attempt isn't noticed but also isn't successful. A Blunder results in being caught.

### Counting

With this Skill, the Gambler has trained themselves to count the movement of tokens between other players and dealers, retaining a good idea of which tokens are already played and which are yet to be dealt, in order to gain a good idea of who has what.

A Wit roll is required, using the table above. If successful the Gambler gains +4 to their Gambling rolls. A failed roll, even a Blunder, has no consequences other than not gaining this bonus.

This can be combined with any of the other Prowesses on this page to further increase the bonus, as long as the required rolls are made.

# WARRIOR

## POLE ARM

(Wielder Prowess)

| P.R.     | Skill           | Summary                    |
|----------|-----------------|----------------------------|
| 1 to 5   | Spearmanship    | Basic Polearm training     |
| 6 to 10  | Depose          | Knock opponents off mounts |
| 11 to 19 | Agile pivot     | Thrust from any direction  |
| 20       | Blurring strike | -1 AP per successful hit   |

The spear in its various forms was a most useful hunting tool, largely because of its flexibility, allowing the wielder to throw it as a projectile, and to strike at close quarters while remaining at a safer range.

The pole-arm is the combat-focused evolution of the spear. The projectile element is gone, but a deadlier assortment of blades have been tried and tested on battlefields, each capable of dealing damage from a good distance.

All Pole Arms have the 'Thrust' quality (see CB p136), taking advantage of the weapon's greater reach to strike first at opponents in combat, regardless of the Initiative roll.

### Spearmanship

The basics of Polearm training are learned; the Wielder no longer suffers the -5 to Attack Rolls from being untrained.

### Depose

The Polearm makes an excellent anti-cavalry weapon, allowing the wielder to knock riders off their horses, where they pose much less of a threat and can be easier to finish off.

With this Prowess learned, when a rider is hit normal Damage is caused, but the rider must also make a successful Physical Check vs Base + PR to stay on the horse. If failed they are knocked to the ground, suffering d3 fall Damage, and are Downed until they get to their feet (5 AP).

If their Physical Check is Blundered, they also drop any weapon they were holding.

### Agile pivot

Normally, the Polearm's Thrust quality is restricted to striking opponents in front of the wielder. With this Prowess Rank the wielder has honed their reflexes, gaining them the Thrust quality when attacked from any direction, not just the front.

### Blurring strike

The Master Polearm user is able to achieve a fast rhythm of blows, bringing their weapon to life with a blur of back-and-forth momentum.

With each consecutive successful attack, the weapon's AP cost is reduced by 1, down to a minimum of 2.

## MARTIAL ARTS MOVES (FIGHTER)

| Attack        | Prowess    | Conditions    | T.T. | S.T. | R.T. | M.T. | Dam  | PD  | Conditions Key   |
|---------------|------------|---------------|------|------|------|------|------|-----|--|
| Back fist     | Strike     |               | 6    | 5    | 4    | 3    | d8   | 1   | (a) If Attack Roll is successful and a natural 18 or 19 the opponent is Downed, unless they are more than 1 size category larger<br>(b) Must be Charging to perform this move.<br>(c) Opponent must be Downed to perform<br>(d) Target cannot be more than 1 size category larger than the attacker<br>(e) Causes no additional Perfect Damage, gets no bonuses to Damage from Brawn/Lethal Strike. For the purposes of the Perfect Hit table, its PD is 1.<br>(f) +2 to subsequent Attack Roll for a Strike or Kick attack for this turn<br>(g) +2 to subsequent Attack Roll for a Strike for this turn |
| Cross         | Strike     |               | 5    | 4    | 4    | 3    | d6+1 | 1   |  |
| Uppercut      | Strike     | (a)           | 7    | 6    | 5    | 4    | d6   | 2   |  |
| Hooked knee   | Kick       |               | 3    | 3    | 3    | 2    | d3+1 | 1   |  |
| Leaping knee  | Kick       | (b)           | 8    | 7    | 6    | 4    | d8+2 | 2   |  |
| Sweep kick    | Kick       | (a)           | 6    | 5    | 4    | 3    | d6   | 1   |  |
| Ankle pick    | Throw      | (e)+(f)       | 3    | 3    | 3    | 2    | 1    | N/A |  |
| Atomic drop   | Throw      | (d)           | 7    | 6    | 5    | 4    | d8   | 1   |  |
| Shin breaker  | Throw      | (d)           | 6    | 5    | 4    | 3    | d6   | 2   |  |
| Arm bar       | Submission | (c)           | 7    | 6    | 5    | 4    | d6   | 3   |  |
| Floating hold | Submission | (c), (e) +(g) | 3    | 3    | 3    | 2    | 1    | N/A |  |
| Waist lock    | Submission |               | 5    | 4    | 4    | 3    | d4+1 | 2   |  |

### Key

|             |  |
|-------------|--|
| <b>T.T.</b> | Trained Time (1 or more PR in that Prowess). Denotes AP required to perform  |
| <b>S.T.</b> | AP required when character is Skilled (8 PR) in a Prowess  |
| <b>R.T.</b> | AP required when character is Renowned (14 PR) in a Prowess  |
| <b>M.T.</b> | AP required when character is a Master (18 PR) of a Prowess  |
| <b>Dam</b>  | Damage inflicted (result halved when Striking or Kicking armoured opponents, unless the Iron Fist / Steel Kick Prowess Rank has been achieved) |
| <b>PD</b>   | Perfect Damage. The extra amount of AP the opponent is Staggered for, and loses from their next Turn   |

#### Ankle pick

The attacker grabs their opponent by the ankle and suddenly yanks it out from under them, tripping them and leaving them sprawled on the floor.

#### Arm bar

With their foe on the ground, the attacker quickly sits next to them with a leg across their throat and the other across their waist. They then grasp their opponent's arm between their thighs and grip the wrist with both hands. By pulling back and thrusting upwards with the pelvis, they can apply tremendous pain to the victim.

#### Atomic drop

From behind their foe, the attacker puts their head under their opponent's arm, one arm around their opponents waist and another under their thigh. They then use their brawn to lift their victim up before slamming them down, coccyx first onto the attacker's knee.

#### Back fist

The Back fist is a Strike where the attacker swings their hips into a punch thrown backwards, striking behind them.

#### Cross

A powerful Strike where the attacker throws a straight punch while twisting their hips and creating extra power by stepping forward.

#### Floating hold

When a victim is on the ground the attacker drops on top of them, placing one knee on the chest compressing and pinning it, while keeping one leg extended to keep balance. The attacker's arms are free for further attacks.

#### Hooked knee

An unpleasant Kick attack that rams the knee up and into the torso, slamming it into the flanks of the victim.

#### Leaping knee

A high speed attack requiring a run up before leaping upwards, grabbing the victim's head and driving the knee into their chest or face with a sickening crunch.

#### Shin breaker

Similar to the Atomic drop, the Shin breaker uses the attacker's Brawn to lift their opponent up in the air, but they do so holding the victim's leg folded, which is then dropped shin-first onto the waiting knee.

#### Sweep kick

A low Kick that, if executed correctly, takes the opponent's legs out from beneath them, leaving them Downed.

#### Uppercut

An 'underhand' punch, brought upwards to strike in an arc at the foe's chest, chin or face. If well placed, will put a foe on their back.

#### Waist lock

From behind, the attacker encircles their foe with their arms, crushing their ribs and spine and making it difficult and painful for them to draw anything but shallow breaths.

## WIZARD

### LIGHTNING

(Fire & Air Prowess)

| P.R.     | Spell           | T T | S T | R T | M T | Damage  | Range | Area    | Duration | Cost |
|----------|-----------------|-----|-----|-----|-----|---------|-------|---------|----------|------|
| 1        | Jolt            | 3   | 3   | 3   | 2   | 1       | T     | 1 being | I        | 5    |
| 2 to 5   | Thunderbolt     | 5   | 4   | 4   | 3   | 3d4+1pl | 30    | 1 being | I        | 11   |
| 6 to 10  | Charge          | 10  | 8   | 6   | 5   | d4+1pl  | T     | *       | *        | 22   |
| 11 to 15 | Thunderclap     | N/A | 12  | 10  | 8   | --      | 40    | 4r      | 40       | 44   |
| 16 to 19 | Ball lightning  | N/A | N/A | 14  | 12  | --      | S     | S       | 5h pl    | 65   |
| 20       | Lightning storm | N/A | N/A | N/A | 16  | 3d4+pl  | 50    | 6 r     | 60       | 130  |

#### Jolt

With moment's concentration a flicker of electrical energy can be made to spark from the caster's index finger. It will dissipate in a flash of light, unless placed on a conductible material in which case it will leap to it, giving a small shock if the 'material' is another being.

If used offensively, a Magical Attack Roll is required, causing 1 Health Damage if successful. Against a being with animal-level Wit, the sudden unusual shock will cause it to flee for d3+1 Turns, unless it makes an Easy Morale check.

#### Thunderbolt

Cradling their fingers together, the casters' hands pulse with electrical energy, forming a sphere of lightning in the space between their palms. This can then be released as a bolt of lightning over a great distance, to strike at a single target with a damaging shocking blast.

A Magical Attack roll is required and, if successful, deals 3d4 Health Damage, plus 1 Damage per Level of the caster.

If Perfect Damage is rolled, the target's muscles begin to spasm from the shocking and will be staggered for AP depending on the level of the caster, as the table below.

| Level    | Stagger |
|----------|---------|
| 1 to 5   | -1 AP   |
| 6 to 10  | -2 AP   |
| 11 to 15 | -3 AP   |
| 16 to 19 | -4 AP   |
| 20+      | -5 AP   |

Any stagger resistance from a high Brawn is ignored by this attack, as their own muscles are working against them.

#### Charge

By momentarily laying their hands on a metal object and uttering one of the lesser words of power, the caster can imbue it with electrical energy. If the object is being worn or wielded by an opponent at the time of casting, a Magical Attack roll is required, adding +1 per Level, vs Base + the item's Durability. If the roll is failed, the Spirit is spent but the spell is wasted.

For the spell's duration, anyone in contact with the object takes Health Damage of d4 +1 per Level of the caster, for each Turn that they're in contact with it.

The charge lasts for 1 Turn + 1 per 3 Levels of the caster (so 2 Turns at 3<sup>rd</sup> Level, 3 Turns at 6<sup>th</sup>, 4 at 9<sup>th</sup> etc.)

#### Thunderclap

Upon completing a chant, the caster points a beckoning hand to the sky and summons a rolling thunder across a 4 Pace area.

Anyone within that area must make a Karma Check vs Base + the caster's Level) or become deafened for 4 Turns, unable to communicate except with their hands, and thus unable to cast any spells that require chanting or speaking. Victims will also suffer -2 to all d20 Rolls as they are discombobulated by the auidal trauma.

#### Ball lightning

Invoking the name of the storms, the caster causes a ball of light to come into being within their hand. This brightly shining 6-inch globe gives off sufficient light to illuminate a radius of 6 Paces.

The caster can will the ball to hover above them, and it will follow them in this position for the spell's duration without the need to concentrate. Or, with concentration and a free hand, it can be made to move anywhere up to 45 Paces from the caster, at a speed of 12 Paces a Turn, obeying simple hand gestures to control speed and direction, though the caster must keep sight of it.

If line of sight is broken, the ball will simply hover in that spot until the wizard re-establishes line of sight or the spell expires, at which point it puffs out of existence, leaving behind a vaguely sulphuric odour.

If any living beings touch the ball, they suffer 1 Spirit Damage but cause the ball to puff out of existence.

#### Lightning storm

The Wizard reaches skyward, hands imploring, evoking one of the true names of the sky. A great storm cloud gathers above the target area, and bolts of lightning begin to barrage the earth with a terrible fury.

Anyone in the area takes 3d4 Damage +1 per Level of the caster every Turn they remain in that area, unless they make a Karma Check vs Base + the caster's Level.

The caster makes a single Damage roll for everyone inside the area, and if Perfect Damage is rolled, foes are staggered in the same manner as for the Thunderbolt spell.

The cloud will stay in place for 6 Turns, striking the same area with lightning unless dispelled/dismissed.

Once the spell has been cast the caster is free to move and act as they wish.

## ANGELIC ART

(Air & Velocity Prowess)

| P.R.     | Spell                 | T T | S T | R T | M T | Damage | Range | Area  | Duration | Cost |
|----------|-----------------------|-----|-----|-----|-----|--------|-------|-------|----------|------|
| 1        | Feather foot          | 3   | 3   | 3   | 2   | --     | T     | S     | 30       | 4    |
| 2 to 5   | Wind skip             | 5   | 4   | 4   | 3   | --     | --    | S     | 5 m pl   | 10   |
| 6 to 10  | Heaven's spear        | 9   | 8   | 7   | 5   | d8+1pl | 33    | 1 foe | I        | 20   |
| 11 to 15 | Descend               | N/A | 11  | 9   | 7   | --     | T     | *     | 9 m pl   | 40   |
| 16 to 19 | Celestial bombardment | N/A | N/A | 13  | 11  | d8+1pl | 43    | 7r    | I        | 60   |
| 20       | Flight                | N/A | N/A | N/A | 15  | --     | --    | S     | 2 h pl   | 120  |

### Feather foot

By uttering one of The Host's lesser words of power, the caster can briefly make their footsteps almost weightless.

This spell makes them tread so lightly they can walk atop the very surface of snowdrifts, and even over still water or other liquids that are stagnant. The caster will still leave shallow footprints if the surface will retain them, and an audible hissing sound of pressurised air will accompany each footstep.

### Wind skip

Upon completing an elaborate gesture, ending with their palms outstretched at their sides, the caster greatly increases their Movement.

As long as they hold their arms in this pose, they move at double their normal Movement, with each step propelling and lifting them slightly, carrying them forward at a great rate.

The spell lasts for 5 minutes per Level of the caster.

### Heaven's spear

With their head bowed the caster chants deeply. As they do so, a mighty spear of a translucent matter begins to manifest above them, glowing with a mystical energy.

The caster then points at their target and the spear shoots towards them, covering a great distance. A Magical Attack roll is required, and, if made, deals d8 Damage plus 1 per Level of the caster.

This can only be directed at a single foe.

If Perfect Damage is rolled, the spear appears to pierce right through the target with its tip stuck into the ground, pinning them in place, though it does not actually create a physical hole through them or in the ground.

Each Turn, a pinned victim is allowed a Karma Check vs Base + the caster's Level to be able to move from the spot.

### Descend

After intoning the correct words of power, the caster touches themselves and/or their allies on the forehead, imbuing them with a magical energy.

For the spell's duration, taking falling Damage becomes almost impossible for those affected, as they instead gently float down at 2 Paces per Turn. If thrown to the ground by a Martial Arts move, the Damage taken is halved.

1 person per 3 Levels of the caster can be imbued in a single casting, and the effects last for 9 minutes per Level of the caster.

### Celestial bombardment

At the completion of a brief chant, the Wizard calls a devastating attack down from the heavens. A veritable cloud of Heaven's spears rains down, striking all within the affected area.

The attack only lasts for a single Turn, but any within the radius must make a Karma Check vs Base + the caster's Level, and if failed, suffer d8 Damage +1 Damage per Level of the caster. A single Damage roll is made for all within the area.

If PD is rolled then they are pinned in the same manner as the Heaven's spear spell.

### Flight

By whispering one of the true words of power of The Host, the caster causes a pair of glowing wings forged of pure magic to appear upon their backs.

The wingspan will be twice the caster's height, and will bear them into the sky with an angelic grace.

While flying, their Movement is 24, and the spell lasts for 2 hours per Level of the caster, or until dispelled/dismissed.

## TELEKINESIS

(Self & Velocity Prowess)

| P.R.     | Spell    | TT  | ST  | RT  | MT | Damage | Range | Area | Duration | Cost |
|----------|----------|-----|-----|-----|----|--------|-------|------|----------|------|
| 1        | Snatch   | 3   | 3   | 3   | 2  | --     | 4     | *    | 30       | 6    |
| 2 to 5   | Grasp    | 5   | 4   | 4   | 3  | --     | 8     | *    | 40       | 13   |
| 6 to 10  | Hurl     | 9   | 8   | 7   | 5  | --     | 10    | *    | 1        | 26   |
| 11 to 15 | Stir     | N/A | 11  | 9   | 7  | --     | 5     | 8r   | 60       | 48   |
| 16 to 19 | Reach    | N/A | N/A | 13  | 11 | --     | 14    | *    | 70       | 70   |
| 20       | Brandish | N/A | N/A | N/A | 15 | --     | 16    | *    | 80       | 140  |

**Nb** – The Caster gains no addition bonus to damage from level, high Wit or Core skill with Telekinesis spells with the exception of Brandish.

### Snatch

With mental focus and a carefully guided finger, the caster is able to levitate, rotate and move non-sentient objects. The maximum size is limited to what the caster can hold in one hand (see Size Modifiers Core Book page 50). The object cannot be pulled out of a victims grasp or torn from strong bindings.

The caster can completely and precisely control the object's movement within the spell's range. If thrown at someone offensively, a Magic Attack roll is required, the item's AP is Trained time, it does so with no real momentum causing only 1 health damage. This can be used to distract or confuse a target.

This spell can be attempted surreptitiously to steal without the victim noticing, but requires a Magic Attack roll, and allows the victim an Initiative roll vs Base + the caster's Level, d3 Turns after the event to realise that someone has robbed them.

If the Magic Attack was a Perfect Draw, the caster can choose whether it costs no Spirit, or the victim suffers +5 Difficulty to their Initiative roll. If the caster has enough PR in Sleight of Hand to know Misdirect or The Artful Dodge, those bonuses also apply.

### Grasp

After focusing their will, the caster closes their hand and psionically binds an opponent or object with their magic, lifting them and leaving them hanging immobile in the air.

A Magical Attack roll is required against an unwilling being. If successful, the victim is permitted a Karma Check vs Base + the caster's Level, and if failed are essentially trapped, floating ¼ of a Pace off the ground per Level of the caster for 4 Turns, or until the caster releases them. Releasing them can be done by gently lowering the hand, causing no Damage, or with a sudden release that causes d6 Damage per Pace dropped. The caster can still use their free hand as they wish while the spell is in effect, and can move as long as they stay within range of the victim. The size the caster is able to lift in this manner is dependent on their Level, as the following table.

| Level | Being Size (p7)                                | Examples                           |
|-------|--|------------------------------------|
| 1-3   | Tiny/Small                                     | Box, Chest, Barrel, Dog            |
| 4-6   | Medium   | Canoe, Travois, Hand cart, Pony    |
| 7-9   | Large  | Sled, Row boat, Raft, Horse, Camel |
| 10-12 | Giant  | Cart, Chariot, Small sail boat, Ox |
| 13-15 | Huge   | Portcullis, Large boat, Elephant   |
| 16-19 | Colossal 31'+                                  | Ship                               |
| 20    | Any single object that is conceivably liftable |                                    |

### Hurl

With a clenching fist, the caster makes a Magical Attack roll to psionically grab a foe, then throws their hand upwards at an angle, sending the victim hurtling through the air in the desired direction. The size the caster can affect is the same as Grasp.

A Karma Check vs Base + caster's Level is allowed to resist. If failed, the victim is thrown horizontally 2 Paces, and vertically ½ Pace, each multiplied by up to the caster's Level. The victim suffers d6 Damage for every Pace fallen vertically. If they have some power of flight or controlled descent, they are still hurled the same distance, but may reduce or nullify the Damage if they are able to control themselves.

### Stir

After performing a spinning turn replete with magical gestures, the caster makes surrounding loose objects rise up and rapidly orbit about them, hitting any who come near.

Tiny/Small detritus objects (e.g. stones, furniture - anything not too heavy or well anchored) rises and begin orbiting the edge of the spell's radius. This forms something of a kinetic shield, giving all inside its radius +4 AD vs missile attacks. Should anyone attempt to pass through the perimeter they will be struck by the flying debris, and suffer d4 Damage for each Turn they remain there. The Wizard need not concentrate on the spell, but can cease it at will with a gesture.

### Reach

At the completion of a chant, the caster brings into being a pair of hands, identical to their own but visible only to themselves. These can fly freely in any direction up to 14P from the caster with a Movement of 8. The hands are an extension of their own, and mirror the caster's own hand movements, extending the range at which they can cast magic spells, attack, steal, or anything the caster could attempt with their own hands, but from a much greater distance. The caster must keep sight of them, or whatever action they are attempting with them will automatically fail.

### Brandish

With a supreme use of telekinetic power, the caster makes any single weapon fly through the air with a Movement speed of 8, up to 16P from the caster, and attack with it. Regardless of weapon type, its 'Trained Time' AP is used, and instead of PR, add the caster's Level to Magical Attack Rolls and Damage.

The caster is able to perform other actions while attacking with the weapon, but each such attack takes 2 AP from their turn. For example, if brandishing a sickle - a TT AP cost of 3 - the caster can strike three times with it, and still have 4AP on their own Turn to use as they wish.

## CHAPTER 3: TRADES

| Title          | Core statistic | Title                 | Core statistic | Title             | Core statistic |
|----------------|----------------|-----------------------|----------------|-------------------|----------------|
| Acrobat        | Guile          | Herald                | Charm          | Scribe            | Wit            |
| Animal handler | Grit           | Jester                | Charm          | Soldier (cavalry) | Brawn          |
| Armourer       | Brawn          | Jeweller              | Guile          | Soldier (foot)    | Brawn          |
| Ascetic        | Wit            | Mason                 | Brawn          | Tailor            | Guile          |
| Astir          | Wit            | Prize fighter         | Grit           | Tattooist         | Guile          |
| Cartwright     | Brawn          | Rat catcher           | Guile          | Trader            | Charm          |
| Forester       | Grit           | Sailor (salt / fresh) | Grit           | Waggoner          | Grit           |
| Gambler        | Wit            | Sapper                | Brawn          | Watchman          | Grit           |
| Hatter         | Guile          | Scholar               | Wit            | Weapon smith      | Brawn          |

### ACROBAT

Stat Roll: Guile

Locate resource: No

Identify creature: No

These athletic entertainers often travel with troupes, earning their coin by wowing crowds with feats of tumbling, flipping and gravity-defying skill.

1. 2 free PR into the Acrobatics Prowess (q.v.)
2. 2 more free PR into Acrobatics Prowess and –1 point from each dice of falling Damage.
3. 1 free PR into Acrobatics Prowess and –10% to rolls on the Blunder table, making Blunders less likely to be lethal. Once a day, after performing to crowd of at least 20 people, or a whole day spent street-performing in a settlement, the Acrobat can earn a gratuity depending on the settlement size, on a successful stat roll. In a village they earn d6 gp, a town d12, and city d20 gp. On a perfect Stat roll, the amount earned doubles.

### ANIMAL HANDLER / FALCONER

Stat Roll: Grit

Locate resource: No

Identify creature: No

The most commonly trained animals for service to Peoples are dogs, horses and birds of prey. Exotic animals (wolves, bears, monkeys etc.) can also be trained, but the training time below is doubled, and such animals can only learn half the number of commands of more domesticable ones.

After 2 good months of training, animals can be conditioned to use for hunting, and with a further 2 months training can even be made ready for the battlefield. At the end of each month an Average Difficulty Stat roll is required (Easier if the Beast has the weakness “Servile”), and after 2 successful months they are trained. If, after 6 months, the trainer hasn’t succeeded then that animal is considered too wild, and cannot be trained.

1. Can teach an animal four simple commands. Able to appraise the quality and value of an animal on a Stat roll.
2. Can teach two additional commands. Beasts trained by the Animal Handler gain +2 to Attack Rolls when fighting for them. The Animal Handler gains +2 to Attack Rolls when using whips or lassos.
3. Halves the time to train an animal. 1 free PR in Rehabilitation, though the Difficulty is increased by a tier for treating non-Beast patients unless further points are put in the Prowess. When confronting a wild Beast, their knowledge of animals can be brought use; a Stat roll vs Base + the rarity of the beast can be made to make themselves as threatening or dominant as possible, according to the psychology of the species. This takes 10 AP of the Animal Handlers turns. If successful the creature must an Easy Morale check or flee for d3+1 turns. This can only be attempted once per combat against a single animal.

### ARMOURER

Stat Roll: Brawn      Field: Metal work

Locate resource: No      Identify creature: No

Armourers are specialist metalworkers, able to craft sophisticated helms, protective suits and metal shields. With a working forge and a steady supply of materials, they can keep a militia geared with defensive attire. Simple repair of damaged armour can be achieved in a short time, but new suits of armour can take considerably longer, depending on the type constructed.

Other forms of metalwork can be attempted by an Armourer, but will be on a harder Stat roll.

1. Able to craft Poor Quality armour and +1 to their Armour Defence while in self-made metal armour.
2. Able to craft Standard Quality armour. If performing the Warrior Core Skill 'Sunderer' (CB, p95) against an opponent's armour, +1 point of Durability Damage is dealt as weak spots are more easily identified.
3. Able to craft Fine Quality armour and +1 to their Armour Defence while in self-made metal helm.

### ASCETIC

Stat Roll: Wit      Field: Eldritch

Locate resource: Yes      Identify creature: No

Ascetics are wise, often hermit-like peoples, who spend time in humble seclusion or within isolated communities of fellow Ascetics, contemplating the cosmos and its workings. Such deep thought requires periods of strict abstinence from worldly pleasures, and an adherence to repetitive tasks or duties which frees their minds to perceive the divine energies of the universe.

Some may take vows to perform a particular yogic feat - such as standing on one leg atop a pillar, or holding a limb over their head - for years on end.

1. 1 free PR into the Meditation Prowess. Able to locate Eldritch resources on a Stat roll.
2. 2 free PR into Meditation Prowess. Can craft Shillelagh on a Stat roll.
3. 1 free PR into the Meditation Prowess. Ability to craft Skull Caps and Nazar.

### ASTIR

Stat Roll: Wit      Field: Eldritch

Locate resource: Yes      Identify creature: Yes

Astir are mystics, trained in the lore and navigation of the dream world, with knowledge of the many foul beings that can dwell there. Through the controlled consumption of various Toxins, they are able to enter this nocturnal mindscape – taking others with them if they wish – and gain a perfect recall of previous memories, both their own and those of others whose dreamscape they enter. They are able to meet and commune with fellow Astir across any distance though joined dreams, and sometimes able to gain knowledge and wisdom from the beings that dwell therein.

1. Automatically become lucid within dreams. Knowledge of what Toxins can be used to induce a dream state, and can attempt to locate them on a Stat roll.
2. Able to commune with other dream workers. +2 to d20 rolls while in the Dreamscape. Able to identify dream-dwelling beings on a Stat roll.
3. On a Stat Roll, can detect when a sleeping individual is in danger within their Dreams. With the correct resources, can perform the ceremony to create Mystic Runes (see Magic Protection). Others suffer +3 to the Difficulty of Karma checks to resist the Astir breaching their Psychic threshold.

### CARTWRIGHT

Stat Roll: Brawn      Field: Wood work

Locate resource: Yes      Identify creature: No

These specialist carpenters are able to construct carts and wagons, specialising in a local type.

Anyone with this Trade skill can attempt other forms of carpentry work on a Stat roll, albeit vs a higher Difficulty.

1. Can produce carts and wagons of Poor Quality, and locate wood on a resource gathering Stat roll.
2. Can produce carts and wagons of Standard Quality, and perform repairs to wooden structures & vehicles on a Stat roll as long as adequate supplies are present. A successful roll restores d6 durability to wheeled wooden vehicles, and d3 to all other wooden structures.
3. Can produce carts and wagons of Fine Quality. Can concoct, from mundane materials, a special form of grease known as "Gubbins' rub". If applied to a wheeled vehicles axel, this increases its Movement speed by 2. If lathered over a person they gain +2 to Physical Checks when breaking free from grapples. A single dose can serve either purpose for a day.

### FORESTER

Stat Roll: Grit

Locate resource: Yes

Identify creature: Yes

Foresters are wardens of the woods, using their knowledge to harvest and manage trees and flora. They may sometimes be hired as guides, helping others to pass safely and efficiently through forested areas, and are sometimes even employed to track down or report on outlaws making hidden camps in the deep woods.

1. Able to identify woodland creatures on a Stat roll, and locate wood on a resource gathering roll.
2. Knowledge of Remedies, and can attempt to locate them on a Stat roll. Plus, 2 free PR into either Improvised weapons, Bows or Projectiles Prowesses.
3. +3 to Initiative in all forests (whether arctic, temperate or jungle) and +2 to Natural Hazards rolls in forests. 1 free PR into the Prowess 'Tracking' (see CB p92).

### GAMBLER

Stat Roll: Wit

Locate resource: No

Identify creature: No

Professional Gamblers are skilled players of various games of chance and skill. A good gambler not only knows the rules and the odds, when to quit and when to keep playing, but also how to cheat, and to quickly cover up when they do it badly.

1. 1 free PR into the Gambling Prowess and +1 to Gambling rolls with games of skill.
2. 2 more free PR into the Gambling Prowess and +1 to Gambling rolls with games of chance.
3. 2 free PR into the Gambling Prowess. If the Gambler Blunders when attempting to cheat, their opponents must make an Initiative roll vs Base + PR to spot the deceit.

### HATTER

Stat Roll: Guile

Field: Textiles

Locate resource: No

Identify creature: No

These specialist tailors produce hats and headgear for many different situations and purposes. Reputed to be somewhat mentally unhinged, due to their often-careless use of mercury. Other Textile work can also be attempted by someone with this Trade skill, but vs a higher Difficulty.

1. Can make Poor Quality hats and - if supplied with eldritch materials - can produce Fez.
2. Can make Standard Quality hats. With the right materials can make Pointed Hats.
3. Can produce Fine Quality hats. +2 to their Magic Defence while wearing self-made magic hats. If learning this rank *after* Character Creation, re-roll your 'Nature', as your personality changes due to working with mercury.

### HERALD

Stat Roll: Charm

Locate resource: No

Identify creature: Yes

Heralds serve as messengers for the aristocracy, trusted to convey both personal and private messages between members of the nobility, and to deliver public proclamations to the people.

When at their liege's side, they serve to announce guests with the appropriate pomp. A broad knowledge of crests, banners and uniforms allow the herald to identify lineage and allegiance.

1. Complete knowledge of their master's lineage, coats-of-arms and crests. Able to identify local noble faction heads, prominent members of their household, and recall knowledge of their allies and enemies on a Stat roll.
2. When introducing themselves, or someone else, the introducee gains +2 to their first Persuasion roll. This can only be used once per meeting. On a Stat roll, able to identify regional noble faction heads, their coats-of-arms, prominent members of that household, and recall knowledge of their allies and enemies. In addition, a Journeyman Herald gains +3 to Wit rolls to recall information about any NPC they have meet.
3. On a Stat roll, can identify international nobility, as long they're from a society that has contact with the Herald's or their masters in some form. They can identify coats-of-arms, household members, and recall knowledge of their allies and enemies on a Stat roll. When addressing a crowd, the Difficulty for the Heralds Persuasion rolls is reduced by a tier (Hard becomes Average etc, see CB p20). When spending time with members or servants of a household, or even local peoples, can gather information about any scandals or gossip that members of a noble faction or household have perpetrated, on a Stat Roll.

## JESTER

Stat Roll: Charm

Locate resource: No

Identify creature: No

A Jester is a paid entertainer that clowns, fools around, jokes and amuses; sometimes travelling as part of a troupe, performing on stage or busking in town squares or large inns. If they are particularly entertaining, they may be called to perform regularly in the private residences of the rich and noble for a decent wage.

Prat-falls, physical humour, crass jokes (often at the expense of the nobility) and even juggling are all in the repertoire of a good jester. Some musical skill and tale-telling are also part of their performing skills.

1. Ability to tell jokes well and perform physical humour on a Stat roll. +1 to Enthuse rolls with audience members during or within 3 hours of a performance.
2. Able to play a musical instrument of their choosing, and recite bawdy songs and limericks. Once a day, after performing to crowd of at least 20 people, or the whole day spent street-performing in a settlement, on a successful stat roll the jester earns a gratuity depending on the settlement size: In a village d6 gp, town d12 and city d20 gp. This amount doubles on a Perfect roll.
3. A further +2 to Enthuse rolls with audience members during or within 6 hours of a performance. Able to juggle up to six tiny objects/weapons (balls, sticks, small blades, torches, hammers, sickles etc.). It takes a full Turn to get them all in the air, and only a single Stat roll is required to start and keep up the juggling indefinitely. If thrown offensively while juggling them, these projectiles are 1 AP quicker than usual (to a minimum of 2AP) and have a range of 3 paces, or the weapons defined range if that is greater. 1 free PR in Small Blades or Improvised Weapons.

## JEWELLER

Stat Roll: Guile

Field: Metal work

Locate resource: No

Identify creature: No

Jewellers are skilled at cutting and polishing precious stones, along with the delicate working of fine metals. This is quite a profitable Trade, and with a good sense of aesthetics a skilled jeweller can turn raw materials into objects of considerably greater value.

Other forms of metalwork can be attempted by those with this skill, but will be more difficult.

1. Can produce jewellery of Poor Quality, and appraise the value of jewellery, precious metals and gems on a Stat roll.
2. Can produce jewellery of Standard Quality. If in possession of the right materials, can produce Periapt.
3. Can produce jewellery of Fine Quality. When crafting Jewellery, an item is inspirited on a roll of 19 or 20.

## MASON

Stat Roll: Brawn Field: Stone work

Locate resource: Yes

Identify creature: No

Masons craft rock, anything from a humble makeshift dry-stone wall or gravestone, all the way up to vast palaces and temples of stone, albeit with the latter requiring the supervision of a Builder.

Stone is usually extracted from a quarry, worked into the desired shape, then erected by hand for small structures, or with a crane, winch or lewis for larger ones.

The purpose may be military, religious, domestic, aesthetic, or simply a sturdy shelter, but masons leave their mark on the landscape that can long out-live the inhabitants.

1. Able to produce stonework of Poor Quality and the ability to locate stone (either by keeping an eye out as they travel, or strip mining) on a resource gathering roll. Amounts found on the surface, while less in quantity, may be a sign of a greater deposits thereabouts.
2. Able to produce stonework of Standard Quality, to finish stone to blocks for construction and to perform repairs to stone structures on a Stat roll if adequate supplies are present. Can restore d4 durability to stone structures.
3. Able to produce stonework of Fine Quality, and -1 AP (to a minimum of 2) with all hammers

## PRIZE FIGHTER

Stat Roll: Grit

Locate resource: No

Identify creature: No

Prize fighters earn a living in organised bouts of unarmed fighting. Most contests involve a series of rules and restrictions or a code of conduct, and are usually fought until one combatant is either knocked unconscious, submits, are thrown out of the ring or - in some extreme cases - is dead.

1. 2 free PR into Strikes, Kicks, Submissions or Throws.
2. 2 free PR into either Strikes, Kicks, Submissions or Throws. Choose one Martial Arts move to gain +1 to PD.
3. 1 free PR into Strikes Kicks, Submissions or Throws, and +1 Stagger resistance. When knocking an opponent unconscious with a Perfect Hit, its lasts for twice as long.

### RAT CATCHER

Stat Roll: Guile

Locate resource: No

Identify creature: No

Whilst not the noblest profession it is an essential one, especially for the well-being of larger towns, reducing the numbers of these crop-eating, food stealing, sometimes disease-ridden vermin. The rat catcher will employ simple traps, Toxins and specially trained animals to help keep the rat population in check.

- 1 free PR into the Traps Prowess. By special preparation, taking at least an hour, increases the Potency of Toxins by 2.
- Able to train dogs or a 'Fancy Rat' - a highly intelligent trained rodent - in the same manner as an *Animal Handler* (q.v.) - 4 commands in total. With the addition of certain secret, yet mundane, substances can either quicken or slow the onset of Toxins by 25%. +1 vs Toxin Checks.
- 1 free PR into the Traps Prowess, +1 vs Disease Checks, and can refine and improve poisons that damage Health to cause an extra point of Damage.

### SAILOR

Stat Roll: Grit

Locate resource: No

Identify creature: Yes

Sailors can man a variety of water-borne vessels, from freshwater river boats up to ocean-faring ships. The transport and trade of goods is the main (and usually most reliably profitable) venture, while other sailors serve in navies, ply the seas in search of fish to catch or - if possessed of fewer scruples - choose the nefarious, illegal but highly profitable life of a pirate. From a mixture of personal experience and oral folklore, they can identify water-dwelling beings.

- Ability to man vessels of oar or sail, and able to identify water-dwelling beings on a Stat roll.
- Able to tie a variety of knots, ability to swim while minimally dressed (no armour, kit or heavy clothing), and +2 vs waterborne natural hazards rolls.
- When at sea, by sniffing the air or a feeling in their bones, can sense if bad weather (storms, high winds etc) will strike in the next 12 hours, on a Stat roll. Can by the suns position or the stars judge direction on a stat roll., and -10% to Ship Blunder rolls, making their nautical mishaps less likely to be deadly.

### SAPPER

Stat Roll: Brawn Field: Wood work/Metal work

Locate resource: No

Identify creature: No

Sappers are masters of siege warfare, able to construct various forms of siege engine to bring low the sturdiest of defences. Those with this trade skill can also attempt other carpentry and metal work, but vs a higher Difficulty.

- Can construct siege engines of Poor Quality and 1 free PR in Projectiles.
- Can construct siege engines of Standard Quality, and have the knowledge and ability to dig tunnels with bracing and timbering to reduce the chance of cave-ins, in order to undermine or burrow under defences.
- Ability to craft siege engines of Fine Quality. Reloading speed with siege engines is reduced by ¼.

### SCHOLAR

Stat Roll: Wit

Field: Eldritch

Locate resource: No

Identify creature: No

A learned profession, Scholars are often employed to educate the clergy, or the children of aristocrats in history, philosophy, languages, and mathematics. In some nations, formal colleges are established, dedicated to the pursuit of knowledge, and for the education of a select (and usually wealthy) portion of the populous.

- Ability to read & write one language they know. Able to carry out research on topics if sufficient texts are available.
- Broad knowledge on one particular topic of academic interest. This could be understanding of Philosophy (celestial mechanics, parallel worlds and ethics), Mathematics (sacred geometry, numerology and arithmetic), History (extensive knowledge of a particular region, its dynasties and cultural artifacts), Language (ancient dialects, writing forms and symbolism), Theology (prominent holy persons, relics and prominent beings of The Host), Mythology (legendary persons, objects or creatures) or another subject agreed with the GM to be thematically appropriate. Gain a +2 to Stat/Research rolls relating to this fields. With the correct resources, can perform the Anointment ritual (see Magic Protection, DoQ).
- Either broad knowledge about another topic or a deeper specialist knowledge in the same topic gained at Journeyman rank. Gain either +2 to Stat/research rolls relating to this new field or a further +2 to specialised field. With the correct resources, able to produce Stang (see Magic Protection, DoQ). Ability to Read & Write all the languages they know

### SCRIBE

Stat Roll: Wit

Locate resource: No

Identify creature: No

Scribes produce and reproduce documents and books by hand. A key member of a communities with low literacy rates, the Scribe records laws, histories, as well as important legal or business transactions.

Forgery of documents can be attempted by a Scribe, but to have the best chance of doing so they should have the original document present with them whilst attempting it. At the very least, they must have read the document in question, but without it present they suffer +5 Difficulty to the Stat roll, itself affected by how unique or recognisable the original is.

1. Ability to read and write all the languages they know, and reproduce written works, or pen wholly new works, to a Poor Quality.
2. Can produce or reproduce written works of Standard Quality. Able to do research with sufficient texts available.
3. Can produce and reproduce works of Fine Quality. If supplied with the correct materials, can bind Hybrid Techniques into a sutra.

### SOLDIER (CAVALRY)

Stat Roll: Brawn

Locate resource: No

Identify creature: No

These skilled soldiers are trained to fight on horseback, and are a vital part of any successful army. As well-trained horses are expensive, such horsemen tend to be more affluent members of any army.

They can be used as light skirmish units, peppering enemies with short bow fire, or as close formation squads, charging through the ranks of the enemy and scattering them under the heavy hooves of their war horses. Cavalry soldiers usually have a specific role within the army (archer, skirmisher, lancer, knight etc.) which dictates their weapon selection.

1. Ability to ride horses. 1 free PR into either Bows, One Handed, Two Handed, or Polearms.
2. 2 free PR into the same Prowess chosen at Novice level. Gain an extra +1 to Attack Rolls when Charging on horseback.
3. 2 free PR into the same Prowess taken at Novice level. When planning an attack, they can, on a successful Stat roll, devise the best strategy to deliver a ferocious assault, giving themselves and their allies an extra +2 to Attack Rolls on their first Combat Turn.

### SOLDIER (FOOT)

Stat Roll: Brawn

Locate resource: No

Identify creature: No

Professional soldiers are found throughout the worlds, either in the permanent service of local lords, or as bands of mercenaries for hire, seeking coin in exchange for carnage.

In times of peace, they serve as guards to their liege's person and property, but when conflict breaks out, they march out to war. Soldiers are trained in a specific role within an army (i.e., archers, spear men etc.) depending on their regiment. Players can pick their weapon of choice from the selection below, and will continue with that weapon while soldiering.

1. 2 free PR into either Bows, Projectiles, One-Handed, Two-Handed weapons or Polearms.
2. 2 free PR into the same Prowess taken at Novice level. Able to recognise banners, uniforms and rank insignia of local warrior and noble factions.
3. 1 free PR into the same Prowess taken at Novice level. When in command, a Master soldier gains +2 to Persuasion rolls with their own troops, who also gain +2 to their Morale Checks when within 30 paces of them

### TAILOR

Stat Roll: Guile Field: Textiles

Locate resource: No Identify creature: No

Tailors make, repair, and alter clothing by hand, from Novice tailors producing the bare basics to protect you from the elements, to Master tailors creating the latest fashion crazes of the wealthy. Tailors can even produce some magical attire. Other Textile work can also be undertaken but at higher Difficulty.

1. Can craft clothing of local styles to a Poor Quality and gains an extra +1 to enthuse persuasion while in self-made Grand clothing.
2. Can craft clothing of local styles to Standard Quality and with the right materials can make *Capes*.
3. Can craft clothing of local styles to a Fine Quality and with the right materials can make *Vestments*.

## TATTOOIST

Stat Roll: Guile

Locate resource: No

Identify creature: No

The custom of tattooing is widespread among many cultures. Using ink and needles, these craftsmen make a permanent design on the skin.

Tattoos can express devotion to a particular god, be a record of the wearer's achievements, denote affiliation to a community or organisation, or simply be the result of a drunken night out. Some fraternities of Shades exist that use tattoos to initiate their members, sometimes resulting in flamboyant full-body art.

1. Can produce tattoos of a Poor Quality. Can create a Fierce facial tattoo, that looks brutal and intimidating, giving the bearer +1 to Dominate persuasion. Though further tattoos can be inked onto their skin, they do not increase this bonus beyond 1.
2. Can produce tattoos of Standard Quality. With the correct rare materials can create a Rune tattoo on their Heart Chakra, comprising an eldritch symbol inlaid within a design of the clients choosing. This gains the recipient a permanent +1 to one of their Check rolls (Disease, Karma, Toxin or Physical). Only one such Rune can be marked on each person.
3. Can produce tattoos of a Fine Quality. With the right amenities, can produce a Kindred mark (see Magic Protection, DoQ).

## TRADER

Stat Roll: Charm

Locate resource: No Identify creature: Yes

Traders are shrewd dealers of wares, either specialising in particular types of item, or trading anything and everything as long as it can earn them a profit. Some merchants will establish great expeditions in order to bring produce to a market where it can get the best coin.

1. 1 free PR into Dealing and, on a Stat roll, can identify local merchant factions, businesses and their agents, and recall knowledge of their allies and enemies, and what they chiefly trade in.
2. 2 free more PR into Dealing, and can select one particular category of item (Arms, Books, Clothing, Gems, Furs, Livestock, Metals, Spices, Wood, Wine or a thematically appropriate one agreed with the GM) that is their stock and trade, being able to appraise, haggle and locate this type in urban locations, with a +2 to their Charm roll.
3. 2 free more PR into Dealing. Can either pick an additional Trade specialisation, or gain a further +2 to the one selected at Journeyman rank.

## WAGGONEER

Stat Roll: Grit

Locate resource: No

Identify creature: No

Waggoneers are travel logistics experts, knowing how best to haul goods and people on long journeys across varied terrains and vast wildernesses, and what will be needed for the journey.

They are able to drive simple two-wheeled carts, light four-wheeled carriages, or heavy four wheeled wagons, and manage the animals required to pull them (oxen, horses, mules etc.).

1. Able to any drive any animal-drawn vehicle on land. On a Stat roll can appraise the quality and value of land vehicles and beasts of burden.
2. 1 free PR in Rehabilitation, though unless further points are put in the Prowess, treating non-Beast patients is against a higher Difficulty. +2 to Grit rolls for animals they are driving when trotting or galloping. On a Stat roll, can recall knowledge of efficient local routes of travel (roads, bridges, ferries, passages through adverse terrain etc.) allowing them to plan a journey to that reduces the negative effects of difficult terrain on movement speed (see CB, p142)
3. A Waggoneer can perform repairs to their vehicle, as long as adequate supplies are present. A Stat roll restores d3 durability to their vehicle. +2 to Natural Hazard rolls while driving a land vehicle. Beasts of burden under their command gain +1 to their total pull strength.

## WATCHMAN

Stat Roll: Grit

Locate resource: No

Identify creature: Yes

Watchmen are the police force of a community, charged with guarding restricted areas, keeping the peace, investigating crimes, arresting and jailing lawbreakers.

A patient manner, coupled with an ability to defend oneself and a keen sense of street-smarts are ideal attributes for these officers of the law.

1. 1 free PR into either Bows, One Handed Weapons or Polearms. Knowledge of local persons of import, and able to identify them or their underlings on a Stat roll. These include civic leaders, faction heads, nobility, officials, merchants, landlords, craftsman, faction members and the like
2. 1 free PR into Conspiracy (see CB p84), 1 free PR into either Bows, One Handed Weapons or Polearms. Knowledge of local Shade Factions, and able to identify their Leaders or members on a Stat roll.
3. 1 free PR into Conspiracy, 1 free PR into either Bows, One-Handed Weapons or Polearms and +2 Initiative in urban settings (villages, towns, cities etc).

## WEAPON-SMITH

Stat Roll: Brawn      Field: Metal work

Locate resource: No      Identify creature: No

Weapon-smiths specialise in producing the tools of war. A Master of this Trade can command a high sum of money for their work, selling to nobles, high-ranking soldiers, and wealthy adventurers alike.

A forge, tools, and raw materials are needed, but equipped with these any number of offensive devices could be produced. Much like the Armourer, this metal worker is able to repair broken weapons in a fairly short time, but creating something from scratch can take considerably longer.

Other forms of metalwork can be attempted by a Weapon-smith, but vs a higher Difficulty Stat roll.

1. Can craft weapons to a Poor Quality, and +1 to Attack Rolls when wielding weapons that they have forged themselves.
2. Can craft weapons to Standard Quality. If performing the Warrior Core Skill 'Sunderer' (CB, p95) against an opponent's weapon, +1 point of Durability damage is dealt, as weak spots are more easily identified.
3. Can craft weapons to a Fine Quality, and +1 to Damage rolls when wielding weapons that they have forged themselves.

## CHAPTER 4: ARMOURY & EQUIPMENT

### WEAPONS DESCRIPTIONS

#### MARTIAL / IMPROV

##### Bo

A wooden staff about 1P in length. A simple but versatile weapon in skilled hands, with the advantage it can usually be passed off as a walking staff.

Similar to a quarterstaff, but slightly thicker and heavier, slower to wield but packing more of a punch.

##### Kama

Originally used as a farming tool, the kama is a form of one-handed sickle, consisting of a wooden handle with a slightly curved blade mounted to its end (giving it an inverted L design). Quick to swing and dangerous in the right hands.

##### Nunchuku

Another farming instrument, the nunchuku consists of two small wooden poles joined by either rope or chain. A variation of the flail originally intended to thrash crops, that can be used in combat both to swing at an opponent, or to entangle a limb.

##### Tonfa

A forearm-length wooden stick with a short handle protruding at right-angles, about two-thirds of the way along. Primarily used to block attacks, but with an adjustment of grip can also be used to strike.

#### ONE-HANDED

##### Arming sword

A classic medieval weapon. The arming sword is a straight, dual edged blade with a wide cross guard, equally suited to stabbing and slashing.

##### Bearded axe

A bearded axe has a single hooked blade (or 'beard') of metal, mounted on a wooden handle. It has a good sized cutting surface, allowing the wielder to deal greater damage.

##### Cudgel

A short, stout club of polished wood with a leather thong at one end. Easily concealed up a sleeve and can deal a surprising staggering attack.

##### Jian

A well-balanced short sword, with a straight blade (often with a tassel at the handle) and is ideal for close quarters fighting, or as a relatively lightweight back-up weapon.

##### Kanabo

A hefty blunt weapon consisting of a long wooden club with the entire length (except the handle) embedded with protruding metal studs. Ideal for staggering opponents with a very heavy blow.

##### Rondel dagger

A vicious dagger with a tapering, needle-pointed blade. It has a distinctive round guard and pommel, designed for jamming through gaps in armour and visors, and hammering it home with the spare hand with a lethal efficiency.

##### Tekkan

This blunt weapon closely resembles a wakizashi in every way, except it has no sharp edge and is considerable heavier. A surprisingly wieldable, well weighted iron truncheon.

##### Wakizashi

A short sword with a slightly curved blade, and little or no cross guard. A great lightweight side arm, often carried as an alternate weapon should a heavier primary weapon be broken or lost.

#### TWO HANDED

##### Great Sword

An extremely long sword almost 1P long, with a wide, double-edged blade and cross guard. Cumbersome and somewhat slow to swing, but when it lands it rends through mail and bone with ease.

##### Katana

These renowned weapons are slightly curved, single bladed swords of exceptional sharpness. A small guard and a 2-handed handle is bound with material for a better grip.

##### Tabarzin axe

A hefty axe with a crescent blade, mounted at the end of a spike-tipped metal shaft. A robust war axe that can be used to both stab and slash at foes

#### POLE ARMS

##### Boar spear

A short hunting spear with a wide head and a cross guard behind the blade, designed to prevent boars from forcing themselves past the tip and goring the wielder.

##### Fauchard

A pole arm with a slightly curved, single blade on its tip. Ideally suited for slashing at horseman as they charge past.

##### Lajatang

A wooden staff with crescent moon blades at both ends, that a master of the weapon can wield with a blinding speed.

##### Light lance

Only useable from horseback, this is a spear of great length, allowing a rider to deliver a strike to those on the ground and continue past them in moments.

##### Trident

A triple pronged spear, originally a fishing tool. It proves effective in combat, especially when using the metal prongs to catch blades and disarm an opponent with a twist of the handle.

##### Voulge

In its first incarnation, this weapon was not much more complicated than a cleaver blade fitted to a pole. But the blade has since evolved into one with that curves to a point at one end, making it both a vicious hacking and stabbing implement.

## **Bows**

### **Light crossbow**

A small bow, mounted on a wooden stock with a drawing lever, that is pulled back to put the bow string under tension. It then can be fired by squeezing the trigger mechanism. While it lacks the range of some of the more conventional bows, its quick to fire and smaller to carry, making it a handy weapon.

### **Recurve bow**

The evolution of the deflex bow, slightly curved at the ends to create a greater tension and so a longer range. A tall bow of robust design, with a good durability.

### **Reflex bow**

These bows are curved when strung, creating a double hump either side of the grip. The wood is bent against its natural grain, putting it under a great tension, making for a powerful draw and great range. This bow is fairly compact and can be used from horseback.

## **PROJECTILES**

### **Dragon beard hook**

A pair of serrated hooks joined to a metal ring and tied to a length of rope, allowing the wielder to cast it at foes up to 3P away, snaring and entangling them. Once entangled, victims can be dragged towards the wielder, or with a quick jerk can pull them off their feet.

The other end of the rope can be tied to the wielder's wrist, allowing it to be hidden up a loose sleeve and quickly launched from that position. It can even be used as an impromptu grappling hook.

### **Rope dart**

A chunky but sharp dart, with a metal ring at its base tied to a length of rope. Not a true Entangling device, but with quick reactions, a successful hit allows the user to drag their foe towards them.

### **Throwing club**

A stout club carved from a thick branch. Well balanced and weighted, allowing it to be thrown a surprisingly long way. Sometimes used in hunting to stun, stagger or kill game without causing too much damage to their pelts and skins.

## **ARROWS/BOLTS/AMMO**

### **Barbed Arrow**

These jagged-edged arrowheads are crafted to deal serration damage on impact, cutting deep into flesh.

### **Bodkin Arrow**

A thin, sharp, stiletto-like arrowhead used to pierce through chain mail and plate armour. The first arrow types produced purely for killing armoured opponents, rather than for hunting.

### **Darts (Metal)**

Atlatl darts, but forged with a metal tip to cause greater damage than their more primitive counterparts.

### **Shots (Metal)**

Moulded balls of metal that increase the damage dealt by a sling.

### **Puncher arrow**

A wide-tipped arrow designed to punch through lighter armour, such as leather cuirass and padded vest. They rely on thickness more than hardness to deliver staggering hits.

## **SMALL BLADES**

### **Francisca**

A well-balanced throwing axe with a single thin axe head, mounted on a wooden shaft.

### **Kunai**

Originally used as a chisel-like masonry tool, the Kunai has evolved into a leaf-shaped throwing knife with a biting blade.

### **Throwing star**

A thin disc of metal with sharp spikes cut around its edges. Not in itself a particularly deadly weapon, but extremely lightweight and quick to throw.

## **SIEGE ENGINES**

### **Ballista**

Very similar to the scorio, but much larger and capable of throwing spear a great distance. Not a designed to destroy stone walls, but as a devastating weapon when fired at combatants.

Only wieldable as a 'portable' weapon by a giant-sized or larger creature.

### **Catapult (large)**

Another grander version of a previous incarnation, the large catapult has an even greater range than its smaller cousin, allowing it to rain missiles down on opponents long before they can get within range to retort.

## ARMOUR DESCRIPTIONS

### BODY ARMOUR

#### Cuirass (metal)

Two shaped plates of metal that cover the front and back torso, joined by straps. Fine quality ones may feature various embellishments.

#### Great armour

Great armour, or 'O-yoroi' as it is known in some regions, is a complete set of body armour offering strong protection. Chest, arms, thighs and shins are all covered using a combination of plated, scaled, laced and leather sections.

#### Laminar armour

A protective vest of narrow overlapping bands of metal. Allows more flexibility of movement than static plate armour, and slightly cheaper to produce.

#### Mail shirt

A shirt of interlocking steel rings that protects the torso and arms. Lightweight and protective.

#### Padded jack

A long jacket of quilted fabric, covering the torso and arms. Often the armour of choice for foot soldiers or anyone seeking lightweight protection. Cheap to produce and easy to repair in the field.

#### Yushman

A shirt of chain mail banded with plates of metal. Allows decent mobility while covering all vital areas with two layers of metal protection.

### HEAD PROTECTION

#### Armet

A full-head helmet with a protective visor on a hinge, which can be lifted to allow the wearer to communicate, see and hear their surroundings better.

#### Kabuto

A wide-brimmed metal helmet, usually adorned with a crest or other embellishment, with a metal mask often in the likeness of a fearsome warrior or ferocious creature.

#### Mail coif

A long balaclava of chain mail, worn over a tight-fitting cloth cap. The mail hangs over the neck and shoulders, offering a durable but light piece of head protection.

### SHIELDS

#### Oval Shield

A large shield that covers most of the body when held, in a convex dished shape designed to direct strikes away from its centre and holder.

#### Small round shield

A light shield that allows its user their full fighting movement and speed, but with a smaller area of defence.

#### Wankel shield

An almond or teardrop shaped shield, sometimes with a straight top, large enough to cover the torso if held against the chest.

## MAGICAL ATTIRE

#### Cape

A hip-length cloak, woven by Master Tailors using Eldritch material, making an item of decent magical defence.

#### Nazar

A disk of glass or a polished flat pebble with an eye etched into the surface, worn on a necklace to defend the wearer from harmful magic.

#### Periapt

A charm worn on a silver necklace. Can be very simple in manufacture, combining Eldritch materials with semi-precious stones. Finer quality ones are wrought of more precious materials, both magical and mundane.

#### Stang

A short staff with a fork at one end, hung with Eldritch materials to enhance its magical properties. To gain its benefits, its user must wield it in their dominant hand, and any magic that requires the Wizard to use their hand can be cast through the Stang.

If Arcane Stang are found, they give a bonus both to the user's MD and to their Magic Attacks, making them powerful items.

#### Shillelagh

A short, carved club intricately carved with mystic runes - too thin and valuable to be used as a regular weapon, but in a pinch can be used as a small Improvised weapon. Its true power is its magical defence. Like the Stang this item must be wielded to gain its magical protection.

#### Vestment

The official robes of a priest, each design specific to a particular religion

and adorned with iconic symbols of that faith. Major temples will have in house Tailors to produce and repair clothing specifically for the clergy, imbuing them with defensive magic.

### MAGIC HATS

#### Fez

A conical, flat topped felt hat with tassels at the top. The Hatter producing it must somehow acquire Eldritch resources to use in its making.

#### Pointed hat

A brimless conical hat, often adorned with mystic shapes, which tell the world of the wearer's wizarding credentials whilst warding against magic.

#### Skull cap

A cap of cloth worn on the crown of the head, situated to defend the head chakra from harmful magics.

### MAGICAL MARKS

#### Anointment

Creating the ingredients for this mark is an early version of alchemy, requiring exact measures of 15 different compounds, mostly mundane but with hefty doses of Eldritch resources infused. When correctly mixed and applied to the backs of the hands, a mark becomes burned into the flesh, scarring the recipient for life but protecting them from magical attacks.

#### Kindred mark

Kindred marks are very large tattoos, using specially prepared ink infused with Eldritch materials. The style and images vary, but may denote life membership of some criminal organisation, cult or religion.

#### Mystic rune

This rune is said to appear in the dreams of those that have unburdened themselves of worldly concerns, and achieve the first steps towards enlightenment. They return from the dream at peace, with knowledge of this magical mark bestowed unto them. To bestow the mark, they build a fire and place a dagger or similar sharp tool. When red hot, they cast their apotropaic and Eldritch offerings into the fire, remove the dagger and the carved the image on the forehead imbuing the magical protection in searing pain.

## CURES & REMEDIES

### UNUSUAL

#### Batchslip

The root of a grass mostly found in alpine regions, Batchslip must be infused with hot water, optionally with other herbs to mask its bitter taste. 30 minutes after drinking, the boon to the users Health and Spirit can be felt.

#### Bittercup

If cut correctly and dried, the buds of this flower produce a pungent smelling matter that can be smoked to gain its beneficial effects, only taking 5 minutes to restore Health.

#### Dadarn

The cap of the Dadarn mushroom, a sickly yellow fungus, is chewed raw and comes into effect after 25 minutes. For 6 hours, it reduces Toxin Damage done to the user by 1 (either per dice or per hour, depending on the Toxin).

#### Depoxium

An aquatic plant found growing by pools, ponds, lakes and at riverbanks. Its stems can be concocted in a poultice that, when applied directly to the skin, both restores Health and aids against Diseases. The remedy takes 30 minutes to come into effect.

#### Gamic mould

A rare form of mould found on fruit trees under the right conditions. If scraped off the fruit and left out in the sunlight for a day, it becomes dry enough to smoke. It takes only a minute to set in, and restores the user's Spirit.

#### Khor's heart

The Khor bush is tough scrub, mainly located in arid badlands. Only the heart of the bud has been found to have any use at all. This is cut out, sliced into strips, and applied directly to the wounded region.

#### Nothe root

The Nothe creeper is regularly found in ruins; in ages past there was a fashion to have them growing up the sides of towers and keep walls. The long-term damage they do to masonry, as well as providing a natural ladder to breach the defences, eventually made them fall from favour. The root's sap, if harvested and treated, produces a granular matter that is inhaled, restoring Spirit after 5 seconds/10 AP.

#### Raddimust

The nuts of the Raddimust tree contain strong anti-disease properties. The nut is de-shelled and eaten raw, and its effect onsets after an hour.

#### Rawstberries

Found growing in meadows, the rawstberry bush bears a dark purple fruit. If dried and crushed into powder, it can be inhaled by pressing a pinch of the powder to a patient's nose. It comes into effect after 15 AP (7½ seconds) reviving any who have been affected with paralysing agents. Fine Quality doses also restore 2 Health.

#### Wirrn

A moss that grows on rock and stonework, most abundantly in moist atmospheres. If scraped off and infused with hot water, it produces a medicinal tea. This drink fights the effects of Diseases 2 hours after imbibing it.

#### Zaffadil

A rather sad looking flower, with drooping bell-like heads. Its pollen can be infused in a tea for its effects. Any who drink the tea will be sent into a slumber full of lucid, colourful dreams, and awaken feeling refreshed but nothing else. But in the hands of Astir or similar dream-worker, it can be drunk while holding the hands of an individual who is asleep or unconscious, and send the Astir into a trance-like state. They then temporarily merge with the unconscious individual's mind and enter their dreamscape. The effects take an hour to manifest and last for up to 4 hours. Fine quality Zaffadil gives the drinker +1 to d20 rolls while in the Dreamworld.

### LEGENDARY

#### Blue Doxy

A bright blue flower, seldom found outside swamplands. The petals can be added to hot water to produce a tea that works as a powerful anti-Toxin, coming into effect after 10 seconds (20AP) and reducing the Damage caused by 2 (per dice or per hour depending on the Toxin).

#### Brodha

The thorns of the Brodha bush secrete a mild irritant, like a stinging nettle, causing some discomfort but no harm to Peoples. If cut and crushed to pulp, it desiccates to powder after several days. It can then be inhaled, and after 10 seconds (20AP) it restores both Health & Spirit.

#### Cerabil leech

A simple-looking lifeform, very occasionally found in freshwater. With a painless bite, it attaches itself to the skin of the host, and drains 1 Spirit every 6 hours – negating the natural Spirit regeneration most characters have. But it gives its host 1 Health back every hour, as it floods their bloodstream with beneficial biological stimulants. Each leech attached increases the healing effect, but can eventually kill their host due to the Spirit loss.

Once attached to a host, their tiny mouth locks on, and removing the creature instantly kills it as its head tears off.

The properties of these creatures make them incompatible with Dimeger grub (below). If both attach to the same host, the conflicting chemicals in the bloodstream will kill both within 10 minutes.

The Rehabilitation Prowess 'Tend' (CB p73) does not double the speed at which the leech restores Health.

#### Dimeger grub

A type of maggot only discovered in a carcass with exactly the right conditions of temperature and decomposition. When placed on living flesh they bore into the skin, and stay just below the surface. Off-putting, but not necessarily undesirable, as the creature excretes a natural restorative agent directly into their host's body. The grub drains 1 Health per 6 hours (negating normal Health regeneration in most people) but gains the host 1 Spirit back every hour.

These creatures will die when cut or tweezed, from their host, and are incompatible with Cerabil leeches (see above).

The Rehabilitation Prowess 'Spirit Replenish' (CB p73) does not double the speed at which the grub restores Spirit.

#### Gloom cap

A grey mushroom sporting a distinctive black spot. Avoided by most folk in the rare instances they ever come across one due to their grim appearance, and wisely so: anyone that consuming one falls into a death-like slumber for 48 hours.

But if properly prepared by an Astir, it can be reduced to a useable state which, when smoked, sends the Astir (and up to 1 other person per 3 Levels of the Astir) into the dreams of the nearest sleeping or unconscious individual. Non-Astir consuming the substance must be guided through the process by the dreamworker. The effects take 10 minutes to manifest and last for up to 6 hours. Fine Quality Gloom caps give all the users +1 to d20 rolls while in the Dreamworld.

#### Nather's milk

If tapped by a skilled Herbalist, the sap of the Nather tree is a whitish yellow substance, a sweet tasting liquid that can be drunk in its natural state.

It is a very powerful anti-Toxin, reducing any Damage caused by 3 (either per dice or per hour, depending on the Toxin). It comes into effect after 5 minutes and lasts for 12 hours.

#### Ragnum moss

A rare moss occasionally found growing in ruins and other forgotten places. Highly prized for its natural coagulant properties as well as its Health restorative affect. If applied directly to wounds, this stops any blood loss from the wound, in the same way as First Aid, as well as restoring Health. It is also effective against Disease and infections.

It comes into effect after 5 minutes.

#### Regalbud

This small plant is often seen as a weed, most commonly appearing in gardens or patches of tilled earth. Most owners would be quick to tear it out before it spreads, so very few Regalbud ever makes it to full bloom. When they do get to flower, they produce a smell that rivals an unkempt privy in terms of stench.

When harvested, the buds can be used to make a foul-smelling poultice that is almost unmatched in its ability to treat disease. The effects manifest after 30 minutes.

#### Sanis chow

An orchid-like flower with an amazing healing property. It does not grow naturally in the wild. Rather, it is a hybrid of different strains, and can only be grown in a specialist herb garden created by a Master Herbalist.

If ever discovered in the wild, one can be sure that a Herbalist had at some point cultivated the area to grow the plant.

When the seeds of the flower are crushed, it produces a powder that heals within 2 ½ seconds (5 AP) after inhalation.

#### Shackir

The Shackir tree is usually only found at the heart of ancient forests. Portions of its bark can be stripped, ground to powder, and inhaled. Placing powder in the nostrils of a paralysed person is all but guaranteed to rouse them from that state. It takes mere seconds to work (3 AP). The Fine Quality version also restores the user's Health by 2.

#### Vortual

A much sought-after substance, the Vortual is a lichen that, so the tales go, is only ever found growing on gravestones, sarcophagi, tombs, and other monuments to death. Once dried and smoked, the user briefly sees the world in a myriad of shifting psychedelic colours.

Should they hold an inspirited item, for a moment they will psychically bond with it, and gain a full understanding of its properties and spirit resonance. This knowledge remains once they come out of their trancelike state.

It only takes 5 seconds (10AP) for the effects to be felt, and lasts for only a moment, though it feels longer.

Fine Quality Vortual has an additional effect; granting the user a sudden understanding of whichever aspect of personality (Nature/Nurture) that produced the Inspiring magic. This may prove very useful, should the user wish to replicate the item's Inspiring.

#### Wiggins wort

A rare flowering bush, mostly found on hilltops and other high places.

The bulbs of this plant can be harvested for their Spirit restorative properties. When prepared can be smoked, regaining Spirit after 5 seconds (10 AP)

# TOXINS

## UNUSUAL

### Asakti

A highly addictive narcotic, known on the street simply as 'A'. Originally the fruit of a hardy berry bush most commonly found in arid badlands. When treated, it can be smoked, dulling the senses but leaving the user in a blissful stupor. While under its effects, Action Points and all d20 rolls are impaired (-2 to both).

### Desita

An infamous Toxin, the scourge of many urban slums. Once smoked it puts the user almost instantly to sleep.

The dream they have is so profoundly ecstatic that users often liken it to visiting heaven. This perfect state of rapture ends abruptly after an hour, leaving the user feeling saddened and cheated by mere 'real life', and desperately craving more of the Toxin.

### Faisy

The pollen of this blotchy, purple-coloured flower, acts as a fast-acting paralysing agent if inhaled. Paralysis quickly sets in and leaves the taker able to slowly breathe but completely unable to move, and only barely make a sound above a mumble.

Due to its fast-acting nature, this Toxin is used to subdue others by blowing a dose of the powder into their face.

### Feklock

The leaves of this forest creeper can be pulped down to produce a dark green liquid, a potentially deadly Toxin that onsets after 2 hours, causing 3 Damage per hour for 8 hours.

When added to a victim's food or drink, only a slightly sour aftertaste may be detected, but only those trained to be wary of such Toxins are likely to notice.

### Forest frog venom

This forest-dwelling amphibian secretes a toxic residue that makes it highly poisonous to any predators foolish enough to eat this bright yellow frog. Harvesting this Toxin requires skill (Average Grit Roll for a local Hunter, Hard for non-native Hunter, or Very Hard for anyone else) and those who try and fail are sometimes killed by exposure to the Toxin. When smeared on a sharp weapon, it produces a dangerous injecting Toxin that comes into effect in 20 seconds (40 AP).

### Kherub

The fruit of the Kherub tree is similar to the coconut. When broken open, a slightly sweet liquid is found within. When drunk, after 5 minutes the user's vision blurs slightly, and they stagger and slur as if drunk, and this state lasts for 3 hours. Not a wholly unpleasant experience, but while under the effect the user is on a -2 to all d20 rolls. If mixed into food or other drink, the taste may be detected by those familiar with it.

### Schlecht fruit

A bush usually found in flat grasslands. Its fruit, a deep orange colour, resemble raspberries. These can be ingested raw or added to a meal, though the cook would have to go to great lengths to entirely conceal their bitter aftertaste. The Toxin onsets after 2 hours, causing 2 Damage per hour for 10 hours, and the victim suffers unpleasant pains in the gut throughout.

### Spider venom

This Toxin comes from a large, hairy arachnid about the size of a dinner plate. It uses its toxic bite both to hunt and defend itself.

The process of 'milking' the spider for its venom is a tricky one (same requirements and risks as Forest frog: see above) but if successful, its sticky resin can be used to coat weapons, increasing their lethality.

## LEGENDARY

### Bila blossom

The blossom of the Bila bush, a very rare plant most often found in mountainous regions, can be added to a victim's drink or food, leaving only a hard to detect, slightly salty aftertaste.

### Caddle

A form of algae, very difficult to locate, only appearing in fresh water in very exacting conditions. If harvested, it can be treated and reduced to a powder which, when inhaled, paralyses the recipient. While paralysed the victim cannot move or make any sound, and has no sensations in their body.

### Etium

A small red flower, long known for its narcotic effects and addictive nature. After harvesting it can be refined to a resin, and when smoked it creates a profound sense of peace and comfort. Once the Toxin has been experienced,

it is very hard to resist the desire to return to its warm embrace.

Those withdrawing from its effects feel full of despair.

### Gold lotus

The petals of the golden lotus are a rare and expensive narcotic that sends the user into a deep slumber. All who take the substance report the same vivid dream of wandering the halls of some otherworldly palace populated by alien beings.

At the drug's peak some users have reported discovering a huge door at the end of a great hall, inlaid with obscure runes. None are known to have managed to open this door within their dream, but are compelled to return and try again.

### Lord's last

Much sought-after by assassins, the Lord's last is the root of a flower said only to be found growing near entrances to the Spirit realm. When dried, it can be crushed and mixed into food or drink.

An insidious property of this Toxin is it improves the flavour of whatever it is mixed with. It is very slow acting however, but usually deadly, causing 5 Damage per hour for 12 hours.

### Mamba venom

This snake is avoided at all costs by those that know the reptile. Its bite injects an often lethal dose of Toxin, causing immense pain to the victim. See Forest Frog for requirements and risks of harvesting.

### Utsaah

A granular substance, made from the roots of a marsh shrub. When inhaled the world begins to blur and shift, traces of light seem to follow any moving object, and the world itself seems to distort and flex. It leaves the user barely able to function as the world pitches and spin about them.

### Viper venom

This Toxin is both fast acting and almost always deadly. Very few creatures hunt Vipers without greatly endangering themselves. Its Toxic bounty can be harvested (see Forest Frog for requirements) and used to coat weapons.

## CHAPTER 5: SHOP

### CONDITION KEY

Note that this key applies to this book only; the Core Book or other expansions may use different Condition letters.

| Letter | Condition Meaning  | Letter | Condition Meaning   |
|--------|--|--------|---|
| a)     | If declared, can be used to Entangle (see CB p137)   | g)     | AP cost divided. First figure is AP cost to aim and fire, second figure is AP cost to reload            |
| b)     | +2 to Blocks (see CB p137)   | h)     | +1 to Attack Rolls and Damage if using Tenderiser/Hobbler Core Skills (see CB p95)                      |
| c)     | +2 to Attack Roll when using “Disarm” Core Skill (see CB p95)                              | i)     | Hit allows attacker to pull victim Downed (unless victim >1 size larger than attacker – see p7)         |
| d)     | If using “Pummeller” Core Skill (see CB p81) PD doubled, or tripled if PD rolled naturally | j)     | Weapon is attached to attacker by rope/chain, allowing missed attacks to be reeled in and thrown again. |
| e)     | gets Thrust/Trigger in frontal combat (see CB p136)  | k)     | +2 to Attack Rolls vs unarmoured or light-armoured opponents  |
| f)     | Only usable from horseback   | l)     | Gains no bonus to Attack Rolls or Damage from high Brawn  |

### WEAPON TABLES

#### MARTIAL / IMPROVISED

| Weapon   | Type  | Cond. | Poor  | Standard | Fine | T.T. | S.T. | R.T. | M.T. | Damage | PD | Durability | Size |
|----------|-------|-------|-------|----------|------|------|------|------|------|--------|----|------------|------|
| Bo       | Blunt |       | 9gp   | 18gp     | 36gp | 7    | 6    | 5    | 4    | d6+1   | 2  | 5          | L    |
| Kama     | Sharp |       | 6gp   | 12gp     | 24gp | 4    | 3    | 3    | 2    | d3     | 1  | 5          | T    |
| Nunchuku | Blunt | (a)   | 3gp   | 6gp      | 12gp | 5    | 4    | 4    | 3    | d4     | 1  | 4          | S    |
| Tonfa    | Blunt | (b)   | 1.5gp | 3gp      | 6gp  | 6    | 5    | 4    | 3    | d5     | 1  | 4          | T    |

#### ONE-HANDED WEAPONS

| Weapon        | Type  | Cond. | Poor | Standard | Fine  | T.T. | S.T. | R.T. | M.T. | Damage | PD | Durability | Size |
|---------------|-------|-------|------|----------|-------|------|------|------|------|--------|----|------------|------|
| Arming sword  | Sharp |       | 35gp | 75gp     | 150gp | 6    | 5    | 4    | 3    | d8+1   | 1  | 7          | M    |
| Bearded axe   | Sharp | (c)   | 20gp | 40gp     | 80gp  | 7    | 6    | 5    | 4    | d8     | 2  | 6          | S    |
| Cudgel        | Blunt |       | 3gp  | 6gp      | 12gp  | 4    | 3    | 3    | 2    | d3     | 1  | 5          | T    |
| Jian          | Sharp |       | 25gp | 50gp     | 100gp | 5    | 4    | 4    | 3    | d8     | 1  | 7          | S    |
| Kanabo        | Blunt |       | 30gp | 60gp     | 120gp | 7    | 6    | 5    | 4    | d6+1   | 3  | 5          | M    |
| Rondel dagger | Sharp |       | 12gp | 24gp     | 48gp  | 4    | 3    | 3    | 2    | d3     | 2  | 7          | T    |
| Tekkan        | Blunt | (d)   | 20gp | 40gp     | 80gp  | 6    | 5    | 4    | 3    | d6     | 2  | 6          | S    |
| Wakizashi     | Sharp |       | 22gp | 44gp     | 88gp  | 5    | 4    | 4    | 3    | d6     | 3  | 7          | S    |

### TWO-HANDED WEAPONS

| Weapon       | Type  |     | Poor | Standard | Fine  | T.T. | S.T. | R.T. | M.T. | Damage | PD | Durability | Size |
|--------------|-------|-----|------|----------|-------|------|------|------|------|--------|----|------------|------|
| Great sword  | Sharp | (e) | 60gp | 120gp    | 240gp | 10   | 9    | 8    | 5    | d12    | 4  | 9          | G    |
| Katana       | Sharp |     | 50gp | 100gp    | 200gp | 7    | 6    | 5    | 4    | d8     | 5  | 7          | L    |
| Tabarzin axe | Sharp |     | 40gp | 80gp     | 160gp | 8    | 7    | 6    | 4    | d10    | 4  | 8          | L    |

### POLE ARMS

| Weapon      | Type  | Cond.     | Poor   | Standard | Fine  | T.T. | S.T. | R.T. | M.T. | Damage | PD | Durability | Size |
|-------------|-------|-----------|--------|----------|-------|------|------|------|------|--------|----|------------|------|
| Boar spear  | Sharp | (e)       | 12.5gp | 25gp     | 50gp  | 9    | 8    | 7    | 5    | d10    | 4  | 8          | L    |
| Fauchard    | Sharp | (e)       | 25gp   | 50gp     | 100gp | 8    | 7    | 6    | 4    | d10    | 3  | 7          | G    |
| Lajatang    | Sharp | (e)       | 12.5gp | 25gp     | 50gp  | 7    | 6    | 5    | 4    | d8+1   | 3  | 7          | L    |
| Light lance | Sharp | (e) & (f) | 22gp   | 44gp     | 88gp  | 7    | 6    | 5    | 4    | 2d4    | 4  | 5          | G    |
| Trident     | Sharp | (c) & (e) | 24gp   | 48gp     | 96gp  | 8    | 7    | 6    | 4    | d8     | 3  | 7          | G    |
| Voulge      | Sharp | (e) & (h) | 25gp   | 50gp     | 100gp | 9    | 8    | 7    | 5    | d10    | 3  | 8          | G    |

### SMALL BLADES

| Weapon        | Type  | Poor | Standard | Fine | T.T. | S.T. | R.T. | M.T. | Range | Damage | PD | Durability | Size |
|---------------|-------|------|----------|------|------|------|------|------|-------|--------|----|------------|------|
| Francisca     | Sharp | 20gp | 40gp     | 80gp | 6    | 5    | 4    | 3    | 3     | d6     | 3  | 5          | S    |
| Kunai         | Sharp | 10gp | 20gp     | 40gp | 5    | 4    | 4    | 3    | 2 ½   | d6+1   | 1  | 4          | T    |
| Throwing star | Sharp | 10gp | 20gp     | 40gp | 4    | 3    | 3    | 2    | 2     | d4     | 2  | 4          | T    |

### PROJECTILE WEAPONS

| Weapon            | Type  |                | Poor | Standard | Fine  | T.T. | S.T. | R.T. | M.T. | Range | Damage | PD | Durability | Size |
|-------------------|-------|----------------|------|----------|-------|------|------|------|------|-------|--------|----|------------|------|
| Dragon beard hook | Sharp | (a), (i) & (j) | 35gp | 70gp     | 140gp | 6    | 5    | 4    | 3    | 3     | d4     | 1  | 5          | L    |
| Rope dart         | Sharp | (a) & (j)      | 30gp | 60gp     | 120gp | 5    | 4    | 4    | 3    | 3     | d4     | 1  | 5          | L    |
| Throwing club     | Blunt |                | 6gp  | 12gp     | 24gp  | 7    | 6    | 5    | 4    | 14    | d6+1   | 2  | 4          | M    |

### Bows

| Weapon         | Cond.         | Poor | Standard | Fine | T.T. | S.T. | R.T. | M.T. | Range | Durability | Size |
|----------------|---------------|------|----------|------|------|------|------|------|-------|------------|------|
| Light crossbow | (e),(g) & (l) | 9gp  | 18gp     | 36gp | 3/7  | 3/6  | 3/5  | 2/4  | 12    | 7          | M    |
| Recurve bow    |               | 15gp | 30gp     | 60gp | 7    | 6    | 5    | 4    | 28    | 6          | G    |
| Reflex bow     | *             | 12gp | 24gp     | 48gp | 6    | 5    | 4    | 3    | 24    | 5          | L    |

\* Can be used from horseback while moving; all other bows require the rider to be standing.

### ARROWS/BOLTS/AMMO

| Weapon                      | Type  | Cond. | Poor | Standard | Fine | Damage | PD | Durability |
|-----------------------------|-------|-------|------|----------|------|--------|----|------------|
| Barbed arrow (x10)          | Sharp |       | 15gp | 30gp     | 60gp | d6     | 2  | 4          |
| Bodkin arrow (x10)          | Sharp |       | 15gp | 30gp     | 60gp | d6+1   | 1  | 4          |
| Darts: Metal (Atlatl) (x10) | Sharp |       | 12gp | 24gp     | 48gp | d5+1   | 1  | 4          |
| Shots: Metal (sling) (x10)  | Blunt |       | 10gp | 20gp     | 40gp | d6     | 1  | 5          |
| Puncher arrow (x10)         | Sharp | (k)   | 15gp | 30gp     | 60gp | d6     | 1  | 4          |

### SIEGE ENGINES

| Weapon           | Type  | Cond.   | Poor  | Standard | Fine    | T.T.  | S.T.  | R.T.  | M.T.  | Range | Area | Damage | Structural Damage | PD | Durability | Crew |
|------------------|-------|---------|-------|----------|---------|-------|-------|-------|-------|-------|------|--------|-------------------|----|------------|------|
| Ballista         | Sharp | (e)&(g) | 375gp | 750gp    | 1,500gp | 10/12 | 8/10  | 6/8   | 4/6   | 37    | --   | d12    | --                | 3  | 9          | 1    |
| Catapult (large) | Blunt | (g)     | 675gp | 1,350gp  | 2,700gp | 18/20 | 16/18 | 14/16 | 12/14 | 45    | 2 r  | 2d6+2  | 2                 | 2  | 11         | 2    |

## ARMOUR

|  | Type              | Poor   | Standard | Fine  | Weight | AD | Move | Vision | AP Cost | Durability |
|--|-------------------|--------|----------|-------|--------|----|------|--------|---------|------------|
| Body Armour  | Cuirass (metal)   | 25gp   | 50gp     | 100gp | Light  | 3  | -1   | --     | --      | 4          |
|  | Great armour      | 50gp   | 100gp    | 200gp | Heavy  | 5  | -3   | --     | --      | 11         |
|  | Laminar armour    | 40gp   | 80gp     | 160gp | Medium | 4  | -2   | --     | --      | 7          |
|  | Mail shirt        | 35gp   | 70gp     | 140gp | Medium | 3  | -1   | --     | --      | 6          |
|  | Padded Jack       | 1gp    | 2gp      | 4gp   | Light  | 2  | -    | --     | --      | 3          |
|  | Yushman           | 45gp   | 90gp     | 180gp | Heavy  | 4  | -2   | --     | --      | 10         |
| Head protection  | Armet             | 25gp   | 50gp     | 100gp | Heavy  | 2  | --   | --     | --      | 7          |
|  | Kabuto            | 12.5gp | 25gp     | 50gp  | Medium | 1  | --   | --     | --      | 6          |
|  | Mail Coif         | 10gp   | 20gp     | 40gp  | Light  | 1  | --   | --     | --      | 4          |
| Shields  | Oval Shield (b)   | 25gp   | 50gp     | 100gp | Heavy  | 2  | --   | --     | --      | 7          |
|  | Round shield (a)  | 4gp    | 8gp      | 16gp  | Light  | 1  | --   | --     | --      | 3          |
|  | Wankel shield (a) | 12gp   | 24gp     | 48gp  | Medium | 1  | --   | -      | --      | 5          |
| Key  |                   |        |          |       |        |    |      |        |         |            |
| <b>Weight:</b> Weight of Armour (determined by Brawn, p26 n the Core Book)<br><b>AD:</b> Armour Defence; i.e. the bonus it gives against Physical attacks.<br><b>Move</b> – The reduction applied to Movement when worn.<br><b>Vision</b> – Minus to Initiative roll whilst worn.<br><b>AP cost-</b> Action Points deducted from Turn while employed.<br><b>Durability-</b> The bonus the object has to resist being broken.<br><b>(a)</b> If used offensively, counts as an Improvised small object<br><b>(b)</b> If used offensively, counts as an Improvised large object |                   |        |          |       |        |    |      |        |         |            |

## MAGIC PROTECTION

|   | Type           | Poor  | Standard | Fine  | Strength | MD | Spirit Invest | Durability |
|---|----------------|-------|----------|-------|----------|----|---------------|------------|
| Magic Clothing  | Cape           | 60gp  | 120gp    | 200gp | Medium   | 4  | 2             | 4          |
|   | Nazar          | 35gp  | 70gp     | 140gp | Light    | 2  | --            | 3          |
|   | Periapt        | 40gp  | 80gp     | 160gp | Light    | 3  | 1             | 2          |
|   | Stang (a)      | 70gp  | 140gp    | 280gp | Heavy    | 4  | 1             | 5          |
|   | Shillelagh (a) | 80gp  | 160gp    | 320gp | Heavy    | 5  | 4             | 6          |
|   | Vestment       | 50gp  | 100gp    | 200gp | Medium   | 3  | --            | 3          |
| Magic Hat   | Fez            | 30gp  | 60gp     | 120gp | Light    | 1  | --            | 2          |
|   | Pointed hat    | 80gp  | 160gp    | 320gp | Heavy    | 2  | --            | 4          |
|   | Skull cap      | 40gp  | 80gp     | 160gp | Medium   | 1  | --            | 3          |
| Magic Marks   | Anointment     | 240gp |          |       | Medium   | 3  | 3             | --         |
|   | Kindred mark   | 160gp |          |       | Light    | 2  | 1             | --         |
|   | Mystic rune    | 320gp |          |       | Heavy    | 4  | 6             | --         |
| Key   |                |       |          |       |          |    |               |            |
| <b>Strength:</b> Strength of magic attire (see “Wit”, p27 in the Core Book). If too strong for character, has no effect.<br><b>MD:</b> Magic Defence: the bonus it gives against magical attacks.<br><b>Spirit Invest-</b> Amount of Spirit reduced from total while worn/marked.<br><b>Durability-</b> The bonus the object has to resist being broken.<br>a) Must be wielded to gain its MD bonus, and magic can be directed through it |                |       |          |       |          |    |               |            |

## REMEDIES

### UNUSUAL CURES & REMEDIES

| Name         | P    | S    | F    | Health restore | Spirit restore | Disease | Treatment | Extra effect | Administered      | Onset Time | Duration |
|--------------|------|------|------|----------------|----------------|---------|-----------|--------------|-------------------|------------|----------|
| Batchslip    | 25gp | 50gp | 60gp | d5             | d5             | -       | --        | --           | Ingested (tea)    | 30m        | --       |
| Bittercup    | 15gp | 30gp | 40gp | d6             | --             | --      | --        | --           | Aspirated         | 5m         | --       |
| Dadarn       | 10gp | 20gp | 30gp | --             | --             | --      | --        | +1 vs Toxin  | Ingested (raw)    | 25m        | 6 h      |
| Depoxium     | 22gp | 45gp | 55gp | d5             | --             | +2      | +2        | --           | Poultice          | 30m        | --       |
| Gamic mold   | 20gp | 40gp | 50gp | --             | d8             | --      | --        | --           | Aspirated         | 1m         | --       |
| Khor's heart | 20gp | 40gp | 50gp | d8             | --             | --      | --        | --           | Directly to wound | 15m        | --       |
| Nothe root   | 15gp | 30gp | 40gp | --             | d6             | --      | --        | --           | Inhaled           | 10         | --       |
| Raddimust    | 15gp | 30gp | 40gp | --             | --             | +3      | +3        | --           | Ingested (raw)    | 1h         | --       |
| Rawstberries | 10gp | 20gp | 30gp | 2 (FQ)         | --             | --      | --        | Awaken       | Inhaled           | 15         | --       |
| Wirrn        | 30gp | 60gp | 70gp | --             | --             | +4      | +2        | --           | Ingested (tea)    | 2h         | --       |
| Zaffadil     | 25gp | 50gp | 60gp | --             | --             | --      | --        | Astir        | Ingested (tea)    | 1 h        | 4 h      |

### LEGENDARY CURES & REMEDIES

| Name          | P     | S     | F     | Health restore | Spirit restore | Disease | Treatment | Extra effect | Administered   | Onset Time | Duration      |
|---------------|-------|-------|-------|----------------|----------------|---------|-----------|--------------|----------------|------------|---------------|
| Blue Doxy     | 20gp  | 30gp  | 55gp  | --             | --             | --      | --        | +2 vs Toxin  | Ingested (tea) | 20         | 8h            |
| Brodha        | 30gp  | 60gp  | 70gp  | d6             | d6             | --      | --        | --           | Inhaled        | 20         | --            |
| Cerabil leech | N/A   | 100gp | N/A   | 1ph            | -1p6h          | --      | --        | --           | Contact        | 1h         | Until removed |
| Dimeger grub  | N/A   | 100gp | N/A   | -1p6h          | 1ph            | --      | --        | --           | Contact        | 1h         | Until removed |
| Gloom cap     | 55gp  | 100gp | 110gp | --             | --             | --      | --        | see p27      | Aspirated      | 10m        | 6h            |
| Nather's milk | 25gp  | 40gp  | 70gp  | --             | --             | --      | --        | +3 vs Toxin  | Ingested (raw) | 5m         | 12h           |
| Ragnum moss   | 40gp  | 70gp  | 110gp | d6             | --             | +4      | +4        | --           | To wound       | 5m         | --            |
| Regalbud      | 30gp  | 50gp  | 70gp  | --             | --             | +5      | +5        | --           | Poultice       | 30m        | --            |
| Sanis chow    | 25gp  | 50gp  | 60gp  | d10            | --             | --      | --        | --           | Inhaled        | 5          | --            |
| Shackir       | 15gp  | 30gp  | 40gp  | 2 (FQ)         | --             | --      | --        | Awaken       | Inhaled        | 3          | --            |
| Vortual       | 100gp | 200gp | 210gp | --             | --             | --      | --        | Know magic   | Aspirated      | 10         | --            |
| Wiggins wort  | 25gp  | 50gp  | 60gp  | --             | d10            | --      | --        | --           | Aspirated      | 10         | --            |

#### Key

**Health restore-** Points of Health restored (by dice roll)

**Spirit restore-** Points of Spirit restored (by dice roll)

**Disease-** Bonus to Disease check

**Treatment-** Bonus vs Grit drain from Disease

**Onset-** Time that elapses before it comes into effect

**P:** If a **Poor Quality** product is used, there is a 1 in 3 chance that it has no beneficial effect. (When taken, roll d6 – if result is 1 or 2, it has no effect)

**S:** **Standard Quality**, no reduction

**F:** If **Fine Quality** product is used it usually gains +2 to its effect (+2 to Health/Spirit restore, or +2 to Disease Check etc.) Exceptions are noted in the full description pp30-27

# BLACK MARKET

## TOXINS

### Unusual Toxins

| Name              | P    | S    | F    | Potency | Injected Damage | Ingested Damage | Impair | Concuss  | Administered | Onset | Duration |
|-------------------|------|------|------|---------|-----------------|-----------------|--------|----------|--------------|-------|----------|
| Asakti            | 25gp | 40gp | 50gp | 6       | --              | --              | -2     | AP       | Aspirated    | 2m    | 25m      |
| Desita            | 35gp | 70gp | 80gp | 9       | --              | --              | --     | Sleep    | Aspirated    | 20    | 1h       |
| Faisy             | 30gp | 60gp | 70gp | 6       | --              | --              | --     | Paralyse | Inhaled      | 15    | 5m       |
| Feklock           | 25gp | 50gp | 60gp | 7       | --              | 3ph             | --     | --       | Ingested     | 2h    | 8h       |
| Forest frog venom | 40gp | 80gp | 90gp | 6       | 2d4             | --              | --     | --       | Injected     | 30    | --       |
| Kherub            | 20gp | 40gp | 50gp | 8       | --              | --              | -2     | --       | Ingested     | 5m    | 3h       |
| Schlecht fruit    | 35gp | 70gp | 80gp | 5       | --              | 2ph             | --     | --       | Ingested     | 2h    | 10h      |
| Tarantula venom   | 35gp | 70gp | 80gp | 5       | d5+2            | --              | --     | --       | Injected     | 20    | --       |

### Legendary Toxins

| Name         | P    | S     | F     | Potency | Injected Damage | Ingested Damage | Impair | Concuss  | Administered | Onset   | Duration |
|--------------|------|-------|-------|---------|-----------------|-----------------|--------|----------|--------------|---------|----------|
| Bila blossom | 45gp | 75gp  | 100gp | 13      | --              | 4ph             | --     | --       | Ingested     | 1h      | 8h       |
| Caddle       | 45gp | 80gp  | 90gp  | 11      | --              | --              | --     | Paralyse | Inhaled      | 5       | 10m      |
| Etium        | 35gp | 60gp  | 70gp  | 14      | --              | --              | -4     | --       | Aspirated    | 10      | 3h       |
| Gold lotus   | 50gp | 90gp  | 110gp | 16      | --              | --              | --     | Sleep    | Aspirated    | instant | 20m      |
| Lord's last  | 55gp | 100gp | 120gp | 15      | --              | 5ph             | --     | --       | Ingested     | 12h     | 12h      |
| Mamba venom  | 90gp | 160gp | 170gp | 11      | 2d8             | --              | --     | --       | Injected     | 25      | --       |
| Utsaah       | 50gp | 80gp  | 90gp  | 11      | --              | --              | -3     | --       | Inhaled      | Instant | 5m       |
| Viper venom  | 80gp | 140gp | 150gp | 10      | 2d6+2           | --              | --     | --       | Injected     | 12      | --       |

### Key

**Potency:** Strength of Toxin

**Injected Damage:** Damage caused after onset time.

**Ingested Damage:** Damage caused per hour after onset time

**Impair:** Minus to victim's d20 rolls

**Concuss:** Type of incapacitation. Each turn the victim is injured, physically or verbally accosted they are permitted a Toxin check and if failed they are unable to act at all that Turn. If undisturbed they are incapacitated for the Toxins Duration.

**Onset:** Time that elapses before it comes into effect

**Duration:** Time that effects last for

**P:** If a **Poor Quality** product is used, there is a 1 in 3 chance that it won't work. (When administered, roll d6 – if result is 1 or 2, it has no effect)

**S:** **Standard Quality**, no reduction

**F:** If **Fine Quality** product is used it gains +2 to its potency.