



A Character Class is a specialized vocation in the world of Wyrmsbane. A Character Class is chosen by the Player and defines many aspects of that character. Each Character Class description (called a “Kit”) lets the Player know what kinds of weapons that Class uses, types of armor they can don, Mastery Styles they can learn, and Skills they may possess. Additionally, Kits let the Player know if their character can use spells and what type, how many Hit Points they get per Level, and what experience points are needed for that character to reach the next Level.

The world of Wyrmsbane is a very dangerous place. War and strife have taken a severe toll on the civilized peoples. A long time ago, the monsters and creatures that roam the wilds were held at bay through strength of arms. Many nations and factions had large standing armies to protect the populace. Those days are gone, and armies are now few in number.

With only enough soldiers to guard the capital cities and the major supply routes, those that live in more rural areas must turn to a different solution. This is where the Character Classes come in.

Monsters and beasts have not been held in check for centuries and have started to come out of the deepest forests and remote areas to encroach on villages and small towns. Without the protection of the state, the common person turns to adventurers.

Adventurers, usually for a price, can take care of all manner of things. They can protect a traveling caravan from Bandits and ambushes. They can hunt down packs of creatures that prey on the townspeople at night. They can go on a quest to find out why crops have started to die all of a sudden. They can protect the people in the cause of justice and good, or they can adventure for money and their own selfish ends - the choice is up to you.

As the Cycles have gone on, certain individuals who once were great warriors and spellcasters have taken on apprentices. They were renowned, and others sought their training. Through the generations, this led to very specific training regiments and schools that would-be adventurers can join to develop their skills.

These vocations have become commonplace in the current era. Terms like “Errant,” “Warrior,” “Deceiver,” “Sky Mage” and “Abjurationist” have become every bit as much commonplace as “policeman,” “firefighter,” “engineer” and “nurse” are to you and me.

A young person with ambition and the desire to become an adventurer seeks out a master to train them. Sometimes it is a formal school, and sometimes it is from the local village Warrior, now in their old age. Characters can also join one of the six Orders, who all support members that have an adventuring-like function. Whatever the case may be, the training they receive defines how that character can perform in combat and in an adventure. In the game, this information is contained in the Character Class.

Phyla

All Character Classes are categorized into one of four major groups, called “Phyla” or “Phylums”. Each Character Class within these Phyla have similarities. The Phylums are:

Combatants

Combatants are all front-line fighters, tough and well-trained in melee combat. Combatants can typically wear better armor than most of the Character Classes, have better Hit Points, and are more skilled in Mastery Styles. No Combatant can cast spells and are normally limited when it comes to the mystic realm. Combatants get a good Resistance against Naturals, but average to poor against Mystics and Magic. The Character Classes that comprise the Combatant Phylum are:

- The Acolyte of Corax
- The Aurima
- The Chevalier
- The Dauntlessit
- The Errant
- The Tombstone Warrior
- The Reaper Cultist
- The War Teller
- The Rager
- The Soldier
- The Spell Sword
- The Swordsman
- The Warrior
- The Yo'Kimo

Rogues

Character Classes belonging to the Rogue Phylum vary in their abilities more so than any of the other Phyla. Here you find thieves and bandits, bards and scouts, and even a cultist or two. All Character Classes within this Phylum are roguish in nature. That is to say, they'll have a knack for avoiding unwanted situations and people. Some Character Classes may be unscrupulous, while others are honorable and true. Character Classes that make up the Rogue Phylum are:

- The Acrobat
- The Alchemist
- The Assassin
- The Bandit
- The Bard
- The Buccaneer
- The Caller
- The Deceiver
- The Illusionist
- The Runner
- The Scout
- The Shadow Mage
- The Thief
- The Warden

Wizards

Character Classes in this Phylum are the most magic-oriented of any other. All Wizards are relatively poor in physical combat, but can more than overcome that deficiency with powerful spells. Wizards have low Hit Points and cannot wear very protective armor. They are usually poor at resisting natural effects but excel at resisting mystics and magic. They also tend to have a wide variety of skills available to them, however much of their training is focused on the practice of magic. When magic was first discovered by the civilized people, those who could wield it had immense power. To ensure their line of power would endure the ages, they set up schools of magic. Almost all Wizards are trained in a formal school. These schools are direct descendants of the very first scribes that created them. Therefore, their access to the various types of magic is locked. Each one of these schools only has access to a certain combination of different types of magic. Thus, each Character Class in the Wizard Phylum comes from one of these schools, or a society of practitioners, and can only use the types of spells that are taught. The Character Classes that make up the Wizard Phylum are:

- The Abjurationist
- The Enchanter
- The Healer
- The Hexer
- The Mage
- The Night Mage
- The Ordermaster of Corax
- The Ordermaster of Exador
- The Rector of Swune
- The Sage
- The Shaman
- The Sky Mage
- The Spellbinder
- The Wizzard

Battle Mages

The Battle Mages are a relatively new set of vocations to Wyrmsbane. They have spawned from formal schools where students thought it wise to learn how to swing a sword as much as it is to cast a spell. Learning to cast magic takes an intense amount of time and study, and leaves little time for anything else. Thus, Character Classes from this Phylum, while they can be somewhat proficient in melee, never holds the martial skill of a Combatant. There is a very wide range of focuses within this Phylum. Some are more oriented towards combat with only rudimentary casting ability, while others are very strong casters and only have basic combat proficiency. The Character Classes in this Phylum are:

- The Acolyte of Lanun
- The Acolyte of Exador
- The Acolyte of Swune
- The Acolyte of Tathun
- The Clevinsol
- The Corruptor
- The Drealon
- The Hejkin
- The Rector of Lanun
- The Rector of Tathun
- The Rune Knight
- The Swordmage
- Zerixian Herald

Phylum Abilities

All characters within the same Phylum have access to their 6 Phylum Abilities. Players pick **TWO** of the six possible at Level 1 and choose one more at Level 5.

In some, there may be an “X” next to the name of the Ability. This is called “Potency”. Potency starts at 1 when the Ability is chosen, and then rises by one for each Level the character gains after taking the Ability. Thus, they become stronger the longer the character possesses it.

Elements of a Character Class

Below are the elements that make up a Character Class and define a Player’s character’s abilities, combat potential and a whole host of other things. When everything is combined, it is referred to as a “Kit.”

Affiliation

Many Character Classes are directly responsible to or are a periphery part of one of the six Orders. Character Classes with an affiliation are all under the authority (to varying degrees) of the Orders and typically are employed to do their will. This guides the character in many ways and also defines their Alignment.

If the affiliation references something, that Character Class is very much a part of that organization or ethos. If it states an affiliation followed by “periphery,” then that Class is only loosely associated. While it still holds power over them, it is something they can stray from at times. A real-life example would be a bounty hunter and a policeman. Both fall under the law, but the policeman must follow those edicts precisely and directly answers to authorities within the law. A bounty hunter, on the other hand, is not always directly supervised by the law and can have some “questionable” parts of their ethos that don’t directly align with the law.

Alignment

Normally due to the views of an Order that they are affiliated, or something ingrained in the nature of the training makes certain Character Classes restricted in their Alignment. See the Alignment Chapter for more details.

Allowed Races

For various reasons, certain Character Classes have traditionally only allowed certain races into their ranks. This might be due to the physical location of the trainer, the general belief system of the race that rejects that Character Classes affiliation, their ability to cast spells, or prejudice. In any case, there is a specified list of races that can become that Character Class.

Attribute Requirements

In order to be the desired Character Class, a person must have the proper physical and mental aptitude. A Player wishing to choose a certain Character Class must have at least the Attribute scores listed. Although many of us have dreams of becoming a pro football Player or famed engineers, there is a limit to what hard work and training can accomplish. At some point in time, a person needs the raw mental or physical capacity.

Hit Points per Level

Each Character Class gains a different amount of Hit Points for every level of experience. This is designated by a die (or dice) with a possible modifier the Player rolls every time the character gains a Level. That modified roll is added to the maximum Hit Points of that character. When creating a character, the Player does not roll. Instead, the Player takes the maximum possible role for that Character Class at Level 1.

Resistance Modifiers

All Character Classes are different in how they resist indirect attacks. Some may be more resilient against poisons or toxins, while others are more resilient against spells. A character's starting Resistance Scores are modified by the Character Class.

Available Skill Groups

Each Character Class has a different combination of skill groups they may learn. Skills are covered in detail in the Skills Chapter. Each Character Class description tells a Player what kind of skills that character may learn.

Free Skills

From Cycles of training, most Character Classes grant a free Skill or two. This is automatically added to the character, and the Player does not need to spend any Skill Slots to acquire this. The Skill Progression is still defined in the normal fashion. These free Skills may have their Progression lowered in the same way.

Available Mastery Styles

The Mastery Styles a Character Class may learn is listed here. They may only learn Mastery Styles that are listed.

Progression Chart

Each Class has a different road to the exceptional and eventual ascension. Some roads are longer than others. Likewise, all kits have a different base they begin the game with, in terms of skills and weapon proficiencies. This chart lists how much experience a character needs to rise in Level and how many Skill Slots (SS), Preferred Weapon Slots (PWS) and Mastery Style Slots (MSS) they begin the game with. The number of slots is modified by Priorities.

Max Mastery Rank

Certain Character Classes, particularly those from the Battle Mage Phylum, are limited in their martial prowess. This is defined by the Max Mastery Rank. Characters cannot raise any Mastery Style above the rank listed here for that Character Class.

Available Weapons Groups

All Character Classes are trained in the use of at least a few weapons. This section lists the weapons a character may take a Mastery Style with or as a Preferred Weapon. While a character can physically pick up any weapon and try to attack something, they may only be properly trained in the weapons listed.

Available Armor Groups

This has a lot to do with the training of the Character Class. Wearing armor in Tara-Corax is a skill. Thus, Character Classes have a specified suite of armor they can wear in combat. While it is possible for any character to put on a suit of armor that fits them if it is not part of their kit (meaning all the information listed in the Character Class description) they forfeit their Abilities, Mastery Styles and their ability to cast spells.

Abilities

Character Classes gain the use of some fantastic Abilities. These may be non-mystical forms of talents, bonuses to Attributes, strange and wonderful powers and more. Some abilities are innate to the Character Class and are gained level 1. Most abilities are gained through experience and not available to that character until they reach a certain Level.

Type of Caster

There are three types of casters in Tara-Corax. The type, or types, of Caster, allowed for that Character Class is listed here.

Magic Well

There are two parts to the Magic Well; a character's starting spell points and the Spell Points they gain per level. Both these items are listed here by a number and then another number in parentheses. The number defines the starting Spell Points, and the number in parentheses defines how many Spell Points that Character Class gets per level of experience after the first level.

Available Spell Sources

Here you find what kind of spells are available to that Character Class. This is broken down into two sections: Minor Access and Major Access. Explained in detail in the Magic Chapter, Minor Access allows a character to cast all the way up to include the fourth rank of spells in the given sources listed. A Spell Source is a particular type of magic that manifests from a common origin. For instance, the Fire Source contains spells that bring forth fire in some way. Any Spell Source listed in the Major Access portion means the Character Class can cast spells all the way to the 10th rank, limited by the type of caster and the Spell Ascension Chart.

Spell Ascension Chart

This tells a Player when a Character Class has access to a given rank of a spell in the Sources available to that Character Class. The Rank of the spells are listed in the right row, and the required Level is listed on the left. When a character reaches the appropriate level, they may cast spells from a new rank of magic.

Class Ascension

Described more in the Storyteller's Tome, Class Ascension (or "CA") is a distinct part of Tara-Corax. Class Ascension can be explained if we use a politician as an allegory. When a person sets out to be a politician, they don't start out as president. Normally, they join their Homeowners Association Board of Directors first. After a while, they may be elected to the city council. After a bit of toil, they may enter an official office like a treasurer or sheriff.

Up to this point, the character is small time. Known by those within their community, but no notoriety beyond their immediate home. Then, the person gets elected as mayor and enters a much bigger world. This is the same with all Character Classes and is the essence of the Class Ascension mechanic.

All Character Classes start out as defined by their kit for Levels 1 through 10. Upon reaching level 10, that character may embark on an epic quest to become something more. This may be the slaying of a small dragon, the destruction of a rogue elemental or something else as conjured up by the Storyteller. These quests, called a Class Ascension Quest, are very deadly and very few characters are expected to survive. If the character does survive, they become part of that bigger world.

Upon Class Ascension, the name of the Character Class changes, and new abilities and talents are available. They may also be able to use new types of spells, armor, Skills and Mastery Styles.

This is optional, but without it they cease to grow. They forever count as Level 10, no matter what their actual Level, they gain only a few Hit Points: 4 for a Combatant, 3 for a Batter Mage, 2 for a Rogue and 1 for a Wizard and no Longevity bonus. In short, they become stagnant, unable to develop any further.

Combatants

Combatants are the front-line characters of the game. They have better Hit Points, can normally wear better armor, and have more melee skills at their disposal than most other Character Classes. Players wishing to stay in melee, tie-down opponents, protect the back-line characters and take a pounding should consider a Combatant.

Phylum Abilities

Compulsory Attack Radius (X)

The Compulsory Attack Radius (CAR) describes a Combatant's ability to intercept enemies within a certain area around them. Combatants don't allow attackers to bypass them and make it into melee with their softer target allies. All Combatants have a 4+X yard radius CAR. Within a that radius, as long as they are not currently in melee, a Combatant may move to intercept any opponent in that radius and then Set, even if they used all their movement for that Round. This is only done outside of the Combatant's turn, meaning the opponent must be the one to move into (or be in) the CAR, and not the Combatant expanding their movement. While in melee, Combatants have no CAR.

Routing Attack (X)

Combatants can learn Routing Attack, allowing them to gain a free attack on anyone leaving melee with them. As a Free Action, this can only be done once per Round. It attacks the Flank side of an opponent (+3 to-Hit, +1 to damage and increase any successful to-Hit RO by 2). Add +1 to-Hit and Damage for each Potency. This is a Free Action

Onto the Next One (X)

Passively, when a Combatant incapacitates an enemy in combat, they can immediately move onto another they are in melee with at the time, performing any unused attacks on that new target without penalty. When taken, they may move onto one opponent, and if they drop that one, they stop. At Potency (4), they may do this twice per Round, then 3 when they have a Potency (7).

Footman's Charge (X)

Combatants can Charge into combat as a Quarter Action. The Combatant's movement is increased by 1 per Potency. While in this charge (the rest of that Round), they lose the Parry Evade, but their Critical Thresholds remains unmodified. At the end of the movement, they gain a single free attack with a +1 to Hit and Damage for each Potency. They do not need to Set to make this attack. Successive attacks in the same Round do require the Combatant to Set, but the next Round the Combatant is considered Set. This Ability cannot be initiated if the Combatant is in melee. This is a Half Action.

Counter (X)

Combatants are naturals in melee and can seize opportunities that only come from Cycles of training. When an opponent misses a melee strike, Combatants gain a free attack. This attack can only occur once per Round, and the opponent must be in the character's front arc. The Combatant gains +X to-Hit. Counters are a Free Action.

Combat Expertise

Only available at character creation, a Combatant raises the Priority of Combat by one for free, allowing them to (possibly) take two 1st Priorities.

THE ACOLYTE OF CORAX

COMBATANT PHYLUM

Alignment | Any Lawful
Affiliation | Corax

Hit Points per Level | 1d8+1

Requirements

| | |
|-----------|------|
| Strength | None |
| Longevity | None |
| Agility | None |
| Dexterity | None |
| Intellect | None |
| Mysticism | 14 |

Resistances

| Vs. Nat | Vs. Myc | Vs. Mag |
|---------|---------|---------|
| -3 | -3 | 0 |

Max Mastery Style | 10

Available Mastery Styles

Basic Mastery, Advanced Axe Technique, Axe-Shield, Blade and Shield Technique, Blind Man's Mastery, Counter Blow Technique, Following Blow, Force Style, Frenzied Swarm, Infantryman's Mastery, Paired Weapons, Ripper's Technique, Staff Mastery, Whirling Blade, Quick Missile Mastery & Sniper's Technique

Available Skills

General, Warrior, Order & Artificer

Free Skills

Focus & Order Common

Available Weapons

Hand Axes, Heavy Axes, Light Weapons, Simple Weapons, Limited Skill Weapons, Whips, Common Swords, Small Swords, Great Swords, Finesse Swords, Ripping Swords, Blunt Weapons, Heavy Blunt Weapons, Driving Polearms, Slashing Polearms, Great Polearms, Bows, Grenades, Precision Weapons, Heavy Throwing Weapons & Fast Throwing Weapons

Available Armor

Deflectors, Blockers & Heavy Armors

Allowed Races

Human, Sand Elf, Hill Dwarf, Grey Dwarf & Stone Dwarf

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 6 | 12 | 4 |
| 2 | 44 | | | |
| 3 | 88 | | +1 | +1 |
| 4 | 222 | +1 | | |
| 5 | 399 | | +1 | |
| 6 | 621 | | | +1 |
| 7 | 888 | | +1 | |
| 8 | 1332 | +1 | | |
| 9 | 2220 | | +1 | +1 |
| 10 | 4440 | | 0 | 0 |
| 11+ | +1,110 Experience Points per Level | | | |

Magic

None



The Acolyte of Corax is the Order's muscle and physical protector. They are warriors who infuse a specific element into their weapons to strike down their foes. While not able to cast magic, they still have an acute touch with the mystic realm. The Acolytes associate themselves with one of the four elements. Each Acolyte chooses their path when they are officially accepted into the Order, either water, fire, air or earth. Their main job is to defend the Order as they seek elemental balance in all things. The very nature of the elements makes an Acolyte of Corax lawful in their mindset. As with most people, the actions they take can either be for others or themselves.

It is not uncommon to see an Acolyte of Corax on a "common" adventure. In the eyes of the Order, this is a great way for a young Acolyte to prove themselves and gain viable experience. They can serve an adventuring party like most other Combatants; Acolytes are suited for frontline combat.

Acolytes of Corax have the ability to use adequate armor, most weapons and Mastery Styles. They get average Hit Points for a Combatant and have good skills. Their real advantage comes from their ability to manifest their chosen element into their armor and weapons.

Elemental Power

Acolytes of Corax are the frontline of most Coraxian expeditions into the lairs and fields of corrupt elementals. For reasons unknown, some Elementals stop performing their tasks and go wayward. Normally crazed with rage and confusion, the presence of one of these things is extremely dangerous. Only the stoutest of heart has the courage to face this kind of power, and the Acolyte of Corax makes it routine.

They are raised within the Order to resist the onslaughts of elemental power, each Acolyte choosing one prime elemental (Earth, Air, Fire or Water). They gain Absorb against that form of damage and a bonus when rolling any Resistance Check against that kind of Elemental. This is their "prime" element.

At Level 5, the Acolyte must choose to maintain their specialization against one kind of element, gaining even more effectiveness against one Element, or widen their abilities to against a new Element. If choosing the latter, the choice may not be

undone, and the new element must not be opposing to their prime (Air against Earth & Fire against Water). Thus, a Fire Acolyte could choose to expand to Earth or Air, but not Water.

In this choice, they become more generally capable but unspecialized.

If staying with only their prime element, their power increases greatly. They find more ability but at a cost. If choosing to stay with only one element, they start to feel the natural balance of that Element and gain a vulnerability to its opposite. Thus, a Water Acolyte now takes more damage from Fiery Damage and resists such things less frequently. They take +50% damage from their opposing element and have a -3 to any Resistance Check against that kind of Damage Type or assault, based on that element.

The choice in this matter is extremely important, not only because it cannot be undone, but it also guides their fate within the Order, who uses only those Acolyte that are best suited for certain missions. The inclusion of a secondary element can be either a boon or hindrance, depending on the situation. The choice also influences their Elemental Manifestation Ability.

| Level | Prime Element Only | | Prime with Secondary | | Secondary | |
|-------|--------------------|-------------------|----------------------|-------------------|-----------|-------------------|
| | Absorb | Resistance Checks | Absorb | Resistance Checks | Absorb | Resistance Checks |
| 1 | 1 | +1 | - | - | - | - |
| 2 | 2 | +1 | - | - | - | - |
| 3 | 3 | +1 | - | - | - | - |
| 4 | 4 | +2 | - | - | - | - |
| 5 | 5 | +3 | 4 | +2 | 2 | +1 |
| 6 | 7 | +4 | 5 | +3 | 3 | +1 |
| 7 | 9 | +5 | 5 | +3 | 4 | +2 |
| 8 | 12 | +6 | 6 | +3 | 5 | +2 |
| 9 | 15 | +7 | 7 | +4 | 6 | +3 |
| 10 | 20 | +9 | 8 | +5 | 7 | +3 |

This chart shows the power for beginning Acolytes and for those who choose to stay with only a prime element (on the left). The right shows what the bonuses and Absorbs for both the prime and secondary element for Acolytes that choose two.

Elemental Manifestation

The power within any Acolyte of Corax is not only defensive but offensive. Acolytes have access to a special weapon, called a Combat Brazier, through which they channel their element. If using this weapon, they add their chosen element Damage Type to their strikes. An Acolyte of Corax can also use other weapons with this Ability. Any other weapon only receives a +1 to damage, and that extra point is of the elemental's Damage Type, and none of the abilities apply.

Linked to their Elemental Power Ability, the element chosen in that Ability is what manifests in this. If an Acolyte chooses to gain a secondary element, they stop growing in their primary in Elemental Manifestation and start in their secondary as if Level 1. At Level 9, they would have the abilities of Level 5 in their prime and Level 4 in their secondary.

The Combat Brazier counts as a mace in all other ways, from the weight, weapon statistics, Weapon Group, Preferred Weapons, and Mastery Styles. Due to their abilities, Acolytes may not use any form of dual-wielding Mastery Styles.

Depending on the element chosen, successful hits from a Combat Brazier can add Effects to the target.

Air

Acolytes of Air have great speed in their melee attacks. Not only do they receive more attacks per Round, but on a successful hit, and only once per round, they may roll 1d6. On a roll equal or greater than the "Extra Attack," they receive another attack. Furthermore, their maximum attacks per Round with the Combat Brazier has a maximum of 4, and 5 when using the extra attack rule.

| Level | Shocking | | # of Attacks |
|-------|----------|--------------|--------------|
| | Damage | # of Attacks | |
| 1 | 1d2 | +1 Steps | 6 |
| 2 | 1d2 | +1 Steps | 6 |
| 3 | 1d3 | +1 Steps | 6 |
| 4 | 1d3 | +1 Steps | 6 |
| 5 | 1d3 | +2 Steps | 6 |
| 6 | 1d3 | +2 Steps | 5 |
| 7 | 1d4 | +3 Steps | 5 |
| 8 | 1d4 | +3 Steps | 5 |
| 9 | 1d4+1 | +4 Steps | 5 |
| 10 | 1d4+1 | +4 Steps | 4 |

Earth

Acolytes of Earth can use their Combat Brazier to block incoming attacks, as the tip of the weapon expands for a moment and forms a disk of stone. Additionally, on a hit of the appropriate RO, the target must roll a ResCheck vs. Mystics or be *Stunned* the rest of the Round.

| Level | Concussive | | |
|-------|------------|-------------|------|
| | Damage | Bonus Block | Stun |
| 1 | 1d4+1 | +1 | RO 8 |
| 2 | 1d4+1 | +2 | RO 7 |
| 3 | 1d6+1 | +2 | RO 7 |
| 4 | 1d6+1 | +3 | RO 7 |
| 5 | 1d6+1 | +4 | RO 6 |
| 6 | 1d6+1 | +5 | RO 6 |
| 7 | 1d8 | +6 | RO 5 |
| 8 | 1d8+1 | +6 | RO 5 |
| 9 | 1d10+1 | +7 | RO 5 |
| 10 | 1d12+1 | +8 | RO 4 |

Water

The Acolytes of Water have two fascinating components of their elemental ability. First, upon a hit of sufficient RO, the target begins to stutter and *Choke*, as if they were dunked in water. Secondly, a dim aura of shimmering blue energy surrounds the Acolyte, providing an Absorb against the first Physical attack each Round.

| Level | Water-Based Damage | Chocking Effect | Absorb |
|-------|--------------------|-----------------|--------|
| 1 | 1d3 | RO 7 | 1 |
| 2 | 1d3 | RO 7 | 2 |
| 3 | 1d4 | RO 6 | 2 |
| 4 | 1d4 | RO 6 | 3 |
| 5 | 1d6+1 | RO 6 | 4 |
| 6 | 1d6+1 | RO 5 | 5 |
| 7 | 1d6+1 | RO 5 | 6 |
| 8 | 1d6+1 | RO 4 | 7 |
| 9 | 1d8 | RO 4 | 8 |
| 10 | 1d10 | RO 3 | 9 |

Fire

The Acolytes of Fire have the most directly powerful attacks and their Braziers scar and burn with each hit. Additionally, on each successful hit, roll 1d10. If the result is as listed in the chart or greater, the target is momentarily engulfed in flames, causing even more Fiery Damage.

| Level | Fiery Damage | Flame Burst | Flame Burst Damage |
|-------|--------------|-------------|--------------------|
| 1 | 1d6+1 | 10 | 1d6 |
| 2 | 1d6+1 | 9 | 1d8 |
| 3 | 1d8 | 9 | 1d10 |
| 4 | 1d8+1 | 8 | 1d10 |
| 5 | 1d10 | 8 | 1d12 |
| 6 | 1d10+1 | 7 | 2d6 |
| 7 | 1d12 | 7 | 2d8 |
| 8 | 1d12+1 | 6 | 2d10 |
| 9 | 1d12+2 | 6 | 3d8 |
| 10 | 1d20 | 5 | 3d10 |

Elemental Sacrifice

Acolytes allow the Ordermaster to subdue rogue elementals, but at a cost. Upon reaching Level 3, the Acolyte may take a Full Action, and if within 20 yards of any Elemental creature, to raise their hand and form a connection with it. The elemental gets one Resistance Check vs. Mystics when the link is being formed to resist. The Elemental's resistance negates any effects, including the Hit Point transfer.

The connection immediately drains $\frac{1}{2}$ of the total Hit Points of the Acolyte and transfers them to the elemental, which can raise their current Hit Points above its maximum. The Acolyte is linked for as long as they Channel, but for a minimum of 1 hour. While linked, the Acolyte cannot do anything else but speak.

A successful link subdues the Elemental, preventing them from doing anything but to stare at the Acolyte, even if attacked. However, the Acolyte feels anything the Elemental does, and any damage inflicted on the Elemental hurts the Acolyte and vice-versa. This includes Effects, spells and Abilities. Nothing can break the link, save the Elemental's demise or banishment.

THE AURIMA

COMBATANT PHYLUM

Alignment | Any Lawful
Affiliation | Ken-Jni

Hit Points per Level | 1d12+1

Requirements

| | |
|-----------|------|
| Strength | 10 |
| Longevity | 12 |
| Agility | None |
| Dexterity | None |
| Intellect | None |
| Mysticism | None |

Resistances

| | | |
|---------|---------|---------|
| Vs. Nat | Vs. Myc | Vs. Mag |
| -2 | -1 | +2 |

Max Mastery Style | 10

Available Mastery Styles

Basic Mastery, Backhand Technique, Blind Man's Mastery, Counter Blow Technique, Defensive Style, Dual Weapons, Dueling, Following Blow, Frenzied Swarm, Gapping Technique, Infantryman's Mastery, Karu-Sun, Paired Weapons, Staff Mastery, Swordsman's Draw Mastery, Whirling Blade, Bowman's Mastery & Quick Missile Mastery

Allowed Races

Human, Sand Elf, Wood Elf, Hill Dwarf, Stone Dwarf, Rosendarik, Lyfin & Dafter

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 6 | 8 | 5 |
| 2 | 48 | | | |
| 3 | 97 | | +1 | +1 |
| 4 | 243 | +1 | | |
| 5 | 437 | | +1 | |
| 6 | 680 | | | +1 |
| 7 | 972 | | +1 | |
| 8 | 1458 | +1 | | |
| 9 | 2430 | | +1 | +1 |
| 10 | 4860 | | 0 | 0 |
| 11+ | +1,215 Experience Points per Level | | | |

Magic

None

Available Skills

General, Warrior & Artificer

Free Skills

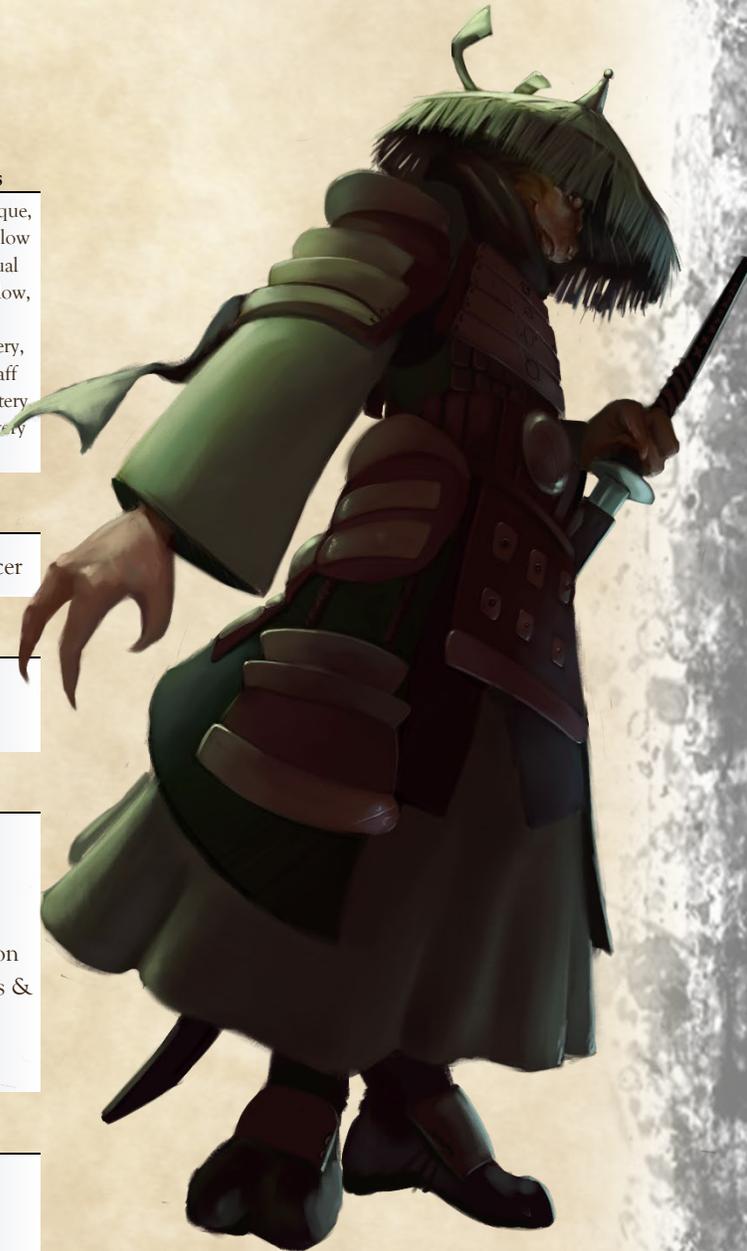
Meditation

Available Weapons

Light Weapons, Simple Weapons, Limited Skill Weapons, Whips, Common Swords, Small Swords, Bows & Fast Throwing Weapons

Available Armor

Deflectors, Shi & Nie-Jni



Traditionally coming from the Dafterian culture, this is a warrior of honor who is bound to a lord. He acts according to his master's will to their utmost, even to death. Aurimas are always associated with political leaders and regularly serve as their most trusted bodyguards. If the master is slain, Aurimas wander the land looking for a new worthy lord. In a personal setting, an Aurima can be most like any other person. Their actions, however, are always duty-bound and have a purpose in line with those they serve. They are never brash nor cruel to anyone else. Nevertheless, they may commit some actions that are questionable if ordered to do so. They only personally feel responsible for such actions if the action was something particularly horrendous. It is very rare for an Aurima to disobey their Master's instructions, but not unheard of.

Aurimas can fill the frontline combatant position in any adventuring party. Able to both take and dish out damage, they excel at protecting their physically weaker teammates. While any master-bound Aurima is single-minded in their tasks and normally don't have time for adventuring, those who are "in-between" a lord may join a party as part of their search for a new master.

An Aurima embodies everything the Dafterian culture has to offer when it comes to combat. They have good Hit Points, a focused selection of Mastery Styles and weapons that function in those styles and use the lightweight Shi and Ni-Jie armor. Aurimas are also gifted in purpose when performing their Master's task.

Honor Bound

More so than any other Class, the Aurima follows the edicts of Ken-Jni with fierce loyalty. However, Ken-Jni is not without its situational dilemmas. It is by these 5 (of the many) edicts that the Aurima MUST abide.

- Only those who wield the sword may be cut down by the sword. Those who do not, shall not taste the blade and will profit from the protection of those who do.

- A choice lasts from the moment you make it until the ends of time. To change one's mind is to dishonor oneself.
- Those who are masters of a craft may only be challenged by other masters of the same craft.
- Those with honor always grant quarter to those who ask. The enemy that is gravely wounded is already beaten. Ending their life speaks not of honor – it is better to subdue them and take them before the master and allow justice to be done.
- The master's will is your own.

Exactly how this applies and what it means is up to the Storyteller. In any case, the choices an Aurima makes a consequence within their own constructs of honor. Also, the understanding of honor is not culturally swayed and remains constant no matter the social setting.

All Aurimas are Lawful in nature, and in a manner, selfless. However, this selflessness is particular. As the master's is always foremost, acts are not selfless, but rather serving Ken-Jni, and thereby their own code of honor. This means that while directly in the master's service, their Outlook (Good and Evil) is not affected by their actions.

When an Aurima acts out of honor, they always lose at least 10 points of Approach and acts of lawlessness should be doubly punished by the Storyteller. When acting on their master's orders, that oppose the edicts of Ken-Jni directly, *still* apply to the Aurima, and they still lose Approach. If an Aurima finds themselves at any negative Approach score, they see it as the total loss of honor and only death holds atonement.

Life of Service

All Aurimas serve a lord. In traditional Dafterian lands, this is a Dasho – a lord of a village. They start the game in the service of a master – one always of royal heritage or position no matter the culture. It is extremely important to note that the values of the master are not always those of the Aurima and may not even conform to the edicts of Ken-Jni. While most Aurimas are Dafter and operate in Dafteria, it is not the only case. Non-Dafter Aurimas must still abide by the rules as if in Dafteria, even if their master is a

boorish individual with no sense of honor. The master of an Aurima is not chosen by the Aurima, at least, not when beginning the game.

When the master's will conflict with Ken-Jni, the Aurima may make a choice of obedience. If disobeying the master, 1/2 (round up) of their total Approach is immediately lost. Moreover, in Dafteria anyway, disobedient Aurimas are hunted down with great tenacity. Commonly, Aurimas present themselves to the Dasho and beg pardon for not obeying, appealing to the Dasho's honor to understand the reasons why. While an Aurima can disobey to avoid a dishonorable act, they cannot avoid the conflict of a life of service.

If an Aurima disobeys, they may leave their master. If they do, the 1/2 Approach they sustained for disobedience is returned, but they lose the Mission Focus Ability completely, and purpose. They may wander for a time, but always on the lookout for another honorable soul to serve. Disavowing a master only is possible when the Aurima's orders are in direct conflict with Ken-Jni.

Mission Focus

While in the service of a master, Aurimas receive certain bonuses when directly carrying out orders. This boon is purely mental and is part of their extreme conviction of Life of Service.

Firstly, all Aurimas have a special form of the Bash Maneuver, which can be used against any severely wounded opponent so they can return the objectionable to their master. The Target Number is an RO of 7, - 1/2 the Aurima's Level, round down (to a minimum of RO 3). The Bash Maneuver has all the same effects as a normal Bash but also forces the target to make a KO check. This can be performed with any weapon or shield.

Additionally, each mission the Aurima completes under that master may add to their capabilities. Based on how well they did (as determined by the Storyteller), they have a percent chance to receive a permanent bonus, called the "Master's Boon." Likewise, the Master's Boon has a general suite of bonuses based on the Level of the Aurima. These bonuses ONLY apply when directly serving a master's purpose, as determined by the Storyteller. By "directly" in this Ability (and all aspects of the Aurima) means items/act that directly lead to the accomplishment of that objective. Bandits on the side of a road, random encounters and conflicts that the Aurima does not understand to be in contest with their master's will does not invoke Mission Focus - only those things which clearly stand in opposition. The permanent bonuses are always in effect, however. Remember, if an Aurima leaves a master's service, this ability is null until they find a new master, and then all those permanent bonuses are reset.

The Mission Focus bonuses are all in effect as long as they are not the same bonus. Thus, at Level 5 an Aurima has all bonuses from Level 5 and lower, but ResChecks are at a +2 (the better of the two).

Intimidation works the same as the Skill but is at a Rank of 3+3. If the Aurima took that Skill, they receive an entire step (from Rank 1+2 to Rank 2+2 for instance) to that Skill upon reaching Level 6. Again, this additive Skill (or bonus to the Skill) is only when in direct application to their master's mission.

At Level 9, Aurimas may reroll any roll while accomplishing their master's orders, 10 times per mission.

| Level | Mission Focus Bonus | Permanent Bonus |
|-------|---------------------------------|----------------------------------|
| 1 | +10% KO Check | +5% KO Check |
| 2 | +1 to any ResCheck | +1 ResCheck vs. Mystics |
| 3 | Gain Fearless (5) | Fearles (2) |
| 4 | +2 Critical Threshold | +1 Critical Threshold |
| 5 | +2 to-Hit | +1 to-Hit |
| 6 | +2 to Damage | +1 to Damage |
| 7 | Increase Critical Severity by 2 | Increase Critical Severity by 1 |
| 8 | +3 to all Skill Checks | +2 to all Skill Checks |
| 9 | Rerolls | Gain one extra Combatant Ability |

THE CHEVALIER

COMBATANT PHYLUM

Alignment | Chaotically Good
Affiliation | None

Hit Points per Level | 2d6+1

Requirements

| | |
|-----------|------|
| Strength | 10 |
| Longevity | 15 |
| Agility | None |
| Dexterity | None |
| Intellect | None |
| Mysticism | None |

Resistances

| Vs. Nat | Vs. Myc | Vs. Mag |
|---------|---------|---------|
| -2 | +1 | +1 |

Max Mastery Style | 10

Available Mastery Styles

Basic Mastery, Advanced Axe Technique, Axe-Shield, Blade and Shield Technique, Blind Man's Mastery, Following Blow, Force Style, Frenzied Swarm, Infantryman's Mastery, Karu-Sun, Paired Weapons, Polearm Mastery, Ripper's Technique, Staff Mastery, Swordsman's Draw Mastery & Whirling Blade

Allowed Races

Human, Sand Elf & Rosendarik

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 6 | 12 | 5 |
| 2 | 55 | | | |
| 3 | 110 | | +1 | +1 |
| 4 | 277 | +1 | | |
| 5 | 498 | | +1 | |
| 6 | 775 | | | +1 |
| 7 | 1108 | | +1 | |
| 8 | 1662 | +1 | | |
| 9 | 2770 | | +1 | +1 |
| 10 | 5540 | | 0 | 0 |
| 11+ | +1,385 Experience Points per Level | | | |

Available Skills

General, Warrior, Social & Artificer

Free Skills

Horsemanship & Endurance

Available Weapons

Hand Axes, Heavy Axes, Light Weapons, Simple Weapons, Limited Skill Weapons, Whips, Common Swords, Small Swords, Great Swords, Finesse Swords, Ripping Swords, Blunt Weapons, Heavy Blunt Weapons, Driving Polearms, Slashing Polearms & Great Polearms

Available Armor

Deflectors, Blockers, Heavy Armors & Plate



Magic

None

Chevalier is the fearless and consummate professional whose profession is war and battle. They are stalwart and valiant. Even in the face of the most horrible opponents or fear causing spells, a Chevalier never runs from a fight. One of the most fearsome close combatants in Wyrmsbane with roots that hail from the northern lands of Tol-Son, Chevaliers are normally related to a noble family. Just and good, Chevaliers are admired by the general public. They are ever-searching for a just cause and do not hesitate to draw their weapon and use it. They are brash in their mannerisms and never suffer fools, always telling you exactly what they think. They are intelligent enough to understand that political systems may be corrupt; therefore, they feel their quest for justice is of far more important than local laws or petty edicts. The history and creation of the Chevalier profession is of great conjecture. Some say they were Lanunite-spawned, a follow-up to the Tombstone Warriors. Others say they predate the War of the Avatars. In any case, all agree they originate from the frozen north of Tol-Son. Not affiliated with any Order officially, they tend to be friends with both the Lanunite and Zerixian. While the general public loves the idea of a Chevalier, those who know would probably say that they are cold and single-minded. They may care for the public and protect others, but the manner in which they do is focused on combat and the elimination of the enemy, even at the inadvertent cost of those they protect.

Chevaliers hold nothing higher than honor and glory in combat. They seek out the most dangerous opponents and embark on the most treacherous quests. An adventuring party is a perfect fit for one of these combatants. Chevaliers always pick out the most formidable enemy on the battlefield and engage that enemy as soon as possible. Because they never run from combat, adventuring parties must always be reminded that there is no option to flee, at least not for the Chevalier, if things get dicey.

A Chevalier can wear an impressive array of armor, learn many Mastery Styles, and can be proficient with most weapons. They also get some of the highest Hit Points in the game and, combined with their armor, can be very difficult to take down. Most Chevaliers prefer a fight from horseback until they meet that most dangerous of foes, where they ordinarily dismount to fight face-to-face.

Fearless

Every Chevalier joins the academy at a young age, where they are taught to resist fear beyond all else. By the time they are teens, fear is a foreign concept. Whether natural, magical or mystic in nature, Chevaliers are utterly without fear. They cannot be stayed by any fear-causing Effect or spell. They simply never run from a fight.

Honor in Combat

“Glory” is probably a better term as Chevaliers are primarily concerned with victory in personal combat against the greatest foe. Thus, Chevaliers MUST always engage the most powerful opponent (determined by the Storyteller) on the battlefield, bypassing other enemies to get there as fast as possible. Once engaged in combat, they must stay and fight, even to death. If the enemy is too powerful to defeat, the Chevalier enjoys an honorable death. The only way a Chevalier ends a fight is by killing the enemy, their own death if knocked out, or some spell or Effect makes them incapable of moving, puts them in stasis or teleports them away. Moreover, Chevaliers need major convincing if their party chooses to not to engage in a fight when one can be had. They cannot ambush opponents or attack opponents in the back. Fallen opponents who beg for mercy is granted no quarter from a Chevalier, and many Chevaliers find themselves in a frenzy if not careful.

Against the greatest foe on the battlefield (or the only one), a Chevalier receives a bonus to-Hit and damage equal to their Level. Their Critical Threshold raises by their Level as well, and Critical Strikes also have their Critical Severity raised by their Level. Additionally, the Chevalier gains a maximum 1 Hit Point, permanently, when defeating the strongest enemy. When this applies is completely up to the Storyteller. Defeating a bunch of Eemps probably wouldn't count, nor would one-on-one combat with a petty thief. But, beating an Eemp captain or a master swordsman would.

This only applies to the (and from) the Chevalier's Focus, and only when that Focus is the greatest enemy on the field.

Mounted Combatant

Chevaliers' preferred mode of battle is mounted on an intrepid steed – even if not all steeds are fearless like the Chevalier. All Chevaliers start the game with a mount they have an affinity with and follows basic commands, like a well-trained dog. If their mount is killed, they know how to pick the right one when replacing and gain these same benefits within 40 Passings. On an untrained horse, their benefits are halved, round down.

All normal mounted combat rules apply, with the following flat modifications and combined with the chart below.

- ☞ Attacks per Round penalty only -1 Step.
- ☞ Their Evade is lessened by 2 fewer

All below bonuses are in addition to normal Mounted Bonuses. Always choose the best of bonuses (within that Level) of the bonuses. The Charges listed are what they can perform at that Level, and any listed in lower Levels.

| Level | Bonus | Charge |
|-------|---------------|--------------------|
| 1 | +1 Evade | Mounted Charge |
| 2 | +2 to Damage | |
| 3 | +2 to-Hit | |
| 4 | On hit, +4 RO | Lansing Charge |
| 5 | +2 Evade | |
| 6 | +4 to Damage | |
| 7 | +4 to-Hit | Dismounting Charge |
| 8 | On hit, +6 RO | |
| 9 | +6 to-Hit | Valiant Charge |

Dismounting Charge

Chevalier performs a Lansing Charge. On a hit, may immediately dismount and Set in melee range of anything adjacent to the original target.

Valiant Charge

+10 Movement, +10 to-Hit and Damage. Any hit is always a Critical Strike. If not so naturally, then treat as CS 0.

Battle Trophy

Chevaliers collect items from their beaten opponents and display it on their person as a significant accomplishment. It is not uncommon to see Chevaliers adorned with all sorts of trophies: skulls, strips of armor, weapons and the like. Whenever a Chevalier faces and defeats, the strongest on the field, they spend the next 2 Rounds taking something that signifies this great victory. They then raise the trophy up for all to see. While doing this, they can be attacked as normal and must stop what they're doing to defend themselves. If they are able, they ignore further combat, now that the most dangerous enemy is slain, to get their trophy.

When raising up their trophy, all enemies within 30 yards sees this and must make a ResCheck vs. Naturals or become *Frightened*. The Storyteller may add to the potency of this effect based on what/who the Chevalier just defeated. A Chevalier would never think of faking and showing a false trophy, not for any reason. Such an act would be a pure dishonor, and the Chevalier would not continue in their profession.

Everyone knows Chevaliers take trophies and the more trinkets they have, the more powerful. When reaching 5 trophies, their presence on the battlefield alone makes enemies wary. Those wishing to enter melee combat with a Chevalier with 5 or more trophies must roll a ResCheck vs Naturals (-1 for every 3 additional trophies over 5 to a maximum of -5 at 20 trophies – which is just too many to count). A failed check either sees them *Stand Stupid* for that Round or, for the very courageous, enter melee half-cocked and suffer a -1 to-Hit for each point they missed their ResCheck. If the attacker chooses to *Stand Stupid* for a Round, they may enter melee the following Rounds with ½ of penalties (rounded down). However, those penalties, whether *Standing Stupid* or not, last for the entire combat.

THE DAUNTLESSIT

COMBATANT PHYLUM

Alignment | Any Lawful
Affiliation | None

Hit Points per Level: | 1d6+1

Requirements

| | |
|------------|------|
| Strength: | None |
| Longevity: | 11 |
| Agility: | None |
| Dexterity: | None |
| Intellect: | 13 |
| Mysticism: | 14 |

Resistances

| Vs. Nat | Vs. Myc | Vs. Mag |
|---------|---------|---------|
| -1 | -3 | -2 |

Max Mastery Style | 8

Available Mastery Styles

Basic Mastery, Advanced Axe Technique, Axe-Shield, Backhand Technique, Blade and Shield Technique, Dual Weapons, Dueling, Force Style, Gapping Technique, Infantryman's Mastery, Karu-Sun, Paired Small Weapons, Paired Weapons, Polearm Mastery, Ripper's Technique, Staff Mastery & Swordsman's Draw Mastery

Available Skills

General, Warrior, Mystic, Rogue, Social & Artificer

Free Skills

Perfect Memory

Available Weapons

Hand Axes, Heavy Axes, Common Swords, Small Swords, Great Swords, Ripping Swords, Blunt Weapons, Heavy Blunt Weapons, Driving Polearms, Slashing Polearms & Great Polearms

Available Armor

Blockers, Light Armors, Medium Armors, Cloth, Light Leather, Leather & Shi

Allowed Races

Human, Sand Elf, Wood Elf, Grey Elf, Blue Elf, Hill Dwarf, Grey Dwarf, Stone Dwarf, Rosendarik, Lyfin & Dafter

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 6 | 5 | 2 |
| 2 | 50 | | | |
| 3 | 100 | | +1 | +1 |
| 4 | 250 | +1 | | |
| 5 | 450 | | +1 | |
| 6 | 700 | | | +1 |
| 7 | 1000 | | +1 | |
| 8 | 1500 | +1 | | |
| 9 | 2500 | | +1 | +1 |
| 10 | 5000 | | 0 | 0 |
| 11+ | +1,250 Experience Points per Level | | | |

Magic

None



After the Rune Storm, certain people became affected by a very insidious magical plague. They would start to complain of seeing the same time of Passing over and over, and the same events over and over. In short order, most people would start to fade in and out of time, and eventually, existence. However, a scant few learned to control this affliction. Those that took up the sword are called Dauntlessits.

A Dauntlessit is someone who exists at many periods of time at once, albeit, those periods are seconds apart. They are able to move through time and experience one event again and again. Because their “reach” is so small, they can only relive events that are mere seconds. Once an event has started, it cannot be stopped, and the Dauntlessit can only react to its outcome, even their own.

Even though they experience time differently, no one around them does, nor can the Dauntless effect how they perceive time. They live in an odd paradoxical place where an event occurs that is perceived by all, except the Dauntlessit who can see it again and again, each time playing out to a different outcome should they intervene. When a Dauntlessit uses this power, they are seen as a figure with several transparent copies about them, each acting the way the Dauntless did in that period of time. All converges once the Dauntless takes their final intervention, and the images snap back together and that outcome is what happens.

Due to their very nature, people with this affliction’s primary vocations are Adventures. Some seek gold and treasure, some seek fame, but all seek a way to undo this curse. They can serve as front-liners, but haven’t the fortitude to endure much punishment, as their condition leaves them physically weak.

Dauntlessits cannot wear much in the way of armor normal armors, as the time disorder strips most metal, lost into the void. For a Combatant, they have very low Hit Points, but their unique talents more than make up for their shortcomings.

The Maladies

Dauntlessits exist in about 10 seconds worth of time at the same time; from the present to 10 seconds ago in ten separate forms. This is considered a curse to most Dauntlessits, who typically long for a normal life.

Their perception of time is ten-fold that of others. Where one person would experience an hour, a Dauntlessit experiences it ten times. And not only 10 times, but the same thing ten times. This makes them very impatient and naturally unfocused without concentration.

Secondly, as they move through time, inorganic things tend to be stripped of them and lost into time’s void. Bronze coins, metal items, glass jars and the like. They have found a way to overcome this, but it is taxing. Items that are ~80% made of organic materials are not affected by this condition. Magical items are completely immune, no matter their makeup, as magic seems to have a way to slip through time as well.

For the rest, the Dauntless chooses 3 items, +1 per Level, that is their own and immune to being lost to time. Anything else they keep will fade out within about a Passing. These items are a single thing, or single composite thing. Armor, weapons, a crossbow may all be made of several pieces, but it is one item. A coin purse full of Bronze is not on composite item.

They cannot use any magical item, scroll, spell or otherwise supernatural power or item that influences time. They are completely immune to any effect that modifies time in some manner. Lastly, Human Dauntlessits may **not take** the Human Spirit Racial Ability. Instead, they choose a different available Racial Ability at Level 1.

The Benefits

Dauntlessits age very slowly. Their condition makes them immune from any aging effect or spell, spells that modify time, slow, haste or stop time. However, they take 1d8 Unavoidable Damage for each instance they would be affected or per spell. These lost Hit Points can only be regained through natural time and healing. Area of effect spells that modify time also do not affect the Dauntless, who moves through the area as if nothing changed.

They experience things again and again, powerless to change what has been done, but more than able to change the outcome. This means they may have a conversation and say something rude. The part of them that exists 10 seconds in the past reacts. While they cannot change *what* is said, they can change *how*.

Herein lies the great power of the Dauntlessit. They have the ability to change how something is done through their own influence. The Dauntlessit's body splits into transparent mirror image, each one performing the same task differently. At the end, all images snap back into place and the chosen outcome is where that situation rests. They can never stop an action that already been started, but they can avert future actions that would have occurred through their intervention.

This is limited to the Dauntlessit personally at Level 1, then to others who are directly interfacing with them at Level 3, finally extending to the world around them at Level 5.

There are three main uses for this power: to affect ones' self, to affect someone meaning you harm, and to affect the world around you. All use something called "Essence".

Essence

The Dauntlessit's main power is tied to the split-second happenings of any proceeding up to 10 seconds in the past. The Dauntlessit may use 10 Abilities of any combination, but each use takes 10 Passings to reset. Thus, a Player may count them like tokens. Each token may perform any Ability available, but once that token is used, it takes 10 Passings to be used again. These "tokens" are known as Essence.

At Level 1, a Dauntlessit has 10 Essence, with 10 "selves" and lives 10 seconds into the past. Each Level they gain, their Essence pool grows by one. Optionally, they may choose to roll 1d6 when leveling up. A roll of 4+ adds a permanent Essence to their pool and extends their consciousness one second more into the past. A roll of 1, 2 or 3 sees the Dauntlessit loose the one they gained automatically.

The Dauntlessit may use one Ability even when they have expensed all their Essence, once per 10 Passings. However, doing so permanently removes an Essence.

If the Dauntlessit gains (or loses) Essence, they now live one second more or less into the past. For all Abilities, 10 seconds is used as the benchmark. Also, as they use Essence, they now live less into the past. For all descriptions of Abilities, modify the time stated by how much current Essence the Dauntlessit possesses. Some Abilities uses Initiative Marks as a time unit, which fall under the same rules as above.

Furthermore, any combination Abilities may only be used against a specific target 5 times per Passing. If a Dauntlessit uses any combination of 5 Abilities against a specific target in one Passing, all future Abilities will never again work on that target. Just as the Dauntlessit may learn things from their past, that same force prevents them from mastering a single situation.

Against You

These Abilities are all available at Level 3 and focus on changing how the Dauntless reacts to split second actions against themselves, i.e. attacks and assaults. These are all either passive effects or Free Actions.

- ☺ Passively, anything attacking a Dauntless is at a disadvantage, as the Dauntless learns their ways 10 times faster than most. This results in a -1 to-Hit a Dauntless for each Round of combat, to the limit of the Dauntless's Level. This applies only to the Dauntless's Focus, and when the Dauntless swaps to a new Focus, those penalties disappear.
- ☺ For 1 Essence, the Dauntless may keep the above listed penalties even if a new Focus is chosen.
- ☺ For 3 Essence, the Dauntless may "catalogue" their Focus, applying such penalties to that opponent any time they face them again in the future. Against NPCs and individuals, this is specific to the person. Against monsters and beasts, it applies to that kind of monster.
- ☺ For 1 Essence, a Dauntless can choose to make an opponent reroll a successful Hit roll or Damage roll, which must result in another hit, but may be far less damaging. This applies to a full Round's worth of attacks.
- ☺ For 2 Essence, the Dauntless may make all opponents who score a successful Hit roll reroll again, with the possibility of missing this next time.
- ☺ For 3 Essence, the Dauntless may automatically avoid a full Round's worth of attacks from a single opponent. This does not apply to magical attacks.
- ☺ For 4 Essence, the Dauntless may avoid all damage of any source from a single opponent for one Round.

Against Me

These Abilities are all available at Level 1 and focus on the Dauntless using one of their "selves" to replay an action, allowing them to try again. Even though these concern on the Dauntless, more than 5 may be used per Passing with no ill effect. These Abilities are either passive or Free Actions.

- ☺ Passively, the Dauntless learns from their mistakes very quickly, able to replay them without consequence. In role-playing situations, the Dauntless may choose to say anything they have in the last 10 seconds in a different way. They may not change what is said but can change how - to include volume.
- ☺ Passively, a Dauntless may reroll any Active Skill Check in which failure or success is dependent on a physical action wholly contained within 10 seconds. This is limited to once per failed Skill Check per Passing, but 1 additional Essence may be spent to use the Abilities on another (different) Skill Check in the same Passing.
- ☺ For 1 Essence the Dauntless may swap their body physically with one of their other selves, up to 10 Marks (one for each self). Time is not affected, the Dauntless simply switches places.
- ☺ For 1 Essence, the Dauntless may use their other forms to create a confusing dance of images, increasing their Evade by how many Essence they have remaining.
- ☺ For 1 Essence, the Dauntless may reroll a Round's worth of attacks. All attacks must be rerolled, and some may now miss if they hit before.
- ☺ For 1 Essence, the Dauntless may reroll a ResCheck. This may only be done one time per instance.
- ☺ For 2 Essence, the Dauntless may reroll a Round's worth of any number attacks they wish, keeping whatever previous rolls they choose.
- ☺ For 3 Essence, the Dauntless may roll one single attack within a Round 5 times, keeping whatever score that choose.
- ☺ For 4 Essence, the Dauntless may reroll any one single active roll. This is allowed in addition to any of the Against Me Abilities.

Against Them

These Abilities are all available at Level 5-9. These affect the world around the Dauntlessit in general. As before, any one target may only have any combination used on them 5 times per Passing. Also as before, 5 times per Passing results in that target forever immune to the Dauntlessit's power. Unlike the other Abilities, these take some strain, and are all Half Actions. As such, if the Dauntlessit has acted during a Round, this may not be possible.

- ☉ Passively and at Level 5, those around the Dauntlessit and who have been around one for a while, get to know and understand how they work. They can take advantage of this for their (and the Dauntlessit's) benefit by role-playing with understanding of what the Dauntlessit can do. This allows other Players to make subtle mistakes, knowing the Dauntlessit might be able to "clean up after them". This allows the Dauntlessit to take actions that might change the outcome of a situation, even if not performed by the Dauntlessit personally. They can speak over others, possibly drowning out what was said. They can use their Actions to catch something dropped by another (intentionally or unintentionally). In general, other Players may interact with the Dauntlessit in a manner that considers the full understanding of the Dauntlessit's Abilities.
- ☉ For 1 Essence and at Level 5, the Dauntlessit can allow an ally to reroll a failed Skill or Attribute Check. This must be something thing were failure or success is wholly contained within a period of 10 seconds.
- ☉ At Level 5 the Dauntlessit may permanently subtract one maximum Essence to fully recover all remaining Essence. They must have at least 1 current Essence to do so. If not, then 2 Essence are permanently lost.
- ☉ At Level 6, the Dauntlessit may use any of their non-passive Against Me Abilities on an ally for +1 the Essence cost.
- ☉ At Level 6, if taking a fatal blow, the Dauntlessit may subtract half (round up) of their total Essence to avoid that fate. The Dauntlessit may do this even if they're out of Essence currently.
- ☉ For 2 Essence and at Level 7, the Dauntlessit on anyone but themselves, may swap another's "self" in the past to now, negating any ongoing Effect, spell effect or malady that was not present 10 seconds before.
- ☉ For 2 Essence and at Level 7, a Dauntlessit may force anyone to reroll a Skill or Attribute Check (friend or foe). Again, this must be something thing were failure or success is wholly contained within a period of 10 seconds.
- ☉ For 2 Essences and at Level 8, the Dauntlessit may apply their power towards another, shifting that person up to 10 Marks into their past, and that location they were at, at that time.
- ☉ At Level 9 and for 3 Essence, the Dauntlessit may "shake time" slightly, resetting a Round back to the beginning.

THE ERRANT

COMBATANT PHYLUM

Alignment | Any Lawful
Affiliation | None

Hit Points per Level | 1d12

Requirements

| | |
|------------|------|
| Strength: | 10 |
| Longevity: | 10 |
| Agility: | None |
| Dexterity: | None |
| Intellect: | 12 |
| Mysticism: | None |

Resistances

| Vs. Nat | Vs. Myc | Vs. Mag |
|---------|---------|---------|
| -1 | 0 | 0 |

Max Mastery Style | 10

Available Mastery Styles

Basic Mastery, Advanced Axe Technique, Axe-Shield, Blade and Shield Technique, Blind Man's Mastery, Counter Blow Technique, Defensive Style, Dueling, Following Blow, Force Style, Frenzied Swarm, Infantryman's Mastery, Paired Weapons, Polearm Mastery, Ripper's Technique, Staff Mastery, Swordsman's Draw Mastery, Whirling Blade & Crossbow Mastery

Allowed Races

Human, Sand Elf, Wood Elf, Hill Dwarf, Stone Dwarf & Dafter

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 6 | 10 | 4 |
| 2 | 59 | | | |
| 3 | 118 | | +1 | +1 |
| 4 | 295 | +1 | | |
| 5 | 531 | | +1 | |
| 6 | 826 | | | +1 |
| 7 | 1180 | | +1 | |
| 8 | 1770 | +1 | | |
| 9 | 2950 | | +1 | +1 |
| 10 | 5900 | | 0 | 0 |
| 11+ | +1,475 Experience Points per Level | | | |

Available Skills

General, Warrior, Social & Artificer

Free Skills

Etiquette & Influence

Available Weapons

Hand Axes, Heavy Axes, Light Weapons, Simple Weapons, Limited Skill Weapons, Whips, Common Swords, Small Swords, Finesse Swords, Ripping Swords, Blunt Weapons, Driving Polearms, Slashing Polearms, Great Polearms, Crossbows, Grenades, Rifles & Weapons of the Archanium

Available Armor

Deflectors, Blockers, Heavy Armors & Plate



Magic

None

An Errant is a combatant with noble blood whose loyalties are torn between the halls of politicians and the mud of adventuring trails. They are well-trained and funded, always looking to prove themselves on the battlefield so they may get on to what is most important to them - gaining influence. An Errant always comes from a high-bourne family, and at the very least, is a distant relative of some noble. They are educated and well-spoken, but also common.

An Errant is someone who bucks the forced tradition of nobility and is adamant that their way is far superior to the dusty old ways of their forefathers. As such, they have a lot to prove, to everyone. They may be disowned or ousted from public nobility, or simply just a political liability to their traditional parents. Never-the-less, every Errant aspires to become the lord of the land in their own right. They do this by showing their mettle on the battlefield and defending the defenseless. All Errants seem magnanimous on the surface, but their true motives can vary.

An Errant is a welcome addition to any party, not only for their martial prowess but also for their connections and finances. An Errant in the party means everyone has a good place to sleep when they stop in towns and can eat an agreeable meal. Because of their training, Errants make excellent frontline combatants who can soak up a lot of damage.

Errants can wear the best armors and frequently employ shields for extra defense. They are most proficient with one-handed weapons and can learn a generous assortment of Mastery Styles. They also receive good Hit Points and have good resistances for a Combatant.

Good Breeding

All Errants come from some sort of social affluence. While they may not be technically noble, they are all very high in the social order and, at least, connected to royalty. They might be the offspring of the king himself, or perhaps one of the royal advisor's, or a noble heir, or even son of the king's general. In any case, all Errants start the game with this setting. Conversely, only those of high social lineage can be Errants. Due to this good lineage, the Storyteller assigns an Errant a family with wealth and influence. The Errant's job is to uphold that position and prove themselves, either in combat, leadership or social savvy.

Furthermore, Errants do not choose a Heritage Priority at all. They instead choose 4 (excluding Heritage) with 2 Priorities at the 2nd position – making the lowest rank priority 3rd, i.e., a 1st (which is Heritage) two 2^{nds}, a 3rd, and a 4th positioned Priorities. An Errant never uses the Bottom of the Barrel rule for Priorities. They are restricted to choosing Nobility, Affluence, and Estate as a Heritage.

Family Heirloom

The son or daughter of the wealthy and powerful does not come without its perks. An Errant begins the game with expensive armor and equipment, based on the status of their family. The Storyteller also grants the character a family relic of magical power.

Lordly Presence

Coming from the heights of society, raised and taught, all Errants have a noble presence about them. They know how to properly act amongst royalty within the social order they originate. This is automatic, but only within that social order. Outside the social order, but while still amongst royalty, they may reroll any Social Skill they fail once. This Ability also acts as a means for the Player to ask the Storyteller to expose some of the underlying story arcs where concerned with the Errant's understanding of their social surroundings. This means, in the case where the story arc has elements the character would know but the Player may not, the Storyteller should be forthright in informing

the player of the gravity and meaning of certain actions and situations when asked.

Master of the Court

At Level 5, an Errant must make a decision if they are going to exercise their position primarily through direct leadership, or through control of the larger situation socially. If choosing the latter, they gain the Master of the Court Ability. This allows the Errant to reroll 5s and 6s on any Social Skill Check that is made in direct connection with politics (as reasoned by the Storyteller and Player).

Additionally, they gain the following Skill:

Call to Arms

Social Skill

Skill Slot Cost: 2

Certain people have the innate charisma to use words and capture the drive of others. This Skill allows the character to use their oratory abilities to gather support of a cause from the common folk. Only to be used in such a way where they have time to properly convey their thoughts (not in combat), the character starts to make a case for their wish with great sweeping speech and gesture. The call must always be to some sort of action, and not just an idea or method of thinking. A call for peasants to join the army and fight the battles of the nation is perfectly fine but calling peasants to be more patriotic is not. This is not a form of mind control and is ineffective on individuals. It is the mob that is affected only.

Battlefield Leadership

For those Errants who prefer to execute their jobs in a more pragmatic manner, they get the Battlefield Leadership Ability instead of the Master of the Court Ability at Level 5.

Errants with this ability have a naturally inspiring presence on the field of battle, be that war or in the wilds on an adventure. While the Chevalier feels no fear, the Errant is not immune to such things. As such, their heartfelt courage has the ability to motivate others to tackle seemingly insurmountable odds. As long as the Errant is actively engaged in melee, the following bonuses are bestowed on all allies within 50 yards.

| Level | Battlefield Leadership Effects |
|---------|--|
| Level 5 | +3 to any ResCheck against fear-causing effects and +5 to recover from such effects after 3 Rounds of that effect have passed. |
| Level 6 | +1 to-Hit and Damage in melee. +1 to any ResCheck, this is cumulative with the +3 for fear-causing effects. |
| Level 7 | +10% to any KO Check. |
| Level 8 | Critical Threshold increased by 1 against physical melee attacks. |
| Level 9 | Within 20 yards only, the Fighter is truly inspiring and allies push to finish their foes. They all gain the <i>Routing Attack</i> (1) Ability. If they already have it, then increase its potency by 2. |

These effects are persistent as long as the Errant is engaged in combat, require no concentration and cannot be countered directly. However, for it to have an effect on others, they must see the Errant and be able to take in their grandeur. If in melee already, allies may not be able to come under the effects of Battlefield Leadership. If the Errant is slain or KO'd, the effects come to an immediate end, and all bonuses turn to penalties of the same magnitude for 3 Rounds. If they lose sight of the Errant, the effects wear off after 6 Rounds. If the ally cannot see the Errant slain or KO'd, then the effects likewise fade in 6 Rounds.

THE RAGER

COMBATANT PHYLUM

Alignment | Any Chaotic
Affiliation | None

Hit Points per Level: | 1d10

Requirements

| | |
|------------|------|
| Strength: | 15 |
| Longevity: | 15 |
| Agility: | None |
| Dexterity: | None |
| Intellect: | None |
| Mysticism: | None |

Resistances

| | | |
|---------|---------|---------|
| Vs. Nat | Vs. Myc | Vs. Mag |
| -3 | -2 | -2 |

Max Mastery Style | 7

Available Mastery Styles

Basic Mastery, Advanced
Axe Technique, Dual
Weapons, Following Blow,
Force Style, Frenzied
Swarm, Paired Weapons,
Polearm Mastery &
Whirling Blade

Allowed Races

Human, Sand Elf, Hill Dwarf,
Grey Dwarf, Stone Dwarf &
Rosendarik

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 5 | 8 | 2 |
| 2 | 44 | | | |
| 3 | 89 | | +1 | +1 |
| 4 | 223 | +1 | | |
| 5 | 401 | | +1 | |
| 6 | 624 | | | +1 |
| 7 | 892 | | +1 | |
| 8 | 1338 | +1 | | |
| 9 | 2230 | | +1 | +1 |
| 10 | 4460 | | 0 | 0 |
| 11+ | +1,115 Experience Points per Level | | | |

Magic

None

Available Skills

General, Warrior & Wilderness

Free Skills

Intimidate

Available Weapons

Hand Axes, Heavy Axes,
Simple Weapons, Limited Skill
Weapons, Great Swords,
Ripping Swords, Heavy Blunt
Weapons, Driving Polearms,
Slashing Polearms, Great
Polearms & Heavy Throwing
Weapons

Available Armor

Deflectors, Light Armors,
Cloth, Light Leather, Leather
& Light 'Mail



A Rager, or “Battlerager” comes from the most uncivilized parts of the world. Formed by combat and necessity, they find their ways into the life of an adventurer through chance and opportunity.

They are the elite of their clans and tribal groups, the foremost of their warrior castes. The “civilized” world seems odd to them, and they frequently have difficulty acting in such a manner. Where in their culture a wayward insult may demand a trial by combat, in other realms, it is a forgivable occurrence. This baffles and perplexes the Rager, who sees all matters as a point of honor – unbending and concrete. While they try and keep to their ode, each Rager must navigate their own path and actions to fit in, accomplish their goals and fit in.

For good or for ill, might make right in the eyes of a Rager. They suffer no fool and violence is the supreme authority. If someone speaks against them as a threat, they better be able to back it up. This makes their “transition” into the bigger world difficult, and often, short-lived.

Rages fill a unique spot in a party as a dedicated damage-dealer, at the cost of their own lasting power. Their antics often bring the party into uncomfortable situations, but hopefully, their strength sees them out. They are not without the need of support, as their talents lend themselves to single engagements and not the weary road of the adventurer.

Although Ragers do not have the best defense, their offense can overshadow any shortfalls. They have excellent access to combat masteries, but their chaotic nature prevents them from achieving the potential other... more “thoughtful” classes might have. This is not to say a Rager is dimwitted. In fact, they can be quite cunning. But their outlook and bull-headed nature always makes them a liability.

Whelming Power

Once per passing, a Rager can call on a formidable will that allows them to suffer even the most grievous wounds. They may exchange 1 Critical Threshold per Level in exchange for 10 Hit Points. These gained Hit Points may take them above their maximum, but fade over the course of one hour, and CT is restored. Lost Hit Points in this manner may take them to 0, but

never into the negative. If a Rager is damaged to negative Hit Points while this Ability is active, they reset to zero within the hour. This does not affect their Death #. Also, while this ability is active, they always make any KO Check.

Brush Off

Their iron will also allows them to shrug off weak attacks. Somewhat like an Absorb, but different. They have an intrinsic damage resistance equal to 2 plus their Level against physical attacks. This does not reduce damage, but any hit below that amount does 1 Unavoidable Damage to the Rager, as they simply ignore the pain. This Ability is active when a Rager is in combat, and attacks outside of combat, or from range, are not affected.

Last Ditch Effort

Ragers can push their bodies beyond that of most other people, able to cleave through enemies, at the cost of their own vitality.

At Level 3, They may spend a Hit Point to increase their damage on a single hit by 1. This is called after a successful hit is scored. The amount of Hit Points allowed to spend is equal to their Level times 10.

This can be done as many times as the Rager wishes, but cannot take them below zero Hit Points. Hit Points lost in this manner are regained only through rest, at the rate of 5 per Passing.

Rage

At Level 4, Ragers who are hit may allow themselves to fall into a rage of violence. When hit, they elect to fall into the rage but letting the Storyteller know. Entering a Rage grants them a +1 to Hit and Damage per Level of the Rager. Their Critical Severity is increased by 1 per Level and they can overcome Weapon Power caps for Critical Strikes.

While in the rage, they fall under the *Confusion* General Effect. Rages last the remainder of a combat. Whelming Power is automatically triggered (if it wasn't before) to the level of the Players wish.

REAPER CULTIST

COMBATANT PHYLUM

Alignment | Lawfully Evil
Affiliation | Death Cult - Peripher

Hit Points per Level: | 1d10

Requirements

| | |
|------------|------|
| Strength: | 11 |
| Longevity: | 12 |
| Agility: | None |
| Dexterity: | None |
| Intellect: | 9 |
| Mysticism: | 11 |

Resistances

| Vs. Nat | Vs. Myc | Vs. Mag |
|---------|---------|---------|
| -2 | +1 | +1 |

Max Mastery Style | 10

Available Mastery Styles

Basic Mastery, Advanced Axe Technique, Axe-Shield, Blind Man's Mastery, Defensive Style, Following Blow, Force Style, Frenzied Swarm, Gapping Technique, Infantryman's Mastery, Karu-Sun, Paired Weapons, Polearm Mastery, Ripper's Technique, Staff Mastery, Swordsman's Draw Mastery & Whirling Blade

Allowed Races

Human, Sand Elf, Wood Elf, Hill Dwarf & Grey Dwarf

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 5 | 10 | 4 |
| 2 | 56 | | | |
| 3 | 112 | | +1 | +1 |
| 4 | 280 | +1 | | |
| 5 | 504 | | +1 | |
| 6 | 784 | | | +1 |
| 7 | 1120 | | +1 | |
| 8 | 1680 | +1 | | |
| 9 | 2800 | | +1 | +1 |
| 10 | 5600 | | 0 | 0 |
| 11+ | +1,400 Experience Points per Level | | | |

Available Skills

General, Warrior, Mystic & Artificer

Free Skills

Evoke

Available Weapons

Hand Axes, Heavy Axes, Light Weapons, Simple Weapons, Limited Skill Weapons, Whips, Common Swords, Small Swords, Great Swords, Finesse Swords, Ripping Swords, Blunt Weapons, Heavy Blunt Weapons, Driving Polearms, Slashing Polearms & Great Polearms

Available Armors

Deflectors, Medium Armors & Mail



Magic

None

Reaper Cultist hails from the fallen Order of Death. They are dedicated combatants who are drawn towards those who have cheated death once too often. The origin of the Reaper Cultists is shrouded in mystery and myth. No one really knows where they come from or how they sustain themselves. There are no large groups of this Cult anywhere nor will you find more than one at a time. The only thing that is known is that Reaper Cultists are likely former combatants of some sort, strangely converted by some power. It is a common misconception that this Cult revels in death and sorrow. Quite the contrary, they believe that when the time has come for an individual to leave the mortal realm, it is a peaceful transition. They also believe certain individuals may need help with this transition. Unlike the other Cults that look to spread AUSA unchecked, Reaper Cultists only do this where necessary. They walk the land where led, looking for those who have cheated death one too many times.

Reaper Cultists, oddly enough, join adventuring parties often, though they normally disguise their true identity. While they cannot be on the same party as any one of the Orders, anyone who accepts them can adventure with them. Their outlook on life makes them very grim, but they are not crazed killers, and party members can trust them.

Reaper Cultists are strong, resilient and favor close-quarters combat. This is a very focused Character Class that relies on their wits and abilities. They have a formidable ensemble of possible Mastery Styles they can learn, can don good armor, have good Hit Points and are generally very difficult to defeat in combat.

The Hunt

As with all cults, Reaper Cultist, sometimes called "Wanderers," are from the fallen Orders and have confusion about their past. Unlike the other cults, those from the Reaper Cult are far less concerned with the past and intimately focused on the present. All have amnesia and cannot remember their past lives. They serve no "master," none that they have met or know. Instead, they are driven by an unseen and not-understood force they can feel. From places they don't understand, a Reaper Cultist receives a name, usually when waking from what little sleep they enjoy. The

name is (normally) of someone they don't know and may not even be the person

's given name but a common or nickname. This is their "prey," who must be "assisted" to peace. The Cultist knows the person on sight but cannot describe them before seeing them in person. They can, however, describe benign attributes of the individual, i.e., wears an odd hat, or likes to drink and whatnot. Like a splinter in their mind, they always know the exact direction of their prey. They also have an inkling of how far, based on the Cultist's travels and experience. They might know the target is simply "far"; or, if they had been to a town 200 leagues away, and then guess the target is about as far.

The prey is the one obsessive thought on the Wanderers mind. It possesses every thought and drives them without end to chase down and dispatch the person. They cannot resist the drive. Even a night at the inn, while in pursuit, is restless and the Wanderer finds little peace until the pursuit is active again. They don't know why and place no morality in what they're doing. Once a target is eliminated, they find that peace until another name comes from their dreams.

No Death in the Hunt

As an ultimate predator, Wanderers have a very special ability. As they Hunt, the rest of the world seems to fade and the Wanderer beings to fade away from it as well. Initially, food seems to be listless, and water is not satisfying. Later, the Wanderer is not always seen by others, even if in plain sight. They start to appear here and there, with no control or predictability – except that it is always closer to the prey.

To the prey, and only them, the Reaper Cultist is as real as anything. They do not fall from sight, and many preys even "feel" the Wanderer approaching and have even seen their face in their own dream. The Reaper Cultist can never surprise their prey, cannot sneak up on them and always face them with the prey *knowing* this moment would happen. But the Wanderer has the advantage. Against their quarry, and them only, they receive a whole host of combat bonuses.

| Level | Bonuses against the Prey | Power of Enchantment to Physically Harm |
|-------|-----------------------------------|---|
| 1 | +5 to-Hit | - |
| 2 | +5 to any ResCheck | - |
| 3 | Can't be KO'd | - |
| 4 | +5 to Damage | Minor |
| 5 | ROs increased by 5 | Minor |
| 6 | Critical Severity increased by 5 | Lesser |
| 7 | Critical Threshold increased by 5 | Lesser |
| 8 | All Absorbs +5 | Greater |
| 9 | Hit Points +50, against prey only | Greater |

Upon reaching Level 5, a Reaper Cultist has drifted so far in Hunts that their corporeal body becomes a mist that only magical weapons, or their prey, can cut. This form happens at night and is only partially controllable. Furthermore, they cannot be killed when on a Hunt. Even if hurt enough to be killed, they fall unconscious until they heal. They can regenerate or even reform out of nothingness. They receive the *Regenerate* Ability (X), where X equals their Level, that is active when they are unconscious. If completely destroyed, they reform at the same place where they first received the prey's name, even if continents away. Only four known things can kill a Reaper Cultist on the Hunt; the Soul Reaving Touch of a Lanunite, the biting blade of a Tombstone Warrior, spells from the Spirit Source, and, of course, their quarry. Their quarry never needs any weapon of magical enchantment to hurt the Cultist. If/when the target is killed, all benefits from this Ability immediately end.

Soul Courier

Once a target is defeated on the Hunt, the Cultist has a choice to make. They can either take their spirit or release them. The reasons for either vary for each Cultists. Some release out of pity, or even respect of a hard target. Taking the target is always to find peace.

From their first Hunt, a Wanderer can always choose to let their prey go. If they do, they immediately forget the name and face of their quarry but remember all they had done up to that point, as if a hazy memory. Then, they fall sick over the next few Passings, wracked with pain as that driving force punishes them. They must roll a KO Check or fall into a deep unsettled sleep, where they are tortured for

Passings. They then make a ResCheck against Mystics, with no modifiers and no rerolls possible. If they fail, they die. If they make the ResCheck or KO Check, they awake at 1 Hit Point, weak and hungry. Through this suffering, they receive a boon of some sort, and always related to the Hunt they just finished. If the Hunt was full of travel, they may be able to march further and faster, or perhaps gain a point of Longevity. If continuously hurt, they might get extra maximum Hit Points – all up to the Storyteller. Letting a prey go always results in the loss of 1 Favor.

Upon reaching level 8, a Reaper Cultist is able to gain from the Hunted they end. Placing their hand on the fallen's chest, a glowing white orb forms (takes 3 Rounds). The orb speaks to the Cultist, who speaks back as if a friend. This Soul Orb is taken to a peaceful place and ceremoniously released as it fades into the ether. During this journey, the Wanderer can learn things from the spirit. It may divulge Skills it once had, or how to improve already known Skills, Mastery Styles, most anything but how to cast spells. Exactly what the Cultist learns is up to the target and the Storyteller.

In both cases, the end of this is once again peace, if only for a few Passings before another name is given.

My Own End

All Wanderers have an additional statistic, called "Favor." This starts at 5, and there is no known way to increase the score. The very first dream any Wanderer has is of their own demise. When they wake, they are a Reaper Cultist and know nothing of their former life. Their own end repeats in their mind over and over, and only the hunt steals those images away. The Wanderer knows they will meet their end as in the dream. But, the dream changes, it matures and reveals itself in small ways. With each hunt, more of their last moments unfold. When they reach 0 Favor, then all is clear as the dream becomes reality and their life ends. Of course, it may end differently by a Lanunite or when not on a Hunt. But as the Wanderer grows and matures, that fate becomes more and more sure.

THE SOLDIER

COMBATANT PHYLUM

Alignment | Any Alignment
Affiliation | None

Hit Points per Level: | 2d6

Requirements

| | |
|------------|------|
| Strength: | 11 |
| Longevity: | 11 |
| Agility: | None |
| Dexterity: | 11 |
| Intellect: | None |
| Mysticism: | None |

Resistances

| | | |
|---------|---------|---------|
| Vs. Nat | Vs. Myc | Vs. Mag |
| -4 | +1 | +1 |

Max Mastery Style | 8

Available Mastery Styles

Basic Mastery, Advanced Axe Technique, Axe-Shield, Backhand Technique, Blade and Shield Technique, Blind Man's Mastery, Counter Blow Technique, Defensive Style, Dueling, Following Blow, Force Style, Gapping Technique, Infantryman's Mastery, Karu-Sun, Polearm Mastery, Ripper's Technique, Swordsman's Draw Mastery, Whirling Blade, Crossbow Mastery & Sniper's Technique

Allowed Races

Human, Sand Elf, Wood Elf, Hill Dwarf, Stone Dwarf, Lyfin & Dafter

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 5 | 20 | 4 |
| 2 | 44 | | | |
| 3 | 88 | | +1 | +1 |
| 4 | 220 | +1 | | |
| 5 | 396 | | +1 | |
| 6 | 616 | | | +1 |
| 7 | 880 | | +1 | |
| 8 | 1320 | +1 | | |
| 9 | 2200 | | +1 | +1 |
| 10 | 4400 | | 0 | 0 |
| 11+ | +1,100 Experience Points per Level | | | |

Available Skills

General, Warrior & Wilderness

Free Skills

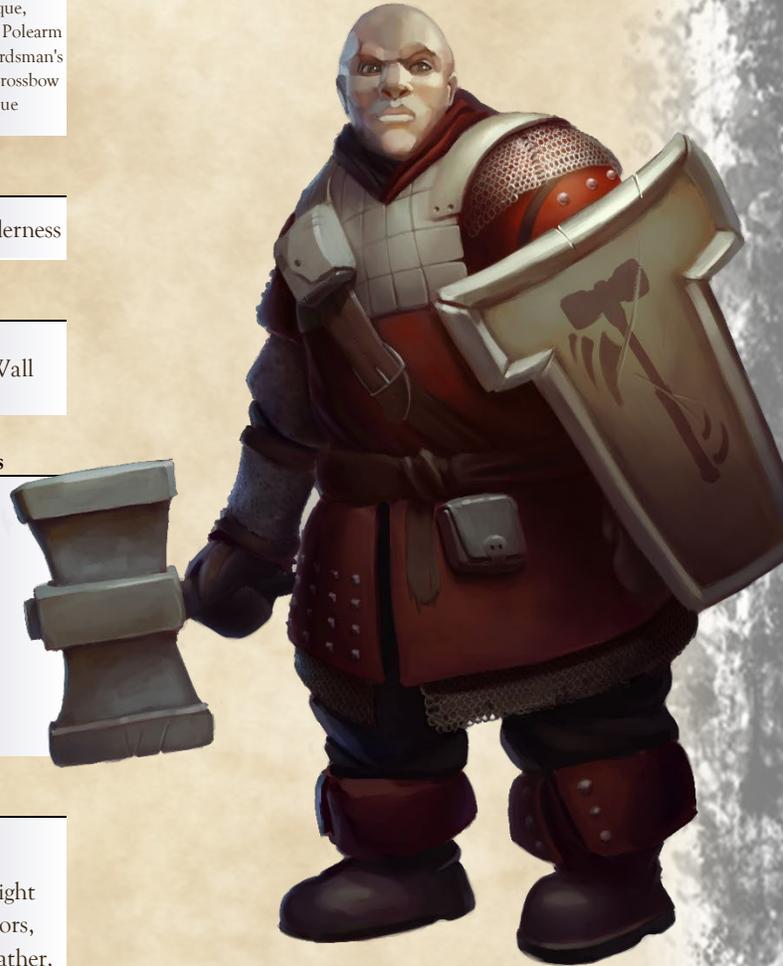
Endurance & Shield Wall

Available Weapons

Any Weapon

Available Armor

Deflectors, Blockers, Light Armors, Medium Armors, Cloth, Light Leather, Leather, Light 'Mail, Mail, Light Plate, Shi & Nie-Jni



Magic

None

A Soldier is an adventurer who has been expelled from the military and is now earning a living by other means. Their expulsion does not need to be dishonorable. They may have been so, but could also be because their unit was disbanded, their home nation conquered or they served a standard term of enlistment and are done.

Soldiers may have some background and experience behind them, as most militaries have seen action as of late, but they are not seasoned veterans. Rather, they are still young, just a little older than a typical adventurer.

Soldiers learned everything they know of combat with the assumption that they are not alone. They rely on others within their ranks for support and are less than efficient solo. They are typically brash, vulgar and unapologetic. Coming from a life of discipline and brotherhood, they also hold their friends very dear.

While some can be selfish, unhinged, anti-authority or hold about any personal perspective, they are all value good friends, loyalty, esprit, and courage.

A Soldier makes a welcome addition to any party. The experience they bring is more than your standard adventurer. They excel at supporting their companions open up a bevy of new opportunities, especially for other Combatants. They make excellent frontliners, but rely on others for support to finish their foes with them.

Soldiers wear great armor but are excluded from the very best due to the scale of training of the military they come from. They have high Hit Points, have access to a wide array of weapons and Mastery Styles.

Previous Experiences

From their time in the military, all Soldiers have seen action already. They start the game at Level 2. They receive 15 Skill Pips they can distribute any way they wish, and one Mastery Styles starts at 1 Rank higher than normal. For Hit Points, calculate Level 1 as normal, Level 2 must be rolled as normal.

They also begin the game with 2 weapons of their choice and Chain Leather Armor.

That Old Scar?

From their previous experiences, all Soldiers have some nagging injury they received in combat. Upon character creation, roll 3 times on the Permanent Injury Table, and chose one of the outcomes.

Teamwork

Soldiers are master of exposing the weaker side of an enemy, while they face the real dangers. In melee, their focused opponent has special modifiers, and they have some disadvantages as they lock their foe in combat to reveal opportunities for their allies. When using this ability, the to-Hit ROs of the Solider are divided by 2, and they can only perform 1 attack per Round. They cannot Critically Strike their opponent when using this Ability.

Passively, if they take Routing Attack, the Potency is doubled. This is always active when using Teamwork.

Teamwork has several uses. Only one can be used at a time, until Level 4, when they can use 2 and then again at Level 6 when they can use 3.

Stuck In

In melee, they may sacrifice their own defenses to open up their enemy, dropping their Evade by up to twice their Level and allow any ally attacking the same enemy to gain that same modifier to-Hit. If this brings their Evade below 4, additional points lower the Soldier's Critical Threshold instead. This is a Free Action.

Hit 'em!

At Level 3, they may drop their Critical Threshold by 2 per Level, causing their focused melee opponent to do the same. This only applies to allies attacking that same opponent, and not the Solider. This is a Free Action.

Oh No You Don't

At Level 4, they can forfeit their attacks and bind the enemy in close combat. This causes any like-sized humanoid opponent to halve any to-Hit RO and reduces any Critical Severity by the Soldier's Level times 2.

Battle Command

At Level 5, the Soldier may issue a battle command, inviting allies to attack any opponent the Soldier is actively using Teamwork against in melee. All allies that attack this target gain an additional bonus to hit equal to the Soldier's Level, and half that (round up) to damage. This is a Full Action.

My Turn

At Level 6, the Soldier may take a Free Action and strike an opponent they in melee with that was Critically Struck by an ally (ranged or melee). These strikes do not have the normal penalties/restrictions from Teamwork. The number of these attacks is limited to 2.

The Whites of Their Eyes

At Level 8, the Soldier's prowess in combat and their ability to hold the attention of opponents in melee is unmatched. Any opponent they are in melee with must make an Intellect Check of the Soldier's Level times 2 in order to attack any other ally or perform a Full Action that is not an attack, except for Run Away!

This is not effective against Animals, non-intelligent beings, Undead, or anything Huge Sized or greater.

It's My Job

While Soldiers do not have a CAR (and cannot take that Combatant Ability), they do have a Compulsory Defense Radius (CDR) of 6 yards. If any ally is attacked in melee within the radius, the Soldier may immediately intercept to that hex, shoving the ally back, and taking the hit (Round's worth of attacks) instead. This decision is made before the opponent's roll as a Free Action, but forfeits any attacks that Round. If they leave melee, that opponent is immediately freed of any effects from Teamwork. If using the CDR, failed attack rolls against the Soldier are rerolled. If they are in melee at the time, their opponent may not make a Routing Attack. This can be done every other Round and doing so Sets the Soldier.

If their ally is in melee with the same opponent as the Soldier and is attacked, the Soldier and ally swap places and the soldier is hit instead.

Again, this choice must be made before the roll to-Hit. The opponent does not reroll to-Hit in this case, but does get their full Round's worth of attacks, and stays in Round B (if they were already). This use can be done from Round to Round.

Life in the Service

From their time in the military, Soldiers are accustomed to not having the opportunity to rest properly and heal. Over time, they find ways to make do. Soldiers recover at least 2 Hit Points per Passing.

THE SPELL SWORD

COMBATANT PHYLUM

Alignment | Any Alignment
 Affiliation | Exador - Periphery

Hit Points per Level: | 1d8

Requirements

| | |
|------------|------|
| Strength: | 10 |
| Longevity: | 14 |
| Agility: | None |
| Dexterity: | None |
| Intellect: | None |
| Mysticism: | 14 |

Resistances

| | | |
|---------|---------|---------|
| Vs. Nat | Vs. Myc | Vs. Mag |
| -4 | +1 | 0 |

Max Mastery Style | 10

Available Mastery Styles

Basic Mastery, Backhand Technique, Blind Man's Mastery, Counter Blow Technique, Dueling, Following Blow, Frenzied Swarm, Paired Weapons, Staff Mastery, Whirling Blade, Crossbow Mastery, Precision Marksman, Quick Missile Mastery & Sniper's Technique

Available Skills

General, Warrior, Mystic, Order & Artificer

Free Skills

Myth Lore

Available Weapons

Any Weapon

Available Armor

Deflectors, Light Armors, Leather, Light Mail & Shi

Allowed Races

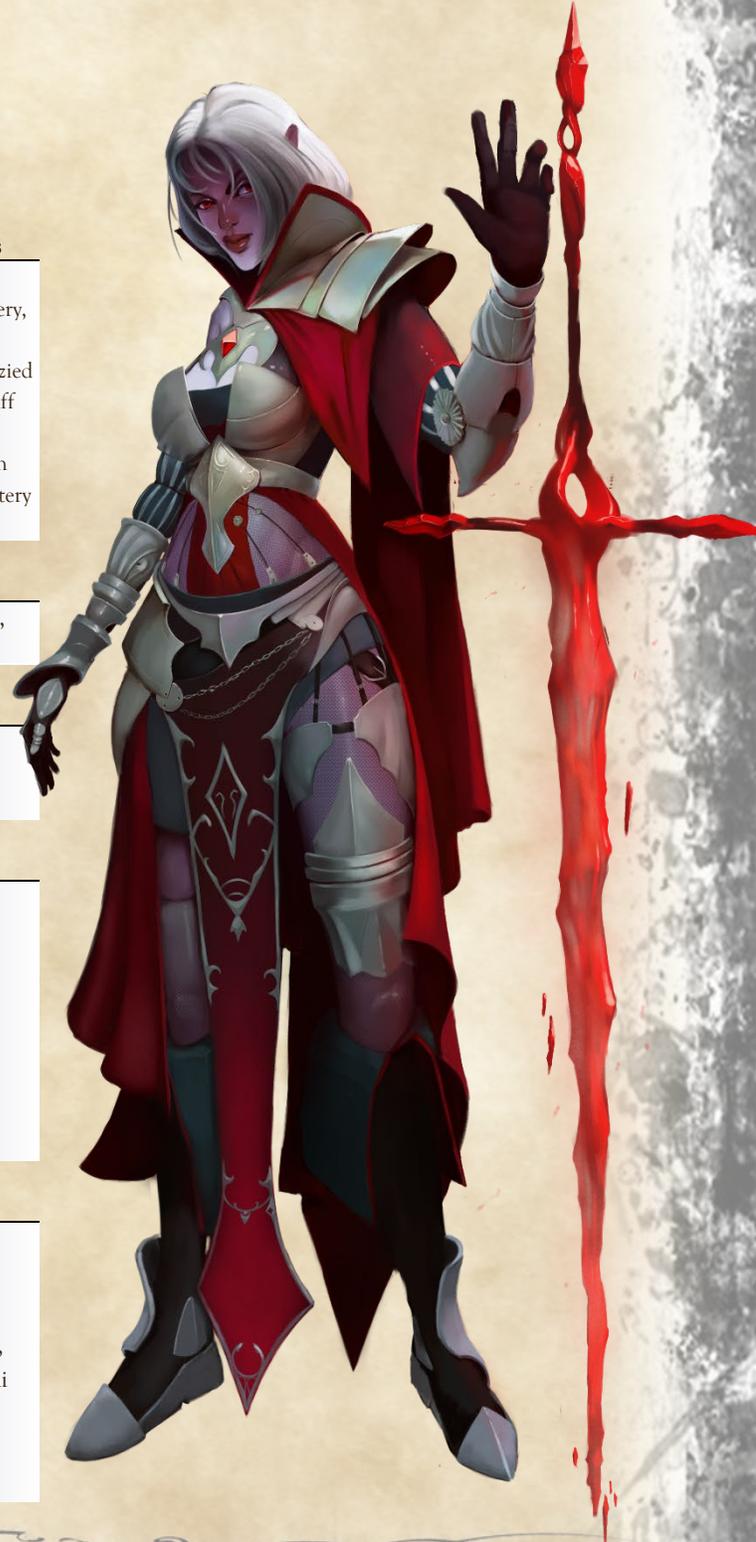
Human, Blue Elf, Hill Dwarf, Grey Dwarf, Lyfin & Dafter

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 5 | 4 | 4 |
| 2 | 52 | | | |
| 3 | 105 | | +1 | +1 |
| 4 | 264 | +1 | | |
| 5 | 475 | | +1 | |
| 6 | 739 | | | +1 |
| 7 | 1056 | | +1 | |
| 8 | 1584 | +1 | | |
| 9 | 2640 | | +1 | +1 |
| 10 | 5280 | | 0 | 0 |
| 11+ | +1,320 Experience Points per Level | | | |

Magic

None



The Spell Sword is a Combatant who channels mystic energy through their weapons. Instead of brute force and strength, the Spell Sword uses this unique ability to simply bypass defenses. Many Spell Swords can be a failed student at one of the schools of magic. Whether from here or noticed by a veteran Spell Sword for their affinity with the mystic realm, they apprentice underneath a master. They are trained in combat and can learn many different martial arts. However, their strongest quality is the ability to form a weapon out of pure raw magical power. These weapons ignore everything of substance except the corporeal body. This means the weapon can pass through even the strongest of armor as if it were not there and cut the wearer as if he had nothing on it all. While loosely affiliated with the Order of Exador, a Spell Sword can have any outlook on life. Some may be a little brash and resentful of their fall from the magic school. Others may be very thoughtful and pensive preferring reasoning over fighting.

Spell swords normally make their living as an adventurer. Their ability to strike down even the most heavily armored foes is invaluable. They fill a much-needed position of one who can dish out a lot of harm against the party's foes.

Spell Swords, for a combatant, are not particularly resilient and do not wear the heaviest of armors. Their ability and skill in melee more than make up for any shortcomings. Due to their training, Spell Swords get a rare combination of skills for a Combatant.

Spell Blade

An apprentice Spell Sword graduates when they create their first Spell Blade. A Spell Blade is a generic term for the forms of mystic energy created by Spell Swords. There are different kinds of this energy, but all are immaterial and focus on damaging the person only.

Each person has within them all the deeds and action they have done throughout their life. These actions are part of their entity. The Spell Blades pass through the mystic realm and hit only that part. Thus, some Spell Blades hurt only those who have done evil, or those who enshell their lives with lawful actions. A Spell Blade damages by way of Alignment, in-game terms. If a target is of an Alignment that Spell Blade

can touch, then they are susceptible to damage, to include targets that would not technically be considered "alive." This holds true from the other perspective as well. Indeed, some have zero effect on persons whose Alignment is not affected by that Spell Blade.

The Spell Blades created keep their form for as long as their creator lives. If a Spell Sword dies, their blade simply fades away. If separated from their Spell Blade, the blade portion dissipates, and the hilt remains. Once the Spell Sword picks up the hilt again, the blade comes back to life. Also, the Spell Blade can sense the location of a blade from which they are separated. They know its direction and basic distance (as in "close," "leagues away" or "a journey or more").

The appearance of the Spell Blade is striking. The physical shape varies but always roughly that of a one-handed sword. Each is made from a physical hilt from which the blade is brought into being by the Spell Sword. All blades start as fully immaterial and can pass straight through any inanimate object or substance – and thus, ignore all Absorbs except Raw Magic. Because of this feature, Spell Blades cannot be parried or blocked by non-magical weapons or shields. Spell Blades may only be used by their master; in the hands of a stranger, the blade dissipates.

The one aspect that is constant is their color, and one can tell the kind of Spell Blade by its color.

The most basic is the **Red Sword**, which is made of a harmony of different energies. It is therefore not as powerful as other Spell Blades but can affect any living thing, no matter the Alignment. The blade appears as a thin red color, very transparent and dim, only to light up brilliantly just before striking a target. Many Spell Swords choose this as their first Spell Blade. Red Swords have an Extra Damage of 4.

The **White Sword** is a pure white blade with the appearance of white smoke swirling within its shape, backlit by brilliant white light. It is bright enough to act as a torch. White Swords only hurt evil Alignment targets, even just -1 Outlook and inflict double damage. White Swords have an Extra Damage of 1.

The **Black Sword** only harms the just and true. Against a Lawfully Good Aligned target (100/100 or more), it does triple damage, and double against all other good-Aligned targets (any positive Outlook). The blade looks like something formed out of matte

black glass, transparent and hard to see when in motion. Black Swords have an Extra Damage of 5.

Looking like a holographic image; see-through, shifting in color from blue to purple and green, and seeming to blink in and out of existence is the **Scarlet Sword**. Scarlet Swords harm only those of lawful Alignments. As an Optional Rule, Scarlet Swords are, by nature, unpredictable. They don't grow in power like other blades. Each time they hit a target, roll 1d10 (max of 9). Treat that result as the assumed Level since the creation of the Scarlet Sword for base damage. Scarlet Swords have an Extra Damage of 5, minus their Level since creation. Thus, a Scarlet Swords created 9 Levels ago would have an Extra Damage of 1, and +10 RO to any successful hit (as per the Combat Rules).

The last is the **Brown Sword**. The Brown Sword represents law and order, and in the world of Wyrmsbane, that is heavily connected to the elements. Brown Swords are the only blade that starts off as a semi-physical item and can parry blows. They still Bypass non-magical armor, weapons, and shields, but those items imbued or resistant against the elements also provide Absorb or Evade. They look like a blade that is blossoming with elemental energies, each one being pushed out and dripping off the blade, replaced by another new element, always with an odd flat brown glow about it. Brown Swords inflict double damage against any non-lawfully-Aligned target and base damage against any Elemental.

The Spell Swords gets to start the game with one of these blades of their choosing. Some items to consider about Spell Blades in general:

- They count as their own Weapon Group when choosing Mastery Styles and are always taken as a general Mastery Style but can reach Rank 10.
- Any melee-oriented one-handed Mastery Style can be taken with a Spell Blade. Duel-wielding styles are permissible, except for Paired Small Weapons. If taking a dual-wielding Mastery Style, the Spell Blade must always be the primary weapon.
- Any Mastery Style costs 2 MSS and has a Progression of 8.
- Spell Blades cannot, initially, parry incoming strikes.
- Spell Blades cannot, initially, Critically Strike.
- All Spell Blades inflict Raw Magic Damage.

- Spell Blades have a Max Attacks per Round of 4, and a base of 1.
- Spell Blades cannot perform Maneuvers.
- Spell Blades' Extra Damage is set and cannot be modified.
- Since they are immaterial, Attack Power doesn't normally apply. If it comes into play, Spell Blades are not driven by strength, but by mystic will – they can be parried or blocked by the right instrument.
- Being immaterial, they receive a bonus to-Hit equal to the character's Magic Well Bonus Characteristic from Mysticism and a bonus to damage equal to the character's Magic Resistance Modifier Mysticism Characteristic. Strength and Dexterity does not help the Spell Blade in any manner. If using normal weapons along with a Spell Blade, those would receive their bonuses through normal means.
- Due to their immaterial nature, bonuses to damage from Mastery Styles are only ½ as effective (round up).
- Spell Blades always count as a Magical Weapon of the highest order.
- When applying double or triple damage, roll the damage, add all modifiers and then double (or triple) the results.
- All Spell Blades grow in power, based on the Level they were created. For the Spell Sword's initial Spell Blade, this is the same as the character's Level. As more are created, be certain to keep track of their relative Level.

| Level Since Creation | Spell Blade Base Damage |
|----------------------|-------------------------|
| 1 | 1d4+1 |
| 2 | 1d6 |
| 3 | 1d6+1 |
| 4 | 1d6+2 |
| 5 | 1d8 |
| 6 | 1d8+1 |
| 7 | 1d8+2 |
| 8 | 1d8+3 |
| 9 | 1d8+5 |

Mystic Growth

As a Spell Sword grows in experience, their abilities with their Spell Blades grow, and they can even create new Spell Blades. The creation process takes about 10 Passings of near-constant work and focus. However, no special materials are needed except for the right hilt.

Any Spell Blade created 3 Levels ago can Parry incoming attacks and receive Master Style bonuses for parry. However, the immaterial nature of the Spell Blade limits this to only 1 incoming attack per Round. By 5 Levels after creation, Spell Blades can parry up to 2 attacks per Round and 3 attacks by 7 Levels after creation.

By 4 Levels after creation, a Spell Blade can now Critically Strike. Note, the Critical Threshold of the target is based on their Natural Critical Threshold, not with Armor (unless they have magic Armor).

At Level 4, the Spell Sword can create a second Spell Blade. At Level 8, the Spell Sword can create a third Spell Blade.

THE SWORDSMAN

COMBATANT PHYLUM

Alignment | Any Alignment
Affiliation | None

Hit Points per Level: | 1d8

Requirements

| | |
|------------|------|
| Strength: | 10 |
| Longevity: | 10 |
| Agility: | 10 |
| Dexterity: | 10 |
| Intellect: | 10 |
| Mysticism: | None |

Resistances

| | | |
|---------|---------|---------|
| Vs. Nat | Vs. Myc | Vs. Mag |
| -3 | +1 | +1 |

Max Mastery Style | 10

Available Mastery Styles

Basic Mastery, Backhand Technique, Blind Man's Mastery, Counter Blow Technique, Defensive Style, Dual Weapons, Dueling, Following Blow, Frenzied Swarm, Gapping Technique, Karu-Sun, Paired Weapons, Ripper's Technique, Staff Mastery, Swordsman's Draw Mastery, Whirling Blade, Crossbow Mastery, Precision Marksman, Quick Missile Mastery & Sniper's Technique

Allowed Races

Human, Sand Elf, Wood Elf, Grey Elf, Hill Dwarf, Grey Dwarf, Stone Dwarf, Rosendarik, Lyfin & Dafter

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 5 | 8 | 5 |
| 2 | 42 | | | |
| 3 | 85 | | +1 | +1 |
| 4 | 213 | +1 | | |
| 5 | 383 | | +1 | |
| 6 | 596 | | | +1 |
| 7 | 852 | | +1 | |
| 8 | 1278 | +1 | | |
| 9 | 2130 | | +1 | +1 |
| 10 | 4260 | | 0 | 0 |
| 11+ | +1,065 Experience Points per Level | | | |

Available Skills

General, Warrior, Social & Artificer

Free Skills

Balance & General Thievery

Available Weapons

Light Weapons, Simple Weapons, Limited Skill Weapons, Whips, Common Swords, Small Swords, Finesse Swords, Ripping Swords, Crossbows, Bows, Precision Weapons, Heavy Throwing Weapons, Fast Throwing Weapons & Rifles

Available Armor

Deflectors & Medium Armors



Magic

None

A Swordsman is a combatant who studies dueling and the one-on-one fight. They have a focused combination of fighting styles and abilities that allow them to take on practically any opponent and win. Swordsman can originate from any background, but it is common to see those who come from affluent and wealthy families. Swordsmen are the most roguish of all the combatants and generally abhor brutish nature. They are more often than not refined, enjoy the finer things in life and can be seen as somewhat snobbish. They are not restricted to any alignment.

Swordsmen have a place in an adventuring party, but it is not one that is particularly meant for blocking and defending the backline. Because they focus on single combat, swordsmen are less effective in fighting multiple enemies. That is not to say by any stretch of the imagination that they are useless against more than one opponent, but they do excel greatly when faced with only one.

Swordsmen are not the most robust of Combatants, nor can they use the best armor. They focus on only a few Mastery Styles which they learn very well. Educated and skillful, are normally socialites and bring an interesting combination of skills to the table.

The Duel

Absolutely central to a Swordsman is the concept of a duel, but, what exactly is a duel? Using it now as a proper noun, a Duel is when an opponent faces off against a Swordsman. This can be on the streets at midday, in a crowded inn, even amongst the wilds in the midst of an adventure. In order for combat to be considered a Duel, it must meet the following criteria:

- The opponent must be intelligent enough to understand who they are facing, and not a raving mad thing or animal.
- Only the Swordsman and opponent may be in melee, no other participants. Additions into melee end a Duel.
- Attacks by the Swordsman must be initiated face to face, no ambushes or backstabbing.
- Duels can fade in and out from Round to Round, depending on the situation, but not *within* a

Round. A Round either starts as a Duel for the Swordsman or not.

- Both the Swordsman and opponent have each other as their Focus.
- Both must be armed unless the opponents can kill barehanded or has natural weapons.

This is what the Swordsman seeks: an opponent by which they can display their utter skill and prowess with a blade. Honorable and worthy opponents are preferred, but any will do.

You and I

All Swordsmen have a Mastery Style-like Ability that adds to their already impressive swordsmanship. When starting a Round in a Duel, they gain the following bonuses against that opponent only.

| Level | Bonus to-Hit | Maneuver Modifier | RO Bonus | Parry Bonus |
|-------|--------------|-------------------|----------|-------------|
| 1 | +1 | -1 | - | +1 |
| 2 | +1 | -1 | +1 | +2 |
| 3 | +2 | -1 | +1 | +3 |
| 4 | +2 | -2 | +2 | +3 |
| 5 | +3 | -2 | +2 | +4 |
| 6 | +3 | -2 | +3 | +4 |
| 7 | +4 | -2 | +3 | +4 |
| 8 | +5 | -3 | +4 | +5 |
| 9 | +6 | -3 | +5 | +5 |
| 10* | +7 | -3 | +6 | +6 |
| 11* | +8 | -3 | +7 | +6 |
| 12* | +9 | -3 | +8 | +7 |
| 13* | +10 | -3 | +9 | +7 |
| 14* | +11 | -3 | +10 | +8 |
| 15* | +12 | -3 | +11 | +9 |

The Maneuver Modifiers only applies to the Disarm Maneuver, and the Swordsman must already be able to perform that Maneuver through their Master Styles or weapons. However, a Swordsman who disarms their opponent is no longer in a Duel. The RO bonus does not add to the roll to-Hit but adds to the RO on a successful hit.

If a Swordsman observes a person who is challenging others, bragging of their skill and being a general pain but is not truly skilled (the swordsman would be able to know the truth for all but the most skilled actors), the Swordsman may challenge them to

a Duel. If they enter such, the You and I Bonuses are doubled.

Furthermore, if a Swordsman enters a Duel with a noticeably inferior opponent, any Maneuver only requires an RO of 1, as the Swordsman toys with them. They have the ability to perform Half Actions while in that Duel (assuming they do nothing to break it), normally taunting the opponent. If the opponent lands a hit that gets through Absorb, the Swordsman looks down at the wound and then the opponent with rage. They then get to perform a free strike with all the appropriate bonuses, but also with a bonus to damage equal to double their Level.

If facing another Swordsman, You and I bonuses do not apply, unless when considering Prime Enemy.

Lastly, a Swordsman's greatest brag and the most common conversational topic is how many Duels they have won. Each Duel won grants them 10 Experience Points per Level of the character. Moreover, each Dual won allows the Swordsman to assume 1 Level higher for You and I bonuses. This can bring their assumed Level above 9, as noted by “*” in the chart. These assumed Levels only last as long as the Swordsman doesn't lose a Duel. When (if, I mean if it could ever happen) they do, they are set to assume 3 Level under the character's current Level and must win Duels to break even again, i.e., a Level 5 Swordsman has won 7 Duels, and use the bonuses You, and I bonuses for Level 12*. They lose, now they are count as Level 2. Each won Duel brings them up 1 assumed Level. This can set them to even negative assumed Levels. Those poor sods, who are not true Swordsman, get no bonuses from You and I and must crawl their way up from negative assumed Levels, i.e., a Level 1 Swordsman loses a Duel and not is considered to be Level -2 for You and I. they get no bonuses at all. They win one and assume Level -1, another for Level 0, and then 3 won Duels later they count as Level 1 and get bonuses again.

A “won Duel” is when you defeat an opponent by killing them, knocking them out, or if they concede while you are in a Duel.

Roguish

Swordsmen are a little like a Rogue in some aspects and receive the Slick Rogue Phylum Ability. Swordsmen are not meant for frontline bloodiness, it's... unbecoming. Their talents are so much more useful, and visible, in those one-on-ones. Many times, worthy opponents, or unworthy opponents that need their mouth shut, have annoying guards and castle walls. Being a little sneaky can by pass such distractions so the real battle can ensure.

Prime Enemy

In the career of a Swordsmen, they undoubtedly meet a person who is better at the blade than they (ha! as if that was true). If they are defeated in a Duel and survive, that person becomes their obsession. Moreover, this is the only time when a would Swordsman confess to someone being better than them... or just very lucky. The Swordsman seeks a rematch and care for little else. Spending time to train and get better, the Swordsman can do other things, but those other things must help them become better in a direct fashion. The time they spend is totally up to them, and if they wish, they can challenge the very next Passing.

When facing a Prime Enemy that is another Swordsman, you receive the You and I bonuses, while the “reigning champion” does not. Against all other opponents, the You and I bonuses apply along with a -1 Extra Damage and on a Critical Strike, increase the Critical Severity by 2.

A Prime Enemy is defeated, the Swordsman instantly gains enough Experience Points to rise to the next Level. If the Swordsman loses again, then they receive no bonuses from You and I or Prime Enemy (in any situation) until they are victorious. They then try and win their honor back as soon as possible, acting quite recklessly. If lost a third time, the Swordsman becomes wayward, a drunkard or commits suicide and the character is scrapped.

Armor is for Cowards

Swordsmen do wear some armor, but it is not that heavy metal stuff... normally. Anyway, armor is of no concern to a Swordsman. As long as they have a weapon with a Primary or Secondary Damage Type of Piercing, they can give up any You, and I bonuses in exchange for a piercing attack (up to 3 per Round) that By-Passes Absorb on an RO of 3 or more. This can only be done to opponents that wear armor, and not things with armored flesh.

THE TOMBSTONE WARRIOR

COMBATANT PHYLUM

Alignment | Any Good
Affiliation | Lanun

Hit Points per Level: | 1d12

Requirements

Strength: None
Longevity: 10
Agility: None
Dexterity: None
Intellect: None
Mysticism: 15

Resistances

| Vs. Nat | Vs. Myc | Vs. Mag |
|---------|---------|---------|
| +1 | -2 | -3 |

Max Mastery Style | 9

Allowed Races

Human, Hill Dwarf, Grey Dwarf, Stone Dwarf, Rosendarik & Dafter

Available Mastery Styles

Basic Mastery, Advanced Axe Technique, Axe-Shield, Blade and Shield Technique, Blind Man's Mastery, Following Blow, Force Style, Frenzied Swarm, Infantryman's Mastery, Paired Weapons, Polearm Mastery, Ripper's Technique, Staff Mastery, Swordsman's Draw Mastery, Whirling Blade, Bowman's Mastery, Crossbow Mastery, Precision Marksman, Quick Missile Mastery & Sniper's Technique

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 6 | 8 | 5 |
| 2 | 48 | | | |
| 3 | 97 | | +1 | +1 |
| 4 | 243 | +1 | | |
| 5 | 437 | | +1 | |
| 6 | 680 | | | +1 |
| 7 | 972 | | +1 | |
| 8 | 1458 | +1 | | |
| 9 | 2430 | | +1 | +1 |
| 10 | 4860 | | 0 | 0 |
| 11+ | +1,215 Experience Points per Level | | | |

Available Skills

General, Warrior, Mystic, Order & Artificer

Free Skills

Undead Lore & Order
Common

Available Weapons

Any Weapon

Magic

None

Available Armor

Deflectors, Blockers & Heavy Armors

Tombstone Warrior is a unique creation from the Order of Lanun that combated Draggonian's hordes. Specialized to be able to inflict incredible damage upon the undead, a Tombstone Warrior is an expert combatant. In the present Passing, they are loosely affiliated with the Order of Lanun and don't always bend to their will. Many Tombstone Warriors don't necessarily agree with the single-minded fanaticism of the Order and may act outside of the ethos demanded by most Lanunites. In a normal setting, Tombstone Warriors can seem like most any other person. But in combat, their true nature comes out, and they turn into unstoppable killing machines. Since their main quarry has no sense of remorse, or pity, or even have thoughts, Tombstone Warriors are very accustomed to fighting with everything they have to defeat such a hardened foe.

The armies of Draggonian left undead strewn throughout the world of Wyrmsbane. A sizeable amount of these abominations remain to this Passing, lying in wait, unmoving and unthinking in the darkest corners of the world. If there is even a chance that a quest may run across these kinds of foes, a Tombstone Warrior jump at the opportunity.

Tombstone Warriors have good access to weapons, armor and Mastery Styles like most of the combatants. With good Hit Points and the ability to wear strong armor, Tombstone Warriors make great frontline combatants. They are most effective and shine on adventures where an evil enemy is present.

Bane of Evil

The purpose of the Tombstone Warrior profession was to combat the armies of Draggonian. A massive accomplishment, given the time and resource constraints. This imbue into the very bane of evil allows the Tombstone Warrior to do battle with the undead, and evil, better than any other.

Any Monster Rank 0 or 1 Undead must make a ResCheck vs. Mystics to enter melee with a Tombstone Warrior. If they fail, they must stay 10 yards away, snarling and clawing as if some field holds them at bay.

As a Full Action, the Tombstone Warrior can hold their weapon, or just hands, against their chest to concentrate. In 10 Marks, a pulse of visible white light races across the ground like water ripples. The Tombstone Warrior rolls 1d6, plus the bonus in the chart below. If that roll is better than the Monster Rank of the Undead, they run in *Horror*. At Level 3, this can affect naturally evil beings, but they count as 2 Monster Ranks higher than they are. At Level 5, anyone with an Outlook of -300 or more is affected. Again, the Tombstone Warrior rolls and compares that against the opponents Level(s). If higher, they become *Frightened*. This can be done as many times a Passing as the Player wishes, but once a creature has resisted the effect, it will forever be immune to this Ability (to include from other characters).

| Level | Bane of Evil Roll Bonus |
|-------|----------------------------|
| 1 | - |
| 2 | - |
| 3 | +1 |
| 4 | +2 |
| 5 | +2 |
| 6 | +3 |
| 7 | +3 |
| 8 | +3 |
| 9 | +4 |

Biting Blade

Tombstone Warriors' main asset is their ability to channel their evil-crushing powers through their weapons. This is a passive Ability, and the Tombstone Warrior does not need to concentrate. No matter what weapon the Tombstone Warrior holds, it glows with a slight light. It is effective against Undead, naturally evil beings, and people with an Outlook of -300 or lower.

This channeled power hurts the undead in several ways. First, it adds raw damage, in the form of Raw Magic Damage. Any Critical Strikes to undead (naturally evil beings or persons with an Outlook -300 or lower) rolls on the Raw Magic Damage Critical Chart. The weapon also is set to an Extra Damage Number based on the Tombstone Warrior's Level. This Extra Damage rule cannot be modified by weapon skills but can be by magical weapons and spells. Also, the Critical Severity of Critical Strikes against undead (and the others) is greatly increased, as Tombstone Warriors slash and pulverize their foes. However, these bonuses only apply to appropriate targets and Tombstone Warrior's strikes done generally don't count as magical weapons.

| Level | Bonus Damage | Critical Severity Bonus | Extra Damage Number |
|-------|--------------|-------------------------|---------------------|
| 1 | +2 | +1 | 3 |
| 2 | +4 | +2 | 3 |
| 3 | +6 | +3 | 3 |
| 4 | +8 | +3 | 2 |
| 5 | +10 | +4 | 2 |
| 6 | +12 | +4 | 2 |
| 7 | +14 | +4 | 2 |
| 8 | +16 | +5 | 1 |
| 9 | +18 | +5 | 1 |

At Level 3, strikes from the Tombstone Warrior can damage any undead, no matter what wards or resistance to physical attacks they have.

At Level 5, damage done by a Tombstone Warrior can utterly destroy appropriate targets. Abilities that allow things to come back, or rules that state they can't be killed conventionally, regeneration and so on are nullified against the Biting Blade.

At Level 7, the first successful hit per Round makes a high-pitched ringing sound that forces all appropriate targets within 20 yards to make a ResCheck vs. Mystics or Stand Stupid the rest of that Round.

Light Ward

Before combat, Tombstone Warriors would gather in their chosen area of the battlefield and create wards to protect them against undead. Today's Tombstone Warriors can do the same, as well as create a ward on themselves. At the edge of the radius, a visible stream of white light can be seen coming up from the ground. If placed on the ground, it has a radius of 3 yards per Level of the Tombstone Warrior. It stays in place and lasts for 3 minutes per Level and is independent of the Tombstone Warrior. If on the Tombstone Warrior, the radius is only 1 yard per Level and lasts 3 Rounds per Level, but it moves with the Tombstone Warrior.

The ward itself grants the Tombstone Warrior and all within its radius a bonus on any ResCheck equal to the Level of the Tombstone Warrior against undead, naturally evil beings and people with an Outlook of -300 or less. At Level 3, all within the radius receive an Absorb against undead and naturally evil beings equal to the Tombstone Warrior's Level -2. At Level 5, all Monster Rank 0 - 4 abilities don't affect those within the radius, including abilities that act at range. At level 9, the Tombstone Warrior cannot be slain while inside this Radius, although, they can be knocked out.

THE WAR TELLER

COMBATANT PHYLUM

Alignment | Chaotically Neutral
Affiliation | Zerix

Hit Points per Level: | 1d10

Requirements

| | |
|------------|------|
| Strength: | None |
| Longevity: | None |
| Agility: | 10 |
| Dexterity: | 13 |
| Intellect: | 10 |
| Mysticism: | None |

Resistances

| Vs. Nat | Vs. Myc | Vs. Mag |
|---------|---------|---------|
| 0 | 0 | 0 |

Max Mastery Style | 10

Available Mastery Styles

Basic Mastery, Advanced Axe Technique, Axe-Shield, Backhand Technique, Blade and Shield Technique, Blind Man's Mastery, Counter Blow Technique, Defensive Style, Dual Weapons, Dueling, Following Blow, Force Style, Frenzied Swarm, Gapping Technique, Infantryman's Mastery, Karu-Sun, Paired Small Weapons, Paired Weapons, Polearm Mastery, Ripper's Technique, Staff Mastery, Swordsman's Draw Mastery & Whirling Blade

Allowed Races

Human, Sand Elf, Grey Elf, Hill Dwarf, Grey Dwarf, Stone Dwarf, Rosendarik, Lyfin & Dafter

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 5 | 15 | 7 |
| 2 | 48 | | | |
| 3 | 96 | | +1 | +1 |
| 4 | 240 | +1 | | |
| 5 | 432 | | +1 | |
| 6 | 672 | | | +1 |
| 7 | 960 | | +1 | |
| 8 | 1440 | +1 | | |
| 9 | 2400 | | +1 | +1 |
| 10 | 4800 | | 0 | 0 |
| 11+ | +1,200 Experience Points per Level | | | |

Magic

None

Available Skills

General, Warrior, Order, Social & Artificer

Free Skills

Focus, Order Common and Meditation

Available Weapons

Hand Axes, Heavy Axes, Light Weapons, Simple Weapons, Limited Skill Weapons, Whips, Common Swords, Small Swords, Great Swords, Finesse Swords, Ripping Swords, Blunt Weapons, Heavy Blunt Weapons, Driving Polearms, Slashing Polearms & Great Polearms

Available Armor

Deflectors, Blockers, Heavy Armors, Plate, Shi & Nie-Jni

The War Teller is the herald of the Zerixian Order. The Order of Zerix supports conflict and is always looking for the next battle. A War Teller thrives on combat and is ever watchful for a worthy opponent. War Tellers are gathered from the general populace. The Order of Zerix scours the land looking for the most hardened of young Warriors. When selected, they enter a special training regime that is overseen by the Order itself. Many of the initiates never make it out of this training and only the very top tier people survive. Here they are taught the doctrine of the Order of Zerix and conditioned to yearn for battle. Because of this training, most War Tellers are very disconnected from the populace. They regard anyone who cannot fend for themselves well in melee combat as she weak and unworthy.

In many ways, they don't serve the general public and only look out for the Order's needs. However, anyone who is sane would greatly fear a War Teller in combat, and rightly so. Young War Tellers are often ordered to join an adventuring party to gain some much-needed experience on the road. Any party capitalizes that would welcome such an accomplished combatant.

War tellers are the pinnacle of martial prowess. Of all the Character Classes, this is the most proficient in melee combat. Additionally, they are quite resilient and have good Hit Points. They may learn most any Mastery Style and use any melee weapon. All War Tellers see range combat as cowardice and only engage opponents face-to-face.

Master of War

War Tellers stand alone at the very top of the martial expertise pyramid. They are without peer and commonly have a very overly confident attitude – although, if it is *over*-confidence is highly debatable. Most initiates are inducted into the Order in their youth after a War Teller sees them win a desperate fight with street urchins, thugs and the like. New members to the Order fight every Passing as part of their training. The Zerixian Order does not allow cowards or those who decline the supreme thrill of battle.

From their superior training, and wealth of it, War Tellers have a -1 to all Mastery Styles' Skill Progression. Additionally, a War Teller is allowed to

choose 1 allowed Focused Mastery Style for free at Level 1. This Mastery Style starts at Rank 3 as normal but has a Progression of 1, no matter the Mastery Style.

At Levels 3 and 5, a War Teller may increase a Mastery Style 1 Rank, by adding the minimum number of Pips to graduate to that next Rank. Also, War Teller can always reach Rank 10 in any Mastery Style they can take, even if it is a General Mastery Style.

Mark of War

The True natural environment for a War Teller is in an armed conflict, complete with armies and generals. Here, they thrive, and the most AUSA is produced. In an armed engagement that is considered to be an act of war or war-like (as determined by the Storyteller), War Tellers receive 20 extra Hit Points during the engagement, and they cannot be knocked out. As soon as the engagement is over, the 20 Hit Points is taken away. If this drops the War Teller below their Death Number, set the Hit Points to one above the Death Number and they fall unconscious for 2 Passings.

Most Masterful

War Tellers know, as a community, every form of armed combat known. They have seen it before in their training, on the field of battle, and the AUSA of War naturally explains it to them. Thus, they have a way of countering other fighting styles.

The War Teller makes a note of each Mastery Style they face in combat. When they have seen it firsthand enough, as per the chart below, other practitioners of the Mastery Style find their expertise deadened against the War Teller. By "seen," they have experienced at least 3 Rounds of melee combat where that Mastery Style was used against them directly. Mechanically, this lowers a melee Mastery Style Rank when facing a War Teller and can bring the effective Master Style Rank to 0, meaning, no bonuses apply.

| Times Mastery Style Faced in Combat | Mastery Style Rank Degradation |
|-------------------------------------|--------------------------------|
| 1 | -1 |
| 2 | -2 |
| 4 | -3 |
| 6 | -4 |
| 10 | -5 |
| 15 | -6 |
| 25 | -7 |
| 35 | -8 |

Ausa of War

The Ausa of War is a very real and powerful force. While the Order rarely uses the power to cast spells, as other Orders, they do tap into it in different ways. War Tellers receive bonuses based on the local Ausa, as per the chart below. A Spell Anchor cannot be used to create an artificial presence of Ausa. The “combat bonus” adds to their roll to-Hit, to damage, ROs on successful hits, and the Critical Severity on a Critical Strike. The RO bonus does not add to to-Hit rolls, but on a successful hit, it adds to the RO.

| Ausa Power | Combat Bonus | ED Bonus | # of Attacks bonus |
|------------|--------------|----------|--------------------|
| 0 | - | - | - |
| 1 | 1 | - | - |
| 2 | 2 | -1 | +1 Step |
| 3 | 3 | -1 | +1 Step |
| 4 | 4 | -2 | +2 Steps |
| 5 | 5 | -3 | +3 Steps |

Cull the Weak

In combat, War Tellers cleave through swathes of enemy soldiers, leaving a wake of misery and gore behind them. If a War Teller takes down an enemy in melee (kills or KOs), they may attack another enemy

within 3 Units (6 yards). If they are in melee with another opponent, that opponent must be their next target. When switching to another opponent within melee already, they receive this free attack and then may use any unused attacks they normally get. If moving into another melee, meaning they move up to those 3 Units, they get this free attack but not any others.

Dying Strike

While all War Tellers’ ultimate end is to die in combat, they also don’t want to be defeated by anyone. All opponents are seen as a “worthy,” for they know one lucky strike can end the proud, but some opponents are just plain more than others. When they start to lose a combat, they may choose to *Stand Stupid* for a Round, and ready their Dying Strike. This can only be done when the War Teller is at 5% or fewer Hit Points, or the opponent has the *experienced* capability to deal a killing blow given the War Teller’s current Hit Points (meaning, the War Teller has already taken a shot, and one more would put them down). After *Standing Stupid*, the opponent gets a free attack. This attack is guaranteed to critical and the attacker rolls to-Hit against Evade 4, a Critical Threshold of 1 and any nullified Mastery Styles are returned as the War Teller opens themselves up for a deadly blow. If a Critical Strike is not achieved, the attacker rolls again until they do and damage is always doubled. As soon as that hit occurs, no matter what happens to the War Teller (killed or not), they get to return the strike against Evade 4 and Critical Threshold 1, they count as Ausa of War Power 5, and may roll this Dying Strike twice, taking whichever roll they want. Multiple melee opponents can take their strikes while the War teller *Stands Stupid*, but the War Teller may only return against one.

THE WARRIOR

COMBATANT PHYLUM

Alignment | Any Alignment
 Affiliation | None

Hit Points per Level | 2d8

Requirements

| | |
|------------|------|
| Strength: | 13 |
| Longevity: | 13 |
| Agility: | None |
| Dexterity: | None |
| Intellect: | None |
| Mysticism: | None |

Resistances

| Vs. Nat | Vs. Myc | Vs. Mag |
|---------|---------|---------|
| -3 | 0 | +2 |

Max Mastery Style | 10

Available Mastery Styles

Basic Mastery, Advanced Axe Technique, Axe-Shield, Backhand Technique, Blade and Shield Technique, Blind Man's Mastery, Counter Blow Technique, Defensive Style, Dual Weapons, Dueling, Following Blow, Force Style, Frenzied Swarm, Gapping Technique, Infantryman's Mastery, Karu-Sun, Paired Small Weapons, Paired Weapons, Polearm Mastery, Ripper's Technique, Staff Mastery, Swordsman's Draw Mastery, Whirling Blade, Advanced Hunter's Mastery, Bowman's Mastery, Crossbow Mastery, Precision Marksman, Quick Missile Mastery, Sniper's Technique & Thrown Weapon Mastery

Allowed Races

Human, Sand Elf, Wood Elf,
 Hill Dwarf, Stone Dwarf &
 Dafter

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 5 | 14 | 6 |
| 2 | 44 | | | |
| 3 | 89 | | +1 | +1 |
| 4 | 224 | +1 | | |
| 5 | 403 | | +1 | |
| 6 | 627 | | | +1 |
| 7 | 896 | | +1 | |
| 8 | 1344 | +1 | | |
| 9 | 2240 | | +1 | +1 |
| 10 | 4480 | | 0 | 0 |
| 11+ | +1,120 Experience Points per Level | | | |

Available Skills

General, Warrior, Wilderness
 & Artificer

Free Skills

Brawling, General Survival,
 Hunting & Endurance

Available Weapons

Any Weapon

Magic

None

Available Armor

Deflectors, Blockers, Light
 Armors & Leather

A Warrior is a combatant who has little formal training but is nonetheless excellent at fighting. They can be barbarians, wandering vagabonds in search of a fight, a wiry elf wielding two daggers or a village champion. Warriors come from all over rural areas and smaller villages. They are very rarely formally trained in the school, but rather are apprentices of great Warriors who are now past their prime. Warriors have served in the front lines in many armies and been adventurers of great renown. Because they do not need to be affiliated with any of the Orders, each Warrior is unique in how they act and what ethos they choose to adopt. Warriors can be heroic and serve the public justly, they can be selfish and only hire their talents out for the right price, or they can be a menace to those around them.

Warriors make excellent adventurers for a number of reasons. Most Warriors love a good fight and adventuring is a logical step to an army, especially considering that Warriors more often than not come from the rough country and don't necessarily integrate well into a regimented social setting. They are great in adventuring parties for being a frontline combatant to challenge enemies and keep their allies safe.

Warriors get the most Hit Points of any Character Class within the game. Because they are not formally trained, heavier armor was never part of their upbringing, and since they have become so accustomed to lighter armors, they stick with what they know. Warriors could use almost any weapon and learn most any Mastery Style. Aside from having the most Hit Points and being an absolute horror in melee combat, they are notoriously difficult to bring down in combat and tend to continue to fight far past the point where other characters pass out from damage.

Tough as Nails

Warriors are tough, some of the very toughest around. Cycles in the wilds have taught them to ignore certain levels of pain and discomfort. This extends just into the realm of mechanics; meaning, that something that would require a ResCheck is just at the edge of what a Warrior could ignore without making a Check – up to the Storyteller. Warriors can go about 25% longer without food and water.

In combat, the fortitude of a Warrior truly shines. They receive a +1 per 2 Levels (+1 at Level 1, +2 at Level 3 and so on, to a maximum of +5) on ResChecks against any pain-oriented attack or ability. Moreover, they receive a flat +5% bonus to their KO Check per Level, to a max of +50%. This KO modifier only applies against damage-based situations, i.e., it would help a Warrior stay conscious when hit in melee but wouldn't help against some kind of sleeping agent.

At Level 1, Warriors have an additional 5 Death #. Instead of gaining 1 one their Death # per 10 Maximum Hit Points, they gain at every 5. Thus, a Warrior with 26 Hit Points at Level 1 would have a Death # of -36 $(-1 \times 26 + (-26/5) + -5)$.

Also, Warriors have great resilience against all those small biting wounds and commonly ignore them. What might be death by a thousand papercuts to others, would be just an annoyance to a Warrior. Unlike others, attacks that don't do damage after Absorb do not inflict any damage onto the Warrior, even if hit multiple times in a Round.

Hard to Kill

Most Warriors come from the very bottom of the social order. They may have been abandoned children, gladiators, slaves or forced combatants. As such, they all seen their fair share of pain and combat, even before starting as an adventurer.

When their Hit Points drop below their Death Number, which would kill anybody else, a Warrior may make a Resistance Check vs. Naturals. Success means the Death Number stays at one above the value. Each additional time the warrior is struck and damaged while in this state, there is a compounding -2 applied to the Resistance Check. Thus, if a Warrior is struck 3 times, the modifier is 0, -2, then -4. Critical Strikes apply an additional -2 penalty to roll for that hit only. The maximum penalty per Round is -4 (-6 with a Critical Strike) with regards to this Ability. Meaning, if

a Warrior is just going under their Death # and hit 5 times, the last 3 penalties would all be the same (0, -2, -4, -4, -4), unless one was a Critical Strike.

Each hit in this state causes a Wound, but the hearty Warrior may still act and attack

Guardian

Absent of friends and constant companions throughout most of their young life, Warriors tend to be very skeptical of those they encounter. But, if they can prove themselves to be true to a Warrior, you will not find a better and more giving friend.

When in melee combat, a Warrior still has an active CAR, but only 5 units (10 yards). As long as they haven't attacked yet that Round, they can leave melee and intercept any foe within their CAR, just as normal. They still may receive a Routing Attack from a Combatant when they leave, but a small price to pay for a friend.

They also have the Scorning Shout Ability within Guardian. The Scorning Shout is used to gain the attention and challenge foes. Against intelligent opponents, it has little effect outside of a simple taunt; although, Swordsmen and Chevaliers may fall prey to it. To low intelligence, crazed and animalistic opponents, they overcome with rage and charge the Warrior. This is a Full Action for the Warrior, and they may not be in melee. For those affected, they lose

any Abilities or Skills they may have to close the gap (they cannot Charge or Sprint). They make a b-line for the Warrior, ignoring other targets. When entering melee, they gain a +1 to-Hit and +2 to damage against the Warrior for the first 3 Rounds. They then tucker out a bit and receive a -1 to-Hit and damage for the rest of the combat. The Warrior must be able to make eye contact, have Line of Sight, be close enough for their mocking to be heard and be plainly visible. The maximum range would be 35 yards but could be less depending on the terrain.

THE YO'KIMO

COMBATANT PHYLUM

Alignment | Any Lawful
Affiliation | Ken-Jni

Hit Points per Level: | 2d4+1

Requirements

| | |
|------------|------|
| Strength: | None |
| Longevity: | None |
| Agility: | 14 |
| Dexterity: | 14 |
| Intellect: | None |
| Mysticism: | 15 |

Resistances

| Vs. Nat | Vs. Myc | Vs. Mag |
|---------|---------|---------|
| 0 | -4 | +2 |

Max Mastery Style | 10

Available Mastery Styles

Blind Man's Mastery, Kuran-Tor & Kuran-Kar

Allowed Races

Human, Rosendarik, Lyfin & Dafter

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 6 | 4 | 0 |
| 2 | 43 | | | |
| 3 | 87 | | +1 | |
| 4 | 219 | +1 | | |
| 5 | 394 | | +1 | |
| 6 | 613 | | | |
| 7 | 876 | | +1 | |
| 8 | 1314 | +1 | | |
| 9 | 2190 | | +1 | |
| 10 | 4380 | | 0 | 0 |
| 11+ | +1,095 Experience Points per Level | | | |

Available Skills

General, Warrior, Mystic, Rogue & Artificer

Free Skills

Meditation & Brawling

Available Weapons

Light Weapons, Simple Weapons, Limited Skill Weapons, Precision Weapons & Fast Throwing Weapons

Magic

None

Available Armor

Deflectors

Yo'Kimo originally hail from the Dafterian culture. Spending almost every moment of their youth attuning with the mystic realm, they've developed a method to focus these energies into specialized forms of unarmed combat. While striking a person in armor with bare fists may seem like lunacy, the Yo'Kimo uses these energies to surround their strikes with mystic power. All Yo'Kimo are very introspective and spend the majority of their Passings meditating, practicing their fighting styles and bettering their physical bodies and mind. They have a very high state of self-discipline and are slow to act. They must abide by the edicts of Ken-Jni. For Yo' Kimo, this means thought and self-examination in all things before acting. While they are not pacifists, violence only comes when there is no other option. The edicts manifest themselves for a Yo'Kimo in 7 ways. These seven aspects are as questions to a Yo'Kimo:

- How to solve a problem
- How to overcome challenge
- When to fight
- Who should fight
- How to help
- How to view one's self
- When to act

These questions form the path of the Yo'Kimo, and all Yo'Kimo are grouped into two schools, each school answering the questions in a different manner, but all the same. That is to say, all Yo'Kimo choose one of two paths, each of these paths have answers to these questions from a certain perspective; and so, only two kinds of Yo'Kimo exist.

Yo'Kimo are free to join adventuring parties as they choose. While some of them are employed by the warlords in Dafteria, there are equally as many who roam the world in search of adventure. As with their nature, they don't jump at just any offer and only embark on quests they see having great purpose.

Yo'Kimo channel their energies into their fists and choose one of two styles indigenous to the Yo'Kimo. Their attacks can either be powerful but slow or lightning-quick crackling with raw magical energy. They get ample Hit Points but do not believe in the wearing of armor or the use of weapons. Unlike most other Character Classes, Yo'Kimo are naturally able to increase their attributes through physical training over time.

Way of the Yo'Kimo

“Yo'Kimo” means “student” in Dafterian. All Yo'Kimo consider themselves an ever-learning individual, but on a very specific path. The ends of that path are not known. The only thing known, a Yo'Kimo would say, is that you are on a path. They say that everyone's path differs, and therefore every Yo'Kimo is different, but only in one's own mind. Many people, even some other Dafter, dismiss this as double-talk and nonsense, but none can deny there is sound logic and truth in the ways of the Yo'Kimo, as displayed through their actions and feats.

Yo'Kimo abide by the edicts of Ken-Jni and even focus on the same matters as an Aurima. They take a far more pragmatic approach, and it is always bent on their own specific path.

While each Yo'Kimo begins their career along a common path, eventually, they all diverge into one of two distinct directions: The Way of the Kar and Way of the Tor.

At Level 3, they must choose one of the two paths – “we are all clay and the world about us is the potter”.

The Unmolded Clay

Yo'Kimo begin the game with unique mechanics. First off, all Yo'Kimo have a Base Evade 10, despite their Agility Attribute. Instead of dodging in a whole-body fashion, Yo'Kimo dip and duck from side to side, infuriating their opponents with grace and balance. This Evade always counts as a Dodge Score and has a Defense Power of 100.

They begin the game with both the Kuran-Tor and Kuran-Kar Mastery Styles at Rank 1 and spend no Mastery Style Slots to attain them. However, these Mastery Styles may not gain any Pips until they choose a Path at Level 3. The Progression on these Mastery Styles are set and cannot be modified.

Yo'Kimo may use Deflectors (Bracers or a Buckler) to add a Parry Score, but only at the cost of sacrificing one attack in a Round.

While Meditating, Yo'Kimo heal 1 Hit Point every 3 hours. When rolling the Meditation Skill, the Target Number is 2, and each RO equates to one hour

of meditation. This roll can only be made once per Passing.

Yo'Kimo Brawling free Skill starts off at Rank 3+3. All other Skills, despite normal mechanics, start off at Rank 1, as a Yo'Kimo seeks only experiences to better their skills and physical or mental advantages are suppressed during training.

The Path Begins

At Level 2, the Yo'Kimo may choose ONE of the following Abilities.

- Gain one extra Attack per Round when using Kuran-Tor or Kuran-Kar.
- Gain +5 Evade (15 Base Evade vice 10)
- Gain +5 Critical Threshold
- Gain +5 Absorb against all Damage Types
- Remove the necessity to Set before attacking in melee
- +2 Hit Points per Level

As they approach Level 3, the Storyteller should put them in situations to answer their seven questions. Whichever the majority they choose, leads them to one of two paths. Once a path is chosen, it may not be rescinded. Each path bring the Yo'Kimo to complete agreement in the seven questions. Even if the split of answers is 3 in line with one path and 4 with another, at Level 3, they now see all answers to their seven questions as per their chosen path – there are no derelicts within the Yo'Kimo.

Way of the Kar

Named for the swift desert foxes of Dafteria, this path stresses speed over force. These Yo'Kimo are far more cunning, active and demanding then the other path. During Level 1 and 2, they answer the majority of the seven questions as below.

- The best way through a locked door is with a knock
- A boulder along your path is there to teach you a new route
- Before striking an enemy, ensure they cannot be made a friend
- Even a mouse has a large foe they can conquer
- Better to teach one to farm than give them a fruit
- Never announce thyself to an audience, for your deeds are not meant for applause
- Move along your path with all haste

Those who follow the Way of the Kar prefer a thoughtful approach and swiftness of body and mind. As they find their own personal course, they grow in speed, grace, and skill. Experienced Yo'Kimo of this path can seem like blurs to the eye. Those of this path have the following Abilities:

Fly Catcher

Yo'Kimo learn to block incoming ranged attacks by swatting the missiles aside with their hands. Moreover, they can sense missiles approaching and cannot be struck by surprise. When shot at, they face the incoming missile, attempting to slap it away and then know where the thing came from. This cannot be done in melee.

At Level 3, they gain a +3 Block Score against ranged attacks only, added to their Dodge Evade. They receive a +2 more Block per Level after this, to a maximum of +15 Block at Level 9.

Moreover, the Yo'Kimo can block even larger missiles, like a ballista. If the missile is heavier than the Yo'Kimo, this Ability cannot be used. Missiles that explode on contact (like Fire & Acid Vials), cannot be blocked (Gont shots can). This is also effective against Magic Missiles.

Graceful Mannerisms

At Level 3, the Yo’Kimo gains +5 Base Evade, and increases it by one each Level thereafter. At Level 9, they will have a total of +11 Evade. When using D-Up!, this bonus doubles and they do not *Stand Stupid* after using the Ability.

The bonus to Evade also increases their Land Speed by the same amount. They may use the Sprint Ability without losing any Critical Threshold.

The Betterment of Self

Yo’Kimo prize self-discipline and improvement above all other things. For those who follow the Way of the Kar, this extends as an expectation towards others. For themselves, each Level they may choose one of the following to improve upon. Attribute bonuses may only be chosen 2 times, others only once.

+1 Dexterity

+1 Agility

+1 Mysticism

Gain the Unassailable Rogue Ability

Gain the Disengage Rogue Ability

Kuran-Kar

Kuran-Kar is the manifestation of this path. While both kinds of Yo’Kimo know this style, those dedicated to its path have unrestricted Mastery Rank, while the other is Limited to Rank 3. The Progression of this Mastery Style is 5, and Pips may only be gained once a path is chosen at Level 3.

This style stresses speed and timing over force. As the Yo’Kimo strikes, their hands turn to multi-colored spears of Raw Magic, and only Raw Magic Absorb can be applied to reduce damage. The blows can never be Parried, but can be Blocked by magic shields. A Natural Parry modifier is added when using this Style. However, for it to be active, the Yo’Kimo must sacrifice one Attack per Round for that Round. If anything is parried, the Parry bonus instantly goes away. If the Yo’Kimo has attacks left, as a Free Action, they may sacrifice another attack to regain the Parry bonus. This can be done as many times as the Yo’Kimo has attacks. This Parry bonus cannot be used when using the D-Up! Ability.

Strikes with this Mastery Style count as light weapons, and bonus from Dexterity is added for a to-Hit roll. Add a bonus to Damage equal to the Mysticism’s Bonus Spell Points per Level Characteristic. Maneuvers can only be performed once per target per combat. Critical Strikes are limited to Critical Severity 15.

| | Maneuvers | | | | | | | | | | | |
|--------------------|--------------|-------------|--------------|----------------|-------------------------|-------------------|--------|--------|------|-------|--------|------|
| | Bonus to-Hit | Base Damage | Extra Damage | Parry Modifier | Natural Critical Number | Attacks per Round | Disarm | Pierce | Trip | Force | Target | Bash |
| Kuran-Kar, Rank 1 | | 1d3 | 7 | +1 | 10 | 2.5 | | | 10 | | 7 | |
| Kuran-Kar, Rank 2 | +1 | 1d4 | 7 | +1 | 10 | 2.5 | 8 | | 10 | | 6 | |
| Kuran-Kar, Rank 3 | +1 | 1d4 | 6 | +2 | 10 | 3 | 8 | | 9 | | 6 | |
| Kuran-Kar, Rank 4 | +2 | 1d4+1 | 6 | +2 | 10 | 3 | 8 | | 9 | | 5 | |
| Kuran-Kar, Rank 5 | +2 | 1d4+1 | 6 | +3 | 10 | 3.5 | 7 | | 8 | | 4 | |
| Kuran-Kar, Rank 6 | +3 | 1d6 | 5 | +3 | 9 | 3.5 | 7 | | 8 | | 4 | |
| Kuran-Kar, Rank 7 | +3 | 1d6 | 5 | +4 | 9 | 4 | 6 | | 7 | | 3 | |
| Kuran-Kar, Rank 8 | +4 | 1d6 | 5 | +5 | 9 | 4 | 6 | | 7 | | 3 | |
| Kuran-Kar, Rank 9 | +4 | 1d6+1 | 5 | +6 | 9 | 4.5 | 5 | | 6 | | 2 | |
| Kuran-Kar, Rank 10 | +5 | 1d6+1 | 4 | +7 | 9 | 5 | 5 | | 6 | | 1 | |

Way of the Tor

Named after the great Torian Beasts of Dafteria – massive hulks that smash and crush their foes with vicious strikes. Way of the Tor is another outlook on the Yo’Kimo path, but decidedly different than that of the Kar; in that they are far more serene and peaceful in general but erupt into great ferocity in combat. During Level 1 and 2, they answer the majority of the seven questions as below.

- The best way through a locked door is with the key
- A boulder along your path is there to be conquered
- Always ensure the enemy you strike at is not a friend
- The weak cannot protect themselves
- Give a person a meal, for tomorrow they may feed you
- Make your presence known, for subtlety leads to lies, and lies to dishonor
- A Yo’Kimo may walk, but never run

Those who follow the Way of the Tor prefer a direct approach with fortitude of body and mind. As they find their own personal course, they grow in resilience, toughness, and competence. Experienced Yo’Kimo of this path can stand in the way of a great stampede and survive. Those of this path have the following Abilities:

Bulwark

Torian Yo’Kimo have a natural resistance to the sword, mystically. Their flesh seems as normal, but just before a strike, that area hardens. In time, this ability can rival any armored plate.

The Yo’Kimo gains +5 to all Absorbs at Level 3, and then +1 for each Level thereafter. When using D-Up!, instead of gaining Evade, the Yo’Kimo’s bonus Absorb from this path doubles.

At Level 3, the Yo’Kimo has a 30% chance to negate any Critical Strike, increasing 10% each Level, up to a maximum of 90% at Level 9. If the Yo’Kimo receives a Critical Strike, roll d%. If the roll is greater

than the above value, ALL effects of a Critical Strike are ignored.

Peace of Mind

Torian Yo’Kimo have the ability to resist most any effect through focus of mind. Sacrificing all Actions within a Round, a Yo’Kimo may focus and end any ongoing Effects from attacks, spells or any other source by making a successful ResCheck against Mystics. Spells imply a negative to roll of -1 per Spell Rank above 1.

Moreover, the Yo’Kimo cannot be mind controlled in any way. While they still can be affected by Mind-Altering spells, illusions, and the like, anything that seeks to control or bend their actions is ineffective.

The Betterment of Self

How Betterment of Self affects the followers of the Torian path is far different than their brethren. The Way of the Tor sees their followers using ritualistic practices that toughen the body, like punching into a brazier of hot sand or striking oneself with reeds. Each Level they may choose one of the following to improve upon. Attribute bonuses may only be chosen 2 times, others only once.

+1 Strength

+1 Longevity

+1 Intellect

Gain the Phase (X) Ability where X is $\frac{1}{2}$ the Yo’Kimo’s Level (round up)

May Activate CAR when in Melee

Gain the Frenzied Charge Ability

Kuran-Tor

Kuran-Tor is the manifestation of this path. While both kinds of Yo'Kimo know this style, those dedicated to its path have unrestricted Mastery Rank, while the other is Limited to Rank 3. The Progression of this Mastery Style is 5, and Pips may only be gained once a path is chosen at Level 3.

As the Yo'Kimo strikes, their limbs are surrounded by an umbrella-like shimmering field of energy. The field is as hard as steel, protecting the Yo'Kimo and making their strikes hit with immense force. For the Yo'Kimo, this has a mind all its own,

and a slow strike is what starts the motion, swept away into incredible speeds through this Mastery Style.

Like Kuran-Kar, this counts as a light weapon and bonuses from Dexterity apply, as does the bonus to damage from Mysticism. Conversely, the bonus to Parry is always active from this Style and has a Parry Power equal to 3, +1 per 2 Levels to a max of +6. Strength adds in as normal to calculate Defense Power.

Strikes from this Style inflict Blunt Damage. They can be Blocked or Parried as normal and have an Attack Power equal to its Parry Power, +1. Maneuvers can only be performed once per target per combat.

| | Bonus to-Hit | Base Damage | Extra Damage | Parry Modifier | Natural Critical Number | Attacks per Round | Maneuvers | | | | | |
|--------------------|--------------|-------------|--------------|----------------|-------------------------|-------------------|-----------|--------|------|-------|--------|------|
| | | | | | | | Disarm | Pierce | Trip | Force | Target | Bash |
| Kuran-Tor, Rank 1 | | 1d6 | 5 | +1 | 9 | 1.5 | | 10 | | 10 | | 10 |
| Kuran-Tor, Rank 2 | | 1d6+1 | 5 | +1 | 9 | 1.5 | | 10 | | 9 | | 10 |
| Kuran-Tor, Rank 3 | +1 | 1d8 | 5 | +1 | 9 | 1.5 | | 10 | | 8 | | 9 |
| Kuran-Tor, Rank 4 | +1 | 1d8+1 | 4 | +1 | 8 | 2 | | 10 | | 7 | | 9 |
| Kuran-Tor, Rank 5 | +2 | 1d10 | 4 | +2 | 8 | 2 | | 9 | | 6 | | 8 |
| Kuran-Tor, Rank 6 | +2 | 1d10+1 | 3 | +2 | 8 | 2 | | 9 | | 5 | | 8 |
| Kuran-Tor, Rank 7 | +3 | 1d12 | 3 | +2 | 8 | 2.5 | | 9 | | 4 | | 7 |
| Kuran-Tor, Rank 8 | +4 | 2d8 | 3 | +3 | 8 | 2.5 | | 8 | | 3 | | 7 |
| Kuran-Tor, Rank 9 | +4 | 2d10 | 2 | +3 | 8 | 2.5 | | 8 | | 2 | | 6 |
| Kuran-Tor, Rank 10 | +5 | 3d8 | 2 | +4 | 7 | 2.5 | | 8 | | 1 | | 5 |



Rouges Character Classes are varied, but all are, well... roguish in nature. They excel at being able to escape unwanted situations, possess skills that allow them to remain unnoticed and normally socially savvy. Some are proficient at melee, some are good spellcasters, and others still are focused on their skills and abilities. Players wishing to role-play characters that have access to the underground networks of the world, be stealthy and act a bit unscrupulous at times should consider a Rogue.

Phylum Abilities

Slick

Rogues are proficient at getting away from unwanted situations and opponents. This ability allows a Rogue to slip away unnoticed when not being watched. This describes their innate ability to duck out of a crowded bar or fade back into the background. As long as no one is concentrating on the Rogue, they have a knack of disappearing. This cannot be done in combat.

Disengage (X)

Rogues are masters at getting away from melee combat. They all possess the Disengage Ability, which allows them to move out of melee without receiving a Routing Attack.

At Potency 3, the Rogue may move through a melee radius (within 1 Hex of an enemy) and not stop to enter melee as long as they continue to move through it and not stop within that area.

At Potency 6, Battle Mages CAR cannot target a Rogue. At Potency 8, a Combatant's CAR will not work on the Rogue.

Deadly Strikes (X)

Rogues have a talent hitting where it hurts. When learning this Ability, a Rogue's Critical Number is lowered by 1. For every 2 Potency a Rogue's Critical Severity is improved by 1.

Evasive (X)

A Rogue is naturally hard to hit. When learning this Ability, gain 1 Base Evade, +1 every 2 Potency.

Masters of Trickery and Subterfuge (X)

Rogues are some of the only ones who can use Rogue and Thief Skills. When taking this Ability, the Rogue adds an additional d6 to any Skill Check using a Rogue or Thief Skill. This additional die DOES NOT have the roll again mechanic. This is only added when not stressed, i.e. not in combat and in direct danger.

Additionally, the Rogue adds +X to all Rogue and Thief Skill Checks when stressed.

Unassailable (X)

Rogues have an uncanny knack for sniffing out an ambush and traps. The Rogue (or Storyteller in some cases) rolls 1d6, plus the Potency, and consults the table below. An "ambush" is when someone is waiting to attack once the Rogue comes into a certain area. A "Trap" is a mechanical (or magical) device set to snare or hurt the target when they enter an area. "Active" means there is someone triggering the trap or ambush, and "Passive" means the trap or ambush is sprung automatically by some mechanism.

Active Traps and Ambushes

| Trap or Ambush | Description | Target Number |
|----------------|------------------|---------------|
| Ambush | Sloppy | 3 |
| Ambush | Basic | 5 |
| Ambush | Competent | 7 |
| Ambush | Experienced | 9 |
| Ambush | Veteran | 11 |
| Trap | Unskilled | 4 |
| Trap | Basic | 6 |
| Trap | Well Laid | 8 |
| Trap | Expertly Laid | 10 |
| Trap | Masterfully Laid | 12 |

Passive Traps and Ambushes

| Trap or Ambush | Description | Target Number |
|----------------|------------------------|---------------|
| Ambush | Ambush is close by | 5 |
| Ambush | Ambush is not adjacent | 7 |
| Ambush | Ambush is far off | 10 |
| Trap | Unskilled | 8 |
| Trap | Basic | 9 |
| Trap | Well Laid | 10 |
| Trap | Expertly Laid | 11 |
| Trap | Masterfully Laid | 12 |
| Trap | Magical | 13 |
| Trap | Mystic | 14 |

THE ACROBAT

ROGUE PHYLUM

Alignment | Any Alignment
Affiliation | None

Hit Points per Level: | 1d4+1

Requirements

| | |
|------------|------|
| Strength: | None |
| Longevity: | None |
| Agility: | 17 |
| Dexterity: | 13 |
| Intellect: | None |
| Mysticism: | None |

Resistances

| Vs. Nat | Vs. Myc | Vs. Mag |
|---------|---------|---------|
| -2 | +1 | +1 |

Max Mastery Style | 5

Available Mastery Styles

Basic Mastery, Backhand Technique, Blind Man's Mastery, Counter Blow Technique, Defensive Style, Dueling, Following Blow, Gapping Technique, Paired Small Weapons, Swordsman's Draw Mastery, Whirling Blade, Bowman's Mastery, Crossbow Mastery, Precision Marksman, Quick Missile Mastery & Sniper's Technique

Allowed Races

Human, Wood Elf, Grey Elf, Blue Elf, Rosendarik, Lyfin & Dafter

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 6 | 6 | 2 |
| 2 | 48 | +1 | | |
| 3 | 96 | | | |
| 4 | 241 | | +1 | |
| 5 | 433 | | | |
| 6 | 674 | +1 | | |
| 7 | 964 | | | +1 |
| 8 | 1446 | | | |
| 9 | 2410 | +1 | | |
| 10 | 4820 | | 0 | 0 |
| 11+ | +1,205 Experience Points per Level | | | |

Available Skills

General, Rogue, Thief & Artificer

Free Skills

Acrobatics & Nimbleness

Available Weapons

Light Weapons, Finesse Swords, Crossbows, Bows, Precision Weapons, Heavy Throwing Weapons, Fast Throwing Weapons & Rifles

Available Armor

Deflectors

Magic

None



The Acrobat is one of the most elusive and nimble of all the Rogues. Normally coming from a life of poverty and transient beginnings, the choice of their future is their own. Indeed, they don't need to be criminals at all. This profession does not dictate how the character must act, so they can hold any outlook on life. While some do turn to a life of crime, many others have aspirations to become great adventurers and even provide their services for the greater good. That said, their upbringing plays a large part in their view of the world and they, at the very least, carry scars. Most every Acrobat begins life from the slums of a traveling circus or performance troupe. This is the life of a wanderer, far away from law and order - a bed of thievery, debauchery, and cruelty. Not only do they have to make coin worth their efforts, but they also have to survive the roads, evade the law, keep their own folks in line and remain seemingly innocuous. With each town they stop, the Acrobat has an opportunity to leave the life for a new. Those who get away, can either buck their past, starting from scratch, or embrace their skills - probably in the service of a Thieves' Guild.

Their ability to reach places that others cannot without a lot of equipment is invaluable to shady organizations. That said, it is not uncommon to see the Acrobat adventurer who has nothing to do with the Thieves Guild. They are welcome into most adventuring parties for their abilities. They make excellent burglars and infiltrationists where going through the front door is not possible.

Acrobats forfeit armor and anything else that's encumbering in favor of the ability to tumble and totally evade attacks. They are limited in their martial prowess and cannot cast any spells. Their ability, however, allows them to remain in the front line of combat as they can be near-impossible to hit.

Acrobatics Master

Children with a skill for acrobats within a troupe are given tasks, like stealing coin purses from the audience, or breaking into a second story building while everyone is at the show. Over time, an Acrobat is born, already with Cycles of roguish experience under their belt.

The Acrobatics Skill carriers with its additional perks for the Acrobat. First, they may reroll any failed

attempt once per job - that is, in a single mission of roguishness. They may also roll an Acrobatics Skill Check instead of an Agility Attribute Check. Additionally, Acrobats can treat any Terrain movement modifier as 2 less than normal, to a minimum of 1. This applies only to Terrain where the movement slowed is from obstacles and elevation changes (like woods and mountains) and not for Terrains that slow movement from unavoidable ground (like water and marshes).

At Level 4, they can treat 5s as 6s for rolling again on an Acrobatics Skill Check once per Passing.

At Level 5, they may roll Acrobatic against any check that determines if a character got out of the way of something - with the same target number. If this is a Spell (many spells have an AoE, and a successful ResCheck means the character got out of the way, or partly so), then the Target Number for the Skill Check would be equal to that Resistance Score.

Sidestep

One of the favorite pastimes of the seedy troupes and circuses is throwing harmful objects at the young tumblers and high-wire artists. Through time, Acrobats have developed an uncanny ability to get out of the way of attacks.

When attacked in melee or at range, the Acrobat may use a Full Action to enact the Sidestep Ability. The Acrobat rolls 1d6, plus their Level, and adds that to their Dodge Evade until their next turn. While this is very good and allows the young Acrobats to dodge many thrown items, it also meant there was little else they could do.

By Level 3, an Acrobat can choose to use Sidestep in another manner. This choice can be made from Round to Round, but once one method is used, the other cannot be active or used. When attacked in Melee only, the Acrobat may use 1 of their melee attacks per Round to roll 2d10, plus one less than double their Level ($2d10 + Level \times 2 - 1$, i.e., at Level 5, $2d10 + 9$). This Sidestep roll is done in response to a successful roll to-Hit from an opponent. If the Acrobat's Sidestep roll is greater or equal to the attacker's to-Hit roll, the attack misses. Again, this uses 1 melee attack an Acrobat has in a Round, and if the Acrobat had only 1 (or 1 left), then it ends their

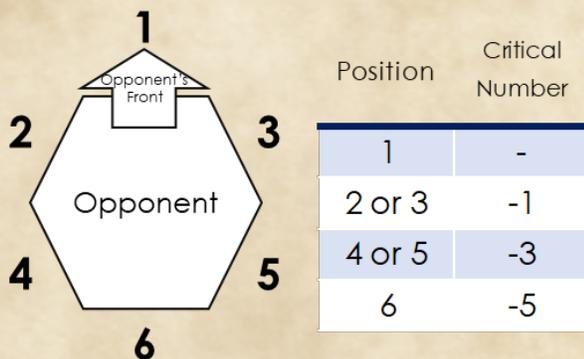
turn. If the Acrobat used all their attacks, then they cannot perform this Action.

At Level 5, the Sidestep can be rolled twice, against two separate attacks, or as a reroll against one. At Level 8, it can be rolled 3 times, distributed against up to three melee attacks as a primary roll or a reroll.

Combat Tumbling

One of the only ways a tumbler could get what they needed was to take it in plain sight. The circuses and troupes are full of rogues, and young acrobats couldn't outwit them often. If it was the evening's meal, they'd have to find a way to take what is needed right from the hands of those who held it. Normally, this meant using their gifts to get in and get out, as they'd tumble in, grab their bread and tumble out before the club found their head.

This translates very nicely to melee combat and Acrobats are able to move about in melee in the most puzzling ways, often gaining flanking opportunities against their opponent. The Acrobat uses a Full Action and takes no more Actions that Round. They go at the very beginning of the next Round and don't roll Initiative. Then roll 1d6 (consulting the diagram below) and finish in a new position relative to the opponent as they duck and tumble towards their flanks. Depending on where they end up, they may get a bonus to strike.



A few items to consider when performing this Action:

- This can be done at each opportunity. But, it takes 1 Round of preparation, then the next Round they tumble and strike, the following would be spent preparing again.
- When striking, the Acrobat can perform 1 attack only at Level 1, and that counts as a Full Action. If they have more than one attack per Round, they are forfeit.
- At Level 3, they get 2 attacks, assuming they have the weapons skills to do so.
- At Level 7, they get 3 attacks, assuming they have the weapons skills to do so.
- The attacks after tumbling count as standard attacks. They also receive normal Flanking bonuses if in the right position.
- If the Acrobat tumbles to position 4, 5 or 6, the attacker must make an Agility Check of the Acrobat's Level times 2 to be able to attack them the same Round they tumble and strike. If they fail, they spend the Round refacing the Acrobat. They can also choose to Focus a new melee opponent.
- The Acrobat ONLY gets these (Critical #) bonuses when they tumble, and not just because they are in a flanking position.
- If others are a certain position or if the Terrain doesn't allow someone to be there, then that roll by the Acrobat would be a failure, i.e. if an ally is in Position 2, and a tree is in Position 6, then a roll of a 2 or 6 would mean the Acrobat cannot tumble there and stays where they started.
- If the Acrobat was already Flanking an opponent, but then chose to tumble anyway, they might end up in front or off to the side. In fact, the best use is when the Acrobat is the opponent's Focus. This allows the Acrobat to move to the most vulnerable. If the Acrobat starts from a Flanking Position, then, no matter the roll, the best result is a 3. The position you end up is always relative to the opponent, with Position 1 being their front.

THE ALCHEMIST

ROGUE PHYLUM

Alignment | Any Chaotic
Affiliation | None

Hit Points per Level: | 1d4+1

Requirements

Strength: | None
Longevity: | None
Agility: | None
Dexterity: | None
Intellect: | 17
Mysticism: | None

Resistances

| Vs. Nat | Vs. Myc | Vs. Mag |
|---------|---------|---------|
| +1 | -1 | +1 |

Max Mastery Style | 4

Available Mastery Styles

Basic Mastery, Frenzied Swarm, Crossbow Mastery, Quick Missile Mastery & Thrown Weapon Mastery

Available Skills

General, Mystic, Rogue & Artificer

Free Skills

Alchemy

Available Weapons

Hand Axes, Light Weapons, Simple Weapons, Limited Skill Weapons, Small Swords, Blunt Weapons, Crossbows, Grenades, Heavy Throwing Weapons, Fast Throwing Weapons, Rifles & Weapons of the Archanium

Available Armor

Deflectors, Light Leather, Leather & Shi

Allowed Races

Human, Wood Elf, Grey Elf, Hill Dwarf, Grey Dwarf, Lyfin & Dafter

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 9 | 3 | 2 |
| 2 | 42 | +1 | | |
| 3 | 85 | | | |
| 4 | 213 | | +1 | |
| 5 | 383 | | | |
| 6 | 596 | +1 | | |
| 7 | 852 | | | +1 |
| 8 | 1278 | | | |
| 9 | 2130 | +1 | | |
| 10 | 4260 | | 0 | 0 |
| 11+ | +1,065 Experience Points per Level | | | |

Magic

None



The Alchemist is not your run-of-the-mill potions brewer; this is the adventuring sort. Typically, these Alchemists come from a failed business life. The reasons behind their transition from businessman to adventurer are as unique as the person. In all cases, it had to do with their inability to remain a shopkeeper or apprentice and were expelled or walked away from that life.

Thus, these Alchemists are seen as failures, even if they see themselves as someone who chose a different path or even a success. Oddly, all adventuring Alchemists share a disdain for the overbearing rules and precise nature of alchemy. They have always been one who tries new things and refuses to accept that there is only one way to make a potion or elixir. As such, most adventuring Alchemists carry the physical scars of failed experiments and burdened minds due to their masters' "I told you so". Even so, they continue to do things their own way, even if quite dangerous.

Throughout their apprentice Cycles, adventuring Alchemists have nearly blown themselves up several times. This leaves them a bit twitchy and somewhat nervous in character. Some Alchemists are simply a little tense and jump at the sound of a raindrop, while others all quite mad. But, behind the madness of all Alchemists lies a keen intellect and cunning nature.

These adventuring Alchemists make their living now on the road, doing their best to live the way of the sword. Unfit for frontline combat, not schooled in the arcane arts, they find themselves unconventional as an adventurer. But Cycles of sneaking around the master's lab, or skulking the streets looking for food after their shop closed down have made the Alchemists a bit of a rogue. For those other adventurers who can stand their presence, the Alchemists offers an endless fountain of brews and salves to support the party.

Alchemists have average Hit Points for a Rogue but lack the combat expertise naturally. Their real strength comes from their skills and alchemy. As the go through an adventure, an Alchemists must be certain to make as many brews as possible to support the party and blow up the enemy.

Rogue Alchemy

All Alchemists start the game with the Alchemy Artificer Skill at Rank 2. Additionally, the Alchemists starts with a specialty chosen from the different Kinds of Brew. The choices are Potions, Elixir, Vials, Oils, Balm, Liquors, Salves, Philters, Remedies, Tonics, and Unguents. All concoctions within this Brew Kind has a -2 to the difficulty and needs equipment that is one level less than normally needed (including the fire), to a minimum of the base tool. For instance, if the Alchemist chose Potions as their specialty, a certain potion normally needs a Stone Cauldron, Blue Flame, and a Simple Distiller. With the specialty, an Alchemist can use an iron Cauldron, Forge Flame and a Simple Distiller (the base tool) to make this potion with the same proficiency as if they had the normally required tools.

However, the Alchemist must also choose an opposing Brew Kind. With these concoctions, natural 1s and 2s count as 1s on a Skill Check. Moreover, when a 1 or 2 is rolled on any die, it nullifies the ability to roll again on 6s. this applies to the part of the roll when the 1 or 2 was rolled, i.e. if a roll of Skill 2+3 yields a 6 and a 6, then both are rolled again. The new result is a 2 and a 6, and that 2 disallows the 6 to be rolled again, making the total 23. Also, 1s and 2s count as 1s for Botching.

The Alchemists starts with a total of 15 recipes for any Brew Kinds they wish, up to a difficulty of 12.

Lastly, the Alchemists gains the Skill to make their own make-shift tools. Very handy on the go, but also very unreliable.

Make Alchemy Tool

Rogue Skill
Skill Slot Cost 3

Those adventuring Alchemists don't have time to set up a shop and brew potions... they don't have shops actually. Therefore, they have thought of ways to use what is available to make their own.

Potions Brewed in these makeshift tools have a higher chance to be sub-par, and any RO from an Alchemy Check is always halved (round down), regarding the effects of the concoction.

The Alchemists also needs some back elements to create the tools in the first place, but exactly what they use is up to the imagination, as long as it is of the correct element. For instance, to make a Steel Cauldron, the Alchemists might dig a hole in clay and line it with Steel Pieces. The item to remember is that steel is needed in some fashion. Fires are always made normally.

| Tool | Target Number |
|------------------------|---------------|
| Small Iron Cauldron | 3 |
| Small Steel Cauldron | 4 |
| Small Stone Caldron | 6 |
| Small Silver Cauldron | 9 |
| Small Mithrel Cauldron | 15 |
| Simple Distiller | 5 |
| Advanced Distiller | 12 |
| Alchemist's Distiller | Not Possible |
| Drying Board | 2 |
| Iron Oak Drying Board | 7 |

I'll Put What I Like!

Adventuring Alchemists tinker a lot with their brews, and try new things all the time. They also don't follow the recipes very well, which is why they're out in the wilderness and not in a cozy shop.

Alchemists can substitute one ingredient for another. When they do, there is a good chance the concoction blows up as they make it. The first time they make the brew using a substituted ingredient, roll 1d6. On a roll of a 1 through 3, the concoction blows up at the end of the brewing time, causing 1d6 Unavoidable Damage to the Alchemists, and also causes a fierce injury that lasts for 3d8 Passings (roll on the Permanent Injury Chart). On a roll of 4 or 5, the substitution works, and on a 6+, the recipe can be modified so that the substitute is an alternate ingredient that doesn't cause dangerous explosions. If the brew is successful, but a 6 is not rolled, the next time the Alchemist tries with the same substitute, receive a +1 to roll. The Alchemists may not take extra time to season their tools when they do this. Human Spirit cannot be used to avoid an unwanted result.

The Alchemists can also skimp on the portions. They may use fewer ingredients, but for each less portion they use, the Batch Size is reduced by 1 and the difficulty increases by 2.

They may also stoke the fire hotter in an attempt to rush the cooking time. To them, it may be "good" enough, but the results can be... bad. First off, the Alchemists must roll as if they were using a substitute ingredient, with the same outcomes from the 1d6 roll. No matter how many times they do this, they never receive a +1 to roll and they cannot ever make this abbreviated version a "normal" Brewing Time. They may not season their equipment for bonuses when doing this, and the Working Time is unaffected. This roll of 1d6 only check to see if the concoction blows during creation, but the Skill Check is not rolled during creation.

When the concoction is used is when the Alchemists rolls the Skill Check. If failed, the concoction has opposite the listed effect, as per the Storyteller's interpretation.

Let's See What This Does

An Alchemists can start to experiment at Level 4 to create new brews that are outside of the known recipes of alchemy. The mechanics for this is highly left to the Storyteller, but have some basic rules:

- Concoctions can only affect the one who drinks/eats it, no AoE buffing potions.
- AoE concoctions can only have damaging/harmful effects.
- Potions are not meant to directly mimic spell effects.
- Concoctions can counter and heal things that normal spells cannot.
- Typically, concoctions cannot be resisted.

When a new formula is created, the ingredients, contrary to an adventuring Alchemists ethos, is set and cannot be substituted, rushed or modified in any other manner. The new concoction's difficulty can be set to anything the Storyteller wishes, with ingredients that are fitting.

Potions Master

Alchemists may combine concoctions at Level 3. They take half of the sum of all ingredients (meaning if one recipe needed 6 Arkarath and another needed 8, the Alchemist would need 7), take the greater of the Working Time, Brewing Time and least of the Batch Size. The difficulty is the greatest of the different concoctions, plus 1/3 (round up) of the others.

At Level 3 they may combine 2 of the Same Brew Kind. At Level 4, they may combine 2 concoctions of a different Brew Kind, but one must be their specialty. At Level 5, they can combine 3 of the same Brew Kind. At Level 6 they can combine 2 of different Brew Kinds without restriction. At Level 7 they can combine 3 of different Brew Kinds, but one must be their specialty. At Level 8 they can combine 4 of the same Brew Kind. At Level 9, Alchemists can 3 different Brew Kinds without restriction.

The resulting concoctions are the Brew Kind of the one with the highest difficulty and has the effects of all the combines concoctions.

The Alchemist's Path

At level 5, the Alchemists must choose a path, or perhaps one is chosen for them, based on their actions. These paths lead directly, and inescapably, to their Class Change designation. However, at Level 8, the Alchemist may have one chance to divert their track but should be based on role-playing actions. The paths are that of the Demolitionist, the Mystic Brewer, and the Arcane Alchemist.

The Path of the Demolitionist

These Alchemists have a taste for explosions and are the twitchiest of all. They revel in the danger of close booms and the mad thrill of watch things crumble.

They can make an improved version of the Fire Vial, using all the normal ingredients. The new Fire Vial adds the *Burning* Effect, with a radius of 4 yards.

Additionally, the Alchemists can throw 2 of these (or Demolition Potions) per attack. This can be at the same target, but also at two separate targets, provided the two targets are within 6 yards of another.

This can only be done once per Round, and counts as 1 attack if the Alchemist had more than 1 per Round.

The Alchemist can also create a Demolition Potion.

| Demolition Potion | | {Vial} | {Vial} |
|--|------------------------|---------------------------------|--|
| Skill Check: 6 | | Needed Tools | Effects |
| Small Batch 4 Vials | Large Batch - Vials | Blue Flame & Advanced Distiller | Thrown with a Range of 6. On impact, explodes in a 6 yard radius, causing 1d10 Explosive Damage. |
| Cost per Batch: 14 BzP. | | Work Hours 3 Hours | |
| Formula | | | |
| 4 Parts Distilled Spirits, 1 Part Gem Dust, 1 Part Gold Sage & 1 Part Iron Oak Sap. With 2 Parts Other Basic Ingredients & 1 Part Other Rare Ingredients | | | |

Keep in mind so many explosives make this Alchemist a walking bomb of sorts.

The Path of the Mystic Brewer

These Alchemists start to return to their roots, gaining proficiency. They gain one more specialty Brew Kind. All difficulties are reduced by half the Alchemists Level (round up). Additionally, they now have one standard Cauldron, Distiller, and Drying Board (all with the prefix of "Mystic") that is an all-encompassing set of tools, that supersedes normal requirements. Fire requirements remain unchanged.

These must be made individually with the Make Alchemy Tool Skill, with a Target Number of 10 each. Each one takes 1 Shift to fashion, costs about 50 Bronze in materials and only one may exist at a time.

The Path of the Arcane Alchemist

This Alchemists becomes enamored with magic and seeks to add the arcane arts to his own. They gain the ability to imbue spell into their brews, along with its normal effects.

When ever they create a concoction, they can add a difficulty number equal to the Rank of the desired spell to be imbued. The Working Time is doubled, and a Small Batch is always 1, a Large Batch always 2. A spell Rank equal to half the Alchemists Level (round up) can be imbued into the concoction.

The method of delivery of the spell's effect is per the concoction's, i.e. drank for Potions, thrown for Vials and so on.

THE ASSASSIN

ROGUE PHYLUM

Alignment | Non-Good
Affiliation | Swune

Hit Points per Level: | 1d4+1

Requirements

| | |
|------------|------|
| Strength: | None |
| Longevity: | None |
| Agility: | 10 |
| Dexterity: | 15 |
| Intellect: | None |
| Mysticism: | None |

Resistances

| | | |
|---------|---------|---------|
| Vs. Nat | Vs. Myc | Vs. Mag |
| 0 | 0 | 0 |

Max Mastery Style | 10

Available Mastery Styles

Basic Mastery, Backhand Technique, Blind Man's Mastery, Defensive Style, Dual Weapons, Following Blow, Gapping Technique, Paired Small Weapons, Staff Mastery, Swordsman's Draw Mastery, Whirling Blade, Crossbow Mastery & Assassin's Mastery

Allowed Races

Human, Sand Elf, Wood Elf, Grey Elf, Blue Elf, Rosendarik & Lyfin

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 6 | 4 | 5 |
| 2 | 51 | +1 | | |
| 3 | 103 | | | |
| 4 | 259 | | +1 | |
| 5 | 466 | | | |
| 6 | 725 | +1 | | |
| 7 | 1036 | | | |
| 8 | 1554 | | | |
| 9 | 2590 | +1 | | |
| 10 | 5180 | | 0 | 0 |
| 11+ | +1,295 Experience Points per Level | | | |

Available Skills

General, Order, Rogue, Wilderness, Social & Artificer

Free Skills

Observation & Prowl

Available Weapons

Light Weapons, Simple Weapons, Limited Skill Weapons, Small Swords, Finesse Swords, Crossbows & Precision Weapons

Available Armor

Deflectors, Light Armors & Shi



Magic

None

The Swunite Assassin is one of the most dangerous characters in the world of Wyrmsbane. They have the ability to inflict horrendous damage on even the most heavily armored target. Contrary to popular belief, Swunite Assassins are not cold-blooded killers at all. Every Assassin begins their life as a normal person. At some point in their life, a horrible tragedy befell them and turned into a life of utter sorrow, wishing for death at every dawn. Then the Dark Order found them, ordinarily by way of another Assassin and brought them into their fold. They promise the brokenhearted a new purpose in life and a way to suppress the hurt they feel. When they accepted this offer, they are brought to Deathheim (the Swunite capital) and taught the ways of the Assassin. Even after the training, the pain of that terrible Passing in their past never truly leaves the Assassin. Even the grandest of victories do not bring joy to this individual. In secret, all of them are still wishing for the Passing when they can meet their end - but hopefully, with some purpose.

Swunite Assassins mostly join adventuring parties under the guise that they are some other type of Rogue. Here, they serve the will of the Rectors of Swune and carry out whatever task they have been issued. Many times, the Assassins join a Swunite war party on their quests. Of course, they are often sent out to “exterminate.” This is a very curious aspect of the Assassin. They do not jump from the shadows or throttle someone in their sleep, not if they can help it. Instead, they tail the individual or even get to know them. This allows them to live vicariously through someone else and, even if for any moment, regain some of their lost life.

Swunite Assassins know nothing of casting spells and can be as fragile as a Wizard physically. What they lack in these two areas they far supersede with a remarkable ability to hurt their enemy. Combined with a Mastery Style only available to this Character Class, a Swunite Assassin can be one of the deadliest characters.

Assassin’s Mastery

One of the very first items a new Assassin learns when inducted into the Swunite Order is the dreaded Assassin’s Mastery. Only available to the Swunite Order, it is a long-held secret and only the very best and most loyal Assassin act as trainers for new recruits. Of course, those who enter as an Assassin must already have some skill, but a spirit of learning is even more important. The weapon skill can rise to Rank 10 and is always considered a Focused Mastery Style, although, it starts at Rank 1. ALL other available mastery styles are limited to Rank 5.

Sorrowful Existence

New Assassins have a death wish and are ever-searching for the end. The pain of their former lives is fresh in the minds, and they grieve it most of their waking hours. This may make them do all-to-risky things at times, but never be foolish. Although, many still look to run from the Order. Assassins receive a -5 to roll on any Resistance Check against an effect or spell that instantly kills them – their final way out. From other sources, more often than not, their end is not met, and they carry on the Sorrowful Existence. This part is represented through the Storyteller as the Assassin can seemingly always avoid a purposeful death. If the Assassin jumps off a cliff, they’d most likely survive somehow, although, desperately wounded. If they take on 20 guards, after the Assassin is beaten down, they’d be jailed and not executed. They survive infections, sicknesses, house fires and the lot, always wishing they hadn’t. That is unless they commit fully to the Order and accept their fate.

Committing to the Order is a declaration by the player and may not be undone later. It signifies that the Assassin accepts their place and has a true loyalty to the Swunite cause. They are not so lucky anymore, and death can find them as it would anyone else, but their -5 ResCheck is negated. This doesn’t change the pain of an Assassin, only that they accept it and move on with life.

Not your Friend

As stated, Assassins don’t creep from the shadows but come as a friend. They wine and dine the ladies and be best new friends to the fellas. But they are on a mission, and every sip of the brew is faked, so their mind is clear, ultimately regretting what they must do. After an Assassin has spent a Passing or so with a target, they may strike with their Stiletto – usually in secret. The target never sees it coming, and the roll to-Hit counts simply as the Critical Severity for a Critical Strike, and all the Assassin’s normal combat bonuses apply. For Extra Damage, assume a bonus to-Hit equal to the target’s Evade.

This cannot be one on Players’ characters. For the Players’ character, the Assassin receives a bonus to-Hit equal to your Evade

Assassin's Lament

No matter if they have accepted their fate or not, the Assassin laments all those they have assassinated. They hear their cries in their sleep and have flashbacks of the people they're ended. These haunting visions tear at the very soul of the Assassin and can have detrimental effects over time.

Each person they've eliminated has their own traits and personality. If/when those same traits present themselves to the Assassin later, it stuns them. If one of their targets had a heavy laughter and chuckled their last night away, hearing a similar chuckle memorizes the Assassin.

This can manifest in many ways in the role-playing aspect, all up to the Storyteller. In combat, it can do the same, and the Assassin *Stands Stupid* for 2 Round automatically the first time they notice it that combat. Furthermore, each following Round after the 2nd, they must roll a ResCheck vs. Mystics, or *Stand Stupid* again for a Round, the roll is made on their Initiative Mark.

Most anything can bring this effect on. It can be clothing, a certain color, a certain phrase – anything. If others know of this particularity, they can replicate it with ease and with the same effect to the Assassin – until the Assassin gets wise to the matter.

Assassin's Mastery

The character strikes with a Stiletto with deadly accuracy. This style is always taken with the Stiletto in the off-hand. The main-hand weapon, in this case, is used more to set up Stiletto strikes. The character chooses one of the available weapon Groups and the main-hand weapon comes from that, but cannot be another Stiletto.

The Attacks per Round is based on the Stiletto, with the main-hand adding one extra attack per Round (see Chart below). This Mastery Style CAN break the max attacks per Round of the Stiletto. All bonuses ONLY count for the Stiletto.

This fighting technique seeks to always keep the Stiletto hidden from view, except during the lightning-fast strikes. The Weapon Power of the Stiletto counts as Weapon Power (3) when used with this Mastery Style for Critical Strike Purposes. Because this is based on the Stiletto only, a character cannot take it as a Focused Mastery Style.

| Number of Attacks per Round | Round A Sequence | Round B Sequence |
|-----------------------------|------------------|------------------|
| 0.5 | - | S |
| 1 | S | S |
| 1.5 | S | S-M |
| 2 | S-M | S-M |
| 2.5 | S-M | S-M-S |
| 3 | S-M-S | S-M-S |
| 3.5 | S-M-S | S-M-S-S |
| 4 | S-M-S-S | S-M-S-S |
| 4.5 | S-M-S-S | S-M-S-S-S |
| 5 | S-M-S-S-S | S-M-S-S-S |
| 5.5 | S-M-S-S-S | S-M-S-S-S-S |
| 6 | S-M-S-S-S-S | S-M-S-S-S-S |

"M" = Main-Hand
"S" = Stiletto

| Available Weapon Groups: (Initial Cost • Progression) | Hand Axes | - | Great Swords | - | Crossbows | - |
|--|-----------------------|-----|---------------------|-----|--------------------------|---|
| | Heavy Axes | - | Finesse Swords | 5•7 | Bows | - |
| | Light Weapons | 5•7 | Ripping Swords | - | Grenades | - |
| | Simple Weapons | - | Blunt Weapons | - | Precision Weapons | - |
| | Limited Skill Weapons | - | Heavy Blunt Weapons | - | Heavy Throwing Weapons | - |
| | Whips | - | Driving Polearms | - | Fast Throwing Weapons | - |
| | Common Swords | - | Slashing Polearms | - | Rifles | - |
| | Small Swords | 5•7 | Great Polearms | - | Weapons of the Archanium | - |

| | Maneuvers | | | | | | | | | | | | | |
|-----------------------------|--------------|-----------------|-----------------------|----------------|----------------|-------------------------|----------------------------|--------|-------|------|-------|--------|------|-------------|
| | Bonus to Hit | Bonus to Damage | Extra Damage Modifier | Block Modifier | Parry Modifier | Natural Critical Number | Attacks per Round Modifier | Disarm | Peice | Trip | Force | Target | Bash | CS Modifier |
| Assassin's Mastery, Rank 1 | | +1 | | | | -1 | +1 Steps | | | | | -1 | | |
| Assassin's Mastery, Rank 2 | | +1 | | | | -1 | +1 Steps | | | | | -2 | | |
| Assassin's Mastery, Rank 3 | | +2 | | | | -2 | +1 Steps | | | | | -3 | | |
| Assassin's Mastery, Rank 4 | +1 | +3 | -1 | | | -2 | +1 Steps | | | | | -4 | | +1 |
| Assassin's Mastery, Rank 5 | +1 | +3 | -1 | | | -3 | +1 Steps | | | | | -5 | | +1 |
| Assassin's Mastery, Rank 6 | +1 | +4 | -1 | | | -3 | +1 Steps | | | | | -6 | | +2 |
| Assassin's Mastery, Rank 7 | +2 | +4 | -2 | | | -3 | +1 Steps | | | | | -7 | | +2 |
| Assassin's Mastery, Rank 8 | +2 | +4 | -2 | | +1 | -4 | +1 Steps | | | | | -8 | | +3 |
| Assassin's Mastery, Rank 9 | +3 | +5 | -2 | | +1 | -4 | +2 Steps | | | | | -9 | | +4 |
| Assassin's Mastery, Rank 10 | +3 | +5 | -3 | | +1 | -5 | +2 Steps | | | | | -10 | | +5 |

THE BANDIT

ROGUE PBYLUM

Alignment | Non-Lawful
Affiliation | None

Hit Points per Level: | 1d6+1

Requirements

| | |
|------------|------|
| Strength: | None |
| Longevity: | None |
| Agility: | 10 |
| Dexterity: | 10 |
| Intellect: | None |
| Mysticism: | None |

Resistances

| Vs. Nat | Vs. Myc | Vs. Mag |
|---------|---------|---------|
| -1 | 0 | 0 |

Max Mastery Style | 8

Available Mastery Styles

Basic Mastery, Advanced Axe Technique, Axe-Shield, Blade and Shield Technique, Blind Man's Mastery, Defensive Style, Dual Weapons, Following Blow, Frenzied Swarm, Gapping Technique, Karu-Sun, Paired Small Weapons, Paired Weapons, Ripper's Technique, Staff Mastery, Swordsman's Draw Mastery, Whirling Blade, Advanced Hunter's Mastery, Bowman's Mastery, Crossbow Mastery, Precision Marksman, Quick Missile Mastery & Sniper's Technique

Allowed Races

Human, Sand Elf, Wood Elf, Grey Elf, Hill Dwarf, Grey Dwarf, Stone Dwarf, Rosendarik & Dafter

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 6 | 9 | 4 |
| 2 | 46 | +1 | | |
| 3 | 93 | | | |
| 4 | 234 | | +1 | |
| 5 | 421 | | | |
| 6 | 655 | +1 | | |
| 7 | 936 | | | +1 |
| 8 | 1404 | | | |
| 9 | 2340 | +1 | | |
| 10 | 4680 | | 0 | 0 |
| 11+ | +1,170 Experience Points per Level | | | |

Available Skills

General, Warrior, Rogue, Wilderness, Social & Artificer

Free Skills

Merchant Eyes & Intimidate

Available Weapons

Any Weapon

Available Armor

Deflectors, Blockers, Medium Armors & Shi



Magic

None

A Bandit is a person who has turned to a life of crime and now makes their living from less than scrupulous means. They are probably the best fighters of all the Rogues and have little in the way of subtlety. Most Bandits get to the position they are in by circumstance and poor choices. But, Bandits are not evil by nature, and many can have a heart of gold. Due to the profession, they have fallen into, they are less than comfortable around those who are enforcers of the law. A Bandit's mind is always on treasure and loot. Making a fortune is always foremost in the Bandit's mind and rarely do they get caught up in ideas of grandeur and the greater good. Coming from difficult beginnings, Bandits have learned to look out for number one first and foremost. They can, however, be the extraordinarily loyal allies to those they grow close to and are always in search of good friends.

Bandits can join an adventuring party with ease. Not all Bandits are notorious criminals that are wanted by multiple cities; they can be a homeless cut-purse trying to survive from Passing-to-Passing. Even other characters who are enforcers of the law (such as the Tathunites) may join an adventuring party with a Bandit, but will probably have an eye on the Bandit, just in case.

Bandits learn to fight as they grow up and this carries over as they enter a professional vocation. Of all the Rogues, they are probably the most capable in melee combat. They can wear moderate armor, have sizeable access to Mastery Styles and can use a bevy of different weapons. They also have an interesting list of Skills they can choose from to help themselves in their quest for treasure.

Lie in Wait

One of the hallmarks of any Bandit is to waylay passersby off roads and junctions. Sometimes, this is also done at night in the larger cities' slums. In any case, the Bandit can *Hide* and prepare for an Ambush. If they don't have General Thievery, they gain the Lie in Wait Ability, which allows them to go *Hidden* as long as they don't move about. If they do have the General Thievery Skill, then they receive an entire category, i.e., Rank 2+1 to Rank 3+1, when setting an ambush and *Hiding* themselves. They can also move about as normal with the General Thievery Skill, but that is rolled separately and at the normal Rank.

From their concealment, Bandits can Ambush, as per the General Ability. They also receive an extra +1 to-Hit and Damage at Levels 3, 5, 7 and 9 during the first Round of an ambush.

As with all ambushes, the proximity to the target from the ambush position needs to be under 10 yards.

At Level 3, Bandits can teach their party members how to hide as well, or, more acutely, *Hide* them and tell them not to move. One Check is rolled (at the heightened Rank) for all party members. As long as the others don't move, they also become *Hidden*. *Hidden* allies can now Ambush opponents per the normal General Ability, with no bonuses like the Bandit.

At Level 4, the Bandit can blow their own cover, and walk into the open, while the rest of their party stays *Hidden*. They need to talk for 3 Rounds (30 seconds) while everyone gets set. At the end of that time, all party members that were *Hidden* can Ambush with the same bonuses as the Bandit would have (the Bandit gets nothing, and rolls Initiative as normal).

At Level 5, all Rogues get a -1 to roll their Unassailable Ability Check against an ambush set by a Bandit. At Level 8, this is increased to -2.

The Score

All Bandits dream of a special mission where the wealth gained is immeasurable. Until then, Bandits do more than just waylay folks – they look for a “Score.” A Score is a place or an objective of bootee. It can be a castle, an ogre's lair, maybe even a person who has something of great value they carry. It is, in effect, its own quest – but can be part of another if the Storyteller can work it in (or if the Player can make the case). When Bandits find out about a good Score, they get very excited and start to talk to others they can trust to enlist help. They are so good at this, the Score acts much like the Influence Skill, but focuses others to get as motivated to take down the Score for the Bandit. The Bandit rolls an Intellect Check against resisting targets, with a Target Number of the target's Intellect. If they make it, or if the target is not resisting, the target also gains the same bonuses as the Bandit.

For Bandits, it is all about the loot. Yes, there may be some lofty idealistic goal in there too, but the loot is the best part. When Bandits are after money and riches, they have a little more pep in their step. While taking down a Score, a Bandit receives +1 to-Hit, +1 Base Evade and +1 to all Resistance Checks. This doubles at Level 4, and again (to +4 each) at Level 7.

Bandits can check to see if there is a Score nearby, or rumors of a good Score, by rolling a Passive Intellect Check. Other appropriate Skills can also locate Scores.

Note, the Score does not need to be a big involved thing. It can be as simple as swiping a rich man's (with guards) purse while they walk home. A Score is a Score because it takes planning and determination to see through the risk and go for it. Just pickpocketing is not taking down a Score, but, planning to get a well-to-do noble drunk and distracting the guards while you lift that pendant is.

Just the fact a Bandit gets away with some loot is enough to show growth in their profession. Once a Bandit takes down a Score successfully, they receive Experience. From Levels 1-9, they gain $1 \div (3 + \text{their Level})$ as a fraction of the total experience needed to rise to the next Level.

EXAMPLE:

At Level 1, a Bandit would gain $1/4^{\text{th}}$ the needed experience to get from Level 1 to 2 per Score.

They need 46 to get from Level 1 to 2, and $1/4^{\text{th}}$ of 46 is about 11. So, each Score is worth 11 Experience.

At Level 5, they need 233 Xp to get to Lv 6 (655-421). Each Score would land them $1/8^{\text{th}}$ of that ($1 \div (3+5)$), which is about 29 Experience.

Ooooo, Shiny!

Very few know the worth of goods better than a Bandit. Bandits must sift through the best stuff, only taking what they can carry with them. The Bandit gains the Merchant Eyes Skill starting at Rank 3, higher if their Intellect dictates. Furthermore, they can always pick out the best items in seconds. They often know, through a hunch, those items whose appearance does not signify their true worth.

When taking down a Score, they always know the very best item of value. Even if it is hidden away, they have a real knack for finding it and getting to it.

Most Wanted

While Bandits are never model citizens, some do see the need for the law. Bandits are polarized on this, and a Player should choose one to start with, but may migrate, through role-playing to the other. Some Bandits might even be of service to the law, or a lawful and good end. Perhaps a king was usurped and is taxing the people too much. A Bandit might be the one to take the fight, in their own way, to the king and plunder their way to freedom. Others might see the political and social environment as a perfect opportunity to steal more. In either case, a good Bandit is one of the biggest pains and objective of many lawmen.

When facing off against authority, Bandits have the Escape Capture special Ability. This allows the Bandit to roll $1d6 + \text{their Level}$ against a Target Number of base 4 and modified on a scale of 1 to 10, as determined by the Storyteller (10 being the most extreme situation). A roll equal or greater than the Target Number means the Bandit escapes capture or bondage. Always through natural means: friends, opportunities, even enemies, it can mean a jump from the frying pan into the fire.

THE BARD

ROGUE PHYLUM

Alignment | Any Alignment
Affiliation | None

Hit Points per Level | 1d6

Requirements

| | |
|------------|------|
| Strength: | None |
| Longevity: | None |
| Agility: | 9 |
| Dexterity: | 9 |
| Intellect: | 14 |
| Mysticism: | 9 |

Resistances

| | | |
|---------|---------|---------|
| Vs. Nat | Vs. Myc | Vs. Mag |
| 0 | -2 | 0 |

Max Mastery Style | 6

Available Mastery Styles

Basic Mastery, Backhand Technique, Blind Man's Mastery, Counter Blow Technique, Defensive Style, Dual Weapons, Dueling, Following Blow, Gapping Technique, Paired Small Weapons, Staff Mastery, Whirling Blade, Advanced Hunter's Mastery, Bowman's Mastery, Crossbow Mastery, Precision Marksman, Quick Missile Mastery &

Allowed Races

Human, Wood Elf, Grey Elf, Blue Elf, Rosendarik & Lyfin

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 7 | 10 | 3 |
| 2 | 48 | +1 | | |
| 3 | 96 | | | |
| 4 | 240 | | +1 | |
| 5 | 432 | | | |
| 6 | 672 | +1 | | |
| 7 | 960 | | | +1 |
| 8 | 1440 | | | |
| 9 | 2400 | +1 | | |
| 10 | 4800 | | | |
| 11+ | +1,200 Experience Points per Level | | | |

Available Skills

General, Mystic, Wizard, Rogue, Wilderness, Social & Artificer

Free Skills

Instrument, Singing, Spell Lore & Spell Ready or Create Duve

Available Weapons

Hand Axes, Light Weapons, Simple Weapons, Limited Skill Weapons, Whips, Common Swords, Small Swords, Finesse Swords, Crossbows, Bows, Precision Weapons, Heavy Throwing Weapons & Fast Throwing Weapons

Magic

Type of Caster

Mashanic Caster or Illrathic Caster

Initial Spell Points

+1

Spell Points per Level:

1 per Lv

Available Armor

Reflectors, Light Armors, Light Leather & St

Level Max Spell Rank

| | |
|---|-----|
| 1 | 1st |
| 3 | 2nd |
| 5 | 3rd |
| 7 | 4th |

Available Spell Sources

| Light | Shadow | Elemental | Scarlet | Orderly |
|--------------------|--------------------|-----------------|-----------------|---------|
| | | | Blade (Minor) | |
| | | Natural (Minor) | Iron (Minor) | |
| | Non-Lethal (Minor) | | | |
| Trasmutive (Minor) | | | Utility (Minor) | |



The Bard is truly a jack of all trades, specializing in nothing and yet knowing a little of everything. The Bard is an amalgamation of many different vocations, normally gained through time and experience by dabbling in many different areas. Most Bards start off as failed Wizards of some sort; not making it through the curriculum in an official mage school, but yet still possessing enough knowledge and ability to be able to cast spells. Normally, after the failed magic-user foray, a bitter person turns to a life that may be considered less than honorable. All Bards are roguish in nature with a keen understanding of the city streets. Bards then meet some great Warrior who agrees to take them along for an adventure or journey. It is through all these experiences and journeys, albeit that the example given is not always the case, that the vocation of the Bard forms.

The thing Bards are most known for is their public persona, one of song and poem. Bards generally have many contacts in most every place they have been, and are welcomed by most tavern masters. All Bards publicly tell of their travels in some fashion. Most Bards know how to play an instrument and write songs about their adventures and the adventures of others. But it doesn't have to be music; Bards can also write poems, or even write books. No matter how a Bard goes about this, their stories are highly sought after by the common folk, who love to hear of the triumphs of heroes and happy endings. It is very common to find a Bard inside some local tavern, with a group of commoners around him, telling some tale, be it his own or one that he has come to know through his travels.

As an adventurer, the Bard is rather capable. In order to fully understand this, we must first cast off the idea that a Bard is some idiot running around a battlefield playing his lute while everybody else does the fighting. A Bard is an adventurer first, who happens to know how to play instruments and tell tales, and not the other way around.

All through his travels, and schooling in the mystic arts, a Bard can be a fantastic ally. While they are not the most proficient spellcasters, they know enough to be fully dangerous. While they may not be a grandmaster of the blade, they know enough to fell many enemies.

Bardic Skill

Bards have many Skills, so much so, Players should be ready to record a lot – just like a Bard! Through their upbringing and eclectic background, Bards start the game with 2 of the 6 Bardic Skills below. They gain another at Level 2, another at 3, 5 and then 6. All Skills start at Rank 1 with a Progression of 4, except for one of the ones they choose at Level 1, which starts at Rank 2. The Bardic Skills Are:

Know Tales (None)

Bard Skill
Skill Slot Cost: N/A

Bards know all the local tales of mystery, treasure, and monsters. As the Skill Rank increases, so does the radius of the Bard's knowledge in the matter grow. By Rank 5+1, they know about everything to that continent. This Skill lets them know generally what is going on around that town. This information comes always through the words, "People around here say...". This is not a fact-checking Skill, but more of a passive one. In fact, the Bard doesn't need to roll unless they are trying to get more out of the populace than they already know.

Tell Tale (None)

Bard Skill
Skill Slot Cost: N/A

Bards are masterful storytellers, both of true and exaggerated substance, that wows adults and captivates children. This is the bread and butter of the Bard Skill. This can only be done once per town, and the story needs to be based in reality. The Bard rolls with a Target Number of 2. Each RO add 1 to their Prestige. But beware, too much Prestige gain might bring other looking for this so-called hero or storyteller, and not in a good way. This Prestige is gained over the course of a few weeks, as they travel about towns telling their saga. This can be done once at the end of each adventure or quest.

Find Quest (None)

Bard Skill

Skill Slot Cost: N/A

The Bard sniffs about town and finds the best of quests, jobs, and bounties. They get to find out, through talking to the right people, reading signs, overhearing others, what is going on and who needs what. Additionally, it allows the Bard to bargain and convinces the quest-giver that the Bard (and friends) are the best fit for the job. The higher the Skill Check, the better the quest.

Write Epics (None)

Bard Skill

Skill Slot Cost: N/A

Bards can remember even the smallest details about an adventure they've been on and can pen their experiences into books. Whether or not they choose to be totally honest is up to them. This Skill allows the Bard to write down these tales in a particular manner. Whether honest or not, the Skill Check speaks to the epic-ness of the novel and how captivating it might be. An Epic is based off a true event, told through the Bard's eyes. The base Target Number is 2, and for each RO, the Bard gains 2 Prestige and spends 1 Shift (10 Passings) writing it. This can be done on the move with no penalty. Bards gain the Prestige over the course of about 100 Passings, as their books circulate. This can be done at the end of each adventure or quest.

Inspire (None)

Bard Skill

Skill Slot Cost: N/A

Once a Bard has enough miles under their belt, they can inspire their allies. They do this through song, oration or music. This takes about 10 minutes, and cannot be done in combat, only once a Passing, and only 3 times on an adventure (any more times and the Bard is just plain annoying). Recipients of this inspiration receive a bonus based on a Target Number of 2, which that Bard rolls a Skill Check against. This skill cannot bolster damage directly, nor can it add to a Cast Spell Check or anything outside of the recipient's control. Generally, it applies to rolls to-Hit, Skill Checks, KO checks, ResChecks, Attribute Checks and the like. In general, it adds a +1/5% for each RO on the next roll the recipients make. This inspiration lasts for 5 minutes

per RO on the Skill Check. The Bard may also forgo this effect and roll on a Target Number 10. A success means recipients may reroll any roll within the next 10 minutes. Recipients get another reroll per 10 RO. This does not affect the Bard in any way.

Information Gathering (None)

Bard Skill

Skill Slot Cost: N/A

This Skill allows the Bard to gather information about a specific subject. Far more particular than Hear Say, Gather Information is always based around a person, place or thing. Through talking to people at the inn or tavern, overhearing conversations and the right questions, Bards learn about that specific subject. The information gathered in this way should be very reliable, detailed and interesting – depending on the Skill Check of course.

Bardic Prestige

Bards work to their utmost for one main reason: recognition. All Bards want to be known to the common folk and nobility alike as the very best Bard in the region... nay, the world! This is done by combining all their special skills and adventuring. They hope for something spectacular to happen on each adventure, to survive it, and then tell the tale in a way that only a Bard can. In between such expeditions, Bards maintain their prestige through "normal" Bardic ways – working the taverns and inns.

All Bards gain the "Prestige" characteristic that starts at 10. This is a quantitative way of showing how renown a Bard is in their circles. 10 is just a newbie, while 100 would be the most famous of all Bards: Mansive Gulldim of the Long Feather. Most Bards would be content around 30 or so, but others shoot for more. The Chart below is a basic guide to what each level of Prestige represents.

| Prestige | Explanation |
|----------|---|
| 1 to 5 | A real hack or has -been. Not even allowed on a stage anymore. |
| 6 to 9 | A poor Bard. Bad stories, no adventures lately and washed up. |
| 10 to 30 | Normal, most Bards are here. Known within that locale. |
| 31 to 50 | Very well known in that locale, and somewhat in the region. An excellent Bard and paid well to entertain for an evening. |
| 51 to 75 | Known in the region very well. This Bard's tales are the stuff of local children stories and a constant conversation at the bars. |
| 76 to 90 | Known throughout the continent and in any distant land where news travels. These are the top 10% of all Bards. |
| 91+ | The very top 1%, and only a few have ever risen to be known the world over. |

Bards gain Prestige through working a crowd, which probably yields 1 a night, maybe two in larger towns. Some Skills can add to a Bard's Prestige as well. Prestige is like a refilling well, only so much can be gained from one place at a time. The Bard must leave and come back later to gain more at that same place. There is no hard and fast rule on how much and how often. Think about how much of a story one can tell before everyone has heard it and is bored with it. Boredom of a Bard is the very worst insult and steals away 5 Prestige.

Prestige also bleeds off at a rate of 1 per consecutive Shift (10 Passings) spent away from the towns, i.e. -1 the first, -2 the second, -3 the third and so on. Also, botching something in public or failing a quest can have disastrous effects on a Bard's Prestige. While Bards need to quest to build their portfolio of stories, they also need to stay in the limelight.

Bard all seem to know one another and their quality. At any given inn or tavern, the Bard with the highest Prestige is the one invited to play. Bards who are ousted this way (they had the gig, and then

someone better trumped them), aside from being very mad, lose 3 Prestige. Bards can also lower the Prestige of another by 1 per town, where they smear their reputation in the taverns and bars. Remember, Bards play at Taverns and Inns, and only one Bard per.

This can get so bad between two Bards that a public reckoning is called for. A Bard can challenge another to a duel of sorts. It can be by the blade, or by the tongue, or by the instrument. The challenger usually determines the method. The Bard responding must either accept or refuse. Refusal to a peer sees $\frac{1}{4}$ of their Prestige gone instantly (to a maximum of 10) – there is no recovery in the eyes of the public for denying a challenge, even if you try and modify the terms of the challenge. However, if the challenger has significantly less Prestige than the other, refusal is not such a big deal, maybe -1 Prestige. If you accept, then the proper challenge takes place with tenets set by the Storyteller and game rules. The loser forfeits $\frac{1}{2}$ of their Prestige to the winner, whose Prestige grows by that much to a maximum of 20 per challenge.

A Bard's Prestige is only what it is where they have been. At places they haven't, within about 100 leagues, it's only slightly reduced. However, outside of that is another story. This applies until the Bard comes there a second time, so a Bard should return to places they've been often. If a Bard were to go to another place where they are not known, and not travel back and forth from places where they are, then their Prestige would be reset to whatever it is in that new place. The concept is that Bards must spread their fame through frequent visitation.

Lastly, a Bard's Prestige losses and gains are only made aware to the Player when they get to a town. If a Bard has been talking bad about them, they won't know it until they get to an inn and hear some of the snide comments from the patrons. In general, the Storyteller can modify these rules to whatever fits the situation, characters, and actions of the Player.

THE BUCCANEER

ROGUE PHYLUM

Alignment | Any Alignment
Affiliation | None

Hit Points per Level: | 1d6+1

Requirements

| | |
|------------|------|
| Strength: | 10 |
| Longevity: | 10 |
| Agility: | 12 |
| Dexterity: | None |
| Intellect: | None |
| Mysticism: | None |

Resistances

| Vs. Nat | Vs. Myc | Vs. Mag |
|---------|---------|---------|
| -1 | 0 | 0 |

Max Mastery Style | 5

Available Mastery Styles

Basic Mastery & Frenzied Swarm

Available Skills

General, Warrior, Rogue, Thief & Social

Free Skills

Swimming & Seamanship

Available Weapons

Hand Axes, Heavy Axes, Light Weapons, Simple Weapons, Limited Skill Weapons, Whips, Common Swords, Small Swords, Finesse Swords, Ripping Swords, Blunt Weapons, Driving Polearms, Slashing Polearms, Crossbows, Grenades, Precision Weapons, Heavy Throwing Weapons, Fast Throwing Weapons, Rifles & Weapons of the Archanium

Available Armor

Deflectors, Light Armors, Cloth, Light Leather, Leather & Shi

Allowed Races

Human, Sand Elf, Wood Elf, Grey Elf, Hill Dwarf, Grey Dwarf, Lyfin & Dafter

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 5 | 5 | 4 |
| 2 | 42 | +1 | | |
| 3 | 84 | | | |
| 4 | 210 | | +1 | |
| 5 | 378 | | | |
| 6 | 588 | +1 | | |
| 7 | 840 | | | +1 |
| 8 | 1260 | | | |
| 9 | 2100 | +1 | | |
| 10 | 4200 | | 0 | 0 |
| 11+ | +1,050 Experience Points per Level | | | |

Magic

None



The Buccaneer is a person who has given over to a life of the sail. This takes many forms: they are the deck hands and sailors of military vessels and Windships, they crew pirate frigates and they are the privateers of the seas and skies.

A Buccaneer tends to take on whatever role they find themselves in. One cycle they might be a bosun on a mighty Ikinian Windship of war, only to be shot down and later join a pirate crew bent on plunder and fame.

There are three main archetypes of a Buccaneer, and any character falls into one: the Privateer, the Sailor, and the Scallywag. Each of these is different and brings with it new skills and abilities.

Buccaneers are natural adventurers. They bring a crew to the table of an adventuring party. While they don't start in charge of a crew, they often have the benefits of being part of one – transportation, a safe haven and so on. Depending on what the Buccaneer is doing at the moment, how they interact with the party changes. They are always most loyal to their crew, making them more of supporting cast in many adventures. But, when an adventuring party and crew's goals align, it can be a potent combination indeed.

Buccaneers have a deep inventory of skills and abilities to aid them. They have very good combat presence, for a Rogue, and have a lot of intangible assets at their disposal. Remember, a Buccaneer is always part of a crew.

Part of the Crew

At Level 1, the Storyteller may either make the player short-quest to find a crew, choose for them, or allow the Player to choose.

A Buccaneer is always part of a crew, and cannot gain experience if they are not. The types of crews are listed below. The important item to remember is that a Buccaneer is not attached to any one kind of crew during their career. They may swap from crew to crew as often as they please.

Keep in mind this does not break Alignment restriction that the Player has established for their character. If a Player has their Buccaneer as part of a Scallywag crew for 4 Levels, trying to join a lawful

military crew may not be allowed, depending on how the character has been played.

While there is some subjectivity to what being “part of a crew” means, the driving definition is “active”. The Buccaneer needs to be actively working for a crew in some capacity. Going ashore and doing a few quests with an adventuring party that in no way supports their crew is NOT part of a crew.

When they are part of a crew, they gain Skills and Abilities based on what crew they're part of. They gain only 1 Skill or Ability per Level and becomes part of the character that beginning of the next Level. Thus, if a Buccaneer is part of a Privateer and a Military crew during Level 1, at Level 2, they gain 1 Skill or Ability from either track, their choice. If gaining a choice, they have been part of the two crews for a substantial investment in either time or effort with each crew, as defined by the Storyteller.

Many Skills and Abilities have prerequisites, and you may not gain one Ability or Skill until you have that requirement. Many of the Skills and Abilities require the Buccaneer to choose one kind of crew and stick with it. The Buccaneer always gains a free Skill or Ability upon joining their first crew. Like all Character Classes, this progression ends at Level 10. These Skills and Abilities are broken into 4 groups:

Entry-Level – These Skills and Abilities can be gained without any prerequisites.

Mid-Career – These are only gained if the Buccaneer has 2 other picks from that track.

Senior – Only allowed if the Buccaneer has 4 others from that track.

Old-Salt – Only allowed if the Buccaneer has 8 other picks from that track.

In all cases, these gained Abilities and Skills remain with the character, even if they move from track to track. Some may be a little on the risky side to perform in plain view, depending on the audience. In general, Buccaneers come from all walks of life and have many different experiences. It is not looked down upon (by other Buccaneers) to have been a Scallywag before and now serve in the military, or have been a Sailor for most of their career only to end up a Privateer.

Life of the Privateer

The Privateer is when the Buccaneer is part of a crew that sells their services out. This might be a transport barge, a cargo hauler, or even a bounty hunting ship. They make a living by accomplishing tasks for others and serve as “international” capture agents that bring wanted persons back to a justice or “deal” with them on the spot. Their track contains the following Skills and Abilities:

Entry-Level

Privateer Combat Training: Gain Access to the Advanced Axe Technique, Axe-Shield, Following Blow, Force Style, Ripper's Technique, Swordsman's Draw Mastery, Whirling Blade, Advanced Hunter's Mastery & Thrown Weapon Mastery Styles. If this is taken at Level 1, the Buccaneer may spend their initial MSS and start the game with these options. If not, they have access to these Masteries when they gain this Ability, but must learn as normal.

Combat Apprentice: Gain +1 to the character's Maximum Mastery Style Rank limit.

Advanced Tracking

Rogue Skill
Skill Slot Cost: 2

This skill is very much like the Tracking Skill, but incorporates the Research, Hear Say and Tail Skills as well. All these incorporations work for the Buccaneer to be able to track a quarry beyond vision, across distances through stories and sightings, and intuition. If taken at Level 1, they begin the game with this, otherwise, they are taught this over the course of a Season by their crew. This starts at Rank 1.

Capture: Privateers are adept at capturing their bounties, alive. If a Buccaneer strikes an opponent that would kill, they can opt to pull the blow, rendering the target unconscious without the chance of a KO check. Additionally, have a -2 Target Number when using the Disarm Maneuver.

Mid-Career

Pursuit: A Privateer Crew can get an extra 20% speed out of their vessel while in pursuit. Additionally, they gain +5 Land Speed when pursuing a bounty.

Bounties: Privateers gain access to mercenary network. This Ability allows them to find out about local bounties, negotiate prices/rewards, and secure jobs. This also allows them to recognize a bounty on sight, based off the description given to them by the questor. All aspects of the effectiveness of this Ability are determined by a d% roll, with +5% per Level. A 100% roll is the best bounty, for the best price, automatically secured, and always recognize the bounty on sight.

Combat Journeyman: Gain an additional +1 to the character's Maximum Mastery Style Rank limit.

Senior

Combat Veteran: Gain an additional +1 to the character's Maximum Mastery Style Rank limit.

Snare: Privateers can set ambushes to capture an opponent. This counts as a Veteran Active Ambush. It can also be done in near-plain sight. Privateers can hide off the road, or blend into a crowded square. When attacking from their snare, Buccaneers gain the First Strike Ability and Ambush.

Old-Salt: The final talent in the Privateer career track is the commission. They gain an area of their own from which to operate, given to them by their former employers, much like a crime boss gains their own territory. Some of the crew may come with them on their new endeavor. This is not to say other crews don't operate here, but none from that specific employer. It is the Privateer's territory to defend and develop.

Life of the Sailor

The Sailor is part of a militaristic crew. While this is not necessarily military, it is a well-ordered and disciplined crew that draws authority from some kind of law. It can be in the service of nobility, a mercenary crew or regular military. Their life involves performing the job at hand with opportunities for promotion, and a command of their own.

Sailor Combat Training: Gain Access to the Counter Blow Technique, Defensive Style, Infantryman's Mastery, Paired Weapons, Polearm Mastery, Crossbow Mastery & Sniper's Technique Mastery Styles. If this is taken at Level 1, the Buccaneer may spend their initial MSS and start the game with these options. If not, they have access to these Masteries when they gain this Ability, but must learn as normal.

Military Training: Sailors gain +1 to their maximum Mastery Style Rank limit.

Tough Life: Sailors gain +1 Hit Points per Level.

Fight as One: Sailors commanded by an Old Salt fight as a disciplined unit. In melee, each Sailor gains a +1 to-Hit and Damage per other Sailor (or Solider) in that melee.

Mid-Career

Advanced Military Training: Sailors gain an additional +1 to their maximum Mastery Style Rank limit.

Tougher Life: Sailors gain an additional +2 Hit Points per Level.

Brothers in Arms: Sailors gain access to the Warrior Skills. When taking this Ability, they are allowed to choose one Warrior Skill for free that starts at Rank 1. That Skill is taught to them by the crew over the course of a Season.

Senior

Toughest Life: Sailors gain yet an additional +1 Hit Points per Level.

Armor Proficiency: Sailors are taught to use better armor, and can now wear all Medium Armors and Light Mail.

Old-Salt: The Sailor who sticks with it long enough, and proves their mettle, gains their own command. Under the banner of whom they serve, they are given the title of captain, and their very own ship and crew to serve alongside their compatriots.

Life of the Scallywag

The Scallywag is a pirate, raider or marauder, serving on a ship that serves no master. Their aim is raiding and plunder - a life outside the law and often running from it.

Entry-Level

Pirate Combat Training: Gain Access to the Backhand Technique, Dual Weapons, Dueling, Gapping Technique, Karu-Sun, Paired Small Weapons, Precision Marksman & Quick Missile Mastery Styles. If this is taken at Level 1, the Buccaneer may spend their initial MSS and start the game with these options. If not, they have access to these Masteries when they gain this Ability, but must learn as normal.

Freebooter's Tricks: Scallywags gain access to Thief Skills. If taking this at Level 1, this is added to their Kit and they can choose Thief Skills as they normally would during character creation. Otherwise, when taking this Ability, they are allowed to choose one Thief Skill for free that starts at Rank 1. That Skill is taught to them by the crew over the course of a Season.

Silver Tongue

Rogue Skill
Skill Slot Cost: 2

Scallywags are the most cunning and dishonest of all. Their tales and excuses are the things of legend. This Skill allows a Buccaneer to lie with such convincing antics, that even the most astute interrogator would be unsure of the truth. This Skill opposes an Intellect Check. If taken at Level 1, they begin the game with this, otherwise, they are taught this over the course of a Season by their crew. This starts at Rank 1.

Dodgy: Scallywags, when wearing cloth armor (or no armor), are hard to hit. They gain an innate +2 Evade.

Mid-Career

Very Dodgy: Scallywags gain an additional +2 Evade as long as they wear cloth armor (or no armor).

Swashbuckling Talents: Scallywags gain +1 to their maximum Mastery Style Rank limit.

Improvised Acrobatics

Rogue Skill

Skill Slot Cost:4

This Skill works very much like normal Acrobatics, but the means to the ends are different. Instead of flipping and tumbling, the Scallywags uses the environment in most unconventional ways to reach new heights, cross gaps, fall safely, balance and otherwise fumble about the battlefield. This Skill receives a +3 to roll if done on a ship, and +6 if done on their ship. They are taught this over the course of a Season by their crew. This starts at Rank 1.

Senior

Extremely Dodgy: Scallywags gain an additional +3 Evade as long as they wear cloth armor (or no armor).

Treasure Hunter

Rogue Skill

Skill Slot Cost: 3

Reassure Hunter allows the Scallywag to find out about treasure, especially treasure of gold and jewels. This is done by listening, looking and putting the pieces of stories they hear abroad into a coherent package. This is always rolled as a Passive Skill initially whenever they make port, as the pirate is always looking for more treasure. They learn the basic area of the treasure, and then where they might find out about more. It works like a trail of breadcrumbs, slowly leading the Scallywag to the booty.

The Target Number is based on the level of treasure they hear about. The Storyteller lets them know the basic magnitude of the treasure when they initially pick up the trail. Certain areas may have information containing more than one lead. When they start to follow the trail, the Storyteller determines

how many steps there are in this trail. In order to stay on the trail, the Scallywag must make a Skill Check with Target Number equal to the initial, +1 per step. Thus, if the Storyteller outlines a treasure hunt 5 steps long, with an initial Passive Target Number of 5, the second stop in hunt has an Active Target Number of 6, then 7, and so on.

Scallywags know if they lose the trail, and if they fail a Skill Check (aside from the second), they can return to one step ago and retry, but the Target Number continues to go up by one each time they use the Skill on the same Treasure Hunt. If they fail that one, they can again go back one step and try again. If they return to the initial place they first heard of the treasure, due to failed Skill Checks, it means the story was a bogus and no treasure exists.

Old Salt: The Buccaneer who remains a Scallywag can eventually become a First Mate. The First Mate of a ship is the second in command, under the Captain. Seeing their potential and ability, the Captain normally recognizes a future-peer. It is customary for strong First Mates to be released from their service under that Captain and dropped off at a suitable port.

Here, they start their own crew. Hiring out who they can, talking who they can into deferred payment, pressganging and all sorts of piracy. Within about 2 Shifts, the Scallywags has their own crew. This happens automatically for the Player. Next, they must swiftly find a crew, a treasure to hunt, a place to raid or some other goal before their new crew loses interests and disbands.

A Caller is a person who has a special, almost mystical, connection with animals. They live in the wilds and are rarely seen in cities. As a child, a Caller was someone who quickly learned they had an affinity with animals. They care to communicate with them on a much higher level and over time, learn to understand them in their own way. While animals are not intelligent, a Caller can understand what an animal is trying to say, as much as an animal can say something. As they invest more time in this ability, they learn that animals see them as something distinct and flock to them. In the wildernesses, Callers can make an animal sound, blow a whistle, or use some other device and flocks of beasts come to their aid. This makes most callers more attached to animals than people. They love their place out amongst the beasts and see them as family. From so much time spent with these beasts and away from their true kin, Callers develop an animalistic nature - fierce and protective.

It is very common for a Caller to be in an adventuring party. Many things that threaten their “family” are the subject of adventures. Additionally, if there is ever an issue with wolves in the forests that keep attacking livestock in a village, a Caller is an excellent choice to solve the problem.

Callers have minor access to magic that assists them in taking care of their surrogate families. They have some access to Mastery Styles and can use a sufficient range of weapons. Living out in the backwoods, natural armors are what Callers have become accustomed to. They do not excel at any one of these aspects, and the true strength of the Caller comes through to their ability to call ferocious beasts to fight for them.

Animal Affinity

Unlike the Drealons and Warden, which are far more general in their care for the wilds, the Caller is specific. They care for the animals of the woods, plains, and mountains. Callers can talk with animals - anything listed as an “Animal” in the Tome of Monsters and Beasts. Animals are not more intelligent just because a Caller can talk to them: imagine both the Caller and animal with the same level of intelligence they have normally, but with a common language. The Caller can ask animals for favors and help, but the animals still have free will.

Each Caller has their Home Turf, much like a Warden. This is where they grew up and live when they start the game. Within their Home Turf, they cannot fail an Animal Lore Skill Check and know every kind of animal that lives there. Through conversations with those animals, Callers also know everything there is no know about that area – where the beasts are, where caves are, paths, people and so on. Callers can quickly add to a “collection” of Home Turfs. If they have spent 20 Passings within a new area, it now (also) becomes their Home Turf. However, knowing all that is abound in that new Home Turf takes about a Cycle’s time (400 Passings), as the Caller needs to talk to their new friends and find out what is going on.

Animals also have a natural affinity towards the Caller and know they are friends. Callers are safe amongst the natural inhabitants (animals) of any area, which commonly flock to the Caller for aid as well. Callers spend a great deal of time caring for the animals and listening to their pleas. The only time an animal would attack a Caller is if it were sick, crazed from disease or corrupted.

All Callers gain the Heal Animal Skill, which works just like Healing, but only works on animals and themselves. This has the same Progression as the normal Healing Skill.

Call

In times of need, Callers can cry to their animal friends for aid. Making odd sounds with their hands, little horns or odds-and-ends they have on them, Callers summon the wildlife that lives in the area. There are two ways to use this Ability: in a general manner where the Caller shouts for anything in the area, or a call to a specific animal. Both are considered a Full Action and the Caller must be able to shout.

The general Call has stacking effects based on the Callers Level. The mechanics are as such: The Caller makes the Action for 1 Round. Then, based on their Level, a certain cascading series of events occur, unless the Caller stops it. Each event takes place in the area where the Caller made the Call and after a certain number of Rounds. This Ability only works in areas where the animals live. This does not need to be the Caller's Home Turf, but if it isn't, it is ½ as effective.

At Level 1 and 1 Round after the Call, all forms of pests and bugs swarm the foes of the Caller, affecting up to 5 random enemies. The swarm is so thick; it is hard to see through and very distracting, penalizing the attackers with a -1 to-Hit per consecutive Round they are affected (to a max of double the Caller's Level). Enemies cannot see past the swarm and Combatant's CARs and ranged attacks are impossible. The swarm can be cleared with area of effect actions and spells, as appropriate. This lasts up to 3 Rounds per Level.

At Level 3 and 3 Rounds after the Call, the numerous smaller creatures flock the Caller's aid. These are normally rodents, snakes and birds. They attack those attacking the Caller or up to 3 random enemies within the vicinity, scrambling up the enemies, biting, clawing and pecking. This causes 1d4 Puncturing Damage per Round but also has the Bleeding (Caller's Level) Effect. Moreover, the animals slow the movement of enemies by half their Land Speed. This lasts up to 2 Rounds per Level.

At Level 5, and 5 Rounds after a Call, 1d6 random Monster Rank (1d6) Animals show up to aid the Caller. They act independently of the Callers commands, directly attacking anything threatening the Caller. If nothing is, they figure out who the bad guys are and rush in. They stay until the fight is done, but not to the death.

At Level 7 and 7 Rounds after the Call, a stampede of all the larger wildlife come rushing through the area. This is preceded by a rumbling for a Round, before the herd bursts onto the scene. The damage comes in as a path, 30 yards wide and 100 yards long, from a random direction. Damage within this area of effect is indiscriminate, except for the Caller – the animals go around just them. Within the area, all take one hit of 7d10 points of Crushing Damage, +2 per Level of the Caller and get knocked around quite badly. All get to make an Agility Check with a Target Number equal to the Caller's Level. For each RO, reduce the damage by 10. Those who know it is coming, which are allies, get a bonus to the Agility Check of +1 per Level of the Caller. Those right next to the Caller (4 yards) likewise are safe. The Animals cover the 100 yards in 2 Rounds, and those who are affected the second Round receive a bonus +10 to their Agility Check.

The second method of the Call is where the Caller summons a specific kind of animal. This is always a specific breed of animal - not just a "bird" but rather a "Blue-Breasted Shrike." The limitation is up to a Monster Rank equal to half the Caller's Level, round up. The animal shows up in a period of time appropriate. Within the Caller's Home Turf, this would be very fast, but in a city, it depends on the animal Called. Some animals may not be within the area and would never show up. The animal does not need to be from the Caller's Home Turf, but it does need to be something the Caller knows of and can replicate the correct sounds.

The Caller can summon only 1 kind of animal per 3 Levels in this manner, and each Call summons only 1 kind of animal at a time, and the Call takes about a minute. Multiple animals of the same kind from one Call may show up, depending on the animal and location.

Once there, the animals do the bidding of the Caller, and even fight, but not to the death if they can help it. These are normal animals with normal levels of intelligence, so, what they can do is limited.

Animal Companion

All Callers have their favorite – an animal that is different from the rest. At Level 1, the Caller starts with a Monster rank (0) or (1) animal as such a companion. These companions are special in a number of ways.

First, they are a constant companion to the Caller, unless told to stay somewhere. They have heightened attributes and abilities, per the Storyteller's judgment. They are also extremely intelligent, still an animal, but very smart – think primate-level brains. They are utterly loyal to the Caller and gladly fight to the death if needed. Lastly, this first companion has some sort of mystical binding about them. The Caller can ask for the animal to use it; although, it permanently wounds the animal in some way. The power itself is up to the Storyteller and should be kept to something akin to a 3rd Rank spell or less. It could be the animal can turn invisible for a period, or burst into flames while not being harmed, it might even be passive where the animal is immune to cold.

The loss of this animal is a great tragedy to the Caller, who mourns them for an entire Cycle (400 Passings), after which, the Caller may start the very long process of finding and befriending a replacement.

At Level 3, the Caller may enlist another Animal Companion of up to Monster Rank (3). This second animal has all the characteristics as the first, except for the mystic power.

At Level 6, the Caller may gain yet another Animal Companion up to a Monster Rank (6). Again, with the same characteristics as the original save the mystic abilities.

If either of these two additional Animal Companions are lost, the Caller mourns them for 40 Passings, and then need to spend about another 40 to find a new one. Animal Companions who are separated from their master for more than 10 Passings slowly makes their way back to the Caller's Home Turf, or where the caller made the connection.

THE DECEIVER

ROGUE PHYLUM

Alignment | Non-Chaotic
Affiliation | Ken-Jni - Periphery

Hit Points per Level | 1d4+1

Requirements

| | |
|------------|------|
| Strength: | None |
| Longevity: | None |
| Agility: | 13 |
| Dexterity: | 12 |
| Intellect: | 9 |
| Mysticism: | 9 |

Resistances

| Vs. Nat | Vs. Myc | Vs. Mag |
|---------|---------|---------|
| 0 | 0 | 0 |

Max Mastery Style | 6

Available Mastery Styles

Basic Mastery, Backhand Technique, Blind Man's Mastery, Counter Blow Technique, Defensive Style, Dual Weapons, Dueling, Following Blow, Gapping Technique, Karu-Sun, Paired Small Weapons, Staff Mastery, Swordsman's Draw Mastery, Whirling Blade, Precision Marksman & Quick Missile Mastery

Allowed Races

Human, Wood Elf, Grey Elf, Blue Elf & Lyfin

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 6 | 8 | 3 |
| 2 | 46 | +1 | | |
| 3 | 93 | | | |
| 4 | 233 | | +1 | |
| 5 | 419 | | | |
| 6 | 652 | +1 | | |
| 7 | 932 | | | +1 |
| 8 | 1398 | | | |
| 9 | 2330 | +1 | | |
| 10 | 4660 | | | |
| 11+ | +1,165 Experience Points per Level | | | |

Available Skills

General, Mystic, Wizard, Rogue, Thief & Artificer

Free Skills

General Thievery, Disguise, Spell Lore & Spell Ready or Create Duve

Available Weapons

Light Weapons, Simple Weapons, Limited Skill Weapons, Whips, Common Swords, Small Swords, Finesse Swords, Grenades, Precision Weapons, Heavy Throwing Weapons, Fast Throwing Weapons & Rifles

Magic

Type of Caster

Mashanic Caster or Illrathic Caster

Available Armor

Deflectors, Light Armors & Light Leather

Initial Spell Points | +0

Spell Points per Level: | 1 per Lv

Level Max Spell Rank

| | |
|---|-----|
| 1 | 1st |
| 4 | 2nd |
| 6 | 3rd |
| 8 | 4th |

Available Spell Sources

| Light | Shadow | Elemental | Scarlet | Orderly |
|-------|-------------------|-----------|--------------------|---------|
| | | | | |
| | Explosion (Minor) | | | |
| | | | | |
| | | | Perception (Minor) | |
| | | | Star (Minor) | |
| | | | Utility (Minor) | |
| | | | | |
| | | | | |

The Deceiver, more so than any other class, is a true master of remaining unseen. They can disappear from plain sight, move through crowds unnoticed and always seem to slip away just when capture is imminent. The Deceiver is a product of the Dafter who, long ago, saw the need for a rogue who could infiltrate other cultures and societies. Because Dafter are so unlike any of the other races, venturing out in plain sight was not an option. For centuries, the Dafter trained their people to be able to be amongst others without being seen at all. Deceivers always serve a lord of some sort. This can be someone from noble birth, a Dafter warlord or the senior member of the family the character holds in esteem. They carry out the orders of their director without question and are used to gain intelligence on the dangers and challengers that oppose their master. Normally, Deceivers can be fairly unassuming in their mannerisms and appearance, and no one would ever know they are, in fact, an adventurer at all.

According to the lord's will, Deceivers embark on quests and adventures to gather information and strike at their opponents. They have a true knack for being able to remain hidden and attack from the shadows at the most opportune moment.

Deceivers are physically weak and not meant to stand out in the open to fight. Their skills and abilities allow them to remain out of sight and only jump into the fray when the time is right. Although lacking in fortitude, Deceivers do not lack in power when it comes to melee. They have a good selection of Mastery Styles they can learn and have access to an assortment of weapons.

Derelict of Ken-Jni

With roots from Dafteria, the Deceiver has a periphery aspect to Ken-Jni. Because of their vocation and the things they are commanded to do, their outlook and interpretation of Ken-Jni is changed. Compared to an Aurima, the Deceiver understands the edicts of Ken-Jni as:

- Those who have ever worn a sword can be cut down by it. For today they speak peace, but tomorrow they slit your throat.
- The permanency of a choice is ever-flowing. Once made, one cannot change that choice, but if one is to guide their own fate, the right decision must be made from moment to moment.
- Those who are masters of a craft may be arrogant and false, and one can only tell a true master through trials.
- Those with honor will always grant quarter to those who ask. But quarter is only given to those who have submitted to your might and can cause you no further harm. Even the wails of a wounded guard can kill you.
- The master's intent and yours be one, but your fate is your own.

These aspects are important to understand, as the Deceiver still lives with honor, but honor with which the average Dafter would not agree. More so than any other Dafterian Class, the Deceiver is widespread. Many may see the Deceiver as attractive and unbound. This view is ignorant, as those who enter the ranks of the Deceiver are trained in the edicts first. The Deceiver, no matter the Race or culture, follows their understanding of Ken-Jni.

These edicts limit the action of the Deceiver, who must always weight their next move against their code. While there is no numeric way to track a Deceiver's path, Players should understand that even one or two slights could see their character fall away from Ken-Jni; and without Ken-Jni, there is no Deceiver.

Like the Aurima, Deceivers serve a master. Unlike the Aurima, this does not need to be a noble or even a person of honor – just of power. Again, unlike the Aurima, a Deceiver has no issue with saying “no” to an order and can walk from master to master as they see fit. However, the edicts of Ken-Jni are

selflessness, and Deceivers rarely operate without an authority over them. Many times, this authority is the thieves' guild outside of Dafterian culture.

Smoke Bomb

A hallmark of the Deceiver is disappearing from plain sight. This is not done with magics but using a concoction of powders and liquids. They throw a small flask on the ground that explodes into a cloud of thick smoke that quickly grows to over 8 yards in radius as a Half Action. The cloud is thick, black and has an almost tactile feel. It is strenuous to breathe inside, but not so much that it affects a character mechanically. Even in the brightest of sunlight, the cloud cannot be seen through or into - it is opaque. Once the cloud is in place, it acts as cover, and the Deceiver becomes *Hidden* if inside. They can move about freely and remain *Hidden* while in the smoke, which lasts for 5 Rounds, +1 per Level.

This allows the Deceiver to immediately Disengage without using an Action and move to anywhere within the cloud's radius. In the cloud, the Deceiver can Ambush opponents. If the Deceiver engages an enemy in melee, he becomes *Unbidden* while in melee and this *Hidden* again if leaving melee.

Everyone inside the radius is *Blinded* for the duration as long as inside. When leaving the radius, the stay *Blinded* for 1 additional Round. If the Deceiver treats their eyes with a blend of common substances and herbs and can see inside of the cloud. Any Deceiver can do this without a Check and takes about 5 minutes to make a batch enough for 5 people. Other who have their eyes treated by the Deceiver can see somewhat and receive a -3 to-Hit in Melee and at range. The treatment allows one to see both from within the cloud and through it from outside. The Deceiver gets significant bonuses while fighting inside the cloud:

Level Bonus inside of a Smoke Bomb AoE

| | |
|---|---|
| 1 | +1-to-Hit per 2 Levels |
| 3 | -1 Critical Number |
| 5 | +5 RO on successful strikes |
| 7 | +5 Critical Severity on a Critical Strike |
| 9 | +1 Steps in # of Attacks per Round |

Even though it is not as great as normal, wind still has an effect on a Smoke Bomb and can lessen the duration. Treat the Smoke Bomb as a natural event/thing when considering Abilities and spells. The Smoke Bombs are made from common substances that can be found in any town for about 1 Bronze Piece per Smoke Bomb and they take 1 hour to make each. A Smoke Bomb is about the size of a pear.

Unseen

Deceivers also have mastery of moving about unseen, and in far subtler ways. Like a Ghillie Suit, they can cover themselves with twigs and leaves, paint themselves to blend into brick walls or hide underwater using a reed to breathe. The process takes about 5 minutes, depending on the environment, and makes the character *Camouflaged* and *Hidden*. Anyone within 1 Unit of the Deceiver makes the Deceiver *Unbidden*. The Observation Skill can *Unhide* the Deceiver with a Skill Check of the Deceiver's Level +7. The Detection Skill *Unbides* the Deceive with a Skill Check of 10 – but they need to know to look for something.

The Deceiver can Ambush at a range of 3 Units while *Hidden*, and then becomes *Unbidden*. They must move very slowly to keep up the ruse, up to 5 Units per Round. The big difference here is that the Deceive can do this in plain sight. Even if midday, in a field amongst many guards, the Deceiver can move about unseen.

Infiltrate

Deceiver Skill

Skill Slot Cost: N/A

All Deceivers are master of infiltration, allowing them to gain access to an area. Once there, they use this ability to walk freely about the area. This is a combination (of sorts) of the Disguise, Detective, Investigate, Fast Talking and Prowl Skills. They put on a disguise that makes sense (and this may be problematic for a Dafter outside of Dafteria and vice versa), with a practiced identity to look for something and/or find out something. Traditionally, Deceivers used this Skill to approach another guarded Dasha and deliver a message from their master.

The Skill is rolled before the actual time of the Infiltration, which lets the Player know what persona they assume, their physical disguise, some general information about the what they are infiltrating, time spent forging an invitation and so on. Then, the Skill allows them to move about as an invited guest in some manner, ducking in and out of plain sight as they move about the area. This all occurs as determined by one Skill Check. Keep in mind this is always amongst a situation that the character could possibly be part of, i.e., a castle with guards, a noble's party, a thieves' guild and even an Orderhouse. This is not meant for sneaking about in a cave of an ogre or in the forest to sneak up on someone etc. It is overt, and not covert.

Amongst others they infiltrate, they are not known; meaning, the disguise they wear is not of some public or known figure. They are always a friend of a friend, here on travel or business. They seem to know everyone, yet no one knows them who is close. Smart people can figure out something is up, but that's only if they are looking for it. Otherwise, the Deceive is benign. They know the general culture, how to act, and who's who without knowing specifics. They are the kind of person you meet who you can never remember the name of, and often wonder who they were and why they were at the party Passings after.

As with all Skills, the description above is the capability; the actual execution is based on the Skill

Check. This Skill starts at Rank 1 and has a Progression of 2.

Vanish

Deceivers have more than just tricks up their sleeve; they also have the ability to teleport short distances. At Level 5, a Deceiver can teleport up to 30 yards away, +5 yards per Level, but only when *Hidden*. If they are not *Hidden*, their range is only 10 yards +1 yard per Level. This is done by using a Full Action, takes 2 Initiative Marks, and a small puff of black smoke from where they disappear. They instantly appear anywhere within range, including elevation changes, with a like-puff of black smoke. The appearance is silent, and the smoke only draws attention if out in the open.

Deceivers can do this in a series and build up "charges." Only 1 charge can be used per Round, but they can be done in succession. The Deceiver can even Vanish halfway up a wall, grab onto a ledge and then Vanish up again to the top. At Level 5 they have 2 charges, 3 at Level 7 and 4 at Level 9.

While they can change elevations, they cannot Vanish through walls or obstacles. It cannot be used in conjunction with an attack nor can they do much else the Round they are Vanishing aside from Free Actions. At Level 7, they can take one person with them. The Ability can be used to get out of the way of things, as long as it is used within the normal confines of the Turn, Initiative Marks and a Round.

The charges rejuvenate at a rate of 1 per 10 hours-the Deceiver's Level, i.e., 1 per 5 hours at Level 5, 1 per 4 hours at Level 6 and so on, to a minimum of 1 per hour.

THE ILLUSIONIST

ROGUE PHYLUM

Alignment | Non-Lawful
Affiliation | None

Hit Points per Level | 1d4+1

Requirements

| | |
|------------|------|
| Strength: | None |
| Longevity: | None |
| Agility: | None |
| Dexterity: | None |
| Intellect: | 15 |
| Mysticism: | 15 |

Resistances

| | | |
|---------|---------|---------|
| Vs. Nat | Vs. Myc | Vs. Mag |
| 0 | -1 | -1 |

Max Mastery Style | 2

Available Mastery Styles

Basic Mastery, Backhand Technique, Defensive Style, Dual Weapons, Dueling, Paired Small Weapons, Precision Marksman, Quick Missile Mastery & Thrown Weapon Mastery

Allowed Races

Human, Wood Elf, Grey Elf, Blue Elf, Rosendarik, Lyfin & Dafer

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 9 | 3 | 2 |
| 2 | 67 | +1 | | |
| 3 | 135 | | | |
| 4 | 338 | | +1 | |
| 5 | 608 | | | |
| 6 | 946 | +1 | | |
| 7 | 1352 | | | +1 |
| 8 | 2028 | | | |
| 9 | 3380 | +1 | | |
| 10 | 6760 | | | |
| 11+ | +1,690 Experience Points per Level | | | |

Available Skills

General, Wizard, Rogue & Thief

Free Skills

Spell Lore & Spell Ready

Available Weapons

Light Weapons, Whips, Small Swords, Finesse Swords, Precision Weapons & Fast Throwing Weapons

Magic

Type of Caster

Illrathic Caster

Initial Spell Points

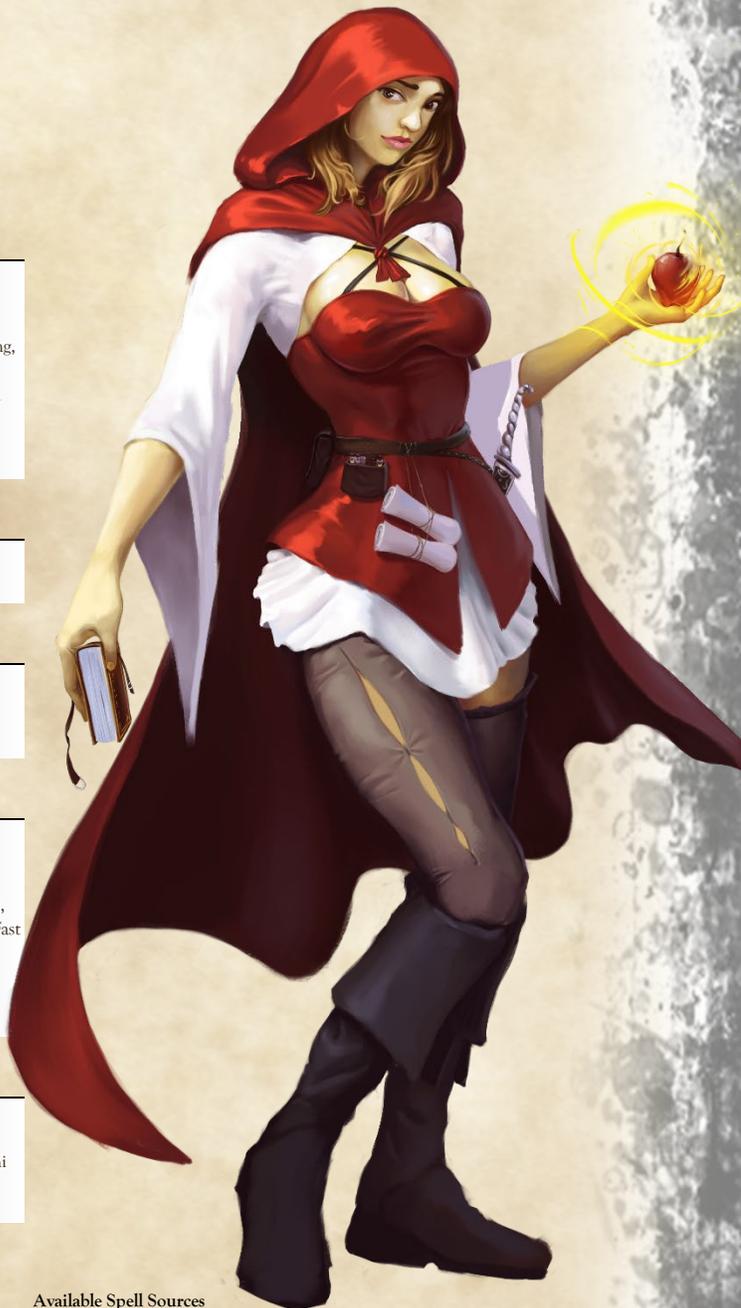
+1

Spell Points per Level:

2 per Lv

Available Armor

Deflectors, Cloth, Light Leather & Shi



Level Max Spell Rank

| | |
|---|-----|
| 1 | 1st |
| 3 | 2nd |
| 6 | 3rd |
| 6 | 4th |

Available Spell Sources

| Light | Shadow | Elemental | Scarlet | Orderly |
|---------------------|--------|-----------|-----------------|---------|
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| Knowledge (Minor) | | | Perception | |
| Protection (Minor) | | | | |
| Transmutive (Minor) | | | Utility (Minor) | |
| | | | | |
| | | | | |

The Illusionist is a specialized spellcaster that comes from the “dredges” of the Scholasta. Unappreciated and unvalidated, the Illusionist is someone who has somehow drifted from their original goal.

In most all cases, An Illusionist started out in the “proper” Magic Scholasta, training to become a “respectable” spellcaster. Somewhere along the way, they deviated and found a part-time master. This person was also an Illusionist and taught them many secrets that the Scholasta couldn’t offer. Even if they could teach the same, it would have been mired by years of study and internship – but this, this was fast!

Eventually, they drifted more and more into the arms of this false master, and let go of the time and effort needed for normal Illrathics. Until one day, they find themselves expelled from the Scholasta. Then, their false master becomes their only master, and they fully embrace the way of the Illusionist.

As such, Illusionists accept the “short cut”. They are those who feel there are better, and faster ways, to learn the mystic arts. They tend to be flighty and passive-aggressive. They can’t stand authority but deal with it on the outside. Inside, they form ways to shake loose those shackles and be free.

An Illusionist makes a living as an adventurer, mainly because their skills are ill suited for anything else. They have the ability to bend reality, and that has great value to adventurers. Most welcome an Illusionist without questions, but few know that the more you press an Illusionist to follow, the more they urn to break away.

Illusionists have mediocre spell casting ability, at best. They rely on their innate power, taught to them by their “false masters”. Their years of running in secret to their false master and front they’ve put up in the face of the Scholasta makes them Roguish for certain. With little Hit Points or martial skills, the Illusionists depends fully on their Abilities to see them through the day.

Illusion Specialist

Illusionists always take the Path of Excellence (Wizard Phylum Ability) in the Perception Source and gain it for free. They cast all Perception Spells as if one “category higher”. This means when you view the

Spell Progression Chart, assume an illusionist to be one category above where they are at, i.e. a Level 1 illusionist has access to Rank 2 spells in the Perception Source only. At Level 3, they gain access to Rank 3 spells in the Perception Source only. Their maximum Spell Rank depends on their path in Class Ascension.

Perception Source Adept

Once per Passing, an Illusionist may cast a spell from the perception source for free (no Cost), and it automatically succeeds. However, there is no roll, and no RO is possible when using this Ability.

Master of Illusions

At Level 1, the illusionist begins to gain the ability to bring into existence illusions. This scales throughout their career.

Illusions are not figments of the imagination, but are true-life visions that everyone can see, but hold no substance. When an illusion is touched, it turns to a white mist and the whole of the single part of the illusions distorts, i.e. is an Illusionist created an illusion of a table and a chair, if the chair is touched, it turns to a white mist in the local area where touched, as if someone ran their hand through smoke and the rest seems to fade in and out of reality, but the chair remains as real as can be to the naked eye.

This is a mechanic unique to the Illusionist and has a few aspects. These are:

Area of Effect: This is the area that an illusion can manifest. Their area can move from Round to Round, but can never exceed the initial AoE.

Complexity. Complexity is the nature of the illusion itself. There are three intensities of an illusion’s complexity: Simple, Normal and Complex. These are all subjective to the Storyteller’s interpretation; but as a baseline, they mean:

Simple – this means that illusions are of simple complexity. People only look as such from a distance, but easily recognized up close. An item has the basic shape and structure of the real thing, but lack detail, like a poor copy. As an example, a key would look like a key from distance, but upon close inspection, it

appears as a “cartoon” key, lacking definition and detail.

Normal – these illusions hold the baseline of what they are intended to be, in the same way as if a non-master artist would draw a picture. They look like they should, but not fit the exact profile of what it is supposed to be. The key example would be a key that looks just like a key, even on close inspection. However, it does not fit the exact form of a key that is meant to fit a specific lock... as if you drew a detailed key without knowing how the tumblers looked inside the lock.

Complex – these illusions fit the form of their intended replication to the “t”. they are as exact as the Illusionist can imagine.

Realism. This is how substantial the illusions appear to others. Even a complex illusion with low realism seems fake. Realism is what initially fools the onlookers. Realism only is perceivable when looked on through discerning eyes. The Checks requires are -1 if using Observation, and -2 if using Detection. There are three levels:

False – false illusions are easily recognized and seem ethereal.

Normal – these illusions seem mostly corporeal and full. Upon handling or close inspection, a faint transparency can be detected.

Real – full and opaque illusions that have the same physical characteristics as the real thing, beyond touching.

Control. This refers to the ability of the illusionist to control illusions they have created. It also controls the non-visual sensory aspects of the illusion, such as temperature or sound. This also determines how the Illusionist can “puppeteer” their creations. Normally, they can transmit sound, temperature, feel (when used in conjunction with Reality Bending) and smell. Again, there are three levels:

Minimal – this means the Illusionist can move and control only about 30% of the illusion created. The more they focus on a specific aspect, the more it seems real. If an Illusionist created a man and only

focused on its mouth, the movement of the words they are speaking and the sound may seem real, but the other portions (movement and details) may seem “sketchy”. Again, with a key, just a key could move freely through the AoE. But a key within a larger illusion may be able to move, only if the Illusionist chooses that to be part of the 30%.

Normal – this means about 50% of the illusion is mobile and can be puppeteered by the Illusionist.

Full – The Illusionist can control all parts of the illusion.

The Illusionist has 2 Control Points per Level and can spend them as they wish when creating an illusion, with a minimum aspect of Simple Complexity, False Realism and Minimal Control and 1 Yard by 1 Yard AoE. Creating an illusion is Channeled Action, and runs the entire Round. Illusions are instantly created on the Illusionist’s Initiative Mark and remain in effect as long as the Illusionist maintains focus. Illusions are broken from combat the same way as spells and the Combat Casting Skill can be used when Channeling an illusion just as with spells.

When an illusion is discovered, it dissipates from the vision of the one who discovered it. All others remain in their examination of reality. However, the touching of an illusion in front of another when their attention is gained automatically breaks the illusion for them. If an Illusionist created a ruse in a large space, and one character saw through the ruse, it would only be revealed to them, and only that part that was exposed. Anyone else must have been looking (Observation Check 5-10, Detection Check 4-8) for them to see and realize what they face is unreal. This applied to each construct of the illusion. If the Illusionist created a room full of furniture and items, each only would have to be discovered individually. But, once one is discovered, there’s nothing stopping them from touching all the illusions and unveiling their lie.

| Points Used | Complexity | Control |
|-------------|------------|---------|
| 1 | Simple | Minimal |
| 2 | Normal | Normal |
| 3 | Complex | Full |

| Points Used | Realism | Intellect Check to Discover |
|-------------|---------|-----------------------------|
| 1 | False | 3 |
| 2 | Normal | 5 |
| 3 | Real | 9 |

| Points Used | Area of Effect |
|-------------|----------------------------|
| 1 | About 1 Yard by 1 Yard |
| 2 | About 3 Yards by 3 Yards |
| 3 | About 5 Yards by 5 Yards |
| 4 | About 10 Yards by 10 Yards |
| 5 | About 15 Yards by 15 Yards |
| 6 | About 20 Yards by 20 Yards |
| 7 | About 30 Yards by 30 Yards |
| 8 | About 40 Yards by 40 Yards |
| 9 | About 50 Yards by 50 Yards |

Using these carts works as such: A 5th Level Illusionist has 10 Control Points. That means they can spend 3 Points to create an illusion what fills 5 Yards by 5 Yards, make the Realism “real” for 3 Points and then have Simple Complexity and Minimal Control; or, any combination of to the limit of their Control Points.

Reality Bending

At Level 2, the Illusionist can make their creations come to life. They gain corporeal properties, but at a cost.

The Illusionist can only make certain affect the realism of the illusion and at double the cost. The Check to discover an illusion is what is listed above, plus the Illusionist’s Level. Thus, a 7th Level Illusionist making a Normal Realism illusion requires an Intellect check of 10 to discover its ruse (or 9 using Observation and 8 using Detection).

If/when an illusion is discovered, it no longer can physically affect the one who discovered it, but no

one else. Each individual must discover the ruse on their own.

With this power, the illusionist can create physical objects out of nothing and command them, based on their Command aspect.

They could create a key to pick a lock but need a pick lock skill. They could create a torch that shines light to everyone who fails their Checks. They can make a pool of water that acts and feels like water but is not. Those illusions unseen have true effects; fire will burn and cause Fiery Damage, water can suffocate, cold feels cold and so on. But an illusion cannot kill, no matter the damage dealt.

These false realities essential take on the shape and form of real items, and bring forth like effects, to the limit of how strong each aspect is.

Illusionists use this in combat to a very specific effect.

They can create “guards” at Normal Realism, Simple Complexity and Normal Control (5 Control Points, not including the AoE). These guards can move within the AoE (limit 1 guard per 5 yards AoE) and have 10 Hit Points per Level of the Illusionist. They cannot be Critically Struck, and once defeated, the Illusionist takes 10 Unavoidable Damage.

They can create weapons that dance and attack at Normal Complexity, Full Control – 4 points base not including the AoE and Realism). One weapon can be created per 3 Levels (1 at Level 1, 2 at Level 4 and so on). Each weapon can attack one target per Round and has a +1 to-Hit per Level of the Illusionist and inflicts 1d6 Physical Damage (of the Illusionist’s choice) for False Realism, 1d8+1 for Normal Realism and 2d6+1 for Real Realism. These cannot critically strike and gain no Extra Damage.

Illusionist can create a burst of false damage within the AoE for all those who fail an Intellect Check, causing 1d3 + ½ the Illusionist’s Level (round down) of the Damage Type they wish.

Many more possibilities exist. They can create “real” walls within the AoE, or visions of horror, or doors and so on. The rule of thumb here is that all these illusions are “real” until discovered. When Discovered, the one who discovered it may see the Illusion as a ruse, but is no longer affected by it.

THE RUNNER

ROGUE PHYLUM

Alignment | Any Lawful
Affiliation | Exador - Periphery

Hit Points per Level: | 1d8+1

Requirements

| | |
|------------|------|
| Strength: | None |
| Longevity: | 12 |
| Agility: | 12 |
| Dexterity: | None |
| Intellect: | None |
| Mysticism: | 15 |

Resistances

| Vs. Nat | Vs. Myc | Vs. Mag |
|---------|---------|---------|
| 0 | -6 | 0 |

Max Mastery Style | 8

Available Mastery Styles

Basic Mastery, Blade and Shield Technique, Blind Man's Mastery, Counter Blow Technique, Defensive Style, Following Blow, Gapping Technique, Paired Small Weapons, Polearm Mastery, Staff Mastery & Whirling Blade

Allowed Races

Human, Sand Elf, Wood Elf, Rosendarik & Lyfin

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 6 | 5 | 3 |
| 2 | 44 | +1 | | |
| 3 | 88 | | | |
| 4 | 220 | | +1 | |
| 5 | 396 | | | |
| 6 | 616 | +1 | | |
| 7 | 880 | | | +1 |
| 8 | 1320 | | | |
| 9 | 2200 | +1 | | |
| 10 | 4400 | | 0 | 0 |
| 11+ | +1,100 Experience Points per Level | | | |

Available Skills

General, Warrior, Mystic, Rogue, Wilderness, Social & Artificer

Free Skills

Cartography, Endurance & Jousting

Available Weapons

Light Weapons, Simple Weapons, Limited Skill Weapons, Common Swords, Small Swords, Finesse Swords, Slashing Polearms, Heavy Throwing Weapons & Rifles

Available Armor

Deflectors, Blockers, Light Armors, Light Leather & Light 'Mail

Magic

None

The Runner is an ancient profession that was nothing more than a normal courier for very first kingdoms just after the War of the Ancients. A noble son embarked on a journey one Passing with his retinue. On the 2nd Passing, the group was ambushed. Only the courier survived, who defended his Lord valiantly. The son was wounded very badly, and with no caravan left, and all the horses run off, the situation was grave. The courier, named Anfetrion, picked up the noble and carried him on his back. The courier, running from a pursuing group of monsters with the child on his back, surged on for 3 whole Passings at a phenomenal pace. He somehow outran the pursuers and reached the castle in time for the boy to be saved by healers. However, the courier was spent and died. The king presented an enchanted amulet to the widow in a kingdom-wide ceremony for the fallen courier. The amulet was passed down to the courier's son, who was also training to become a courier. The amulet enchanted the lad with the ability to run faster than any person before. Most say it is the spirit of the courier who fell defending his liege. This ability was passed down from father to son for generations, making all Runners related.

Runners are commonly employed by noble families and political groups to ferry important messages about the land. There are Runners still alive this Passing, and their services are in high demand. Even so, Runners commonly make their living as adventurers, especially early in their career. They have a need for being unseen and inconspicuous when delivering important messages and packages, as many people know what a Runner is and bandits would probably try and ambush one just to see what they have.

Runners have the most Hit Points of any Rogue can wear decent armor and perform well in combat. They can stand up to most Combatants in melee and can even supplement a front-line role. However, they are not Combatants and have none of the Phylum Abilities.

Anfetrion Bloodline

Those born of the Anfetrion Bloodline have innate qualities passed down through the ages. Many Runners see those not in service as an adventurer as a person who wastes a gift. Even so, all of the bloodline gains the ability to move unabated by terrain and encumbrance. Runners suffer no penalties to their Land Speed from Armor. Moreover, they can move within that armor as if a much lighter version. Additionally, their Land Speed is always at a +5, and they can also March indefinitely and perform 20-hour Marches for a number of Passings equal to their Level +5. In normal circumstances, these people are like marathon runners and have great stamina for aerobic activities. They can perform the norm without a Check and any aerobic action needed is always twice as easy for a Runner.

Runners always ignore Terrain slowing effects, except for water. They can stride atop snow, gracefully tread over sand with no slowing and even move through dense woods, ducking and sprinting within no issue.

Mystic Stride

Gifted through the boon, Runners have an imbued mystic quality within them. Realized at a young age, Runners can perform a mystic burst of speed, increasing their movement by 10. This Mystic Stride sees the Runner slightly glow with mystic energy as they rocket forward. Their bodies start to meld with the magical planes, granting them +1 Absorb to all non-physical Absorbs per Level. This counts as normal movement for a Runner and is not an abnormal Action. Furthermore, when performing this Ability, Runners seems to phase in and out of reality, appearing at one point from another with great speed, as if a streak of light. They are extremely hard to hit when doing so and add +3 Evade + their Level to Evade in melee and double that against missile attacks.

Runners have learned to use this Ability to get into combat and strike as they do. If they enter melee when using this Ability, they may attack that same Round, once, for free. However, they are also vulnerable, reducing their Evade to 4 in that Round they enter melee.

When striding, they must stay in a relatively straight line. In combat, this can be done every 3 Rounds. This ability cannot be used to increasing Marching speeds.

At level 5, they gain *Phase (1)* while striding. This version of Phase is effective against everything but magical and mystical attacks. Magical weapons need to have a lesser enchantment also negate the protection.

At level 9, the Runner becomes *Ethereal* while striding.

Mystic Striding can be once, with a pause of 10 Rounds – 1 per Level in between. At Level 9, this can be done every other Round.

Mystic Strike

Runners have learned to hone their abilities in combat, specifically for the offensive. A technique passed down through the ages; Runners gain the Mystic Strike Ability. The Runner must be in melee at the start of a Round to use this Ability. When they do, it is a Full Action, and the Runner uses their gift to “blink” from target to target, slashing each one as they do. From the Target they are in melee with, the next target must be no more than 10 yards away, +1 per Level. They strike the target they are in melee with, and then, on the same Initiative Mark, blink to another within range and strike again. They may do this a number of times equal to their Level, but the range decreases by 1 yard for each successive target, i.e., a 5th Level Runner has a range on Mystic Strike of 15 yards to the first target after melee, the next must be no more than 14 yards away, then 13 and so on. They cannot hit a target more than once, and when they have no more viable targets, they end up in melee with the final target, facing their front. They can only attack as many targets in range equal to their Level +1.

When they perform this Ability, they gain +2 to-Hit per Level on their primary target (the one they begin melee with) and have one less bonus to-Hit for

each successive, i.e. a Level 5 Runner that Mystic Strikes receives a +10 to-Hit on the first enemy, +9 on the second, +8 on the third and so on. Each strike inflicts normal damage, +1 Raw Magic Damage per Level, again, reduced by 1 for each successive target. They only get one attack on each enemy no matter their skills, but their Mastery Style bonuses do apply to each strike. Once they start, they cannot be targeted or hit until they finish their Ability. When they finish, they have a -10 Evade, one less per Level, i.e., at Level 4 they'd have a -6 to their Evade when finishing the move (to a minimum of 4). The whole of this Ability starts and end on the same Initiative Mark.

Once performed, the Runner must wait for 5 Rounds to perform this Ability again.

Anfeteric Joust

A maturation of the Mystic Stride Ability, Runner, can use a weapon, and their body, to charge an opponent as a horse does at Level 4, with an additional +5 movement. Their bodies become that of light, as they streak through the target. Three times per Passing, a Runner can perform a Lansing Charge on foot when using a polearm or a Mounted Charge on foot if using any other melee weapon. Keep in mind that a Lansing Charge must always go to the full distance of movement. When the Runner hits an opponent, the weapon does damage as normal, but the Runner's semi-ethereal body passes through a hit opponent causing 1d4 Raw Magic Damage per Level, R.Myc.0/Rdc. A ResCheck reduces the damage by 1 per RO.

At Level 7, they can combine all their Abilities and add to their already potent Abilities when entering combat. Thus, they may Anfeteric Joust an opponent, and then Mystic Stride into another (or the same), then Mystic Strike all they can. Or, they can Anfeteric Joust an opponent and if ending up 17 yards away or less (at Level 7), Mystic Strike.

THE SCOUT

ROGUE PHYLUM

| | |
|-------------|---------------|
| Alignment | Any Alignment |
| Affiliation | None |

Hit Points per Level: 1d8

Requirements

| | |
|------------|------|
| Strength: | None |
| Longevity: | None |
| Agility: | 10 |
| Dexterity: | 12 |
| Intellect: | None |
| Mysticism: | None |

Resistances

| Vs. Nat | Vs. Myc | Vs. Mag |
|---------|---------|---------|
| 0 | 0 | +1 |

Max Mastery Style | 5 & 10 with Ranged Styles

Allowed Races

Human, Sand Elf, Wood Elf, Grey Elf, Hill Dwarf, Grey Dwarf, Rosendarik & Dafter

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 7 | 13 | 6 |
| 2 | 43 | +1 | | |
| 3 | 87 | | | |
| 4 | 218 | | +1 | |
| 5 | 392 | | | |
| 6 | 610 | +1 | | |
| 7 | 872 | | | +1 |
| 8 | 1308 | | | |
| 9 | 2180 | +1 | | |
| 10 | 4360 | | 0 | 0 |
| 11+ | +1,090 Experience Points per Level | | | |

Magic

None

Available Mastery Styles

Basic Mastery, Blind Man's Mastery, Defensive Style, Dual Weapons, Dueling, Gapping Technique, Karu-Sun, Paired Small Weapons, Paired Weapons, Staff Mastery, Whirling Blade, Advanced Hunter's Mastery, Bowman's Mastery, Crossbow Mastery, Precision Marksman, Sniper's Technique & Thrown Weapon Mastery

Available Skills

General, Warrior, Rogue, Wilderness & Artificer

Free Skills

Fletcher & General Survival

Available Weapons

Light Weapons, Simple Weapons, Limited Skill Weapons, Whips, Common Swords, Small Swords, Finesse Swords, Crossbows, Bows, Precision Weapons & Rifles

Available Armor

Deflectors, Light Armors & Light Leather

Scouts are master bowman and accomplished rogues. They forfeit expertise in melee combat in favor of range superiority. A Scout does not need to be a bowman per se but is adept at any ranged weapon: be that a bow, crossbow, thrown weapons or something more exotic from the weapons of the Archanium. Scouts can come from any walk of life, from any social class, and about any background. They have no restrictions in alignments and Scouts are free to act as a Player chooses. The art of range combat has been a necessity in many armies for centuries and Scouts are a product of Cycles of military training turned into the civilian sector. One of their main purposes is, well, scouting. They are used in armies to go in front of the army's pickets and find opposition compositions, movement patterns, current actions and such. Outside of an army, they fill much of the same role. Scots excel at finding a path for a party, track a quarry and keep the party from ambushes.

Scouts fare very well in adventuring parties. Their skills allow them to look ahead for the party and guide their allies to their destination. In a fight, Scouts should be guarded by melee specialist so they can harass their enemies from afar. But, Scouts do have enough know-how in close-quarters combat to hold their own.

Obviously, Scouts chief advantage is their mastery with ranged weapons. They can specialize in any type of ranged weapon and exceed any other class when it comes to damage from afar. They can only learn to wear light armors while being able to execute their range skills and are not spellcasters.

Master Tracker (None)

Scout Skill

Skill Slot Cost: N/A

Scouts have been trained to stay on the trail of most any target; this includes through the wilds and cities. This Skill allows a Scout to track a target by numerous different means. They can use physical prints in the ground, tell by broken branches how long someone has passed through, even gather info in a city to find their target. It does not allow a Scout to know the tracks of animals, figure out a past scenario based on ground imprints and the like. It is purely for following a specific target

Additionally, Master Tracker allows a Scout to path-find. On a Target number of 2, each RO cuts down the general length of a journey by 2% as the Scout leads the party by the very best paths avoiding hard-going terrain. They can also look at a map and deduce the better terrain and what might look like a bottleneck or impassable section. This Skill starts at Rank 1 and has a Progression of 2.

Bowmen Extraordinaire

Scouts are all trained in the art of ranged combat and excel at it like no other. They may be masters of bows, crossbows, throwing weapon, and even all of them. Scouts get a -1 Weapon Skill Progression for all ranged Mastery Styles. Moreover, they can perform special maneuvers and receive unique bonuses when using a ranged weapon. They also only need to spend 3 Marks to Set when getting ready to attack at Range.

Scouts receive a -1 Critical Number when using any Crossbow or Thrown Weapon. Along with Mastery Styles, this bonus can bring a Scouts Critical Number down to 6.

Scouts can thread a needle with a bow and have no problem targeting the soft spots in armor. Crossbows and Thrown Weapons get a -1 to their Armor Bypass (if they have one, if not, then this has no effect). At Level 5, they have a -2 to Armor Bypass. The minimum Armor By-Pass is 1. If this Ability brings it down lower, then add 2 Critical Severity to any Critical Strike for each By-Pass below 1.

The Scout can forfeit all normal attacks to attack two separate targets in a Round. There is one roll to-Hit with all normal modifiers, and Mastery Styles' benefits apply. The targets must be within a reasonable distance of each other and within the Front Arc. (determined by the Storyteller). The Scout either knocks two arrows, they split off into two trajectories or throws two weapons, one in each hand. This cannot be done with a Crossbow.

All Scouts have their very favorite of weapons. This is chosen at Level 1 and is permanent. With that weapon, the Scout receives +1 Steps in Attacks per Round. If that weapon is a Bow or anything out of the Precision Weapons Group, the Scout receives +2 Steps in Attacks per Round. This bonus, when combined with a Mastery Style, CAN exceed the weapon's Maximum Attacker per Round.

Weapons of the Archanium and Rifles fall somewhere in between and don't conform as a Weapons Group. Gonts and the Torval counts as Crossbows when applying Bowman Extraordinaire. The Flamer and Lightning Caster cannot be used with this Ability.

Scouts can reach Mastery Style Rank 10 on any ranged Mastery Style.

Scouting

Scouts have an ability to smell out the danger that lies in front of them better than most other Rogues. They count as 4 Levels higher on any Unassailable Check. Furthering the capabilities of the Unassailable Phylum Ability, Scouts also know if something ahead is just "not right." This might be a mechanical trap, a ward, broken ground or anything that would be an issue walking across. Roll this as a standard Unassailable Check (no +4 Levels).

Lastly, Scouting grants the character extraordinary vision and observation when pausing to look ahead at the path that lay in front of them. They must be able to see a good portion of that scape and being elevated helps a lot. A Scout can see things that only those who took a lot of time with a magnifying glass could in a few moments. They may be able to see people or animals moving up ahead. If tracking, they might even get a glimpse of their quarry. They can also see roads, paths, and the best routes and this can be used in lieu of a map for the Master Tracking Skill, albeit limited to what is seen.

THE SHADOW MAGE

ROGUE PHYLUM

Alignment | Any
Affiliation | None

Hit Points per Level | 1d4

Requirements

| | |
|------------|------|
| Strength: | None |
| Longevity: | None |
| Agility: | 10 |
| Dexterity: | 12 |
| Intellect: | 12 |
| Mysticism: | 13 |

Resistances

| | | |
|---------|---------|---------|
| Vs. Nat | Vs. Myc | Vs. Mag |
| 0 | 0 | 0 |

Max Mastery Style | 3

Available Mastery Styles

Basic Mastery, Frenzied Swarm, Paired Small Weapons, Staff Mastery & Quick Missile Mastery

Allowed Races

Human, Wood Elf, Grey Elf, Blue Elf, Rosendarik, Lyfin & Dafter

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 7 | 4 | 3 |
| 2 | 50 | +1 | | |
| 3 | 101 | | | |
| 4 | 254 | | +1 | |
| 5 | 457 | | | |
| 6 | 711 | +1 | | |
| 7 | 1016 | | | +1 |
| 8 | 1524 | | | |
| 9 | 2540 | +1 | | |
| 10 | 5080 | | | |
| 11+ | +1,270 Experience Points per Level | | | |

Available Skills

General, Wizard, Rogue, Thief, Social & Artificer

Free Skills

Spell Lore & Spell Ready

Available Weapons

Light Weapons, Simple Weapons, Limited Skill Weapons, Common Swords, Small Swords, Finesse Swords, Crossbows & Fast Throwing Weapons

Magic

Type of Caster

Illrathic Caster

Available Armor

Deflectors, Cloth & Light Leather

Initial Spell Points | +2
Spell Points per Level: | 1 per Lv

Level Max Spell Rank

| | |
|---|-----|
| 1 | 1st |
| 3 | 2nd |
| 5 | 3rd |
| 7 | 4th |

Available Spell Sources

| Light | Shadow | Elemental | Scarlet | Orderly |
|-------|--------|-----------------|--------------------|---------|
| | | | | |
| | | | Force (Minor) | |
| | | Natural (Minor) | Perception (Minor) | |
| | | Time (Minor) | | |
| | | Wind (Minor) | Utility (Minor) | |

The Shadow Mage is a scorned and detested product of the magic Scholasta. All Shadow Mages start life as a Rogue, and then infiltrates into one of the schools of magic, posing as a normal applicant. Of course, all these people possess the natural aptitude for magic and are young enough to warrant entry into the scholasta. They are, however, supported by some form of underground roguish organization – most often, a thieves' guild. Their aim is to gain the capabilities of true magic use for their own ends. After all, there certain things that only magic can do, and what better way than to have your own mage? It's important to note that this is very seldom completely voluntary. The Magic Scholasta has known for generations that the shadowy organizations have been infiltrating their ranks. As a precaution, the background of each applicant is checked, and they're scrutinized by spells as to their identity. For a time, this shut out the rogues, but they found a way. Each Shadow Mage is mentally conditioned to forget their past and take on a new identity so they can pass the Scholasta's scrutiny. While the Scholasta knows this occurs, there is little they can do to stop it. In fact, the name Shadow Mage is given by the Scholasta as a derogatory term for those who slip by – the guilds have kept the name as a bad-handed insult.

Shadow Mages are normally held very closely by those organizations that spent so much time and effort in creating them. They also see the need for Shadow Mages to get out into the world and earn their place amongst the rogues. They join adventurers for all the same reasons a Thief would. They are excellent Rogues, but for different reasons than many of their kin.

Shadow Mages have a very eclectic kit. They have basic Rogue Skills and structure but are not the best by far. They rely on their spellcasting abilities to bolster their abilities and gain access to places the physical nature of other Rogues cannot. Quite frail, they should be looked after but also have an unexpected offensive capability if used properly.

Anti-Scholasta Conditioning

When a Shadow Mage is needed, a guild takes one of the youngest members, or possibly a promising street urchin, and find out if they have some magical capacity. If so, they are put through rigorous instruction by some of the very best within the guild to make them competent thieves as soon as possible. The guild knows they will lose this person to the studies of magic for some Cycles.

During this accelerated training, special subliminal messages are introduced. Over the course of about 400 Passings, enough instruction and messaging has been done, and the person is set. On the way to the mage school, a sentence, picture or combination is used to trigger the mental conditioning, and the Shadow Mage-to-be falls asleep. When they wake, they only know what has been fed into them from the guild. Unbeknownst to them, the guild has spent time and money to plant fake witnesses that testify when the school checks to see if their applicant is legitimate.

The person is sent off into the school and met by a member of the guild, Cycles later. On the road "home," another set of pictures or words is used, and again the Shadow Mage falls into a slumber. When they wake, they remember all they had done, learned, and who they truly are.

Of course, the guild is most interested in keeping their investment safe, and under their control. Thus, each Shadow Mage has 3 or 4 persons within that organization that know this special set of words or images. While the Shadow Mage is aware of it, there is nothing they can do to protect themselves and falls into a unawakable slumber for 1 hour. Since most know of the fate of a Shadow Mage, most all that are chosen are taken from outside the guild or only the very new who don't know better.

The Shadow Mage is at the beck-and-call of the guild. However, this conditioning does nothing to control the Shadow Mage's actions, and their will is their own. The guild will, at times, put Shadow Mages into a cell or make threats, they know that the end decision on any matter is in the hands of that person.

Chances are that any given Shadow Mage's cover is blown, and the Scholasta at large is aware of who they are, but probably not where they are. Shadow Mages are not allowed into any mage school

or anything connected to the Magic Scholasta if they are known.

Rogue Caster

After a Shadow Mage comes back to the guild, another Shadow Mage trains them in the ways of casting in a subtler manner. By Level 2, if they've had enough time within the guild for about 100 Passings of instruction, a Shadow Mage can cast a spell without all the lights, sound and fuss. They can still choose to show their power but can also completely mask it as well. As this stage, the Shadow Mage only hides the visuals WHEN casting. Once the spell goes off, all returns to normal. Also, any verbal component of a spell can be whispered, so softly that the mage barely lips the words, causing no sound.

One Level after they learn to mask the casting portion, they can start to mask the spell's effect as well. The Shadow Mage may add 1 to the Casting Difficulty per Rank of the spell to mask the visual effects. They may also add 1 to the cost to perform the same function. Both these options secure a reliable masking. If the Shadow Mage doesn't want to waste SpP or increase the difficulty, they may choose a more random option. The Player roll 2d6 + half the Shadow Mage's Level (round down) with a Target Number of the spell's Casting Difficulty.

At Level 4, the Shadow Mage receives a +3 to the Basic Block when entering a Wizard's Duel.

Fast Caster

Shadow Mages spend a large amount of time practicing speed with their spells. Their jobs don't always have the luxury of time, and a spell cast swiftly can mean life or death. The Shadow Mage may choose 1 specific spell per Level; these choices are permanent. Those spells can always be snap-casted if it is *At the Ready*. However, speed has its prices and any spells snap-cast count as if they're *not At the Ready* for purposes of Catastrophic Miscast.

Instead of a snap-cast, the Shadow Mage may cast a spell for the normal Casting Time, but treat the Action as a Fast Action – allowing them to do far more when casting. The same rules for a Catastrophic Miscasts apply to this version of Fast Caster as well.

At Level 3, the Shadow Mage choose 1 Spell Source and reduces all Casting Times within that Source by 1 Mark. At Level 5, they may choose another Source, or reduce the already-chosen by another 1 Mark. Once again at Level 8, and a Casting Time that reaches 0 is considered to be a snap-cast spell. This aspect of the Ability does not share the Catastrophic Miscast modifier as the previous portions.

A Time to be Unseen

There are two opinions of which is better for the guild, manipulation of the sight, and manipulation of time. The Shadow Mage much choose one by Level 4, where they gain Cantrips for that Source only. Additionally, all spells from that Source have 1 less Casting Difficulty and cost 1 less Spell Point.

THE THIEF

ROGUE PHYLUM

Alignment | Non-Lawful
Affiliation | None

Hit Points per Level | 1d6

Requirements

| | |
|------------|------|
| Strength: | None |
| Longevity: | None |
| Agility: | 10 |
| Dexterity: | 10 |
| Intellect: | None |
| Mysticism: | None |

Resistances

| Vs. Nat | Vs. Myc | Vs. Mag |
|---------|---------|---------|
| +1 | 0 | 0 |

Max Mastery Style | 6

Available Mastery Styles

Basic Mastery, Backhand Technique, Blind Man's Mastery, Counter Blow Technique, Defensive Style, Dual Weapons, Dueling, Following Blow, Gapping Technique, Paired Small Weapons, Paired Weapons, Polearm Mastery, Staff Mastery, Swordsman's Draw Mastery, Whirling Blade, Advanced Hunter's Mastery, Precision Marksman, Quick Missile Mastery & Thrown Weapon Mastery

Allowed Races

Human, Wood Elf, Grey Elf, Blue Elf, Hill Dwarf, Grey Dwarf, Rosendarik, Lyfin & Dafter

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 7 | 5 | 3 |
| 2 | 41 | +1 | | |
| 3 | 82 | | | |
| 4 | 205 | | +1 | |
| 5 | 369 | | | |
| 6 | 574 | +1 | | |
| 7 | 820 | | | +1 |
| 8 | 1230 | | | |
| 9 | 2050 | +1 | | |
| 10 | 4100 | | 0 | 0 |
| 11+ | +1,025 Experience Points per Level | | | |

Available Skills

General, Rogue, Thief, Social & Artificer

Free Skills

Read Scrolls & General Thievery

Available Weapons

Light Weapons, Simple Weapons, Limited Skill Weapons, Whips, Common Swords, Small Swords, Finesse Swords, Driving Polearms, Crossbows, Bows, Grenades, Precision Weapons, Heavy Throwing Weapons & Fast Throwing Weapons

Magic

None

Available Armor

Deflectors, Light Armors, Light Leather & Shi

The Thief is far more than a simple cutpurse or burglar; they are masters of getting into guarded and locked places. Thieves are supreme experts at remaining hidden and moving about undetected. Most of these are born in populated areas in the major cities of Wyrmsbane, where they learn their trade as impoverished children. Normally, a more experienced thief takes them under their wing and teaches them how to be a true master of the shadows. Thieves can really have any outlook on life as long it does not concern law and order, which is contrary to their profession. Thieves don't necessarily need to break into houses and steal things that aren't theirs. Many work for the common good using their skills to take back what was wrongfully seized by others.

A Thief is always a welcome addition to an adventuring party. They have the ability to scout ahead and see what lies in front of the other members of the group without causing alarm. Many adventurers can learn to trust a Thief and see them as a person with a unique set of skills that can be used for whatever purpose they choose.

The Thieves of Wyrmsbane are surprisingly proficient in close quarters combat, having learned how to defend themselves on the streets of many cities. They also have the ability, through skills, to access some of the mystic realms without ever having to go to the magic schools to learn to cast. Most of the advantages of this Character Class are contained within their chosen skills.

The Thief's Way

Thieves are the apotome of roguish skill. They spend Cycles practicing their talents, even before they start their lives as an adventurer. Many Thieves come from common beginnings, where they would use these talents to sustain themselves, and maybe even earn a little coin. As times goes on, only the very best of these would-be rogues

are selected by the professional caste of their kind to be trained and brought into the fold.

From their immense practice and application, no matter the cause, Thieves start their "official" career with far more ability than other rogues.

All Thieves may reroll any failed Thief Skill once per Passing, or they may auto-success any Thief Skill with a Target Number up to 7 (+1 per Level of the Thief) once per Passing. These two abilities oppose one another, and they may either do one or the other.

At Level 5, all Thieves may treat 5s as 6s when rolling a Thief Skill Check. However, 5s do not count towards further rolling after the first roll. i.e., if you roll a 5 and 4, you can roll the 5 again and add it to the total of your Skill Check. If you roll a 5 again, it is just a 5 and does not count as a natural 6. This ability extends to Rogue Skills as well. If used with a Rogue Skill, those 5s MAY be rolled again on successive rolls of a Skill Check.

Furthermore, Thieves have a -1 Skill Progression for all Thief Skills. Skills may be lowered to a Progression of 1 by virtue of this Ability.

Any time a Thief makes a successful Skill Check when performing a pre-meditated act of Thievery, they gain +2 Pips per successful Skill Check. By level 5, they gain an additional +1, for a total of +3 Pips.

Thieves are fiercely independent individuals, relying on no others for their success and survival. Thieves, thus, need no trainer to raise from one Rank of Thief or Rogue Skill to the next. As soon as they have enough Pips, they get the new Skill Rank, even when crossing levels of skill, i.e., journeyman to veteran.

The Guild

While most anyone can join a Thieves' Guild, only actual Thieves can be part of the innermost circle and run a guild. Moreover, Thieves normally get special treatment from guilds and a much easier ordeal to join. Of course, all this trust comes with terrible consequences should a Thief ever betray the guild.

All Thieves start the game as an initiate (of sorts) with the local guild, tasked to perform some chore for the guild in return for acceptance as one of their own. Should they succeed, they are welcomed into the guild and gain basic membership, along with all the perks that particular guild provides (more from the Storyteller on specifics). Once a member, they must upkeep their status through works.

Thieves gain a new feature property called "Favor" to their character. Favor ranges from 1 to 10. Upon entry, all Thieves are considered to have 2 Favor – the basis for entering into the guild in the first place. Each new task assigned by the guild grants an opportunity to raise their Favor. Tasks left undone, failed or ignored degrade the Favor. The Storyteller assigns missions and tasks from the Guild as appropriate, but always remember a Thief who does not contribute to the body is a waste and should be cut off. Additionally, Favor degrades over time, as a Thief not bringing in some sort of income, literal or otherwise, lose their rapport with the hierarchy of the guild quickly.

Generally, Thieves' Guilds don't allow retirement. Those who leave, or fall to 0 Favor, are considered a liability and should be dealt with. Again, because thieves know so much of a guild, living witnesses are not normally accepted.

As a general background, most cities with a population of about 1,000 have an active thieves' guild. Some larger cities may have more than one. Each guild has its own objectives and aspirations, always roguish in nature. Typically, guilds do not like one another. A guild may have

satellite locations in several cities, or maybe just one place. If there is another in that location, the guilds are competing for business and resources, and such competition normally ends in bloodshed.

All guilds have their own form of language, specific to that guild. Not normally spoken, it is a visual form of communication. Made up of symbols and runes, it does not have meaning directly, as in words, but indicates locations or directions. Guilds post their runes across their turf to let those of the guild know where to find safe houses, secret passages and the like. All Thieves of the guild know their language. The language of guilds is not universal. However, they can spot symbols of another thieves' guild, even if they cannot read them.

Never Corner a Thief

A Thief always, I stress always, tries to get away from a capturing situation. Many know much about the guild they serve with names and locations. If cornered, Thieves gain a +1 to-Hit and Damage in melee. At Level 3, Thieves gain First *Strike*. This Ability carries through to all situations, and not just when cornered.

At Level 3, a Thief may choose either the Firing Assault or Stand and Fire General Ability. At Level 6, a Thief gains the other - Firing Assault or Stand and Fire General Ability.

Casing

Most Thieves are pensive and intelligent, not wanting to rush into a situation unprepared. When tasked with a roguish objective, the Thief may spend 2 Passings casing the location, looking for patterns in guards, vulnerabilities in security, open windows, tenant schedules and the like. When doing this, they receive a +4 to all Rogue or Thief Skill Checks when invading into that location.

Wardens are skilled woodsmen who prefer life in the forests to that of the cluttered cities. They are roguish characters who are good with both the bow and the sword. Most Wardens come from the rural areas and spend their childhood in the forests and woods around where they grew up. They learned to survive out there and can sustain themselves indefinitely. Very few other Character Classes are as proficient at tracking and noticing the small nuances of the wastes than a Warden. Much like the Drealon, they believe in the balance between nature and the civilized people. Their views on this balance cause a Warden to have a very ordered outlook on life, that everything has a balance that can be achieved. Most Wardens are very helpful towards the public and always accept tasks from small villages to assist the peoples there.

Wardens spanned most of their careers as an adventurer, guiding adventuring parties through the wilderness and helping them to find their way. They can hold their own in combat and are a threat at range.

Wardens use lighter armors but can learn a fair bit of Mastery Styles and more than hold their own in melee. They do have some access to certain Elemental Sources that can assist them and their party in certain situations. In combat, wardens are best served if they focus either on melee combat or ranged proficiency.

Home Turf

All Wardens hail from a particular environment, usually, a forest called their “Home Turf.” They are completely at home in this environment and can sustain themselves with little effort. They likewise know all about the animals, flora and basic locations of that area. The “Home Turf” refers to that specific section of the environment. For instance, if a Warden is from the Skara Forest, then this ability applies to that area of the Skara Forest that the Warden originates. If that Forest has different settings (an evergreen portion and then a dryer sparse portion), then the Warden only uses this ability to full capability in that part he is from.

The Survival... Skill is always associated with their Home Turf. The Skill is greatly expanded while in that terrain and also allows the Warden to:

- Know herbs as in the Herbalist Skill
- Track as in Tracking Skill
- Know animals, as in the Animal Lore Skill
- Notice oddities around him, as in the Observation Skill
- Know how to get around, as in the Orienteering Skill, but without the need for a map

When not in this specific area, the Survival Skill works as normal, but without these additions.

Furthermore, the Warden cannot fail a Survival Skill Check while in their Home Turf for items that would fall under the normal Survival Skill. Any failed rolls are counted as minimum successes. This is limited. This auto-success only applied to normal tasks such as finding food, identifying an animal and the like. And Check against something out-of-the-ordinary still requires a Skill Check, but the Warden receives a bonus to roll equal to their Level (to a maximum of +8). The expansion of the Survival Skill does not receive any bonuses or modifiers.

While in this terrain, the Warden cannot be ambushed or snuck up on. They always make their Unassailable Check when sniffing out an ambush. Even Abilities (like the Bandit's *Superior Ambush*) or Skills (like Master Thievery) cannot surprise a Warden on their Home Turf. This does not mean someone cannot hide or be *Hidden* from the Warden; it just means the Warden cannot be surprised, ambushed or snuck up on.

While on their Home Turf, a Warden has the *Camouflaged (X)* Ability, where X is the Level of the Warden +5.

Lastly, while on their Home Turf, where they grew up and spent the vast majority of their youth, certain other benefits apply. Knowing the land so well allows them to know how to use it to their advantage in combat. They know how to duck behind branches, steady themselves on shifting leaves or rocks and are just far more capable. This is linked to their overall experience, and additional bonuses come with Levels.

| Level | Other Benefits |
|---------|--|
| Level 2 | +1 to-Hit |
| Level 3 | +1 to any ResCheck |
| Level 4 | +1 Evade |
| Level 5 | +2 to-Hit |
| Level 6 | +2 Evade |
| Level 7 | +3 Land Speed |
| Level 8 | +3 Evade |
| | +3 to any RO when determining |
| Level 9 | Critical Severity, but it does not add to the roll to-Hit. |

Animal Companion

Wardens tend to find friends in animals. Not like the Drealon or Caller, who loves all animals, they instead bond to an animal (and the animal to the Warden) for mutual protection and companionship.

At Level 2, The Warden may choose one of the following as an Animal Companion:

- Bird or Raptor
- Pack Animal, such as a wolf
- Prey Animal, such as a deer or moose.
- Large Predator, such as a bear.

Each of these animals is as they are in the Tome of Monsters and Beasts and has a maximum Monster Rank of the Warden's Level divided by 2, round down (to a maximum of Rank 4).

This animal is not special in any way, just an animal bonded to the Warden. Likewise, there is no higher communication between the two; they simply seem to know each other. The Animal is very attached to the Warden and defends the Warden to its last. While there is this affinity, it is still just an animal and acts accordingly, sometimes even against the Warden's will. Think of it as a peer and not a minion. If killed, a Warden can find a new companion through about a shift's (10 Passings) worth of solid effort.

Naturopath

Wardens have a bred-in ability to bind wounds and cure ailments. From so long in the wilds, they have come to rely on themselves. They can use herbs (those that they know from their Home Turf) to bind wounds that stops bleeding and heals 1d4+1+their Level in Hit Points over a night's rest. This can only be done once to each person per week. If the Warden has a healing Skill (like Mender or Healing), this ability grants an extra +1 per Level of the Warden to the Skill Check. Again, this only applies when using herbs from their Home Turf.

This can also cure afflictions and ailments, even those mystic in nature if they have the right herb. The Target Number is set by the Storyteller, and generally, Poison A would be 3, Poison C would be 12, and something like petrification would be 20 or more. The Warden rolls 1d6 + ½ their Level against the Target Number. Success means some form of relief, but not necessarily a total abatement.

Wizards

Wizards are extremely powerful, able to fell groups of enemies with a single spell or inflict great damage on a single powerful opponent. They are, however, all very frail and not meant for melee combat. In fact, most cannot learn Mastery Styles, as all their time was put into training in the arcane arts. There are more Character Classes in the Wizard Phylum than any other. Each Character Class has a different combination of spells that make them distinct. If a Player is drawn to a “glass cannon” kind of character, a Wizard is probably a good choice.

Phylum Abilities

Deep Study

Only available at character creation. Wizards spend enormous swaths of time in study, they receive any 2 Wizard Skills for free. Additionally, they may reduce the Progression of any 3 Wizard Skills by 1.

Force of Will (X)

Choose one available Source of Magic, and when casting a spell from it, add X to the Cast Spell Skill Check.

Knowledge of the Arcane

All wizards study the arcane and ancient. This grants them the Knowledge of the Arcane Skill. The Skill starts at Rank 1 and has a Progression of 2 and is considered a Wizard Skill. This skill allows the Wizard to understand a good deal about arcane things in general. It allows a limited ability to identify magical items, enchantments, wards, and mystic devices. Moreover, they have the ability to sense magic around them, much in the same way a character with Observation would see the normally unnoticed.

Path of Excellence (X)

All Wizards choose one of their Major Sources as a focus. All spells within this Source have a reduced Casting Difficulty and Cost equal to the Potency of this Ability, to a minimum of 2. They automatically can learn any new spell from that Source without needed a Skill Check.

Furthermore, the caster may use Cantrips from this Source (see Magic chapter).

Spells from this Source cannot be Catastrophically Miscast and attain Spell Mastery twice as fast.

Dueling Expert (X)

Wizards with this Ability add +1 per Potency to their Cast Spell Skill Check when Dueling another in a Wizard's Duel.

Dedicated Magic Well (X)

A Wizard chooses a Spell Source they have access to and creates a special Magic Well with SpP equal to half their maximum “normal” Magic Well. This special Magic Well is dedicated to that chosen Spell Source. SpP increases for only the Classes' base Spell Points per Level, with no bonuses. The caster must use the dedicated Magic Well to cast from that chosen Source, and only spells from that Source can draw may use these dedicated SpP. As long as there is 1 SpP left in the Dedicated Magic Well, one spell can be cast for the remaining SpP in the Well. Then, set to zero and SpP regeneration is delayed for 2 Passings.

ABJURATIONIST

WIZARD PHYLUM

Alignment | Lawfully Good
Affiliation | None

Hit Points per Level | 1d3+1

Requirements

| | |
|------------|------|
| Strength: | None |
| Longevity: | None |
| Agility: | None |
| Dexterity: | None |
| Intellect: | 14 |
| Mysticism: | 16 |

Resistances

| | | |
|---------|---------|---------|
| Vs. Nat | Vs. Myc | Vs. Mag |
| +3 | -2 | -1 |

Max Mastery Style | 3

Available Mastery Styles

Basic Mastery, Staff Mastery & Thrown Weapon Mastery

Allowed Races

Human, Wood Elf, Blue Elf, Rosendarik & Lyfin

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 7 | 5 | 2 |
| 2 | 71 | +1 | | |
| 3 | 142 | | | |
| 4 | 355 | +1 | | |
| 5 | 639 | | | |
| 6 | 994 | +1 | | |
| 7 | 1420 | | +1 | |
| 8 | 2130 | | | |
| 9 | 3550 | +1 | | |
| 10 | 7100 | | | |
| 11+ | +1,775 Experience Points per Level | | | |

Available Skills

General, Mystic, Wizard, Social & Artificer

Free Skills

Spell Lore & Spell Read

Available Weapons

Light Weapons, Simple Weapons, Limited Skill Weapons, Small Swords, Grenades, Precision Weapons & Fast Throwing Weapons

Magic

Type of Caster

Illrathic Caster

Available Armor

Deflectors & Cloth

Initial Spell Points | +5
Spell Points per Level | 3 per Lv

Level Max Spell Rank

| | |
|---|-----|
| 1 | 1st |
| 1 | 2nd |
| 4 | 3rd |
| 5 | 4th |
| 6 | 5th |
| 8 | 6th |

Available Spell Sources

| | Light | Shadow | Elemental | Scarlet | Orderly |
|---------------------|-------|--------|-----------|---------|---------|
| Aura | | | | | |
| Defending | | | | | |
| Healing (Minor) | | | | | |
| Knowledge | | | | | |
| Protection | | | | | |
| Transmutive (Minor) | | | | | |



A very proud product of the Magic Scholasta, the Abjurationist, or Aura Mage, is one of the most defensive magic users. An Abjurationist builds fields of magical energy around them that protect against many different onslaughts. They are the protectors and shield those who cannot defend themselves. In fact, they have learned to all but surrogate the Aura Magic Source as an innate ability. An Abjurationist starts off in the normal curriculum at a school of magic and then spends an extra few Cycles to learn the particulars of their craft. All Abjurationists are screened before they enter one of the schools of magic, and if they have the gift, their destiny has been set for them. Abjurationists are always good of heart and desire to uphold law and order. They are brave and resolute in the face of even the most horrific of foes. They always treat others with regard and are much-loved and respected by the common folk. Although normally of small stature, Abjurationists always seem larger-than-life due to their large personality and bravery.

An Abjurationist would be an excellent addition to any adventuring party, as long as that party's alignment does not foul the Abjurationist's. Once their training is done, Abjurationists usually head off to the rural areas to find work in protecting the people and keeping the defenseless safe. This could take on many forms from operating in a village to embarking on a quest to rid the area of ransacking monsters.

Like most Wizards, Abjurationists do not gain a high amount of Hit Points and have little martial prowess. That said, an Abjurationist can be in the front lines of combat. They use the aura as they form around themselves and others to ward off attacks and can remain near the front line to watch over their allies.

School of Abjuration

Abjurationists concentrate on the Aura Source, from which they draw their power. Through many hours of study, they learn the most efficient manner to draw from the Aura Source. Aura Spells are always *At the Ready* and do not take up any *At the Ready* slots.

All Aura Source spells have Casting Difficulty and Cost lessened by 1, plus 1 per 2 Levels (-1 at Level 1, -2 at Level 3, and so on), to a minimum of 2 CsD and 1 Cost.

Innate Auras

The Abjurationist's training is centered around using their Abilities to build Auras that shield them from attacks.

These Auras are immaterial, about 2 feet in spherical radius around the spell caster (egged-shaped), and always "active". The Abjurationist may turn off any or all Auras when they wish as a Free Action; and as a Free Action, turn them back on. They are completely invisible, but show their form when absorbing damage.

Because it extends their body's volume, the Abjurationist is very easy to hit. Their Evade in Melee is -5, to a minimum of 4 and is -12 against ranged attacks, to a minimum of 3. However, Auras are magical in nature and cannot be Critically Struck, nor does the Extra Damage mechanic from physical attacks work on the Aura.

The Abjurationist gains a new Aura each Level, including Level 1, all the way through Level 9. Each Aura is associated to a Type of Damage, i.e. Slashing Damage, Fiery Damage, Concussive Damage and so on.

At Level 1, they may **not** choose any physical Damage Type (Absorbs 1-3) but may starting at Level 2. It is important to note that the Damage Type is specific, e.g. an Aura against Fiery Damage does not protect against Heat-Based Damage.

Each Aura has 2d10 Hit Points, plus the Character's Racial starting Spell Points, and Bonus Spell Points per Level when the Aura is first formed. Like Hit Points, this is always maxed when first formed. Each Level, each Aura gains 2d10 plus the

character's Bonus Spell Points per Level, e.g. Each Aura of a Wood Elf with a +3 to SpP per Level and a Racial base SpP of 6 would start with 29 Hit Points (20 + 3 + 6) and gain 2d10+3 each Level.

These Aura are all independent. So, at Level 5, the Abjurationist would have 5 Auras, the first would have a total of 10d10 Hit Points (plus bonuses), the one they gained at Level 2 would have 8d10, the one gained at Level 3 6d10 and so on.

Auras regenerate at a rate of 1 Hit Point per hour, per every other Level, i.e. 1 at Level 1, 2 at Level 3 and so on. This recovery is automatic, and the Abjurationist does not need to rest or focus.

At Level 7, they may focus on one Aura, sacrificing regeneration for 3 Passings to allow that same Aura to regenerate Hit Points at 1 Hit Point per Level per minute for a total duration of 1 hour per Level, e.g. a Level 7 Abjurationist can choose to have one Aura regenerate 7 Hit Points per Minute for 7 Hours, and then that Aura cannot recover Hit Points for 3 Passings.

Like Hit Points, all Auras are capped at a maximum and cannot regenerate past that value.

When an Aura runs out of Hit Points, all remaining damage is transferred to the Abjurationist, even if the attack did not physically touch them, as a wound forms on the Abjurationist as if they were struck.

Aura Melding

At Levels 3, 5, 7 and 9, the Abjurationist may meld a new Damage Type into an existing Aura, as long as that Damage Type falls under the same Absorb. An Aura that only protected against Fiery Damage may now have Heat-Based Damage added to it, or, an Aura that soaks Slashing Damage may have Clawing Damage added at Level 3, and then Hacking at Level 5.

Auraic Riposte

At Level 4, an Abjurationist can use a Full Action to attack in a radius. The radius is always 1 yard per Level of the Abjurationist. The Abjurationist crashes an Aura to release all damage that it has taken to that point. This can be done as many times as wished, and contingent only on there being at least 1 Hit Point in an Aura.

All currently missing Hit Points from the chosen Aura are expelled into the radius, as the wounds the Aura took appear on those in the AoE. Damage is evenly shared amongst all within the AoE and the Damage is always the same Type as the Aura soaks.

At Level 5, the Abjurationist may make a Cast Spell Skill Check with Target Number equal to 3 per person inside the radius in order to choose who is affected by the damage. At Level 9, this falls to 2 per person.

Shifting Auras

When an Aura is weak, the Abjurationist can move the remaining energy from one Aura to another. At Level 5, as a Full Action, an Abjurationist can "crash" one Aura, transferring all Hit Points to another. The crashed Aura cannot regenerate for 2 Passings. The chosen Aura gains all Hit Points, but not to exceed its maximum.

At Level 8, the Abjurationist can crash a second Aura for the same effect.

Auraic Growth

At Level 6, the Abjurationist may expand their Aura by 2 or 4 yards in all directions, allowing others to share in the protection. This is a Channeling Action, and the Abjurationist cannot move. Furthermore, the Aura only blocks damage from outside that radius – as it is immaterial, foes may walk into the zone and attack with no hinderance.

THE ENCHANTER

WIZARD PHYLUM

Alignment | Any Alignment
 Affiliation | None

Hit Points per Level | 1d4

| Requirements | |
|--------------|------|
| Strength: | None |
| Longevity: | None |
| Agility: | None |
| Dexterity: | None |
| Intellect: | 10 |
| Mysticism: | 11 |

| Resistances | | |
|-------------|---------|---------|
| Vs. Nat | Vs. Myc | Vs. Mag |
| 0 | 0 | -1 |

Max Mastery Style | N/A

Available Mastery Styles

None

Allowed Races
 Human, Wood Elf, Blue Elf, Rosendarik, Lyfin & Dafter

| Experience Chart | | | | |
|------------------|------------------------------------|----|-----|-----|
| Level | Exp | SS | PWS | MSS |
| 1 | 0 | 8 | 6 | |
| 2 | 74 | +1 | | |
| 3 | 148 | | | |
| 4 | 371 | +1 | | |
| 5 | 667 | | | |
| 6 | 1038 | +1 | | |
| 7 | 1484 | | +1 | |
| 8 | 2226 | | | |
| 9 | 3710 | +1 | | |
| 10 | 7420 | | | |
| 11+ | +1,855 Experience Points per Level | | | |

Available Skills

General, Mystic, Wizard, Social & Artificer

Free Skills

Spell Forge, Spell Ready & Spell Lore

Available Weapons

Light Weapons

Magic

Type of Caster

Illrathic Caster

Available Armor

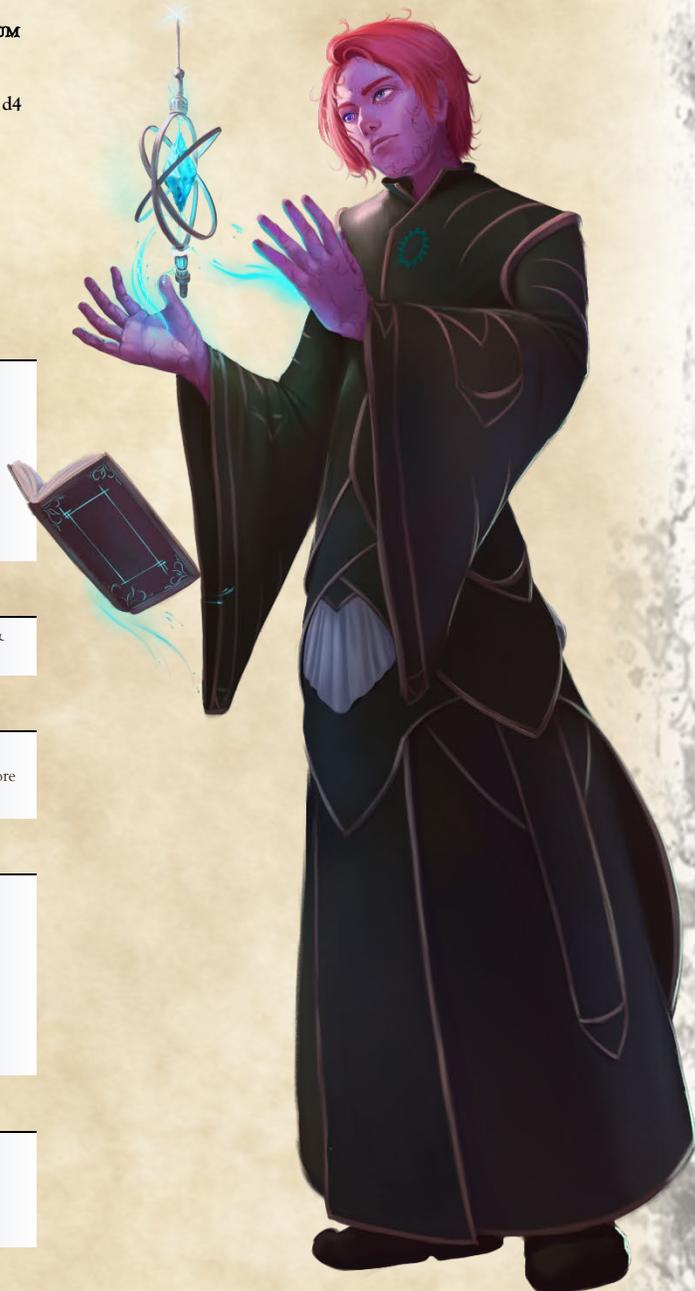
Deflectors & Cloth

Initial Spell Points | +7
 Spell Points per Level: | 2 per Lv

| Level | Max Spell Rank |
|-------|----------------|
| 1 | 1st |
| 1 | 2nd |
| 4 | 3rd |
| 5 | 4th |
| 6 | 5th |

Available Spell Sources

| Light | Shadow | Elemental | Scarlet | Orderly |
|-------------------|--------|-----------|-----------------|---------|
| | | | Blade | |
| | | | Enchantment | |
| Defending (Minor) | | | Force | |
| | | | Iron (Minor) | |
| Knowledge (Minor) | | | | |
| | | | Utility (Minor) | |
| | | | | |
| | | | | |



The Enchanter (or Enchantress) has a very particular place in the world of Wyrmsbane. Without technology, the World of Wyrmsbane is somewhat stagnant in its development. To surrogate technology, there is the Archanium. There are many wondrous machines that are a fusion of the rudimentary mechanical and pure magic. It is the Enchanter that provides the spell engine component for these contraptions. This can range from the very simple streetlamp that automatically comes on at night and burns with magic fire, to the immense locomotive power that fuels the massive airships. Moreover, Enchanter's are the ones that bind magic power into weapons and armor, making them magnitudes greater than they were before. Enchanters can also cast magics that influence a person's psyche, subtly bending them to their will, confusing enemies or even turning warriors against their allies. Enchanters are not affiliated with any Order, and there is no root ethos or doctrine that they follow. They can be a very introspective and well-studied gentleman or a haughty temptress that uses her "gifts" to get what she wants. Some are free spirits who yearn to be independent, some are rooted in the constructed pseudo-government around them and seek to rise in its ranks.

Before they can become full-fledged members of the Archanium, they must first gain the experience needed to become prominent. Beginners have only potential value, and thus, must realize some potential. Adventuring is the main way to go. Many Enchanters live a period of life where they even forget their Archanium masters, free on the road or in the wilds adventuring. With the power to be able to enchant weapons and armor, Enchanters are a welcome addition into an adventuring party that can empower allies and makes them far more effective in combat.

Like most Wizards, Enchanters are physically weak and not meant for the front lines of combat. They have reasonable access to offensive magic and can always turn to clouding the minds of their enemies or confusing them. Given enough time and practice, Enchanters can learn to create permanency when they cast magic into objects; this is the only source of new magical items in the world of Wyrmsbane.

Apprentice to the Archanium

In generations past, adoption into the Archanium was a choice. After the Rune Storm, things changed. The Scholasta's play to claim all the new magics sent a schism into the world. Indeed, the Scholasta itself started to fracture. To ensure their livelihood for generations to come, the Archanium made a deal with the Scholasta in exchange for all Enchanter graduates from their colleges to pledge loyalty of service to the Archanium. To this time, no one knows what the price the Archanium paid.

When an Enchanter begins the game, they come from the Scholasta with the knowledge they will eventually be scooped up into the Archanium. They return to their home, via the local Archanium. They "check in" with the lead Archanist there, who gathers their information and makes a note. This part is automatic, and characters may not "skip" this step before starting the game. It is assumed this already happened, commonly.

From that time on, the character may do as they wish. They can adventure and even set up small enchanting shops of their own. However, once they reach a certain level of power, and gain the attention of the lead Archanist, a messenger is sent to "invite" them into the Archanium properly. From that point on, their purpose is to serve the Archanium with their talents. How this plays out and what this means depends on the character. Some are left to continue to adventure with the Archanium closely watching, hoping to reveal some new cache of runes or magic. Some are employed directly into the Archanium to be an apprentice Shipwright. Others are tasked directly by the Archanium to perform certain tasks or services for clients.

Characters may attempt to break away from the Archanium. In truth, the Archanium is not a world-dominating power – they have their sway through what they provide to those with power. Typically, they don't have the resources to track and catch each Enchanter who decides they don't want to play the game. But those Enchanters who make a name for themselves openly as an Enchanter will most certainly find the Archanium, in some form, tracking them down. The Archanium is not an evil empire but needs to protect its assets and leverage. For the Lyfinic people, it will do what it must, when it must. Bloodshed is a last resort, but always an option.

Item Study

Enchanter Skill

Enchanters have the ability, through study, to identify the function and kind of magical enchantments placed in items through Spell Forge. They must be in a safe place to do so, and the time needed depends on the knowledge at their disposal and the enchantment itself. A very basic enchantment has a Target Number of 5, where Ancient enchantments have a TN of 21+. Making the basic TN lets the character know the basics, and for each 3 RO, more is revealed.

This Skill has a Progression of 4, which cannot be modified, and always starts out at Rank 1+3.

Detect Magic

Enchanters spend so much time in their training around magical enchantments, wards and the like, they gained an innate ability to sense such magics. This is limited to magic (as in spells) that the Enchanter encounters. Enchantments placed in items through Spell Forge cannot be detected in this way and require the use of the Item Study skill.

This is an innate ability. Powerful spells, or effects they can see or notice, automatically have this Ability applied in the situation.

In general, the Enchanter can detect spells, wards and Enchantments within a 10-foot radius, plus 2 feet per Level, not going through any material more than a foot thick. Hidden spells or anything obfuscated will require the Enchanter's concentration and they can roll something akin to a Skill check by rolling 1d6 + their Level against a Target Number determined by the Storyteller.

Exactly what the Enchanter knows is determined by their Level and the Rank of the spell. If the Enchanter's Level is 3 or more less than the Rank of the Spell, the Enchanter only knows the Sphere of Magic. With a Level 1 less than the Rank, they know the Magic Source. Equal to or 2 greater in Level than Rank, they know the spell itself, but only basic information of the spell's effect. 3 or more greater than the Rank of the spell, the Enchanter knows everything about it. 8 or more in Level than Rank, they can learn enough about it to copy the spell's formula and use it in Surrogate Spell.

Nullification Aura

Along with their ability to make magic items, they have an almost-as-developed ability to send those magics back to their original plane. Enchanters always have a +5 ResCheck against any kind of Ward, as long as they know of its existence – normally through their Detect Magic Ability.

Any Dispel cast by the Enchanter always counts as 2 Spell Ranks higher, to a maximum of Rank 10 when determining if a Dispel can nix an Enchantment or spell.

Surrogate Spell

When using the Spell Forge Skill, there are opportunities for non-Enchantment Source spells. In fact, a whole bevy of other magics might be useful that are not accessible to the Enchanter's Kit. At Level 5, an Enchanter may cast from a non-Orderly Spell Source when done in conjunction with the Spell Forge (when making a magic item), even if they don't naturally have access to the Spell Source.

To do so, they must have a perfect copy of the spells written down thought Spell Lore. Their Cast Spell Skill Check to use the spell is reduced in Rank equal to the spell's Ranks, e.g. a character with Cast Spell of Rank 2+3 casts a Rank 4 spell at a 1+4 (2+3 base, 2+2, 2+1, 2, 1+4). No RO can be applied to the spell and this can only be done out of combat, and the casting time is a minimum of 1 minute.

Success or fail, the penned copy of the spell is spent, as the runes light with magic and soak into the enchanted item. Spells from this Ability cannot be learned normally, unless they are part of the Enchanter's Kit – in which case, one would not need this Ability.

Obfuscate Spell

At Level 6, an Enchanter can learn to hide their spells that do not have a direct visual display. Their enchantments, wards and other "supporting spells" are hidden from detection and understanding by others. To do so, the casting time is increased by 20 Marks, and the CsD is increased by 2, plus 1

Permanency

The most important aspect of an Enchanter and the most valuable to the Archanium is the Enchanter's ability to make certain magics permanent. At Level 9, the Enchanter can make permanent any Enchantment or Ward.

Additionally, if they have the Spell Forge Skill, they may skip the Sealing Process and make the Spell Forge permanent, provided the Ranks of spells Imbued are equal to the Enchanter's Level or lower.

Enchanter's Tongue

All Enchanters know their powers have application outside of just making items. Through their schooling, they all see the other use, but are forbidden to develop or use it. When an Enchanter goes rogue and chooses to leave the Archanium, they typically use this power to help hide them from any pursuer. While any Enchanter can use this ability, it is strictly forbidden by the Archanium. However, someone needs to witness it. To the masses of Enchanters, it will be something seldom used, always tugging at their mind, but never fully engaged or embraced.

The Enchanter uses their talents to mentally woo someone through their words. This imposes a powerful power of suggestion over the target. The degree of suggestion is dependent on the Level of the Enchanter, and somewhat subjective. Level 1 Enchanters can only cause someone to think twice and reconsider a point, be slightly motivated to do something they may not normally do, or to act in a way somewhat uncharacteristic for that person. A Level 10 Enchanter would be utterly beguiling.

In all cases, the target gets a ResCheck vs Mystics to negate the Ability. Depending on the degree of the suggestion, this can have a modifier. Essentially, and as per the Storyteller's call, the Enchanter can impart a -1 to the ResCheck to a maximum of their Level, but proportionally reduce the degree of suggestion.

This Ability can be used up to 5 times per Passing, however, the cost can be very high. Each time

it is used, the Enchanter must also make a ResCheck vs. Mystics. They get a -1 to roll per time this ability has been used in the last Shift (10 Passings). Any failed roll instantly mutes the Enchanter, denying their ability to speak, cast spells, or anything else that requires a voice (such as Evoke). This lasts 1 Passing the first time it happens, and then lasts 3 Passings per time it has happened, with no maximum.

Each time the Enchanter uses this Ability, they lose 20 Outlook and 10 Approach, as it is a direct violation of another's will and strictly against the Archanium's rules. Indeed, an Enchanter who does guard themselves can swiftly turn into the most vile and chaotic being imaginable, surly to be found out and sought out by those who would "deal" with such disturbances.

THE HEALER

WIZARD PHYLUM

Alignment | Any Good
Affiliation | None

Hit Points per Level | 1d6

| Requirements | |
|--------------|------|
| Strength: | None |
| Longevity: | 10 |
| Agility: | None |
| Dexterity: | None |
| Intelect: | 12 |
| Mysticism: | 13 |

| Resistances | | |
|-------------|---------|---------|
| Vs. Nat | Vs. Myc | Vs. Mag |
| +1 | -2 | 0 |

Max Mastery Style | 3

Available Mastery Styles

Basic Mastery, Blind Man's Mastery, Defensive Style & Staff Mastery

Allowed Races

Human, Wood Elf, Blue Elf, Rosendarik & Lyfin

| Experience Chart | | | | |
|------------------|------------------------------------|----|-----|-----|
| Level | Exp | SS | PWS | MSS |
| 1 | 0 | 8 | 5 | 2 |
| 2 | 72 | +1 | | |
| 3 | 144 | | | |
| 4 | 360 | +1 | | |
| 5 | 648 | | | |
| 6 | 1008 | +1 | | |
| 7 | 1440 | | +1 | |
| 8 | 2160 | | | +1 |
| 9 | 3600 | +1 | | |
| 10 | 7200 | | | |
| 11+ | +1,800 Experience Points per Level | | | |

Available Skills

General, Mystic, Wizard & Artificer

Free Skills

Healing, Spell Lore, Spell Ready or Create Duve & Combat Casting

Available Weapons

Light Weapons, Simple Weapons, Limited Skill Weapons, Small Swords, Grenades, Precision Weapons & Fast Throwing Weapons

Magic

Type of Caster

Mashanic Caster or Illrathic Caster

Available Armor

Deflectors, Light Armors & Cloth

Initial Spell Points | +0
Spell Points per Level: | 2 per Lv

| Level | Max Spell Rank |
|-------|----------------|
| 1 | 1st |
| 1 | 2nd |
| 4 | 3rd |
| 5 | 4th |
| 6 | 5th |

Available Spell Sources

| Light | Shadow | Elemental | Scarlet | Orderly |
|---------------------|--------|--------------|---------|---------|
| Attack (Minor) | | | | |
| Aura (Minor) | | | | |
| Defending | | | | |
| Healing | | | | |
| Knowledge (Minor) | | Time (Minor) | | |
| Protection | | | | |
| Transmutive (Minor) | | | | |

The Healer is one of the most sought-after vocations in all of Wrymsbane. Their talents to mend wounds, cure illnesses, regrow limbs and even revive the near-fallen make them extraordinarily valuable. All Healers come from a specialized part of the Magic Scholasta called the Healers Continuum. Here, they are taught the value of life is above all else and their purpose to preserve life is forever set into their psyche. Upon graduation, all Healers are assigned to a Healers Guild or a stand-alone Healer's Shoppe, to serve under a master (Class Ascended Healer) until they're ready to spread their wings in adventuring on their own, or more commonly, hired out.

All Healers wear signature white and brown robes and garb with the universally-recognized symbol of the Healers Continuum. This symbol distinguishes them as a non-combatant in "sanctioned" violence, such as wars and skirmishes between the Civilized Peoples. In such a role, a Healer may never directly or indirectly act in an offensive manner. Such a violation would expel them from the Healers Continuum. All Master Healers have the ability to strip a junior Healer of their Abilities and spellcasting talents with approval from the Healers Continuum. But if attacked, a Healer may always defend themselves. Outside of these kinds of conflicts, Healers are unrestricted.

Healers can come from almost any setting, but many are likely to have a history where they lost someone close, vowing prevent the same from happening to others. Healers are compassionate, caring and pleasant people to be around. They will brave great danger to heal an ally and are often found caring for the enemy as well. All Healers have a good disposition and find great difficulty in tolerating malicious people.

Healers coveted by all adventuring parties due to their access to the Healing Source, which is extremely rare. Wise allies throw themselves in front of fearsome foes to protect their Healer, knowing that aid of even the deepest wounds is at hand.

While not meant for combat and not possessing the most desired set of skills for melee, Healers can be startlingly resilient. They can wear armor that most Wizards cannot, making them difficult to take down for a pure spellcaster. Not only can they heal allies but also have access to protective and warding magics that can ensure their friends don't need healing in the first place.

On Call

The Healer is single-purposed in their profession: healing and welfare of others. Healers spend more time than any other Class on one Spell Source when training. They know, more so than most, that every second counts, and therefore practice casting healing spells with remarkable speed, chanting through the formula with accuracy and focus. Healers may snap-cast any Rank of Healing Type Spell equal to Half their Level (round up). They may always try and snap-cast a Healing spell of Rank equal to their Level but treat that spell as *not At the Ready* for Catastrophic Miscast.

Dedicated Healer

Healers feel the pain of those in need and are attuned to the life force of others, even sensing those within a 30-foot radius who are wounded, friend or foe. While this is non-specific and cannot find *Hidden* enemies, it does let the Healer know the general direction within the radius.

Moreover, Healers may cast any Healing Type of Spell even when their Magic Well has run dry. If they cast a healing spell that brings them below 0 Spell Points or casts the spell when they are already below 0 Spell Points, the casting Difficulty is increased by a number equal to the Spell Rank and no RO bonuses are added to the spell's effect. Whether or not the spell was successful, the Healer takes half as much unavoidable damage as they heal (or failed to heal). In the case of healing over time, the Healer takes damage as it is healed. This can kill the Healer.

Healer's Specialization

All Healers may choose one of the following paths beginning at Level 3 and no later than Level 5. This mini-ascension is always taught by a Master Healer (Class Ascended), normally for no fee or favor. The Player must roleplay the character into finding this person who can help them specialize. Once a choice is made, it follows their entire career. These three schools are the Light Healer, the Soothing Healer, and the Medimagica. Each one of these schools treats healing in a different manner. If the character fails to find someone to train them before Level 6, or simply chooses not to specialize, they remain a non-specialized Healer.

Soothing Healer

The Soothing Healer is one focuses on healing over the long run. When casting any spell from the Healing Source, add a *Regeneration (X)* Effect, where X is the Level of the caster +2. The *Regeneration (X)* Effect lasts for a number for Rounds equal to the Rank of the spell that created it. *Regeneration* Effects cannot stack and spells' effects have priority. However, the actual healing done from a spell that heals, is halved (roll dice, add RO, and then halve). If the *Regeneration* Effect heals any damage, it counts as a heal towards the maximum number of heals allowed per Shift (see the Healing Source). If the spell cast also heals, it still only counts as a single heal.

Regeneration that heals a target to full Hit Points also heals 1 Wound. This can only take place once per Shift.

Light Healer

Generally, Healers form this school tend to be far gruffer then their kin. When casting a Healing Spell (Spell Type), their hands emit a brilliant light and the target receives 1d6, + the Rank of the spell of Unavoidable Damage as their wounds sear closed. The sear stops any bleeding and prevents any kind of

infection. This damage can only be healed through time and natural means. If the Level of the target is less than the Rank of the spell, they must make a KO check or fall unconscious. If they are equal or greater, a failed KO check sees them *Stand Stupid* for 1 Round per Rank of the spell. Then, in a number of Rounds equal to the Rank of the spell, the healing effect takes place. All healing effects are doubled (roll dice, double and then add RO bonuses). Light Healers must take caution, as the sear from their spells can kill or knock out.

The Light Healer may also treat any Healing Type Spell with range of "Touch" as up to 1 Yards per Level of the Healer.

Medimagica

The Medimagica are town doctors and typical Healing Shoppe owners. Their specialization teaches them concentration and perfection rather than speed and accuracy. Characters who choose the Medimagica specialization lose the On Call Ability. Furthermore, they cannot cast any Healing Spell Type under stress (in Combat) without it being treated as *Not At the Ready*. However, if not stressed, they cannot fail a Healing Spell Type Skill Check, and any failed rolls are treated as minimal successes. They also double any RO bonuses for Healing Spell Types and may heal a target an extra number of times per Shift equal to the Level of the Healer. When healing a target this way (out of Combat) the Medimagica can still gain Pips if the target is seriously wounded. Lastly, the Medimagica counts as 2 Levels higher on their Spell Ascension Chart for Healing Type Spells only, and only from the Healing Source. At Level 8. They gain access to 6th Rank Healing Source Spells of the Healing Spell Type only.

Conversely, a Medimagica may choose to forfeit all Abilities and cast Healing Type Spells with no modifiers or special rules in a single Combat. If they do, they cannot use the Medimagica Abilities for 1 Passing for each spell cast this way.

THE HEXER

WIZARD PHYLUM

Alignment | Any Evil
Affiliation | Swune - Periphery

Hit Points per Level | 1d3+1

Requirements

| | |
|------------|------|
| Strength: | None |
| Longevity: | None |
| Agility: | None |
| Dexterity: | None |
| Intellect: | 15 |
| Mysticism: | 15 |

Resistances

| | | |
|---------|---------|---------|
| Vs. Nat | Vs. Myc | Vs. Mag |
| 0 | -8 | 0 |

Max Mastery Style | N/A

Available Mastery Styles

None

Allowed Races

Human, Blue Elf, Rosendarik & Lyfin

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 7 | 6 | |
| 2 | 61 | +1 | | |
| 3 | 122 | | | |
| 4 | 306 | +1 | | |
| 5 | 550 | | | |
| 6 | 856 | +1 | | |
| 7 | 1224 | | +1 | |
| 8 | 1836 | | | |
| 9 | 3060 | +1 | | |
| 10 | 6120 | | | |
| 11+ | +1,530 Experience Points per Level | | | |

Available Skills

General, Mystic, Wizard, Rogue, Social & Artificer

Free Skills

Order Common, Spell Lore & Spell Ready

Available Weapons

Light Weapons, Simple Weapons, Limited Skill Weapons, Small Swords, Grenades, Precision Weapons & Fast Throwing Weapons

Magic

Type of Caster

Mashanic Caster or Illrathic Caster

Available Armor

Deflectors & Light Armors

Initial Spell Points | +0

Spell Points per Level: | 3 per Lv

Level Max Spell Rank

| | |
|---|-----|
| 1 | 1st |
| 1 | 2nd |
| 4 | 3rd |
| 5 | 4th |
| 6 | 5th |

Available Spell Sources

| Light | Shadow | Elemental | Scarlet | Orderly |
|-------|--------------------|-----------|---------|---------|
| | Blood | | | |
| | Decay (Minor) | | | |
| | Necromancy (Minor) | | | |
| | Non-Lethal | | | |
| | Shade | | | |
| | Summoning (Minor) | | | |

A Hexer is a particular type of mage that serves the Swunite Order. They are impressive casters who have access to very specific Spell Sources and, unlike the rest of the Orders, are Illrathic Casters only. Much like the Rectors of the Swunite Order, Hexers are raised from within and hand-picked to become this vocation. They are in a very difficult social situation as they are not allowed to become leaders, like the Rectors, and do not possess the appropriate skills to lead Swunite Warriors into battle. They are used for support within the Order and are trained to augment Swunite war parties with magic. Many Hexers begin their transition into the Swunite Order as a magic scholasta malcontent. In their grief of failure, they are approached by a Swunite who promises a different way and assures them of success and the chance to become something great. Unlike the rest of the Order, Hexers are not dyed in the wool believers of all the Swunite doctrine. Therefore, they may leave the Order (temporarily) to join adventurers and gain the experience one can only get in the wilds. Because they can achieve no real political power within the Order and carry very little authority, most Hexers look to different methods to be able to gain any type of influence they can. Many become adept socialites, trying to coax leaders within the Order to grant them favors. Others may live the majority of their life away from Deathheim as an adventurer, but always know to whom they belong.

As an adventurer, they may join an adventuring party consisting of most any Character Class. If the Character Class is of a strictly good alignment, the Hexer may choose to keep their identity and background secret. They, of course, can be sniffed out by the Order of Lanun and Tathun.

Hexes are sound spell casters and their ability to inflict grievous damage upon their enemies even surpasses the Rectors of the Swunite Order. Weak in frontline combat and lacking the ability to use any good armors or master any martial arts, their spells more than makes up for any deficiency.

Sense Hexes

Hexers are associated with the basest and oft-dreaded part of the Swunite attack method. Many times, Swunites use a Hex to their political and objective ends. This, however, is not in line with the original Order's edicts. Therefore, the Hexer, while part of the Order, is a periphery asset, called upon to do the dirty work of the Order.

Hexers know their own magic very well, so much so, they can "see" Hexes either on people or in an area or even within an item. They can detect Hexes in this manner within 30 yards. If that Hex is part of their repertoire, then they know the exact spell. If not, then they only know it is a Hex. By Level 4, they can also tell the Hex's Spell Rank. This is a passive Ability and takes no Action.

Hex Master

Being specialized for a certain kind of spell has its benefit and cons. First, the Hexer receives a bonus to roll their Cast Spell Skill Check on any Hex equal to their Level, to a maximum of +9.

Furthermore, these Hexes last twice as long, and at Level 5 four times as long. At Level 9, the character can make any Rank 1 or 2 Hex Spell they cast permanent. The casting time is increased by 30 Marks, and any attack on the caster automatically fizzes the spell (even if the character has Combat Casting). Permanent Hexes may behave differently than the spell description (as determined by the Storyteller).

Hexers can also use the Cantrip Ability to create minor, make-shift Hexes. These minor hexes cannot cause any damage, but they can be annoying. Something like a rash, or an odd colored mark that won't go away are some examples. Nothing that changes the mechanics of the game, but anything within the role-playing realm that is appropriate as determined by the Storyteller. These Hexes must be cast into an item, however, and with only one person as a

target. As long as that item is within the possession of the intended target, the Hex persists.

Remove Hex

Equal important is the ability to remove Hexes. Commonly, this is far more important than casting of a Hex. The Order makes many underhanded ventures that involve holding leverage over someone. But, when a deal is done, the deal must be honored. If the leverage is a Hex, it must be removed. Otherwise, their credibility would be lost. This is true even if the target is not aware of the Hex.

A Hexer can remove any Hex Spell up to one casting Rank above what they can cast themselves – even if the spell is not in their repertoire. However, the Hex must go somewhere. The Hexer transfers the hex into an item. This item carries all the same effects as the Hex, and whoever touches after 3 Rounds of removal comes under the same effects. This

applies to any Hex, within the Hexer's ability, no matter the duration of the spell.

Likewise, Hexes can be removed from items in this fashion. However, the Hex must transfer somewhere. Like a person to an item, Hexes on items must be transferred to a person. The Hexer must be touching the item to remove it. Then, it manifests into the Hexer, who has 3 Rounds to transfer it through touch to a person. The target receives a ResCheck vs. Mystics to resist. Success means the Hexer is stuck with the Hex and cannot diminish it for a Passing – where they may try again or until the duration runs out. Failure means the Hex transfers and the duration is reset. This Ability is a Full Action in any way it is used.

In a Wizard's Duel, the Hexer receives a bonus equal to double their Level to Basic Counter and Riposte. They can also add Spell Points to any action within a Wizard's Duel equal to their current Magic Well without actually spending any Spell Points in the action.

THE MAGE

WIZARD PHYLUM

Alignment | Any Alignment
Affiliation | None

Hit Points per Level | 1d4

Requirements

| | |
|------------|------|
| Strength: | None |
| Longevity: | None |
| Agility: | None |
| Dexterity: | None |
| Intellect: | 12 |
| Mysticism: | 13 |

Resistances

| | | |
|---------|---------|---------|
| Vs. Nat | Vs. Myc | Vs. Mag |
| 0 | 0 | -1 |

Max Mastery Style | N/A

Available Mastery Styles

None

Allowed Races

Human, Wood Elf, Blue Elf, Rosendarik, Lyfin & Dafter

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 7 | 6 | |
| 2 | 47 | +1 | | |
| 3 | 94 | | | |
| 4 | 236 | +1 | | |
| 5 | 424 | | | |
| 6 | 660 | +1 | | |
| 7 | 944 | | +1 | |
| 8 | 1416 | | | |
| 9 | 2360 | +1 | | |
| 10 | 4720 | | | |
| 11+ | +1,180 Experience Points per Level | | | |

Available Skills

General, Mystic, Wizard & Artificer

Free Skills

Spell Lore & Spell Ready or Create Duve

Available Weapons

Light Weapons, Simple Weapons, Limited Skill Weapons, Small Swords, Grenades, Precision Weapons & Fast Throwing Weapons

Magic

Type of Caster

Mashanic Caster or Illrathic Caster

Initial Spell Points

+2

Spell Points per Level:

2 per Lv

Level Max Spell Rank

| | |
|---|-----|
| 1 | 1st |
| 3 | 2nd |
| 6 | 3rd |
| 6 | 4th |

Available Spell Sources

| Light | Shadow | Elemental | Scarlet | Orderly |
|--------------------|--------|---------------|---------------|---------|
| Attack (Minor) | | | Blade (Minor) | |
| | | Earth (Minor) | | |
| Defending (Minor) | | Fire (Minor) | Force (Minor) | |
| | | | Iron (Minor) | |
| Knowledge (Minor) | | | | |
| | | Water (Minor) | | |
| Trasmutive (Minor) | | Wind (Minor) | Utility | |



A Mage is a term for any spellcasting-oriented character who does not come from a specific regime. They go through the standard training regimen that is common throughout all the different schools of magic. A Mage can come from virtually any context or culture and could have the same amount of reasons for being in this vocation. They are not affiliated with any the Orders, nor do they have a strong pull towards any specific alignment. That said, the schooling they undergo in the hours of study bends many Mages towards law and order. Through Cycles in the schools of magic, the average Mage begins their adult journey as an adventurer somewhere in their early 30s.

Most Mages earn their living as an adventurer. Magic is a welcome addition to any adventuring party, and Mages are the most plentiful of all the spellcasting Character Classes. Like most Wizards, they are not meant for melee combat and rely on others for physical protection, preferring to stay in the back and smite their foes with magic.

Mages have relatively poor access to armor and weapons and know very little of the martial arts since most of their informative Cycles have been spent on books and study. All Mages have common access to specific Spell Sources and then undergo a slight specialization, where they get to choose a focus. This allows the Mage Character Class to choose, with some limitations, what Spell Sources they have Major Access.

Caster's Prerogative

A Mage is the basic and standard of the magic Scholasta. Generally, Mages buck the norm and don't specialize or become part of any of the sub-schools within the Scholasta. They tend to look down upon any one specific method of spell casting and, much to the chagrin of the Scholasta, don't give in to their ways. As such, Mages are free-spirits and, though not specialized, do study a wider variety of magic. At Level 1, they can choose one Source (from their list of Minor Access Sources) and gain Major Access instead. This unboundedness also allows the caster to not be as swayed by the emotional connection and conflict the Spheres impose. At Level 3, they get to choose another.

At Level 4 they may choose yet another, or, they may lean a Source they don't naturally have access to. This is done through about 100 Passings of study but is automatic if the time is spent. The Mage gains that Source in Major Access, but casts it as if they are 3 Levels lower. This applies to their Spell Ascension Chart, spell effects and so on.

At Level 5, they choose one of their now-Major Sources and have a different Spell Ascension Chart associated with that Source only.

| Level | Casting Rank |
|-------|--------------|
| 1 | 1st |
| 1 | 2nd |
| 4 | 3rd |
| 5 | 4th |
| 6 | 5th |
| CA | 6th |
| CA+0 | 7th |
| CA+4 | 8th |
| CA+8 | 9th |
| CA+12 | 10th |

Signature Spell

As a Mage goes through training, and as they don't adhere to any one specific school, they get to pick what they want. At Level 1, a Mage may choose a certain line of spells that they have nearly perfected. This carries through the generation of spell powers. Thus, if a Mage chooses the "Fireball" spell, all powers of Fireball are affected, i.e., Minor Fireball, Lesser Fireball, Major Fireball and so on.

This specialization is **in lieu** of the Path of Excellence Phylum Ability. It is, however, while not as immediate, more powerful. Their Signature Spell cannot Miscast, Catastrophically Miscast, nor can it be fizzled. Treat any failed Cast Spell Skill Check as the minimum Skill Check needed. All bonuses for RO are doubled in effect, and any Spellcraft inputs have a +5

to their roll. Additionally, any spell that can Critically Strike has a +5 to its Critical Severity.

At Level 4, the Mage gains another Signature Spell and one last one at Level 7.

Surrogate Magic Well

Mages are known for their seemingly endless Magic Well. The Mage learns a few tricks of their own that other parts of the Scholasta don't teach. At Level 2, they may surrogate their Magic Well into an item. Commonly, this is a staff, but can be anything of about equal size. The item must be made by a master craftsman and out of an uncommon material. They can start the game with this, but cannot use the Ability until Level 2.

When able, they spend about 10 Passings imbuing it with their own very essence. When complete, they may "store" up to 1/2 of their maximum Magic Well in Spell Points in the item. This is done by directly taking from their natural Magic Well and putting it into the item, leaving the Mage drained. Up to the Mage's Level in SpP can be put into the item per Passing. These SpP don't degrade or fade on their own, and only the Mage who imbued them can use them.

They act as a secondary to the Mage's own Magic Well, allowing them to cast when their own well has run dry. Spells cast must take their entire SpP Cost from either the Mage or the item, and a character cannot use one or two SpP from the item in addition to their natural or vice versa. The Spell Points used out of this item don't regenerate on their own, and spent SpP must be put back in.

The item is very dear to the Mage, and some of themselves is part of it. If it is broken or lost, a Spell Storm occurs, based on the SpP contained at the time. Additionally, the Mage loses 1d3 Hit Points permanently. They can remake the item immediately, under that same conditions as above. They can also swap items by spending 10 Passings at any time, but the stored SpP don't transfer. "Lost" is a loose term,

but if the item is taken from the Mage to a range of 1 League per Level, it is considered "lost."

THE NIGHT MAGE

WIZARD PHYLUM

Alignment | Any Lawful
Affiliation | None

Hit Points per Level | 144

Requirements

Strength: None
Longevity: None
Agility: None
Dexterity: None
Intellect: 12
Mysticism: 15

Resistances

| Vs. Nat | Vs. Myc | Vs. Mag |
|---------|---------|---------|
| +3 | -3 | -1 |

Max Mastery Style | N/A

Available Mastery Styles

None

Allowed Races

Human, Wood Elf, Blue Elf, Rosendarik & Lyfin

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 7 | 6 | |
| 2 | 61 | +1 | | |
| 3 | 122 | | | |
| 4 | 306 | +1 | | |
| 5 | 550 | | | |
| 6 | 856 | +1 | | |
| 7 | 1224 | | +1 | |
| 8 | 1836 | | | |
| 9 | 3060 | +1 | | |
| 10 | 6120 | | | |
| 11+ | +1,530 Experience Points per Level | | | |

Available Skills

General, Mystic, Wizard & Artificer

Free Skills

Spell Lore & Spell Ready

Available Weapons

Light Weapons, Simple Weapons, Limited Skill Weapons, Small Swords, Grenades, Precision Weapons & Fast Throwing Weapons

Magic

Type of Caster

Illrathic Caster

Initial Spell Points

+1

Spell Points per Level:

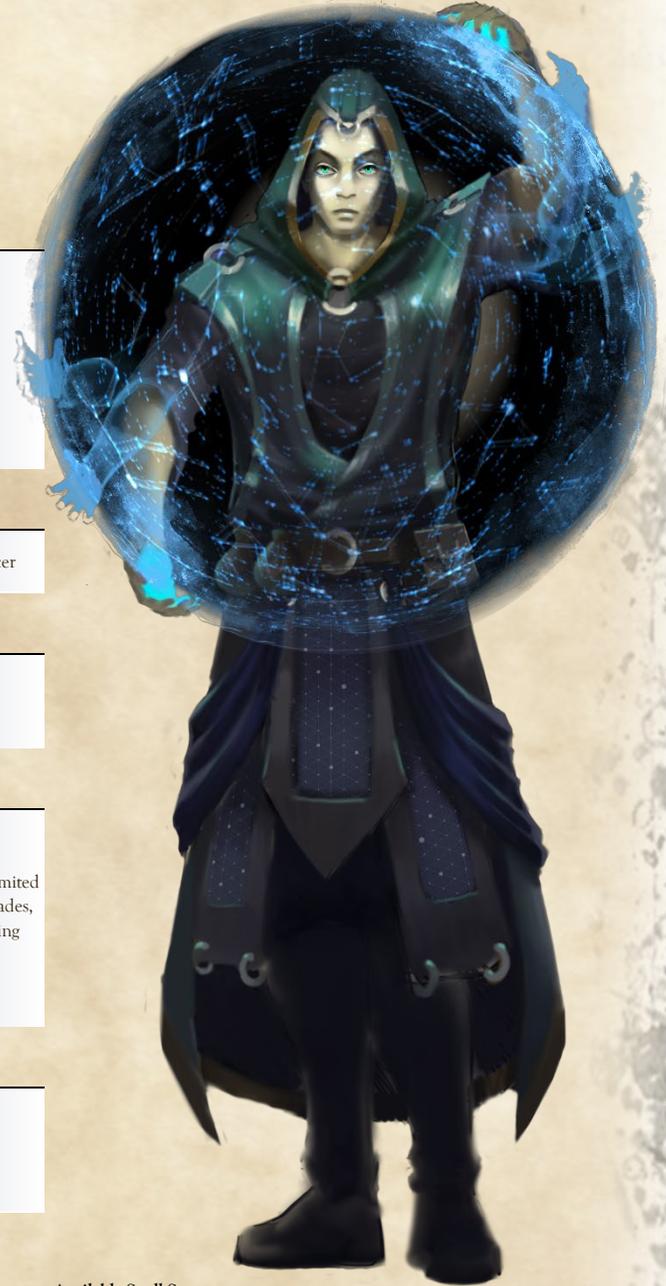
2 per Lv

Level Max Spell Rank

| | |
|---|-----|
| 1 | 1st |
| 1 | 2nd |
| 4 | 3rd |
| 5 | 4th |
| 6 | 5th |

Available Spell Sources

| Light | Shadow | Elemental | Scarlet | Orderly |
|-----------------|--------|-----------------|--------------------|---------|
| Attack | | | Blade (Minor) | |
| | | | Force | |
| Healing (Minor) | | Natural (Minor) | Perception (Minor) | |
| | | Time | Star | |
| | | | | |
| | | | | |



The Night Mage is a spell caster who can master time itself. They come from a specialized sect within the different schools of magic and seems strange to anyone outside of that vocation. A Night Mage always begins their study in a formal school and then apprentices under an accomplished Night Mage. Here, they learn the nuances of time and space. Powerful Night Mages have an aura that looks of the night sky about them when they begin to cast magic. Night Mages are ever-youthful, using their understanding of the sources of magic to bend the hands of time. They see things in a different way, understanding that time is like a flowing river with many different points along it that one may experience. This can make them a bit distant and seemingly uncaring, but most Night Mages are, in fact, very passionate concerning the civilized people and care for the order of things.

As an adventurer, the Night Mage can slow down their enemies, speed up their allies, and even stop time itself. They can also be exceedingly offensive in nature and assist their party with attack magic.

They are the quintessential Wizard, with low Hit Points and poor access to armor and weapons. This, of course, is more than made up for in their admirable spellcasting ability. Night Mages are more effective when the suns are not risen and draw power from the night. While they are still effective during the Passing, most Night Mages would prefer to take on key portions of an adventure after dark.

Child of the Night

Night Mages draw their power from the stars, trained by a very secretive order of the Scholasta. Members of this school commonly don't say so, and most guise themselves as another kind of spellcaster. Many people want to control time, and the Night Mage can do just that, making them well-sought by nobility and other groups of influence. At night, their strength is great, and they're weak at Passing. At night, their eyes glow a faint blue that seems to weep an illuminated mist that slowly falls to the ground. As soon as the second sun sets, their Cast Spell Skill gains a temporary 1d6 to each roll that evening. Within 2 hours on either side of midnight, it increases to 2d6. Conversely, during the Passing their Cast Spell Skill is 1 Rank less (minimum of 1).

They also add a bonus of their Level times 3 to any damaging spells. The damage is of the same Damage Type as the spell cast. Their spells are weakened by 1 per Level during the Passing.

At Level 4, the Night Mage can nullify all spell penalties at Passing by adding the Spell Rank times 2 to the Casting Difficulty. When they do this, an aura of night envelopes them as they cast the spell.

Low Prescience

Like Sages, a Night Mage can see glimpses into the future but in a different manner. When in combat, these flashes come ever faster, allowing them to see when they are struck by their enemies in their mind and attempt to move away from where the blow is. A Night Mage can force an attacker to re-roll successful rolls to Hit once per combat.

Time Slip

Night Mages have the ability to manipulate time itself, their most sought-after talent. Night Mages don't see into the future, they, instead, go there. This very special gift can manifest itself in many ways.

A Night Mage can modify their Initiative by their Level times 2. This can be modified up or down, and any portion thereof. The Player rolls Initiative as normal and then can change it up to this limit. They also get to choose what their initiative score is after all other characters and enemies have rolled.

Once per Passing, starting at Level 3, a Night Mage can choose to Time Slip when performing an Action. The Player tells the Storyteller they want to Time Slip, and then the next Action is executed as normal. The Player can then choose to keep their roll or roll again. This can be done as many times per Passing as the Night Mage's Level -2. However, each individual Action can only be Time Slipped once.

Night Mages can also bond intermitted times of action together, and it affects them as if it were continuous. A Night Mage can sleep for 6 hours, one hour every other hour, but is as if it were 6 constant hours. This is a choice and mal effects can be chosen not to affect in the same manner.

At Level 4, Time Slip passively reduces effects on the Night Mage, by 1 increment per Level of the Night Mage over Level 3. By "increment," it is as the effect is written. An Effect or spell that has a Duration in Rounds has it reduces by a number of Rounds. Thus, a Level 5 Night Mage would reduce a 5 Round Duration spell by 2 Rounds, to 3 Rounds; an Effect that lasts 4 hours would only last 2 hours, and so on. This can only be reduced to a minimum of a single increment. Unfortunately, this reduction is against all matter of effects and spells, both good and ill. This is unless the Night Mage is the creator of the effect. They must be the inceptual creator of the effect or spell. Drinking a potion would be under this effect (because someone else made the potion) ... unless the Night Mage made the potion.

THE ORDERMASTER OF CORAX

WIZARD PHYLUM

Alignment | Any Lawful
Affiliation | Corax

Hit Points per Level | 1d4

Requirements

| | |
|------------|------|
| Strength: | None |
| Longevity: | 12 |
| Agility: | None |
| Dexterity: | None |
| Intellect: | 12 |
| Mysticism: | 13 |

Resistances

| | | |
|---------|---------|---------|
| Vs. Nat | Vs. Myc | Vs. Mag |
| -3 | -3 | -1 |

Max Mastery Style | N/A

Available Mastery Styles

None

Allowed Races

Human & Blue Elf

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 7 | 6 | |
| 2 | 61 | +1 | | |
| 3 | 122 | | | |
| 4 | 306 | +1 | | |
| 5 | 550 | | | |
| 6 | 856 | +1 | | |
| 7 | 1224 | | +1 | |
| 8 | 1836 | | | |
| 9 | 3060 | +1 | | |
| 10 | 6120 | | | |
| 11+ | +1,530 Experience Points per Level | | | |

Available Skills

General, Mystic, Order, Wizard, Social & Artificer

Free Skills

Elemental Lore, Order Common & Spell Lore

Available Weapons

Light Weapons, Simple Weapons, Limited Skill Weapons, Small Swords, Grenades, Precision Weapons & Fast Throwing Weapons

Magic

Type of Caster

Orderly Caster

Available Armor

Deflectors, Blockers & Cloth

Initial Spell Points | +0
Spell Points per Level: | 2 per Lv

Level Max Spell Rank

| | |
|---|-----|
| 1 | 1st |
| 1 | 2nd |
| 4 | 3rd |
| 5 | 4th |
| 6 | 5th |

Available Spell Sources

| Light | Shadow | Elemental | Scarlet | Orderly |
|-------|--------|-----------|---------|--------------|
| | | | | |
| | | | | Element |
| | | | | |
| | | | | Rax (Minor) |
| | | | | |
| | | | | Sun |
| | | | | Xyon (Minor) |

The Ordermaster of Corax is the principal of all the internal workings of the Order. Like many of the Character Classes affiliated with an Order, they are born and bred from within the walls of the organization. Fully immersed in the study of the elements and elemental magic, ever seeking the lawful harmony, Ordermasters of Corax can seem somewhat aloof of the everyday goings-on of the people.

Each continent has the four Elements, which manifest into a form hidden far away from civilization. Each Elemental is responsible for the “natural flow” of the land. This might be the rains, or fertile soil, the burning of a wood to produce more woods and so on. Each of these Prime Elementals has a score of lieutenants of that same element, each responsible for a portion of the work. Under them, more elemental that carry out some aspect of the greater purpose. From time to time (and times too often), Elementals can stop performing their purpose. When they do, that aspect ceases – crops come into blight, fires rage unchecked, floods, droughts and more. The Order is responsible for keeping the natural flow through the eradication of wayward Elementals or their healing.

The Order of Corax believes the best way for one of its new initiates to prove themselves and to further the cause is best served by being amongst adventurers. Here, on gallant quests, they can better see how the nature of the elements permeates everything. Most Ordermasters are not overly concerned with treasure and slaying of dragons, but far more intrigued by the possibility they may discover something new concerning the elements. For they understand how the elements themselves have taken shape into fearsome beings and play a large role in the history of things.

Order Masters of Corax are physically weak, but splendid spellcasters able to bend the elements themselves to their will. They need the protection of front-line fighters and combatants to be able to unleash spells upon their foes.

Elemental Specialty

Within the Great Order of the Elements lies the headmasters of the natural flow. The Ordermasters are responsible for keeping tabs on all of the Elementals of their given area, ensuring they do as they should. Elementals that go wayward, turn or are corrupted must be dealt with, and it is the Ordermaster who is responsible for the planning and execution of such endeavors. Like their Acolytes, Ordermasters specialize in a specific element.

Ordermasters of Corax choose one of the four elements at Level 1, becoming their focus for the rest of their career. They do not have the ability to dual specialize as their Acolytes can – the path of the Ordermaster is far more restricted. Ordermasters are identified by their choice, almost as much as a piece on a chessboard is identified by how it moves. In effect, they become part of the natural flow, keeping all things as they should be. In this, they lose their individuality in a social sense within the Order and are now part of something greater.

Within the Element Source of magic, all spells have an association with one of the four elements. When an Ordermaster casts from that Source, and spell associated with their specialty gains power. First, they are assumed to be 1 Level higher with respect to their Spell Ascension Chart (allowing them to cast higher Ranks of spells earlier) and spell effects.

Secondly, they can double the Casting Time of any of their specialized element spells from the Element Source in exchange for the ability to roll their Cast Spell Skill Check twice and keep the higher roll. They also add their Level to the RO of any successful Cast Spell Skill Check. This does not add to the roll but only increases the RO on a success, i.e., a 5th Level Ordermaster with a Skill Check of 10 against a CsD of 8 would normally achieve an RO of 2, then add 5 (the Ordermaster’s Level) for a total RO of 7.

Lastly, at Level 3, Ordermasters of Corax gain Major Access to their corresponding element within the Elemental Sphere. Thus, an Ordermaster of Wind also has Major Access to the Wind Source from the Elemental Sphere. Such spells are cast as an Orderly Caster, but AUSA Power is not a factor for spell effects. This Spell Source can reach the 8th Rank for the Ordermaster at 4 Levels after their Class Ascension (CA+4). At Level 5, the Ordermaster gains Minor

Access to one of the non-opposing elements from the Elemental Sphere. At Level 7, they gain the other non-opposing Source as Minor Access. Both these Minor Access Sources are also cast as an Orderly Caster, with no consideration for Ausa.

Elemental Immunity

An Ordermaster can resist all forms of damage and effects of their chosen element. Through their choice and internal sacrifice for the cause of the natural flow, that element passes through them as if they were not there. The more experienced the Ordermaster, the more reliable the Ability.

They start the Game with a 40% immunity against their chosen element, that grows at a rate of 5% per Level, maxing out at 80% at Level 9. When the Ordermaster suffers any Effect or Damage from that element, roll d%, and if the roll is under their resisting percentage, it has no effect. This Ability's percentage is doubled against natural forms of the element. An Ordermaster of Fire could get locked in a furnace for hours and emerge unsinged.

This protection extends to all inanimate objects they are touching but degrades at a rate of 5% per minute. When the percentage of resistance reaches 0%, those items are no longer affected by Elemental Immunity. Thus, the Ordermaster locked in that furnace would be unsinged, but all their items would have melted or burned away.

This only applies to damage and not those other effects that are unarmful. An Ordermaster of Water still gets wet when touching water and so on. Exactly where the line on this Ability lies is up to the Storyteller.

Detect Elemental Instability

Ordermaster of Corax Skill
Skill Slot Cost: N/A

The use of the Ordermaster protecting the natural flow of the land lies in their ability to know what is off-kilter. This Skill allows the Ordermaster to feel rifts in the land associated with their Element. This can be used in two fashions.

First, it is a passive Skill that is always active, sensing all that is right and wrong within any element within 1 league per RO based on Target Number 2. The Ordermaster has just an inkling of something wrong with an RO 0 and would be certain at RO 10. At RO 15, they'd know the general nature of the disturbance. Their certainty fades with distance. ROs are halved if not detecting the Ordermaster's chosen element.

Secondly, the Ordermaster can use it as a metaphysical detective skill. If investigating fallen crops, tasting the dirt and looking around yields far more information than the passive version of the Skill can. The Target Number is always a 4 for the Active Skill Check. An RO 0 would yield very little info. At RO 5, the Ordermaster would know what specific issue is, and who is responsible – although, if they don't know who that Elemental is, it would just be a name. An RO 10 would lead the Ordermaster in the right direction towards another clue or even the Elemental's lair. RO 15 would give an exact location, and RO 20+ would lend even more information to the puzzle of how and why the Elemental went rogue. The how and why are paramount to the Ordermaster's purpose.

This Skill has a Progression of 1.

Speak with Elementals

Ordermasters, once they have found their errant ward, must find out why the Elemental has gone astray. They speak to the thing through a special Ability done via emotion. This is a Full Action but only takes 5 Marks to receive an hour's worth of "conversation." The Ordermaster also feels all the pain, fear, frustration and other emotions of the Elemental.

The Ordermaster is bombarded with a wave of feelings and voices as if spoken on the wind. Elementals record everything they see, do and hear, and all this is conveyed to the Ordermaster during their communication but in a very odd and vexing fashion. Corrupted Elementals make little sense, which is their tell-tale identifier. The wayward and turned has reasons for their actions, even if not their own.

This initial communication is a one-way conversation from the Elemental to the Ordermaster. Depending on the strength of the Elemental, the

shock of communication can be deadly. The Ordermaster can make a ResCheck vs. Mystics to lessen the pain (R.Myc.0/Lsr). After the Elemental has spoken, and the Ordermaster has recovered, a rebuttal or question can be asked. Again, it is a Full Action but has no ill effect on the Ordermaster. The Elemental then responds, which has the same effect as the first communication.

| Elemental Strength | ResCheck Made | ResCheck Failed |
|--------------------|---|---|
| Minor | <i>Stand Stupid</i> rest of that Round | <i>Stand Stupid</i> for 2 Rounds |
| Lesser | <i>Stand Stupid</i> for 2 Rounds | <i>Stunned</i> for the Monster Rank in Rounds |
| Greater | <i>Stunned</i> for 2 Rounds | Automatically <i>Petrified (X)</i> , where X is 10 - the Monster Rank |
| True | Automatically <i>Petrified (X)</i> , where X is 15 - the Monster Rank | Death |
| Ancient | Death | Death |

If an Ordermaster Botches (or chooses to Botch) a ResCheck, they *Succumb*. Depending on what they *Succumb* to, the effects vary.

If the Elemental is corrupted, a *Succumbed* Ordermaster goes insane. They may attack their friends, hurt themselves and act erratically. They cannot cast spells while in this trance. If the Ordermaster *Succumbed* to a Lesser or Minor Elemental, there is hope of recovery. Another Ordermaster can make the exact same ResCheck as the one Botched by the *Succumbed* Ordermaster. Success means the *Succumbed* Ordermaster is no longer *Succumbed*, and also has great insight into the Elementals conditions, including the how and why. A failed ResCheck sees both the Ordermasters permanently *Succumbed*. The process of the second Ordermaster pulling the first out of

the trance takes about 1 hour and must be done at an Orderhouse of Corax.

If the Elemental is wayward, a *Succumbed* Ordermaster falls into a cationic state that lasts for 10 Passings per Monster Rank. When they wake, the Ordermaster has great insight into the Elementals conditions, including the how and why

If the Elemental has turned, then a *Succumbed* Ordermaster now has all the intentions, outlooks, motivations and purposes as the turned Elemental. They keep all of their facilities and can act freely, but must be according to their new purposes. The character is now totally allied, unto the death, with the Elemental or the purpose that caused the Elemental to turn. There is no known revocation for *Succumbing* to a turned Elemental. For this reason, some turned Elementals welcome Ordermasters so they can be added to their purpose.

The leader of the Ordermaster of Magic is a very important and awesome character. For generations, upon generations, they have studied the mystic arts and perfected them in many ways. They have bridged the gap between Orderly Casting and Illrathic Casting, only members of their kind to use spells from all Spheres of magic. Many of the Ordermasters apprentice for a short number of Cycles in one of the schools of magic, for purely academic reasons. The vast majority of their training comes from within the Order where they are taken under the wing of someone within the hierarchy. As one of the six remaining Orders, Exador is quite constant within the world of Wyrmsbane. From Cycles and Cycles of training, most newly-christened Ordermasters are already passed their 20s when they begin. They are thoughtful and intelligent, resourceful and astute, and held to an extremely high standard by those that came before. They are the masters of magic in Wyrmsbane only rivaled by the scarce Wizzard.

All Ordermasters of Exador begin their career as an adventurer, forced to learn the true nature of magic by applying it. Any party would be elated to have one of the premier spellcasters in Wyrmsbane as part of their adventuring troupe.

From Cycles of study and practice, new Ordermasters are relatively weak from the Cycles of neglect to their physical bodies. They overshadow this with their ability to cast fearsome magic, even at a low level. This Character Class can cast any of the Spheres of Magic without restriction and have overcome the bonds between emotion and magical planes. Their ability to choose almost any source they want makes each individual Ordermaster rather different from the next.

Master of Magic

The Order of Exador is not the progenitor of the Magic Scholasta, but instead, another path. In the beginning times, they found magic through the Orderly fashion. Perfected through the generations, Ordermasters of Exador are now the most proficient spellcasters in Wyrmsbane. Shunned by most of the Magic Scholasta, they are seen as a threat to the power and influence over the magical world. Never-the-less, the Order is here to stay, and many aspiring spellcasters choose to walk that path. While the Order does not recruit, many of the most promising spellcasters inquire as to the Order's secretive purposes – none of which is ever shared outside the Order.

In addition to their access to Orderly Magics, an Ordermaster of Exador may learn any spell from any Sphere, excluding those they do not have access to within the Orderly Sphere. These spells are not automatic and must be found, just as with any other non-Orderly caster. It is important to note that the vast majority of magic schools wouldn't dream of letting an Exadorian through their doors. As their major competitor (as the Scholasta sees Exador), allowing one access to their knowledge is dangerous. Furthermore, the knowledge-seeking aspect of the Order prevents one Ordermaster from teaching spells to another. They see each Exadorian's journey as an intrinsic part of the Order's overall wisdom.

When an Ordermaster finds a spell or is taught by another (non-Exadorian) magic user, they must learn the spell as normal. They then add that spell to their repertoire, along with Minor Access to that Spell Source. At Level 3, as long as they have a spell from that Source in their repertoire, they attempt to turn that Access from Minor to Major. This process takes about 10 Passings in an Orderhouse, pouring over ancient documents and unlocking that Source's secrets. They roll 1d10, with a Target Number of 2. They get ONE chance at this, and only ONE. Failure means they forever have Minor Access only. Success means they now have Major Access to that Source. They can do this each Level, from Level 3, but the difficulty increases by one for each additional Major Access they gain. Therefore, the first one they gain as Major Access has a Target Number of 2; then at Level 4, they can attempt another with a Target Number of

3, all the way to 6 Sources with Major Access at Level 9.

They begin the game with two Rank 1 spells from any non-Orderly Source. These are chosen by the Player and do not lock or unlock the Source these come from as a Source they attempt to gain Major Access. Also, these two spells do not grant access to the that Spell Source, for that, the Exadorian must find another spell from the same Source.

An Ordermaster of Exador cannot perform this talent with any Orderly Source they haven't access, nor does Orderly magic follow these principles.

Ordermasters add double their Level to any Spellcraft Skill Check. They can also push the limits of what Spellcraft can do, as determined by the Storyteller.

Lastly, Ordermaster cannot use Cantrips. They see this as errant magic, a departure from how magic should work and be used. They also cannot use Path of Excellence – each spell must be learned in its entirety and without any “tricks” to make things easier, for knowledge is of value when it is pure.

Mix of Casters

As the premier casters of Wyrmsbane, Exadorians are not effects at all by the emotional pull of the different Spheres. Ordermasters of Exador cast all spells from the Orderly Sphere as Orderly Casters. For the non-Orderly Sources, they must also choose if they cast that Source as an Illrathic or Mashanic caster as soon as they gain access to the Source. Each Source can be different and how they cast a spell from that Source is predicated on how it's learned. If they learn a spell from a Source in two different ways, then they can cast any spell from that Source Illrathicly or Mashanicly.

For the first two non-Orderly spells they gain as part of Master of Magic are always cast Illrathicly, but can change if they later gain access to that Source. This does not count as “learning” a spell for purposes of determining how they cast spells from a given Source.

Arcane Study

Ordermasters have an alternate method of learning spells and identifying the Ancient's legacy. While they may choose to learn a spell through Spell Lore as normal, they can also automatically learn the spell through Exadorian Study. They must be able to bring the spell formula with them to an Orderhouse. There, with all the information of the Order, they can automatically learn the spell by spending a number of Passings equal to double the Casting Difficulty of the spell. These Passings must be uninterrupted, only breaking to eat and sleep.

THE RECTOR OF SWUNE

WIZARD PHYLUM

Alignment | Lawfully Evil
Affiliation | Swune

Hit Points per Level | 1d4+1

Requirements

| | |
|------------|------|
| Strength: | None |
| Longevity: | None |
| Agility: | None |
| Dexterity: | None |
| Intellect: | 12 |
| Mysticism: | 13 |

Resistances

| | | |
|---------|---------|---------|
| Vs. Nat | Vs. Myc | Vs. Mag |
| 0 | -1 | -2 |

Max Mastery Style | 4

Available Mastery Styles

Basic Mastery, Frenzied Swarm & Thrown Weapon Mastery

Allowed Races

Human, Blue Elf & Lyfin

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 7 | 6 | |
| 2 | 70 | +1 | | |
| 3 | 140 | | | |
| 4 | 351 | +1 | | |
| 5 | 631 | | | |
| 6 | 982 | +1 | | |
| 7 | 1404 | | +1 | |
| 8 | 2106 | | | |
| 9 | 3510 | +1 | | |
| 10 | 7020 | | | |
| 11+ | +1,755 Experience Points per Level | | | |

Available Skills

General, Mystic, Order, Wizard, Social & Artificer

Free Skills

Baragade, Order Common & Spell Lore

Available Weapons

Light Weapons, Simple Weapons, Limited Skill Weapons, Small Swords, Grenades, Precision Weapons & Fast Throwing Weapons

Magic

Type of Caster

Orderly Caster

Available Armor

Deflectors & Cloth

Initial Spell Points | +0

Spell Points per Level: | 2 per Lv

Level Max Spell Rank

| | |
|---|-----|
| 1 | 1st |
| 1 | 2nd |
| 4 | 3rd |
| 5 | 4th |
| 6 | 5th |

Available Spell Sources

| Light | Shadow | Elemental | Scarlet | Orderly |
|-------|--------|-----------|---------|----------------|
| | | | | Death |
| | | | | |
| | | | | |
| | | | | |
| | | | | Moon |
| | | | | Rax (Minor) |
| | | | | Spirit (Minor) |
| | | | | Xyon (Minor) |

The Rector of Swune is the leader and decision-maker of the Swunite Order. They command the Dark Order and guide it in its action. They are the chief Orderly Casters for the Swunites and can serve the Order directly as it attempts to regain its lost position. Rectors of Swune are always born into the Order and never an outsider recruited into the consortium. They're chosen at a young age based on their ambition and magical aptitude. Like the Order itself, the Rectors are very much a part of Wyrmsbane's history. It was a Rector of Swune that made the fateful deal with the legions of Dragonnian, a folly that the Swunite Order has not yet overcome. Rectors of Swune are inclined to be extremely paranoid, as all the Rectors are always vying for power against one another. It is a life of scheming and mentally outmaneuvering other would-be leaders of the Order. Oddly enough, and probably the cause for the Order's stagnation, the Rectors of Swune are normally more concerned of their own positioning than the greater good of the Swunites as a whole.

Because they are from the Dark Order, they may not enter an adventuring party with any of the other Orders. Hunted by the Lanunite's and normally distrusted (to say the least) by much of the population, Rectors use the capital of Deathheim as a headquarters. The adventures they go on, like most Character Classes who fall under the authority of the Orders, are to further the Swunite's cause.

Rectors of Swune are some of the most potent of any of the Orderly Casters. Like all Wizards, they are not meant for frontline combat and can't wear heavy armors or specialize in weapons. Their Ability to manifest the Swunite AUSA affords them some offense if cornered.

An Order at War

At its core, the Swunite Order is a dichotomy. On the one hand, they are one of the original survivors of the War of the Avatars, part of the Council of Syez and on the other, they have somewhat lost their purpose and started to diverge from their origins. The divergence of the Swunites cannot be overstated. They are the first non-fallen Order to diverge and not become an all-out Cult. Their ability to escape such a fall is, in part, due to those who hold true to their roots.

The two sides of the Swunites are the original Order of Peace, who seek to heal old wounds and restore harmony amongst the peoples and Orders. The other what has become to be known as the Dark Order. While they speak to peace, they see peace as something unachievable through any means but arms. Because there are two minds about the Raithagon within the Order, it is a stressful environment, to say the least. Arguments, political attacks, outright treachery are all the norm with the halls of Deathheim.

At the top of the food chain are the Rectors - the leaders and decision-makers of the Order. While one side of the two outlooks may hold sway at any one given time, both coexist. The Swunites know that they cannot afford to banish or wipe out half their Order, it would lead to ruin. At the same time, those that don't accept their mindset must be muted somehow.

The standard practice is to send out Swunite War Parties - a contingent of malcontents charged with a task that is neigh-unachievable. They are to spread the good intents of the Order as they go, ever-hunted by the Lanunites. The Rectors are those who, when in power, pull strings behind the scenes, weed out the malcontents and find quests that are dangerous and probably yields no survivors but also brings a great victory if it is somehow accomplished. In this, the Rectors see that their Order is dwindling, slowly falling into the state of being fallen. They know things cannot be sustained. But they also cannot accept compromise of the other ideal.

All Rectors receive a bonus equal to double their Level when using the Quest Skill. Additionally, they may roll any Orderly Skill twice, taking the highest roll. They may do this once per Passing per 3 Levels, i.e., once at Level 1, twice at Level 4 and three times at Level 7. Moreover, they all receive a -1 Progression to any Social Skill they learn.

They all come from Deathheim, and therefore, all have full access to the resources contained therein, contingent on their standing within the Order, which Sect holds sway at the time, who they know and their accomplishments.

Swunite Spell Anchor

The Swunite Order is not disbursed amount the world as the other Orders. Locked away in their secret capitol, AUSA does not spread swiftly. Moreover, the two Raithagons don't produce exactly the same AUSA. Those who study say it is the same in essence, but of a different "color." Through some unknown turn of fate, the Swunite AUSA can sustain itself even without the widespread act of their Raithagon. The Rectors carry AUSA with them wherever they go; they are the embodiment of their cause, whichever side they choose. However, the Swunite AUSA is not as powerful the other Orders, hovering between AUSA Power 3 and 4 in Deathheim. In certain enclaves where the people there have accepted Swune back into their fold, the AUSA might be 1 or 2. The Rector is the Spell Anchor for the Order, even though they have other, normal, Spell Anchors.

At Level 3, a Rector is the epicenter of the Swunite AUSA at 1 AUSA Power less than Deathheim. This extends out to a radius of 10 yards per Level of the Rector and is innate. As long as the Rector draws breath, the AUSA is present. At Level 7, their AUSA increases to match whatever is present at Deathheim. Any Orderly spell, ability or Action powered by AUSA within the radius, to include the Rector, uses the Swunite Spell Anchor.

The Order of Peace

Fractured, the Swunite Order has split into two sects: The Sect of the Open Hand who believe that it is through diplomacy and helps that the Order will once again reenter into society; and The Sect of the Fist who believe it is by force that they should reclaim their rightful place.

In both cases, they seek the ultimate goal of peace. So, one might wonder, how is peace evil? The answer is not in their assumed goal, it in the method of that journey. All Rectors seek power. Through

peace, they hope for a better world, one where they are in charge. Both sides see the Swunite who made the pact with Draggonian as the hero of the Order, just in different ways. In that, they both see his actions as being just and needed to secure a future of peace and security for the commoner.

All Rectors must choose a Sect at Level 1. Through role-playing, they may swap Sects, but at a cost. When they swap, they assume to be Level 1 with respect to any Abilities gained from the new Sect and lose all those from the old Sect.

Sect of the Open Hand

"The Ordermaster who made the unfortunate miscalculation to side with Draggonian redeemed himself at Syez. On the Fields of Syez, it was he who walked out alone, brazen and without fear – driven by the passionate hope of a world at peace. It was he who led the other Orders, our brothers and sisters who justly shun us. We must also redeem ourselves." This is the ideology of the Sect of the Open Hand.

Redemption comes only through acceptance and cannot be forced. They are passionate about reclaiming their place in society and once again becoming the Order of Peace. While their Alignment is the same as their brethren, they are commonly more neutral - a benevolent tyrant.

Rectors of this Sect gain Minor Access to the Hishire Source. In the past, they had full access to this magic and would use it to protect and heal others. Times have changed, and they only retain a fraction of their former abilities.

As the Rector of Peace, they have an aura of tranquility about them. The more powerful the Rector, the more powerful and noticeable the aura. The aura extends out to 5 yards per Level and grants all allies within a bonus to any ResCheck against fear-causing, confusing or chaos-like effects and spells equal to the Rector's Level. This is a passive effect.

To those who lay on the battlefield, gravely injured, a Rector of Peace is a welcome sight. Through concentration and touch, a Swunite Rector of 5th Level or higher can cease their pain. The affected individual stops losing Hit Points, no matter from what source. As long as the Rector is touching them and focused,

they cannot pass. The Rector is very vulnerable while saving another. Their Evade is reduced to 4, and they have a Critical Threshold of 1 regardless of items, armor and spell effects. Nothing can make them invulnerable in any way while they are performing this task. They can also perform no other actions at all while focusing. Once they start this Ability, they must continue. If they break focus for even a Round, the bond cannot be reestablished.

The Sect of the Fist

“That Rector was so close! Betrayed by that coward Dragoonian, and the remnants of his Order cast out from our wayward brethren. His name stricken from history as a reminder... but his name matters not. We are his legacy, here to finish what he started. No redemption, there is nothing to be redeemed, we did nothing wrong... we were defeated. Redemption? No – a Reckoning! Only might can bring us back to our rightful place.” This is the ideology of the Sect of the Fist.

This Sect is passionate about making a direct impact. They’d rather make the long marches and conquer untouched lands where the other Orders have no presence. Then, when their strength is full, strike again. These Rectors don’t recognize the Order of Peace anymore. They see Swunites as in a state of transition, they are now the Dark Order – and there is great Power within the Dark Order.

All Rectors who follow this Sect gain an RO equal to their Level when casting any Orderly Spell. This does not add to the Cast Spell Skill Check but increases the RO on a success. They also gain Major Access to the Rax Source. Spells from this source embody the Swunite moon, an opaque black force surrounded by a blood red glow.

Rectors of this Sect can focus the AUSA into black bolts of energy. These bolts have a 20-yard range and inflict 1d4 points of Raw Magic Damage, +1 per Level. The Rector must roll to Hit vs. the target’s Dodge Score and can add the Bonus to-Hit from Dexterity Characteristic for Ranged Weapons. They can make only 1 attack per Round at Level 1 and two at Level 7, but there is no limit on how many times they can use this Ability. It is a Full Action, and only 1 target can be engaged at a time.

Draining Fountain

At Level 5, the Rector gains the ability to leech life away from a target, using their black bolts in a different fashion. The Player must declare they wish to enact Draining Fountain. If they get two attacks with the bolts, they may use both, but only 1 can drain the target. Upon a hit, the target must make a ResCheck vs. Mystics, with a negative modifier equal to the Rector’s Level. Success means they take damage as normal. Failure means they are *Stunned* for the rest of that Round, wracked with pain. Their body glows the same blood-red as the Swunite moon, and an odd low-pitched bell-ring sound emanates. After 4 Marks, the glow pulses off of the target and onto the ground as a fountain would flow, moving up to 5 yards away from the target as part of their living essence is stripped away. They take 1d8 Raw Magic Damage, plus the AUSA Power times 3, plus the Rector’s Level. Anyone within 5 yards of the target is healed for their portion of the Hit Points lost, i.e., if 10 Hit Points are lost, then 1 person would be healed by 10, two would be for 5 each, 3 would be for 3 each and so on. This is can be performed once per 4 Rounds, hit or miss.

THE SAGE

WIZARD PHYLUM

Alignment | Any Lawful
Affiliation | None

Hit Points per Level | 1d4

Requirements

Strength: | None
Longevity: | None
Agility: | None
Dexterity: | None
Intellect: | 17
Mysticism: | 9

Resistances

| Vs. Nat | Vs. Myc | Vs. Mag |
|---------|---------|---------|
| 0 | 0 | 0 |

Max Mastery Style | N/A

Available Mastery Styles

None

Allowed Races

Human, Wood Elf, Blue Elf, Rosendarik, Lyfin & Dafter

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 8 | 6 | |
| 2 | 66 | +1 | | |
| 3 | 132 | +1 | | |
| 4 | 331 | +1 | | |
| 5 | 595 | +1 | | |
| 6 | 926 | +1 | | |
| 7 | 1324 | +1 | +1 | |
| 8 | 1986 | +1 | | |
| 9 | 3310 | +1 | | |
| 10 | 6620 | | | |
| 11+ | +1,655 Experience Points per Level | | | |

Available Skills

General, Mystic, Wizard, Social & Artificer

Free Skills

Spell Lore & Spell Ready

Available Weapons

Light Weapons, Simple Weapons, Limited Skill Weapons, Small Swords, Grenades, Precision Weapons & Fast Throwing Weapons

Magic

Type of Caster

Illrathic Caster

Available Armor

Deflectors & Cloth

Initial Spell Points | +0
Spell Points per Level: | 3 per Lv

Level Max Spell Rank

| | |
|---|-----|
| 1 | 1st |
| 1 | 2nd |
| 4 | 3rd |
| 5 | 4th |
| 6 | 5th |

Available Spell Sources

| Light | Shadow | Elemental | Scarlet | Orderly |
|--------------------|--------|-----------------|---------|---------|
| | | | | |
| | | | | |
| | | Natural (Minor) | | |
| Knowledge | | Time (Minor) | | |
| Protection (Minor) | | Water (Minor) | | |
| Transmutive | | Wind (Minor) | | |
| | | | | |
| | | | | |

A Sage is a seer of sorts that use their mental powers and observation to predict odds and probabilities. The most accomplished of Sages are commonly confidants of kings and rulers. They are from the schools of magic, like many spellcasters, but diverge from the path in favor of knowledge. Sages have been around for centuries and have handed down their way of viewing the world from one generation to the next. Always insightful, cerebral and slow to act, Sages are methodical and contemplative in all they do. Adhering to the orderly way of thought and action, Sages never do anything without first of having thought it through thoroughly. This makes an experience Sage an extraordinarily formidable enemy both on and off the battlefield.

Young Sages make a name for themselves through adventuring. Without reputation and standing, Sages cannot become famed counselors and the ones who pull the strings behind the curtain. As a part of an adventuring party, Sages are viable spell casters that can protect their allies and morph the situation to their advantage. Their mental disposition and abilities always grant their allies a great amount of knowledge that undoubtedly favors them on a quest.

Like most Wizards, Sages are not meant for frontline combat and are not accustomed to wearing armor or wielding weapons skillfully. While not the most offensive of spellcasters, Sages have enough to defend themselves, help their teammates and can turn the tide of the battle, if needed. Their true strength lies in their distinctive aptitude to gain information, whether by the power of their own mind or through spells.

Predictive Prescience

Sages see things through math and precision, predicting even the most mundane action.

Out of combat, the Sage can foresee successes and failures. A number of times per Passing equal to the Sage's Level divided by 2 (round up), they coach and guide a person, allowing them (ally or self, or even an enemy) to re-roll a failed Skill Check or other active rolls within the mechanics. The action, however, takes double the normal time.

In combat, Sages do not roll Initiative. Instead their base Initiative without rolling d10. They are privy to what actions any one target intends to make, told to them by the Storyteller or an (honest) Player. The Sage must be within 30 yards of the target, and the target must be intelligent or be able to be predicted in a logical manner.

When the target's turn arrives, the Sage may swap places with them in Initiative and react to their action not yet performed. The target still gets all their Marks to spend at this new Initiative Mark, unless the Sage did something directly, or indirectly, to prevent it. This may have them act into the following Round using the Carry Over rule. If the target's Initiative is lower than the Sage's, they can still be swapped, or the Sage may add it their Initiative to their own and acts at this new Initiative Mark. The slower target then acts as normal in the Round.

Through their training and perceptions, a Sage can "see" what happens in the future when in combat. This allows Sages to see when they are struck by an enemy in their mind and attempt to move away from the blow. A Sage makes their prediction, with the Player choosing a number between 1 and 20. Then roll 1d20. If the roll is within half (round down) of the Sage's Level, the attack misses, i.e. a guess of 14 and a 5th Level Sage means anything between a 12 and 16 on the roll means the attacker misses the Sage. This can be done each Round, but the Sage must Channel for it to be active and can only be focused on one attacker at a time. It is also useless against ranged attacks outside of 20 yards.

Telepathy

Sages have latent gestalt powers that can manifest into their ability to speak into the minds of others. The Sage chooses a person they know and may leave a message in their memory that is received as déjà vu but with far greater certainty. There is no range on this Ability, and receipts of the message are immediate. However, they are only one-way.

Additionally, Sages are able to directly speak to other's minds from great distances. They must first know the person. As they focus, they also know their basic whereabouts (if unknown at the time) at Level 1, and by Level 9 can pinpoint a location on a map. They can talk to allies at distance this way at a range of 5 leagues per Level. Those contacted can whisper back and be heard by the Sage. It is a Full Action if used in combat.

For those they don't know, they can do the same but must have Line of Sight and is a Full Action.

Contemplative Trance

When faced with difficult and convoluted decisions, a Sage may enter a trance where their mind focuses all thought towards that problem. The Player may ask the Storyteller to give some guidance, a hint to the problem or what should be done. The Storyteller answers the Player, and the higher Level the Sage, the more concrete the answer. The Player and Storyteller should have a dialogue about the adventure and paint a clear picture regarding what the Sage understands.

The Knowledge you Seek

Sages are sought after for their wisdom. To the Sage, they have pre-knowledge of a time to come, but they do have the ability to deduce what might happen with great accuracy. They must have some form of knowledge of the person, place, thing, or event. With this knowledge, they begin to contemplate all possibilities and probable outcomes.

The Sage possesses a question about a person, place, thing or event with conditions surrounding the question. A die is rolled and the Storyteller tells the Sage what the outcome might be. This is not "yes"

and "no" question, but what will the state of reality be in the future.

Even if the Sage knows little directly about the person or thing, other details clue them into probabilities. For example, the Sage asks what a person is like, what clothes they wear, what wine they drink, where they were born, who they know and so on. Taking these pieces of information, the Sage deduces what that person will do in the future with regards to a specific question. The question can be, "where will the bandits go next?", or "what will so-and-so do now that they're free?", "will this town defend against the invasion?", "will this item from the Archanium be sought by thieves?", etc. This is always conditional and the Sage also states any conditions. Conditions are things like, "provided we don't interfere with the bandits", or "if we chase so-and-so to recapture them", or "if the town is not reinforced", or "provided no one knows of it", etc.

The Storyteller rolls d%, plus 5% per Level of the Sage and divulges information to answer the question based on how good the roll is. 100%, the Storyteller should provide 100% accuracy, given the conditions are met.

That is key: it is a prediction. If those conditions are not met or changed, then the prediction is void. It is somewhat like (possibly) knowing the outcome in the future provided certain prerequisites occur to fulfill that reality.

Be mindful this is a very powerful Ability, albeit very role-playing-centric. Ensure the Storyteller consents to this Character Class and how this Ability is used in their mind is understood by the Player.

THE SHAMAN

WIZARD PHYLUM

Alignment | Any Lawful
Affiliation | None

Hit Points per Level | 1d4+1

Requirements

| | |
|------------|------|
| Strength: | None |
| Longevity: | None |
| Agility: | None |
| Dexterity: | None |
| Intellect: | 12 |
| Mysticism: | 9 |

Resistances

| | | |
|---------|---------|---------|
| Vs. Nat | Vs. Myc | Vs. Mag |
| -1 | -1 | 0 |

Max Mastery Style | 3

Available Mastery Styles

Basic Mastery, Blind Man's Mastery, Frenzied Swarm & Staff Mastery

Allowed Races

Human, Wood Elf, Grey Elf, Blue Elf, Rosendarik & Dafter

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 8 | 5 | 2 |
| 2 | 63 | +1 | | |
| 3 | 126 | | | |
| 4 | 315 | +1 | | |
| 5 | 567 | | | |
| 6 | 882 | +1 | | |
| 7 | 1260 | | +1 | |
| 8 | 1890 | | | +1 |
| 9 | 3150 | +1 | | |
| 10 | 6300 | | | |
| 11+ | +1,575 Experience Points per Level | | | |

Available Skills

General, Mystic, Wizard, Wilderness & Artificer

Free Skills

Spell Lore & Create Duve

Available Weapons

Light Weapons, Simple Weapons, Limited Skill Weapons, Small Swords, Grenades, Precision Weapons & Fast Throwing Weapons

Magic

Type of Caster

Mashanic Caster

Initial Spell Points | +0

Spell Points per Level: | 2 per Lv

Available Armor

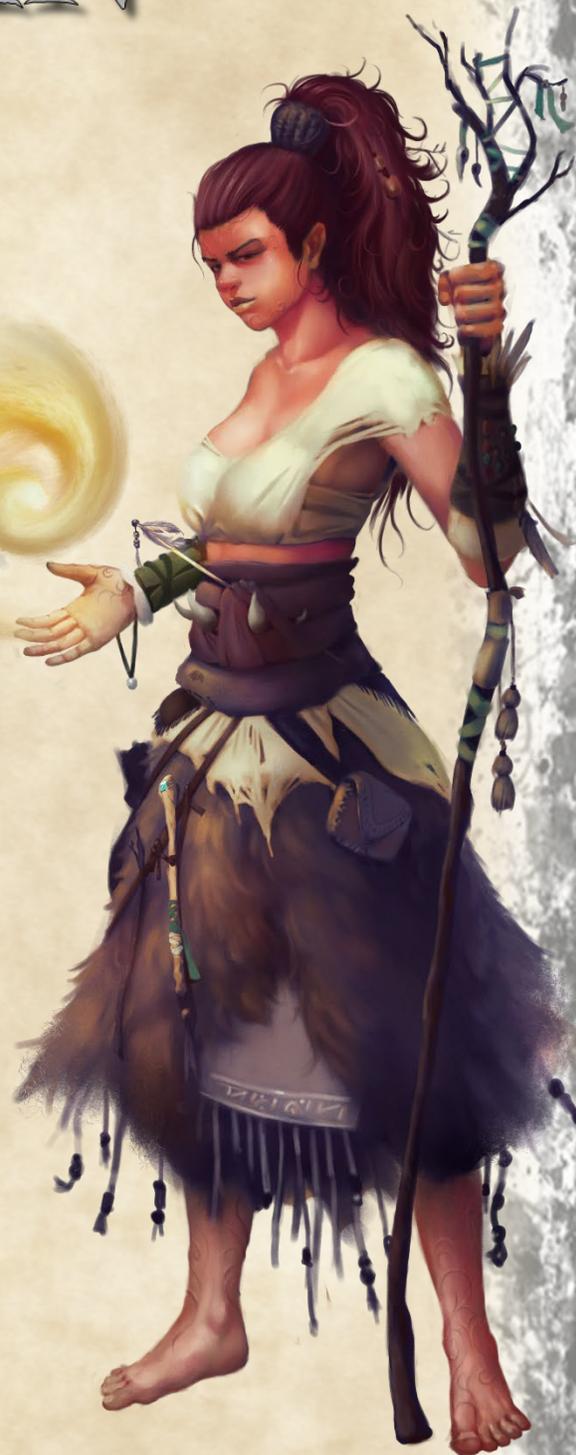
Deflectors & Light Armors

Level Max Spell Rank

| | |
|---|-----|
| 1 | 1st |
| 3 | 2nd |
| 5 | 3rd |
| 6 | 4th |
| 7 | 5th |

Available Spell Sources

| Light | Shadow | Elemental | Scarlet | Orderly |
|-------|--------|--------------|---------|---------|
| | | Animal | | |
| | | Earth | | |
| | | Fire (Minor) | | |
| | | Natural | | |
| | | Time (Minor) | | |
| | | Water | | |
| | | Wind | | |



The Shaman is a spell caster from the wilderness. They are the barbarian wizard, the medicine man and the seer of less civilized cultures. Centuries ago, headmasters from different schools of magic found that some people from less developed areas had gained the use of magic without the Cycles of intense study normally needed. They achieve this by creating a new way to cast a spell where a trinket or item acted as a surrogate for a portion of the spell formula. Shamans are the foremost example of this alternate way to bring forth magic, Mashanic Casting. Unlike many of their more discipline counterparts that spend Cycles delving through books and old scrolls, Shamans and Mashanic Casters are able to achieve their power in a far less amount of time. This makes most Shamans younger and far less restrained than the average Illrathic Caster. While sometimes referred to as a wise man of a tribe or barbaric culture, Shamans can be relatively chaotic in nature. This is a paradox as Shamans are heavily involved in the elemental sphere, which ordinarily is only available to those of a well-ordered mind. Somehow, Shamans are able to be chaotic nature and still wield the elemental powers adeptly.

As an adventurer, Shamans habitually have their homeland foremost in their mind and purpose. Not nearly as dangerous or chaotic as one of the Cults, Shamans could still cause issues in a party by acting when they shouldn't. The power of their spellcasting, however, more than makes up for this disturbance.

Given the tough and unforgiving lands, they normally come from, Shamans are the most durable of the Wizard Phylum. They also have the ability to use weapons with more proficiency than many of their counterparts. As a Mashanic Caster, they are limited in the power of spells they can achieve. Yet, as masters of the Mashanic arts, Shamans have learned to overcome these limitations with no small amount of effort.

Master of the Mashanic Arts

The Shaman is the original Mashanic Caster, created by those along the Denieub Coast generations ago. Very few understand how their powers work, least of all, the Shaman – who don't care to put much time into understanding the why. As the only Mashanic Caster that is unbound, they create Duves to power 7th Rank spells and beyond. The Storyteller dictates the construction of these Duves as they are very powerful.

Talisman of Power

At Level 1, a Shaman can create talismans that combine two Duves into one, allowing the caster to use one Duve to cast two different Spell Sources. The Player chooses the best stats from both Duves (number of uses, difficulty modifier, etc.) they wish the talisman to possess. At Level 2, they can combine three into one. At Level 3, four into one. At Level 5, they can take the very best of all Duves and make it into a single Duve – provided they have the materials.

While they can roll their Create Duve Skill Check, they can also spend as many hours as the Target Number and automatically succeed. Each Duve combined requires that many hours as part of the whole. This cannot be done on the road and needs a certain level of safety and solidarity. Again, they just have the material to make the Duve in the first place.

Spirit Form

At Level 7, the Shaman may turn into an *Ethereal* form resembling an animal once per Passing. The animal must be ground-based (no flying... yet). The Shaman cannot cast any spells in this form. If damaged in any way, the Shaman reverts to their normal form instantly. The animal must be the relative size of the caster in normal form, or smaller. The animal appears as a transparent, slightly glowing, blueish form. The form can be chosen each time differently. In this form, the Shaman has a Land Speed comparable to the actual animal, with a physical prowess similar as well. The duration of this Ability is until the Shaman wishes to end. The transformation is a Full Action and takes 20 Marks.

A Sky Mage is a master of celestial magic. They spend Cycles studying the stars above have learned to tap into the magical plane and power created by the firmaments. Sky Mages have been part of the magical scholasta for centuries, and are almost always the product of one of the official schools of magic. Sky Mages have served in many armies, almost single-handedly winning many battles for kings and nations. The Sky Mage is a vocation and has no attachments to any particular ethos or Order of Wyrmsbane. A Sky Mage's personality and character differs from person to person as there is no moral element to any of their training. However, they all are somewhat combative and have aggressive personalities due to the nature of the magic they wield.

Sky Mages make great adventurers in the current era because many of the armies have diminished in size and can no longer afford their services. Like most any Wizard, they need to stay out of close combat and allow the physically stronger Character Classes to protect them in a fight. While protected, they can rain down terrible damage upon their enemies and weaken even the strongest foes.

They are excellent spell casters and have full access to the Perception and Star Sources of Magic. They serve a more offensive roll and excel at being tactical leaders.

Militant Wizard

Sky Mages come from militaristic training regimes, bred for the service of a Faction. They have some peculiarities that differentiate them from all other Wizards. Sky Mages are all known and tracked by the benefactor that paid for their training. Most every Sky Mage comes from poverty, was identified to have magical aptitude and then taken as a ward of the state. They are hardier than most Wizards when hit, and always get a +4 to roll for Combat Casting Skill Checks or when trying to avoid a spell fizzle.

Through their training, Combatants are contracted to further train them in the martial arts. For this reason, Sky Mages truly serve two masters and

have learned to balance both. With a Combat Casting Skill Check of 10, they may attack in melee while casting a spell, limited to a single attack. Failure means they fizzle the spell and lose all attacks that Round.

My Life for the State

Because of their duality in education, Sky Mages never learn to harness their inner self and do not have a Magic Well. Instead, they tap into their very life essence to cast spells.

A Sky Mage's SpP are taken directly from their Hit Points. At Level 1, halve the character's Hit Points (rounding up) and make a note of that number. This is their Breaking Point and remains the same for their career. When casting a spell, subtract the Cost of the spell directly from their current Hit Points. This can be done until reaching their Breaking Point, and a spell cannot take them under this number.

Hit Points lost in this manner cannot be healed through any means, except through the Meditative Recovery Skill. As they cast spells and expend Hit Points, they become visually bruised, sometimes covered in deep red blotches.

Meditative Recovery

Sky Mage Skill
Skill Slot Cost: N/A

All Sky Mages have the ability to enter *Meditative Recovery* instead of sleeping. This allows them to heal Hit Points lost that are a consequence of casting spells, and only those Hit Points. This has a Progression of 5 and starts at Rank 1. The recovery is done in increments of 10 hours, any less, and no effect. The Hit Points do not come gradually, but are restored all at once, at the end of the 10-hour period. Roll a Skill Check against Target Number 2. For every RO, heal 1 Hit Point.

Mystic Feedback

Sky Mages have been trained to hone in on their target in a way that only a Combatant understands. They move with their opponent, even if at range, they feel their breath and look for their subtle movements. More than anything, they tap into the fear of an

opponent. This amalgamation of sword and spell produces a very odd effect somewhat reminiscent of AUSA but localized to the Sky Mage and a complete mystery to all.

When casting a spell, the Sky Mage can choose to add to the Casting Difficulty a modifier up to their Level. If they do this, the Cost of the spell is increased by its Rank times 2. If successfully cast, the target must make a ResCheck vs. Mystics with a negative modifier equal to the modifier the Sky Mages added to the Casting Difficulty. Success means nothing happens, other than the additive Cost of the Spell. Failure means the Cost of the spell (and therefore the Hit Points lost) are lessened by 1 per point the ResCheck was missed by, to a min of 1.

EXAMPLE

A 5th Level Sky Mage casts a 7 SpP Cost 3rd Rank spell at an opponent. They choose to do their utmost, increasing the CsD by 5 (their Level, which is max).

The Cost of the spell is now 13 (7 + a 3rd Rank Spell times 2... $7+6 = 13$), and they stand to lose 13 Hit Points.

Let's assume they make their Cast Spell Skill Check, which is increased by 5. The target must now make a ResCheck against Mystics, -5 (R.Myc.-5/N).

If they make it, then nothing happens and the Sky Mage loses 13 Hit Points and the spell goes off as normal.

Let's say their Resistance Score is 13. They roll a 10. $10 - 5$ for the modifier is 5. That is 8 under their ResCheck Target Number.

Therefore, the Cost of the spell is reduced by 8, it is now 5 ($13 - 8 = 5$)

If the target rolled a 7. Then, $7 - 5$ is 2. That is 11 under the Target Number. Therefore, the Cost is decreased by 11. So, now it only costs the Sky Mage 2 Hit Points to cast.

Path of the Sky Mage

At Level 3, all Sky Mages choose a path, each one leading to a different Class Ascension.

Stormweaver

For those who aspire to become an Electromancer, the Path of Stormweaver holds their destiny. Sky Mages have an 80% immunity to natural electrical attacks and a base Absorb of 1 + their Level against magical electrical attacks.

With a storm in the sky that is producing lightning (natural or otherwise), lightning is called down on foes. It is important to note that where great battles gather, the well of emotion of the people swells and distort the unseen world. Most every major battle is under a stormy sky.

As a Full Action, they may call lightning down on their foes. It has a range of Line of Sight (bound by the storm) and causes $2d10 +$ the caster's level in Electrical Damage. The player rolls to-Hit with only their Level as a positive modifier. They roll to-Hit vs. the targets Dodge Score and receive a -1 to-Hit for every 30 yards the target is away from the caster. This can be done each Round for a number of Rounds equal to the caster; they must then wait the same number of Rounds before they can again use this Ability.

The Bonding of Allies

Sky Mages seeking to become a Sky Wizard gain the Bonding of Allies Ability. Very Simply, this allows a Sky Mage to cast a spell with the origin of the spell being one of their allies, up to Line of Sight. Those spells that would affect only the caster consider that ally as the caster.

Armor Up

Lastly, for those who wish to follow the pure path of the Militant Wizard gain the ability to wear armor far beyond what any Wizard could dream. The Sky Mage may wear any armor (no shields), and suffer a Cast Spell Skill Check equal to the armor's Evade Modifier. This only applies to armors the Sky Mage cannot naturally wear.

A Spellbinder is a mage specializes in the extraordinarily destructive explosive magic. They revel in any of the mystical arts that can create large areas of damage and sunder their opponents. Spellbinders come from very few magical schools, as the particular spells they choose a specialize in are dangerous to everyone, including the caster. The Cycles around this type of magic make Spellbinder somewhat twitchy and on edge, as they know their next spell can most certainly be their last. Although by the time they are ready for adventuring, a Spellbinder has solid control over their magic and rarely hurts themselves. However, because of their Cycles of training and many near-death experiences, the mental damage is already done, and all Spellbinders are rather unpredictable. Their mood swings from joy to rage can surprise anyone, especially themselves.

As an adventurer, few other classes are able to deal such horrible damage to many foes as a Spellbinder. Any veteran party would welcome one of these casters but always is a little bit wary of the person that comes with this power. While Spellbinders can be trusted friends and allies, their chaotic nature can never be undone.

Like most Wizards, Spellbinders are very weak physically and not meant for the front lines of combat. They are one of the only Character Classes that can gain access to the Explosive Source, and is the only one that can take it to its full potential. Although chaotic in nature, Spellbinders can learn some spells from the Elemental Sphere which is, by and large, a lawful realm that chaotic creatures cannot stand. However, because of the love of explosions and power, certain Sources have become available to them, and they are able to use the magic despite the contradiction in alignment.

Unchained Power

Coming from the Magic Scholasta, the Spellbinder is one of the most feared of all vocations – by friend and foe alike. Twitchy and capricious, what comes out of a Spellbinder is anyone's guess. However, by not pushing the limits of magical power, they can maintain some semblance of control.

A Spellbinder can overpower any Spell from the Explosion Source at the risk of it blowing up in their face. For each Level, they can add 10% more dice (round up) to the damage of an Explosion Spell with the same chance of reducing its range by d%.

Thus, a Level 5 Spellbinder can increase the dice of a spell that normally does 4d6 damage 50%, or 6d6 now. The Player then rolls a d%, on a roll of 51% or better, the spell goes off normally, but with the increased damage. A roll of 50% or lower means another d% roll, and the range of the spell is decreased by that percentage – which could bring the caster (and allies) into the Area of Effect.

The caster can always elect to increase the spell damage by less than allowed – it is a risk vs. reward decision. Furthermore, they don't need to use this Ability at all, but most find themselves addictively relying on Unchained Power in all instances, even when not needed.

At Level 7, a Spellbinder may double the damage of any Explosion Source spell. If done, the center of the AoE is always the caster (0 Range). Furthermore, any damage done within that AoE cannot be avoided by the caster, even with natural or magical Absorbs, spells, wards items – nothing, they take the full (unabated) damage.

Burnout

All Spellbinders seem to be on an unseen clock, and it's only a matter of time before they do themselves in. Within the Magic Scholasta, very few senior Spellbinders exist. Many kill themselves, and an equal number are killed by their students. With such a grave outlook on what time they might have, many Spellbinders start to lose their care for life in general. If one chooses to forsake all hope and disregard the value of life (Evilly Aligned), they gain the Burnout Ability. This decision is made at Level 3, based on their Alignment at the time. At Level 7, they have one last chance to swap to another mindset. Those who remain neutral (± 50 Outlook) also turn to this path – it is a concerted effort not to.

Burnout allows the Spellbinder to further enhance their magic at the cost of great danger to themselves. First, they can never Fizzle an Explosion

Source spell. If a spell were to Fizzle, it goes off as normal but centered on the caster.

All spells from the Explosion Source have their RO damage effects doubled. Whatever is that addition, the caster takes as unavoidable damage, i.e., if a Cast Spell Skill Check is 10 against a CsD of 5 and the spell says to add 1 Explosive Damage per RO, that would double from 5 damage to 10, and the caster takes the extra 5 damage that was added. If Unchained Power is used with Burnout, the RO bonus (and damage) is tripled.

At Level 5, the Spellbinder may cast a spell from the Explosion Source even when out of Spell Points. Unchained Power cannot be used in conjunction with Burnout in this specific instance. If they do, the caster takes damage equal to the Rank of the spell. Additionally, there is a compounding 10% chance that ANY (from any Source) further spell cast has its Range reduced to 0. This 10% wicks away at a rate of 10% per Passing.

EXAMPLE

A Spellbinder can Burnout a 5th Rank spell if the spell Cost 4 SpP and they only have 3 SpP. They'd keep the 3 SpP and take 5 unavoidable damage.

For the next Passing, all spells have 10% chance of having their Range set to 0 and the caster become the center of any Area of Effect.

They then cast a spell using Burnout 2 more times, increasing their chance to set the Range to 0 to 30%.

They don't Burnout for a Passing, and the percentage drops to 20%. Then 10% for the next Passing and finally 0% - provided they don't use Burnout again.

Master of the Blossom

The Spellbinder's specialization in the Explosion Source consumes near-all of their time when training. They care for little else and see this kind of magic as superior to all others. No other magic-user is so

focused, which brings benefits and consequences. This is, however, the intended path of a Spellbinder. All Spellbinders aspire not for Burnout but to Master the Blossom – even if very few ever realize that ambition.

At Level 3, if the Spellbinder has mastered their own mind and stayed away from self-destructive actions (Outlook of 50 or more), they receive this Ability instead of Burnout. If they have Burnout at first, at Level 7, if their Outlook is 100 or more, they can elect to take Master of the Blossom and forsake Burnout.

Master of the Blossom allows the Spellbinder to control Explosion Source spells Areas of Effect. At Level 3, they can increase the Area of Effect of an Explosion Source spell (assuming it already has an AoE that is not pinpoint, like “caster”) by 10% per Level (to a maximum of +100% at Level 10/CA). The damage is reduced by the same percentage.

At Level 6, they may shrink the AoE of an Explosion Source Spell by 10% per 2 Levels (to a maximum of -50% at Level 10/CA). Again, the damage follows and increases by the same percentage.

At Level 7, the Spellbinder can choose who is affected within the AoE of an Explosion Source spell. They may subtract 1 ally from the Area of Effect for each 3 RO rolled on the Cast Spell Skill Check. This 3 RO are subtracted from the Skill Check, and therefore, lessen potential damage. The caster can never be the subject of this exclusion. So, if a Spellbinder rolled a Cast Spell Skill Check and got an RO 7, they could exclude 2 allies (targets) from the AoE and would be left with an RO 1 when calculating additional damage from the spell effect.

Flak Resistance

Through the Cycles of training, Spellbinders have learned how to shield themselves from their own misgivings. This is a combination of both natural reflexes and mystic endurance. All Spellbinders have a natural Absorb of 1 vs. Explosive and Concussive damage per Level. This applies to their own spells as well, unless they use Unchained Power, in which case they have no Absorb. Furthermore, they receive a +1 per 2 Levels (+1 at Lv 1, +2 at Lv3 and so on) on any Resistance Check against Explosive Damage or spells.

THE WIZZARD

WIZARD PHYLUM

Alignment | Any Alignment
Affiliation | None

Hit Points per Level | 1d3

Requirements

| | |
|------------|------|
| Strength: | None |
| Longevity: | None |
| Agility: | None |
| Dexterity: | None |
| Intellect: | 12 |
| Mysticism: | 20 |

Resistances

| | | |
|---------|---------|---------|
| Vs. Nat | Vs. Myc | Vs. Mag |
| -5 | -5 | -5 |

Max Mastery Style | N/A

Available Mastery Styles

None

Allowed Races

Human, Wood Elf, Blue Elf & Lyfin

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 6 | 6 | |
| 2 | 73 | +1 | | |
| 3 | 146 | | | |
| 4 | 366 | +1 | | |
| 5 | 658 | | | |
| 6 | 1024 | +1 | | |
| 7 | 1464 | | +1 | |
| 8 | 2196 | | | |
| 9 | 3660 | +1 | | |
| 10 | 7320 | | | |
| 11+ | +1,830 Experience Points per Level | | | |

Available Skills

General, Mystic, Wizard & Artificer

Free Skills

Spell Lore & Spell Ready

Available Weapons

Light Weapons, Simple Weapons, Limited Skill Weapons, Small Swords, Grenades, Precision Weapons & Fast Throwing Weapons

Available Armor

Deflectors & Cloth



Magic

Type of Caster

Illrathic Caster

Initial Spell Points | +1
Spell Points per Level | 4 per Lv

Level Max Spell Rank

| | |
|---|-----|
| 1 | 1st |
| 1 | 2nd |
| 4 | 3rd |
| 5 | 4th |
| 6 | 5th |
| 8 | 6th |

Available Spell Sources

| Light | Shadow | Elemental | Scarlet | Orderly |
|--------------------|-------------------|-------------------------------|---------------------|---------|
| Attack (Minor) | | | Blade (Minor) | |
| Defending (Minor) | Explosion (Minor) | Earth (Minor) Fire (Minor) | Enchantment (Minor) | |
| Knowledge | Non-Lethal | | Iron | |
| Protection (Minor) | Shade (Minor) | Water (Minor) Wind (Minor) | Perception | |
| Transmutive | | | Utility | |

Pronounced Wiz-Zord, this is a specific type of caster that is so imbued with the mystical realm they sacrifice their corporeal body for one of magical essence. The process of transitioning from physical to magical is slow and engulfs the character's early career. No one really knows where Wizzords originated from and there are no historical records of who the first Wizzord was. They never hail from an official school of magic and are always trained by more experienced Wizzords looking to further the line. Each Wizzord is personally chosen by their master, who evaluates them from an early age, watching them through mystical means. Wizzords have no affiliation with any Order, and the individual character commonly is a lot like their master. They are mysterious, and the sight of one in a public area is very uncommon and will definitely draw attention. As they start to transform, the person initially simply looks pale. As the change continues to manifest, their skin begins to seem somewhat bright and almost cast a dull blue light. By Level 6, they are still in the form of a person but appear now as if they're made out of glowing glass and can be seen through. It is here where they don their telltale cloak to hide their changed bodies. Normally, the only thing a person is able to see are blue glowing eyes from the blackness under the hood.

As adventurers, a Wizzord would be a welcome addition to any party. Their ability to cast powerful spells early on makes them strong allies. They are particularly good at offensive magic but need to be guarded by more physical allies and not enter melee combat.

Wizzords are extremely fragile physically as their new form cannot withstand a lot of direct damage. They are only equaled in their casting ability by the Ordermaster of Exador. Like the Exadorian casters, they can transcend many of the restrictions between the different Spheres of Magic. This allows them to use a wide variety of spells from different Spheres unavailable to most casters.

Magical Changeling

The path of a Wizzord is lonely and fraught with uncertainty. Their bodies slowly waste away, replaced by their very essence brought into form on the Prime Plane. This makes the Wizzord extremely fragile and unfit for physicality. As their body fades, they lose the ability to perform physical actions. Something as simple as picking up a coin becomes a focused effort as their corporeal body is replaced by something else. In exchange for the abandonment of their bodies, they stand to gain immense magical powers.

Each stage of their transformation comes with a possible price. The fading from a person to an essence leeches their Humanity, Elven Spirit or Lyfenic Constant. The effect this has is a sense of nothingness and emptiness, at least, initially. When reaching a new Level, the Wizzord must roll a Resistance Check vs. Mystics. Failure means they gain no Hit Points for reaching that new Level. If they fail two Resistance Checks in a row (for each Level), they give in to the despair, cannot cope and simply fade away into nothingness. Due to their mindset and disposition, they do not feel the emotional pull associated with the Spell Spheres.

Stage 1

At Level 1, the Wizzord looks normal, save a stark paleness and fragility to their person. There is no benefit nor penalty at this point, and they play out just as described in their Kit.

Stage 2

At Level 2, the Wizzord looks as if they are on death's door: skinny, pale and sickly. Dark bags line their eyes, and they have a constant raspy cough. Even if they feel as if they're dying, their new form is slowly gaining strength.

They receive a +1 to Raw Magic Absorb per Level, starting at Level 2. They also receive a +3 to any ResCheck against direct-physical effects, such as poison, falling and the like.

Stage 3

At Level 3, the Wizzord looks even worse than before, but different as well. Their eyes glow a faint color (of the Player's choosing), and all signs of sickness are gone. Elish or Human, they gain a 100-foot low-light vision, similar to a Dwarf's. They still look frail, and one could almost swear you can see through their skin. Heavy clots mar their flesh, and the Wizzord can no longer wear armor of any kind.

Their casting ability begins to grow, and a Wizzord now adds their Level as a modifier to any Cast Spell Skill Check. Additionally, all Casting Times are reduced by a number of Marks equal to the Wizzord's Level (to a minimum of 3 Marks), as their presence on the magical plane increases.

Stage 4

At Level 4, the Wizzord's body now has slight transparency to it. They look better as if someone recovering from a deep illness. As they move about, parts of their body seem to "blink" in and out of reality. The glow of their eyes is now unmistakable, but one can see the eyeball behind the glow.

They gain the Ability to turn *Ethereal* for 1 Round per Level, as their bodies are no longer fully corporeal. This allows them to move through normal walls and become immune to non-magical/mystical attacks. They cannot interact with anything in a physical manner while *Ethereal* and cannot cast spells. If they become non-*ethereal* within a solid object, they are extruded to the nearest place where their body is not within a solid object. For each 10% of their body within a solid object, they (and the living being, if that's where they became non-*ethereal*) take 1d6 Unavoidable Damage. This talent is available once per Passing.

They also start to feel the pull of the magic plane, granting them power. They may choose any of their Minor Access Spell Sources and turn it into Major Access, except for Explosion and Enchantment. They also gain the *Phase (X)* Effect, where X is equal to their Level minus 4.

Stage 5

At Level 5, the Wizzord now is truly changing into something else. Their eyes glow brightly, and all signs of something underneath have left. Their body is transparent, and they could be mistaken for a specter. They feel the urge to cover their bodies with a large cloak or sheet, an urge they cannot resist. As they do, their ghostly skin starts to merge with the cloak. Pulling it off is painful, and wisps of mist can be seen billowing off the skin. Their bodies are now immune to physiological attacks that harm normal people, such as poisons, sickness, and age.

Their changing body begins to lose its hold in the real world. The Racial Abilities of Improvement, Resilient, Nimble, Extra Tough, Natural Combatant, Impervious, Robust, Willful, Staunchness, Shrewd/Persuasive, The Human Spirit, Woodland Hunter, The Lyfenic Curse, Lycanthropy, and Psionics are lost forever.

For the loss of their attachment to their bodies, they gain more magical aptitude, adding their Level to any RO of a Successful Cast Spell Skill Check.

Stage 6

At Level 6, the Wizzord has started to merge with the cloak they cover themselves with. Underneath, their bodies have turned into a blur of swirling blue mist, as thick as could be. Glowing slightly, it keeps the basic form of their former selves but as if colored by a child. Still, they are recognizable to those who knew them best.

Their bodies only weigh about 20 stones, and they have the temporary ability to jump great heights (10 feet straight up) until they continue to change. Because of this lack of weight, they lose traction, and their Land Speed is reduced by 5. They no longer have hands they can use. Instead, they use a form of telekinesis, that acts just like hand out to a range of about 3 feet. The items they manipulate have the same blue mist materialize around it. This can only be done in methods that are deliberate and slow. They cannot wield a weapon or strike at an enemy this way but can perform intricate and delicate work.

The leap away from the corporeal is stark but is welcomed with a new sense of wellbeing. In

addition to normal Hit Points, a Wizzord gains 10 more upon reaching Level 6.

Additionally, they can now use their newfound bodies as an attack, hurling a bolt of Raw Magic up to 10 yards away. The bolt does 1d10 damage, at the cost of 1 Hit Point and can be done once per Round. They may now perform any maneuvers, Roll Again to-Hit or Critically Strike.

Stage 7

At Level 7, the Wizzord is fully bonded with their cloak, and this is now their true form. Their legs are gone, turned into a tail of the blue mist. The rest only somewhat resembled their former self. Even those who knew them best have trouble recognizing them. Their speech has changed to a dull two-tone hum that is followed by a delayed whisper-like voice that speaks the words.

They levitate now and can glide across open expanses about 30 feet as a kite would. Their Land Speed, no matter what it was before, is set to 10. From here on out, they do not tire in a physical sense but have a limit of movement. They March at a rate of 10 from this point on.

Their bodies are now one with the cloak, held together by mystic forces. These forces are resistant to damage and heal rapidly. All Wizzords now gain a constant *Regenerate (X)* Effect, where X is equal to the Wizzord's Level minus 6, to a maximum of 4. Because the Wizzord's body is now a mystical presence, physical damage, while it can still kill them, is less of a threat. Rips and slashes in the cloak simply merge back together. However, if attacked by a spell or mystic attack, the damage is done directly to their essence, and the *Regeneration* Effect cannot heal the damage done in this way. They also no longer have a true body, and as such, are unable to perform physical Skills, Abilities, and Actions.

Stage 8

At Level 8, the Wizzord is no longer even a shadow of their former selves. They have only the form that rests under the cloak. They also begin to grow. At this point, from tail to the head, a Wizzord can be as tall as 7 feet. Every once in a while, a glimpse of the essence

under the cloak can be seen, a ghostly blue form that looks like liquid glass.

They essentially fly now but are bonded to be within about 10 feet of the ground at all times. They can still glide across expanses, but have more difficulty and limited to about 20 feet. Much faster now, their Land Speed is set to 15.

Fully given over to their new form, they find magical manipulation becoming every easier. They may again turn one Minor Access Spell Source into Major, except Explosion or Enchantment.

Stage 9

At Level 9, the Wizzord takes on their final form before they face their Ascension.

Now over 9 feet from tail to head, they more reminiscent of a sea ray when they move, quickly hugging the ground and darting from place to place. Their cloak is now fully their body, keeping their essence within and inseparable. They must be within 5 feet of a surface, with which they hover. This can be the sides of walls, the roof of a cave, even a deep chasm. They can no longer glide, however, and must stay against a surface. Wizzords at this stage are incredibly fast, able to move up to a Land Speed of 25 for short bursts.

This way of moving is extremely difficult to track, and even harder to hit. Wizzords gain a *Cover Save (X)* against melee and ranged attacks, where X is the Wizzord's Level against melee and double that against ranged attacks.

They no longer consider themselves a person; they are "something else." They are a true magic being, and only able to be hurt by magical weapons, spells and mystical attacks. However, they are still vulnerable to the elements and alchemy concoctions, such as an Acid Vial.

Battle Mages

Battle Mages are a mix of Combatant and Wizard. They vary greatly in their specialization from Character Class to Character Class. Some are spellcasting focused, with only rudimentary fighting proficiencies. Others are almost a Combatant, with some casting ability. Probably the most complex of Character Classes, Battle Mages have a little of everything. Players who are interested in combat, but also want some magical capabilities should consider a Battle Mage. However, more so than any other Phylum, Battle Mages are very different from one to another and Players should read each description to understand their focus.

Phylum Abilities

Compulsory Attack Radius (X)

Like the Combatants, Battle Mages' training allows them to protect their allies and not allow enemies to walk past them into the back lines. While they don't have the same presence as a Combatant, they still have a CAR. A Battle Mage's CAR works the same as a Combatant but is a $2+ \frac{1}{2}X$ -yard radius.

Tough Casters (X)

Gives the Battle Mage the Combat Casting Ability. When rolling, add +X.

Furthermore, the penalty for additional strikes is -1 (vice -2) and can be done 4 times per Round.

Lastly, using the Skill is now Free Action, but if the character wants to Set, they must still use a Quarter Action.

Armored Casters (X)

Battle Mages spend Cycles training in the arcane with armor on. They have learned to move easily within it more so than any other. As a result, the Evade Modifier from Armor is always 2 less than listed. Each 3 Potency lowering the Evade Modifier by 1 (2 at Potency 1, 3 at Potency 4 and so on). This can lower the Evade Modifier to 0, but never grant Evade.

Choice of Masters

Battle Mages cannot truly serve both the martial and arcane arts equally – they must choose one. This may only be taken during character creation. If choosing combat, increase your Max Mastery Style Rank by 1, but lose 1 Spell Point per Level. If choosing magic, cast 1 Spell Rank higher than their Spell Ascension Chart allows but lose 2 Hit Points per Level. This additional Spell Rank comes 2 Levels after the Max Spell Rank is attained and allows a Character Classes to cast to the 5th Rank of spells, even if they only have Minor Access.

Fast Casters (X)

Battle Mages value efficiency. Casting time of spells is reduced by 5, -1 more every 2, to a minimum of Snap-Cast, i.e. -5 CsT when taking the Ability, -6 CsT two Levels after taking it, -7 CsT four Levels after taking it and so on.

Combat Efficiency (X)

Battle Mages are highly adaptable and have the tools and training to overcome most situations. While still considered a Full Action, melee attacks only take 10 - X Marks, i.e. all rules for melee combat and Full Actions still apply, but a Round of attacks less Initiative. When casting a spell, the Battle Mage may act again after 10-X Marks, provided the CsT is less than that value.

ACOLYTE OF EXADOR

BATTLE MAGE PHYLUM

Alignment | Any Lawful
 Affiliation | Exador

Hit Points per Level | 1d6

Requirements

| | |
|------------|------|
| Strength: | None |
| Longevity: | None |
| Agility: | None |
| Dexterity: | None |
| Intellect: | 12 |
| Mysticism: | 15 |

Resistances

| Vs. Nat | Vs. Myc | Vs. Mag |
|---------|---------|---------|
| 0 | 0 | -2 |

Max Mastery Style | 8

Available Mastery Styles

Basic Mastery, Backhand Technique, Blind Man's Mastery, Defensive Style, Dual Weapons, Dueling, Frenzied Swarm, Gapping Technique & Quick Missile Mastery

Allowed Races

Human & Blue Elf

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 6 | 3 | 1 |
| 2 | 55 | | | |
| 3 | 111 | +1 | +1 | |
| 4 | 278 | | | |
| 5 | 500 | | +1 | +1 |
| 6 | 778 | +1 | | |
| 7 | 1112 | | | |
| 8 | 1668 | | +1 | +1 |
| 9 | 2780 | | | |
| 10 | 5560 | | | |
| 11+ | +1,390 Experience Points per Level | | | |

Available Skills

General, Mystic, Order, Wizard, Social & Artificer

Free Skills

Spell Lore & Spell Ready

Available Weapons

Light Weapons, Simple Weapons, Limited Skill Weapons, Common Swords, Small Swords, Finesse Swords, Driving Polearms, Slashing Polearms, Precision Weapons, Heavy Throwing Weapons & Fast Throwing Weapons

Magic

Type of Caster

Orderly Caster

Available Armor

Deflectors, Light Armors & Medium Armors

Initial Spell Points | +1
 Spell Points per Level: | 2 per Lv

Level Max Spell Rank

| | |
|---|-----|
| 1 | 1st |
| 4 | 2nd |
| 7 | 3rd |

Available Spell Sources

| Light | Shadow | Elemental | Scarlet | Orderly |
|-------|--------------------|-----------|-----------------|---------------|
| | | | | Death (Minor) |
| | | | | |
| | | | | |
| | Non-Lethal (Minor) | | | Moon (Minor) |
| | | | | |
| | | | Utility (Minor) | |
| | | | | |
| | | | | Xyion (Minor) |

The Acolyte of Exador is a newcomer to the Exadorian Order and adventuring. After the Rune Storm, some infighting and treachery occurred within the Magic Scholasta. This unprecedented event shattered the unity of the Scholasta and made each academy a possible enemy of any other academy.

By the 250th Cycle of the Second Age, rogue up-start academies and wayward spell casters were everywhere. Seeing this as a threat to the power of the Scholasta as a whole, each major academy slowly realized that a renewal of their once-unbreakable alliance was needed. They called for a meetings and counsels. But each time, talks broke down and nothing was accomplished. Seeing the fruitlessness of their efforts, they voted for a mediator – The Order of Exador.

With the Exadorians' help, the Scholasta found common ground and the alliance began to renew. However, several academies and individuals didn't agree with this new Counsel of the Magus and left the budding coalition. Those loyal to the Counsel were the majority, but there was little they could do to rope-in those who opted not to join. This intrinsically nullified a unified Scholasta. Those in the counsel voted for open war, to wipe out the "rebels". However, all knew that this road would lead to ruin. They then called upon the Exadorians for assistance.

The Acolyte is a mage-hunter. They travel the world seeking out those who refuse to enter the Counsel of the Magus. With the Order itself using their influence and power to coerce and communicate with major academies, rouge parts of the Scholasta are all but a memory now. However, the individual who bucks the system is still very much a problem.

The Acolyte of Exador reports only to the Order, and acts as a bounty hunter of sorts for the Counsel of the Magus. Each Acolyte is assigned an area and seeks out those defiant spellcasters.

In a party, they are single-minded, joining adventurers when their objective is one of the Acolyte's targets. They serve in the role as an anti-magic bastion, defending their allies and subduing enemy casters.

Acolytes are very specialized, with little Hit Points and combat prowess for a Battle Mage. Their strengths come from their abilities to thwart other spell casters and nullify magical effects.

Mix of Casters

Just as the Ordermasters, the Acolyte casts their Non-Lethal Source spells as an Illrathic Caster.

Master Duelist

The Acolyte trains for years in the art of the Wizards' Duel. As such, they have expanded and unmated capabilities. They may also react to other casters and do not need to spend a Full Action to declare they are entering a Wizards' Duel. All restrictions in a Wizards' Duel for Battle Mages do not apply to the Acolyte of Exador.

Master Duelist

Wizard Skill

Skill Slot Cost: N/A

They can perform any of the Wizards' Duel Actions as listed below for the Action Cost listed. They use their Master Duelist Skill to roll instead of Cast Spell when performing Wizards' Duel Actions. This Skill starts at Rank 1 and increases 1 Rank for every two Wizards' Duels they "win" – "winning" being up to the discretion of the Storyteller.

Advanced Block

The Acolyte can perform this as a Quarter Action. All normal rules apply. In addition, the Acolyte of Exador can Block multiple opponents' spells. They must have enough Initiative to do so, and cannot Block a second spell until the 5 Marks from the first is over. They may Block 1 opponent at Level 1, 2 opponents at Level 2, 3 opponents at Level 5 and 4 opponents at Level 9.

Advanced Counter

As a Half Action, the Acolyte may Counter an incoming spell using the normal mechanics. They receive a +1 to roll per Level and may expend only 1 SpP to add an additional +1 to roll. This SpP addition is limited to 1 SpP per Level.

Advanced Riposte

Works as normal, but the target is not allowed to spend extra SpP to produce a negative modifier for the Acolyte. Additionally, the Acolyte receives a flat +3 to roll on Riposte.

Subdue

At Level 2, Acolytes of Exador cannot perform the Rifting Action, as it is seen as too dangerous. Instead, they may magically subdue their target. As a Full Action, both casters roll when the target begins to cast a spell. The Acolyte receives a +1 to roll per Level above the target and a -1 per Level below. On a successful check (tie goes to the Acolyte), the spell caster is *Muted* and cannot cast spells.

The Acolyte can maintain this effect by Channeling each Round. The effect automatically lasts a number of Rounds equal to the Acolyte's Level. After that, they receive an opportunity to break the *Mute* by rolling an R.Myc. minus the Acolyte's Level, and improving by one each Round thereafter, e.g. a 5th Level Acolyte wins and *Mutes* their target. The target is Muted for an automatic 5 Rounds, as long as the Acolyte Channels. Then, on the 6th Round, they receive an R.Myc.-5 to break the effect. If they fail, they get an R.Myc.-4 the next Round, and so on until they make the roll, the Acolyte stops Channeling or one of the other provisos is met. Those provisos are:

- The Acolyte must maintain line of sight in order to channel.
- The Acolyte must remain within range to counter.
- The Acolyte can move up to ½ their Land Speed (round down) per turn, but any more negates the effect.
- The Acolyte is hit while Channeling.

Mage Shackles

At Level 4, the Acolyte can create a mystic set of faint blue shackles that have semi-physical properties. They act as physical objects to the Acolyte and to the spellcaster they ensnare – and no one else.

The Acolyte, as a Free Action and if within 4 yards of a *Subdued* target, can place these shackles on the target by simply throwing them at the target (this automatically hits).

As long as the shackles are on the target, they cannot cast any spells and are physically restricted as if they were wearing real shackles. The shackles last 1 Passing per Level of the Acolyte, and cannot be renewed on the same target without an equal number

of Passings in-between. These shackles count as a Ward and can be dispelled as normal, counting as a Spell Rank equal to the Acolyte's Level.

Ward Tapper

At Level 5, Acolytes can see wards if they use a Quarter Action, up to a range of 30 yards. To them, they see the design and runes of the ward as if they were a drawing of blue light. They can dispel wards at a range of 10 yards by rolling their Master Duelist Skill with a target number equal to the CsD of the Ward, plus its Spell Rank.

Mage Bane

At Level 7, once per Passing, as Channeling Action, the Acolyte of Exador drains 1d4 SpP (+1 SpP per Level above 7) from all spellcasters within a 50-yard radius, even those not within line of sight – friend or foe, but Orderly Casters, non-spell casters and any from the Exadorian Order are unaffected by any of the below effects. The Acolyte cannot move while performing this Ability.

The Ability takes its first Round's effect as soon as the Acolyte acts in that Round and can be maintained for up to a number of Rounds equal to the Acolyte's Level.

While Channeling each Spell Point taken creates a shield around the Acolyte that protects them from any form of magic attack, counting as 5 Hit Points per SpP taken. It also *Slows* all spellcasters by 5 Land Speed. An R.Myc.0 is allowed to reduce the SpP drain by 1 and the Land Speed loss by 2.

All casters affected by this Catastrophically Miscast as if spells were *Not At the Ready*. Any damage to the Acolyte can break the Channel if they fail an R.Mcy.0, and receive a -1 roll per each subsequent damaging hit they take.

If the Hit Points in the shield are used up, leftover damage is applied to the Acolyte in the form of Raw Magic Damage and the Ability ends. At any time while channeling, they can expend the shield, applying Raw Magic Damage equal to how many Hit Points the shield had at the time within 50 yards. The shield is then spent, and the Ability ends.

Roguish in nature and willing to do nearly anything it takes to complete their mission, Acolytes of Lanun serve as the vanguard of the Lanunite Order. The primary mission is to sniff out evil within the towns, cities, and boondocks of Wyrmsbane and report back to the Order so that it may be cleansed. The Acolytes of Lanun were commissioned by the Order a few centuries ago to provide an ever-watchful presence within Wyrmsbane. Most Acolytes of Lanun begin life as someone who has little regard for rules and does whatever it takes to win. This quality in a person can be turned to good by the Order and used for (what they consider) a higher purpose. Acolytes of Lanun can be around evil alignments if it suits their mission. Many times, they may neglect to reveal their identities in a party to see if there is any malevolence that should be dealt with.

More times than not, Acolytes of Lanun serve as scouts and information gatherers for the main war party of Lanunites. While they can join a party of common adventurers, it must meet the needs of the Order in some way.

Acolytes of Lanun are respectable spellcasters and have a good assortment of Mastery Styles at their disposal. They, however, are not overly resilient and commonly need the protection of other front-line fighters to keep them safe. Their job is not front-line combat, but provide the information needed so that the hammer Lanun may fall on its enemies. In other settings, Acolytes of Lanun make excellent flankers and can strike opponents when they don't expect it.

Pursue the Guilty

The Acolyte of Lanun has a very specific and needed duty within the Order. They are the ones that seek out, track to root out Lanun's quarry. Normally, this would be simply walking about a town, sensing what trespasses have occurred. In recent Passings, with the Passings are darker, and the number of Acolytes dwindles, they find themselves on the trail of more dangerous, and elusive prey.

Acolytes of Lanun can sense evil around them. Mechanically, they can sense any innately evil being and those with an Alignment of Outlook -250 (reduced by 30 per Level) within a 100 yards radius per Level. This, a 5th Level Acolyte could detect any person with an Outlook of -100 (or worse) in a 500-yard radius. This is a threshold of certainty, and an Acolyte can sense half that Outlook Score, but at greatly decreased confidence.

Moreover, how this comes across to the Acolyte changes and develops with experience. Starting off at Level 1 as just a shard in the mind and lets the Acolyte know something is not right, to Level 9 where they can distinctly know the exact location within the radius and the extent of their trespasses.

When the Acolyte sense someone, they then seek to get close and find out more. Whenever the Acolyte gets within 10 yards of someone they can sense, they see a rift in the Lanunite AUSA surround that person. This AUSA "sticks" causing them to glow in the eyes of the Acolyte. This AUSA trail "drips" onto the ground about every 100 yards or so, staying there for the Acolyte to see for about 5 hours, and then it begins to fade over the next 5 hours. This does not happen for the decreased certainty threshold. Once identified by an Acolyte, the aura never fades nor goes away. They forever leave behind a trail that any Acolyte can see (assuming they can see that Outlook Score at 10 yards in the first place) unless they change their ways. For those that do, as they work to be better people, the aura slowly grows weaker.

Of course, the Acolyte must enact temperance in these matters, especially when they are still neophyte. Chasing after each person whom they sense would fill every second of their Passings. Instead, they must investigate and find out what is afoot before spending their time on a pursuit. That said, the Order knows that the new Acolytes can only sense those who

have done great wrong (very low Outlook), and if the young Acolyte can sense it, it is probably worth pursuing.

Once ordered to do so, the Acolyte becomes the vanguard of a Vengeful Pursuit – the term for a group of Lanunites after a specific person or group of people with the intent to enact their Raithagon. Their job is to stay on the trail of the target and lead the rest of the Lanunites to their quarry. They do so by following the “dripping” AUSA left behind through the Track the Guilty Skill. Of course, in order to get to this point, the Acolyte needs to first get within 10 yards of a guilty party, then get to an Orderhouse and let the Rectors know, allowing them to make a decision and then marshal a Vengeful Pursuit, reacquire the AUSA trail and then move in on the prey. Much is expected of the Acolyte.

Track the Guilty

Acolyte of Lanun Skill
Skill Slot Cost: N/A

This skill allows the Acolyte to track those that have been identified as guilty through the Pursue the Guilty Ability by getting within 10 yards. They then see the person surrounded by a damning aura that drips glowing pools on the ground. These pools are only visible to the Acolyte and stay bright for 5 hours. The Acolyte can automatically track this person if they find pools 5 hours or less old. Once the pools start to fade, it becomes more difficult. To detect pools 6 hours old is a Target Number of 3, 7 hours old is a TN of 6, 8 hours is a TN 11, 9 hours is TN 14 and 10 hours (the last hour) is TN 17.

Keep in mind this is just to see the pools. The person always leaves behind the trail, and if the Acolyte loses the trail, they only need to get closer and find another, more recent pool. They don't need to roll to see pools left in the last 5 hours. To see those 6 to 10 hours, a Passive Skill Check can be rolled by the Storyteller to see if the Acolyte notices it. The Acolyte can also do the same with an Active Skill Check if they are suspect something and look.

As a side note, they would be also able to see ANY pools left by other individuals in the last 5 hours (up to 10 hours) left by persons with -100 Outlook or more.

EXAMPLE:

A 5th Level Acolyte can sense someone with -100 outlook or worse with certainty in a 500-yard radius and -50 Outlook with less confidence. Sensing this person with -100, they root around, knowing their basic direction. They go to a few bars and bump into him as the person lights up with the Lanunite AUSA.

The person runs, and the Acolyte gets permission to pursue and guide a Vengeful Pursuit. 6 hours later, the trail is growing dim. The Acolyte needs to make a Skill Check of 4 or more with the Track the Guilty Skill to see the pools.

The Acolyte continues to track, but the person must have gotten on a horse, and within a few hours, fails a Skill Check and loses the trail. Knowing there is a village up ahead, the Acolyte races there and finds a fresh pool at one of the inns, finding out the target had been here 3 hours ago and left heading north.

From the Shadows

Once an Acolyte gets close to their prey, they move into a position to deal a massive and incapacitating blow to the target. Acolytes of Lanun do not deploy as normal when combat starts. Instead, they go *Hidden* as soon on Round 1, with an initial position determined by the situation just before combat started. Even if the character does not have General Thievery, they may still perform this Ability at the start of a Combat.

There needs to be terrain or a setting that allows the Acolyte to go *Hidden* in the first place, as this is not magical in nature. The Acolyte cannot vanish into thin air, and cannot perform this Ability if there is nowhere to hide. It also does not prevent the Acolyte from being ambushed by Rogues and the like.

The Acolyte can also choose not to use this Ability and enter Combat as normal.

Starting on Round 3, the Acolyte can reenter Combat just as normal within the *Hidden* rules. They may also Ambush any enemies within 2 units of terrain the Acolyte could have reached by the time they enter Combat (based on their initial position). The Acolytes range of movement is $\frac{1}{2}$ their Land Speed while *Hidden*, or their full Land Speed if they have General Thievery. Once entering Combat, they may not go *Hidden* again for 3 Rounds.

Additionally, if the target for an Ambush is marked by Pursue the Guilty, or could be marked, the Acolyte gains +5 to-Hit and damage, +3 RO on a successful hit and +2 Critical Severity on a Critical Strike.

Mighty Smite

The Acolyte is sometimes charged with hunting down certain offender alone. Typically, these are criminals and other persons not of consequence. Whether on a Vengeful Pursuit or just hunting down a local murderer, the Acolyte has a powerful attack in their bag of tricks.

The Ability has both a passive and active component. Passively, the Acolyte adds their Level times two as unavoidable damage whenever attacking a person that is marked by Pursue the Guilty. The person must be marked, actively making those pools of AUSA for this to apply. Of course, the Acolyte may enter melee with several individuals that become marked that Round, allowing for this passive addition of damage to enact the following Round.

Actively, the Acolyte can empower their weapon with the vengeful energy of Lanun. The weapon glows and stays that way for up to 5 Rounds. Once the weapon strikes a target, the power is expended, and the Ability ends. The Acolyte receives a +2 to-Hit, +3 Damage and a +3 RO to any successful hit. These modifiers are increased by +1 for every -25 Outlook the target has. This is combined with the Passive effects against marked opponents. The active

form of the Ability can be used a number of times per Passing equal to the Acolyte's Level. The Player must declare this at the beginning of their Turn, and only one Mighty Smite can be used per Round.

In both cases, this is applied to both melee and ranged weapons. In the case of ranged weapons for the passive form, the Ability empowers 1 item of ammunition (an arrow or throwing axe for example), and only 1 item can be empowered at a time. While the weapons do glow, the Acolyte knows how to hide them to stay *Hidden* if needed.

THE ACOLYTE OF SWUNE

BATTLE MAGE PHYLUM

Alignment | Lawfully Evil
Affiliation | Swune

Hit Points per Level | 1d8+1

Requirements

| | |
|------------|------|
| Strength: | 12 |
| Longevity: | 12 |
| Agility: | None |
| Dexterity: | None |
| Intellect: | None |
| Mysticism: | 9 |

Resistances

| | | |
|---------|---------|---------|
| Vs. Nat | Vs. Myc | Vs. Mag |
| 0 | -1 | 0 |

Max Mastery Style | 8

Available Mastery Styles

Basic Mastery, Advanced Axe Technique, Axe-Shield, Blade and Shield Technique, Blind Man's Mastery, Counter Blow Technique, Dual Weapons, Following Blow, Force Style, Frenzied Swarm, Infantryman's Mastery, Paired Weapons, Polearm Mastery, Ripper's Technique, Staff Mastery, Swordsman's Draw Mastery & Whirling Blade

Available Skills

General, Warrior, Order, Wizard, Social & Artificer

Free Skills

Baragade, Order Common & Spell Lore

Available Weapons

Hand Axes, Heavy Axes, Light Weapons, Simple Weapons, Limited Skill Weapons, Whips, Common Swords, Small Swords, Great Swords, Finesse Swords, Ripping Swords, Blunt Weapons, Heavy Blunt Weapons, Driving Polearms, Slashing Polearms & Great Polearms

Available Armor

Deflectors, Blockers & Heavy Armors



Allowed Races

Human & Rosendarik

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 6 | 10 | 3 |
| 2 | 41 | | | |
| 3 | 82 | +1 | +1 | |
| 4 | 205 | | | |
| 5 | 369 | | +1 | +1 |
| 6 | 574 | +1 | | |
| 7 | 820 | | | |
| 8 | 1230 | | +1 | +1 |
| 9 | 2050 | | | |
| 10 | 4100 | | | |
| 11+ | +1,025 Experience Points per Level | | | |

Magic

Type of Caster

Orderly Caster

Initial Spell Points

+0

Spell Points per Level:

1 per 2 Lvs

Level Max Spell Rank

| | |
|---|-----|
| 1 | 1st |
| 5 | 2nd |
| 8 | 3rd |

Available Spell Sources

| Light | Shadow | Elemental | Scarlet | Orderly |
|-------|--------|-----------|---------|----------------|
| | | | | Death (Minor) |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | Moon (Minor) |
| | | | | |
| | | | | Spirit (Minor) |
| | | | | |
| | | | | |

Acolytes of Swune are able warriors that are the military leaders of the ground forces for the Swunite Order. They are stalwart and stoic. In the mind of an Acolyte, the direction of the Swunite Order is not necessarily always correct. However, most Acolytes don't concern themselves with politics and rather look after the troops and the task at hand. The Dark Order, which once was the Order of Peace, has always needed strong warriors to further their Chief Effort. When it comes to the actual implementation of the Chief Effort, the Acolyte of Swune is at the tip of the spear.

Like all those who are associated with the Swunite Order, Acolytes of Swune may not party with any of the other Orders or characters to have an unbendable good alignment. However, there are more than enough Swunite Character Classes to form an adventuring party to further the cause of the Order on gallant quests and missions.

Acolytes of Swune get to use the fabled Black Armor of the Swunite Order, a supremely resilient suit of Battle Plate. Additionally, they have good Hit Points and can learn a bevy of Mastery Styles. The preferred weapon is the Kator, which is paired with the Ripper's technique to strike fearsome blows upon their enemies. They have some access to spells, although these are merely to supplement their martial skills and not a focus of the Character Class.

Inspiring Leadership

The Acolyte of Swune has a very odd predicament. They are the leaders of the ground forces of the Swunite Order, leading War Parties and expeditions alike. While each one still belongs to a Sect (see Rector of Swune), they cannot be affected by the daily back and forth of internal conflict which has strangled their Order. They must remain clear-minded, leading their comrades no matter what Sect they belong to. While the Rectors may "criminally" waste the resources of the Order, they know not how things work in the "real world" and what it is like to lead others for the Order in combat. Thus, the Acolytes tend to shun the

Rectors and that the true importance of the Swunite actions is accomplished outside the halls of Deathheim.

All new Acolytes are specially selected by existing Acolytes to lead the Swunite people in combat. They are focused, of clear mind and purpose, and don't suffer fools. All Swunites under their command receive the benefit of stillness that a true acolyte of the Order of Peace can offer. Any ally 10 yards of the Acolyte receives a +1 to all their Absorbs, +1 to their Critical Threshold, a +2% to any Knock Out Check per Level of the Acolyte, and +1 to and ResCheck per 3 Levels of the Acolyte (+1 at level 1, +2 to Level 4 and so on). Against any chaos-inducing or confusing effect, spell or Ability, the ResCheck bonuses are doubled. If the recipient is a Swunite, then all bonuses are doubled.

At Level 4, an Acolyte not in melee can declare at the very beginning of a Round that they are going to lead their allies. As soon as the Player declares they are going to lead the party, all allies must accept or decline. Any ally can choose to decline but does not receive any bonuses if they do. The Acolyte forfeits their turn that Round, and all allies within 10 yards per Level of the Acolyte gain +1 Initiative per Level of the Acolyte. At the highest Initiative of all allies who accepted, all act at that Mark. That Player then moves their allies on the game board (or about the terrain), putting them into the best tactical position and using the enemies' missteps against them. Mechanically, the Acolyte's Player gets to determine where their allies move. Once put into place, they get to act as normal by their Player. If they accept, there should be no conversation as to where each character should move – it is the Acolyte making the calls in the heat of combat.

Allies that accepted the Acolyte's leadership gain a +3 to-Hit in melee, +2 at range, have their Evade bolstered by +2 and receive a +5 to any combat-centric Skill Check.

This Ability can be performed Round to Round, as long as the Acolyte stays out of melee. Only one Inspiring Leadership Ability can be received by others at a time, and a Swunite Acolytes never receives these benefits. When leading allies, the Acolyte leading is the one who grants those accepting allies the Inspiring Leadership bonuses.

Sacrificial Challenge

In times of great conflict, the Acolyte may still need to lead their troops, and enter the fray as well. When leading from the front is required, the Acolyte may issue a Sacrificial Challenge to any peer-level (or stronger) opponent within 20 yards. This is based on the perception of the Acolyte, and they may not exactly know who is a peer, but they'd have a good idea.

The challenge calls the opponent into melee with the Acolyte. Acceptance is voluntary, but depending on their level and view of honor in combat, they may feel very compelled to do so.

If the individual challenged enters melee with the Acolyte, the Acolyte's Inspiring Leadership range is halved. The Acolyte can only attack once per Round, no matter their Skills, and only receive ½ their normal bonuses when rolling to-Hit and damage from all non-magical sources.

Even so, they can still lead their comrades while in a Sacrificial Challenge, just as long as the one they challenged is the only one in melee and the Acolyte's Focus. If that person is slain, leaves combat, or the Acolyte's turns their attention to another, the challenge is over, and Inspiring Leadership resumes as normal, and the Acolyte cannot lead their allies.

Black Force

Acolytes of Swune are known for their control over an energy force called Black Force. It is an extension of the Acolyte's will, able to physically manipulate things around them, attack enemies, and add protection. It appears as tendrils of black energy surrounded by a dull red glow – like the moon of Swune. The force is both magical and physical in nature. Using it always counts as a Full Action.

If used to attack, the Acolyte can command the force to engulf their weapon(s). When they strike, add half the Acolytes Level in Raw Magic Damage (round down). This magic portion of the damage cannot Critically Strike. Again, the Acolyte must spend

a Round engulfing their weapons before they can attack.

If used in defense, the Black Force surrounds the Acolyte, blocking incoming blows passively. It adds +2 Block, +1 for every other Level (+2 at Level 1, +3 at Level 3, +4 at Level 5 and so on). The tendrils add this additional Block limited to as many melee attacks as the Level of the Acolyte. Additionally, the tendrils Block all around the Acolyte, and flanking bonuses are null while Black Force is active in defense. As before, the Acolyte must spend a Round putting the Black Force into place.

Lastly, it can be used as an extension of the user's hands, manipulating objects from afar. It can apply 30 pounds of pressure per Level of the Acolyte and can reach out 2 feet per Level. The level of manipulation grows with each Level. At level 1, only gross motor functions are mimicked, at Level 4, the Acolyte could pick up a key and use it in a lock, at Level 6, the Acolyte could catch something from mid-air or juggle, at Level 8, the Acolyte could knit a cloth or play the piano. The Acolyte can also use Skills through Black Force, with a -5 to roll. Any function the Acolyte attempts to perform through Black Force must be known to the Acolyte. The Acolyte cannot pick a lock with Black Force if they don't know how to pick a lock in the first place.

This last use of Black Force requires constant concentration and counts as a continuous Full Action. Black Force cannot be used to attack others, as in melee, use weapons in melee or at ranged. It can be used to attack incapacitated individuals but doesn't have the ability to deal direct damage as a weapon would. It can cause *Choking* to incapacitated opponents. In general, Black Force moves slowly, deliberate and purposeful.

THE ACOLYTE OF TATHUN

BATTLE MAGE PBYLUM

Alignment | Lawfully Good
Affiliation | Tathun

Hit Points per Level | 1d10

| Requirements | |
|--------------|------|
| Strength: | 10 |
| Longevity: | 10 |
| Agility: | None |
| Dexterity: | None |
| Intellect: | None |
| Mysticism: | 9 |

| Resistances | | |
|-------------|---------|---------|
| Vs. Nat | Vs. Myc | Vs. Mag |
| -1 | 0 | 0 |

Max Mastery Style | 6

Available Mastery Styles
Basic Mastery, Advanced Axe Technique, Axe-Shield, Blade and Shield Technique, Blind Man's Mastery, Counter Blow Technique, Defensive Style, Dueling, Following Blow, Force Style, Frenzied Swarm, Gapping Technique, Polearm Mastery, Staff Mastery, Swordsman's Draw Mastery & Whirling Blade

Available Skills
General, Warrior, Order, Wizard, Social & Artificer

Free Skills
Debate, Baragade, Order Common & Spell Lore

Available Weapons
Hand Axes, Heavy Axes, Light Weapons, Simple Weapons, Limited Skill Weapons, Whips, Common Swords, Small Swords, Great Swords, Finesse Swords, Ripping Swords, Blunt Weapons, Heavy Blunt Weapons, Driving Polearms, Slashing Polearms & Great Polearms

Available Armor
Deflectors, Blockers & Heavy Armors

Allowed Races

Human & Rosendarik

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 7 | 8 | 2 |
| 2 | 44 | | | |
| 3 | 89 | +1 | +1 | |
| 4 | 223 | | | |
| 5 | 401 | | +1 | +1 |
| 6 | 624 | +1 | | |
| 7 | 892 | | | |
| 8 | 1338 | | +1 | +1 |
| 9 | 2230 | | | |
| 10 | 4460 | | | |
| 11+ | +1,115 Experience Points per Level | | | |

Magic

Type of Caster

Orderly Caster

Initial Spell Points | +0
Spell Points per Level: | 1 per 2 Lvs

| Level | Max Spell Rank |
|-------|----------------|
| 1 | 1st |
| 5 | 2nd |
| 8 | 3rd |



Available Spell S

| Light | Shadow | Elemental | Scarlet | Orderly |
|-------|--------|-----------|---------|-----------------|
| | | | | |
| | | | | Hishire (Minor) |
| | | | | Spirit (Minor) |
| | | | | Sun (Minor) |
| | | | | Xyion (Minor) |

The Acolyte of Tathun is the militaristic wing of the Order. Embodying everything that is good and just of the Tathunites, the Acolytes serve the Order through physical means. They are charged with protecting the innocent and bringing the evil to justice. Generally, those who don't have the magical aptitude to become a Rector of Tathun become an Acolyte if their heart is pure. Acolytes of Tathun serve the Order and the public with every fiber their being. They gladly give their lives for even the lowliest of peasants and always stand against injustice. They are the enforcers of the will of the Order and the protectors of the Rectors. While most Rectors would rather reason with individuals and settle things through nonviolent means, the Acolytes have no problem bringing a blade to the solution. Because of their untainted alignment and views, Acolytes of Tathun cannot be in the same party as any evil characters.

Acolytes of Tathun are very often thrown into adventuring parties by the Order. The thought is that they can serve as an example to other adventurers and turned a party into a more than a mere assemblage of individuals. The Order of Tathun is anything but ignorant of the way things really are. They know full well that the adventurers are in it for money and fame. It is their hope that the Acolytes can serve as a shining example that integrity and selflessness bring greater rewards than money ever can.

Acolytes of Tathun are formidable warriors, able to wear good armor, learn impressive Mastery Styles and have more than enough Hit Points to keep them in the front lines of combats and protect their allies. They supplement their martial prowess with a small number of spells that can aid them, not the least of which is the Hishire Source which can heal.

A Shield Against Evil

The Acolyte's main function within the order is to provide the presence and force of justice. While the Rectors are out and about, they tend to allow the Acolytes to make the most direct actions in executing the Raithagon. Anything unjust committed by people or evil beings must be properly dealt with. It is the Acolytes that are charged with bringing the criminals to justice. Although, it is not always a criminal that committed an injustice. It could be someone acting out of hurt who suffered an injustice themselves. Therefore, most Acolytes are cautioned to be gentle and understanding, until that time is passed. They are trained to be far more compassionate and person-oriented than the Rectors.

When an injustice is known to the Order, the Acolyte is dispatched to bring that person in. If the injustice is unknown, or the Acolyte finds out there is more to the story; then a Rector is called in. The Acolyte is to do their utmost to bring the suspect of injustice to the Orderhouse or place of social law unharmed. This can be a tall order at times. The Rectors don't always know what injustice has been committed, by how many people or surrounding details. Thus, a wise Acolyte always treads lightly.

In the case of monsters, entities and plain evil, the Acolyte is expected to destroy the guilty. They do so with fervor and passion when there is no doubt. The balance in these matters has always been at what point is destruction called for – many times; it is not so clear.

Acolytes, fortunately, have a shield against evil. This protects them from any onslaught from a naturally evil being, undead or anyone with an alignment of -200 or worse. They receive a +5 Absorb, +5 on any ResCheck to resist an assault and are immune to any Ability, spell or power that would immediately or outright incapacitate or kill them. They can also not be Critically Struck by such opponents.

Likewise, they can sense such beings within 10 yards per Level of the Acolyte. The sense is something like feeling an eerie presence. It does not reveal Hidden, invisible or the like. No matter how they hide, anything undead, innately evil or possessing an Outlook of -200 or more is always known to be in that vicinity by the Acolyte. This also applies to whoever is the subject of the Rector's Path of Justice

Ability that brought the Acolyte to them in the first place.

For the direct perpetrator of the injustice detected by the Rector's Path of Justice, they are stricken with a sense of guilt and pressing weight. When attacking an Acolyte, they must roll any roll they make in combat twice, taking the lowest score.

Truth Seeker

Being part of the Tathunite Order, Acolytes have a lesser degree of power to know the truth, when compared to the Rectors. This work far different than a Rector, as the Acolyte can only detect deceptions spoken directly to them. Furthermore, and unlike the Rector, how things are stated makes a difference. They instinctively know the truth 5%, +5% per Level (to a maximum of 50%) of the time of anything spoken to them. A savvy Acolyte has their tricks and knows how to ask questions to corner a liar.

If a person is found to be a liar by an Acolyte, and foolish enough to attack them, the Acolyte gains a bolstering from the local AUSA. This adds +2 to-Hit and Damage per AUSA Power, +2 to all Absorbs, Critical Threshold, and Base Evade per AUSA Power. These bonuses only apply to the Acolyte when directly opposed to that liar. If someone else attacks the Acolyte not know to be a liar, none of these bonuses apply.

Until the person admits their lie, these bonuses persist. The confession must be made to that Acolyte to remove the effect.

Secondly, the Acolyte has a 6th sense to know the truth about a subject. This is a departure from what is spoken to them, and more of a gut feeling. As the Acolyte becomes more experienced, their accuracy increases. In general, the Acolyte "just understands" the truth of a matter with a 10% accuracy per Level (to a max of 90%). This Ability is welcomed by the Rectors, who can only see the truth in a person.

However, it is important to note that Acolytes don't share the same duties as the Rectors, and are rarely made part of the social-political justice system. In the public realm, this is more applied to

investigation and interrogation but never trails of law. The Acolytes inability to be certain is deemed to be unjust to use as a convicting agent, even a slight chance of innocence must be preserved. The Acolytes accept this and use their Abilities where they can to serves the overall cause.

Healing Touch

The Acolytes of Tathun are the vanguard of the Order. While the Rectors are more concerned with the administration of justice and politics, the Acolytes enjoy the freedom to spread the Order's goodwill amongst the people.

One noteworthy aspect of their goodwill is the ability for an Acolyte's mere touch to have a healing effect on people. This is essentially a litany that mimics a healing spell from the Hishire source, but, done in such a way to not tap into Spell Points or require all the formalities of casting. This is commonly done to heal the innocents as they are hurt by the wilds, through accidents and other people.

The Acolyte must touch the person for 2 Rounds (20 seconds). They cannot be interrupted and may not be in Combat. The touch heals 1d4 damage immediately and then applies the *Regeneration* (X) Effect for 3 Rounds, where (X) is equal to the Level of the Acolyte. It also removes any possibilities of infection (or the infection itself), stops bleeding and halts most of the pain.

Acolytes can impart Orderly healing through touch. This can be done once a Passing and heals a target for 1d4 plus the Acolyte's Level. This takes the entirety of a Round if used in combat. Additionally, the Ability cures/stops any of the Common Effects.

THE CLEVIN SOL

BATTLE MAGE PHYLUM

Alignment | Any Alignment
Affiliation | None

Hit Points per Level | 1d8

Requirements

| | |
|------------|----|
| Strength: | 9 |
| Longevity: | 9 |
| Agility: | 9 |
| Dexterity: | 9 |
| Intellect: | 11 |
| Mysticism: | 12 |

Resistances

| | | |
|---------|---------|---------|
| Vs. Nat | Vs. Myc | Vs. Mag |
| 0 | 0 | 0 |

Max Mastery Style | 6

Allowed Races

Human, Wood Elf, Grey Elf, Rosendarik, Lyfin & Dafter

Available Mastery Styles

Basic Mastery, Advanced Axe Technique, Blade and Shield Technique, Blind Man's Mastery, Counter Blow Technique, Defensive Style, Dual Weapons, Dueling, Following Blow, Force Style, Frenzied Swarm, Paired Weapons & Staff Mastery

Available Skills

General, Warrior, Mystic, Wizard & Artificer

Free Skills

Spell Lore & Spell Ready or Create Duve

Available Weapons

Light Weapons, Simple Weapons, Limited Skill Weapons, Blunt Weapons & Heavy Blunt Weapons

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 6 | 6 | 3 |
| 2 | 45 | | | |
| 3 | 90 | +1 | +1 | |
| 4 | 226 | | | |
| 5 | 406 | | +1 | +1 |
| 6 | 632 | +1 | | |
| 7 | 904 | | | |
| 8 | 1356 | | +1 | +1 |
| 9 | 2260 | | | |
| 10 | 4520 | | | |
| 11+ | +1,130 Experience Points per Level | | | |

Magic

Type of Caster

Illrathic Caster

Initial Spell Points | +0
Spell Points per Level | 2 per Lv

Available Armor

Deflectors, Blockers, Heavy Armors, Plate & Nie-Jni

Level Max Spell Rank

| | |
|---|-----|
| 1 | 1st |
| 3 | 2nd |
| 5 | 3rd |
| 7 | 4th |

Available Spell Sources

| | Light | Shadow | Elemental | Scarlet | Orderly |
|--------------------|-------|--------|-----------|---------|---------|
| Attack (Minor) | | | | | |
| Healing (Minor) | | | | | |
| Protection (Minor) | | | | | |

A Clevinsol is a follower of one of the fallen Orders. During the War of the Avatars, most of the original Orders were destroyed. Even so, their followers remained in the world and have passed down their tenets from generation to generation. Clevinsols seek to restore their Orders to their former glory, not believing that their destruction was fateful and there is hope for restoration in the future. They are not able to spread AUSA, nor can they draw on it. Despite this evidential circumstance of the Order being dead, they nevertheless press forward. There are several fallen Orders that the Clevinsol can be a part of, each one with a different set of principles and character to them. Thus, each Clevinsol has an individual nature, and their alignment can vary greatly. It is important to note that while the Order is no longer, they have not turned into a Cult. This is the primary argument and evidence the Clevinsol holds to prove that their Order, no matter how far gone, is not extinct.

Clevinsols typically are employed as adventurers as it is the best way for them to gain the resources they need to further their cause. They are not shunned or looked down upon by the general populace, although, many of the Orders consider their actions to be mere toil and rather sad.

Clevinsols get generous Hit Points and can wear virtually any armor. They act as a lump of iron in combat; difficult to hurt and unmovable. Clevinsols have an adequate arrangement of spells, including the coveted Healing Source. The most famous of all of the fallen Orders is Zanax, Order of the Mason. It was customary for this Order to use weapons that resembled the tools they use to build great palaces and cities. Through the Cycles, this stereotypical set of weapons has become adopted by all those who serve the fallen Order. Therefore, Clevinsols only bring blunt like weapons into combat to smash their foes.

Patron of a Fallen Order

Clevinsols cling to the past Orders and strive to bring them back to former glory. Because much of their history is lost, the current Clevinsols don't truly know or understand the distinction between these lost Orders. They have unknowingly banded into three groups, each one representing a few of the Fallen Orders combined, but identified as one. This has been the case for over 500 Cycles and has come to serve Clevinsols in such a way as to grant some abilities. The few scholars who research these matters conclude that they are in fact building a new AUSA. At the time of the Ancients, the AUSA discovered just before the rebellion had already been growing for ages. Perhaps the Clevinsols' efforts are not in vain. Perhaps their work and efforts are producing something more, just as those who revolted against the Ancients did before them. In any event, they are no longer a true representative of one of the original Orders, but an amalgamation of those edicts and principles – although, they know not the combinations of Orders they now represent. As such, they have, over time, come to identify with three major fallen Orders. These are the most remembered and famous of all the fallen, and still hold sway to this Passing.

Each Clevinsol uses the same Kit with the same base starting point as a character. The Player must choose which of the three sects they represent. This choice is made at the start of the game and is irrevocable. The very odd (to many scholars) addition is that, while an Illrathic caster, they gain the Baragade Order Skill. This works for the Clevinsol in the same way it does for an Orderly Caster, restoring lost Spell Points.

Zanax

Those Clevinsols who follow the Fallen Order of the Mason tend to hail from southern Hammer Ise and the Torsak Province – the power seat of the Order of the Mason before their demise. Zanaxis Clevinsols are tough, boorish and strong. Their patron Order was that of a builder. In ages past, Zanax was the Order that built the greatest of all buildings. Huge constructs of stone and wood, many of which seem to rise to the sky. Some of the most famous and opulent buildings today were built by the Order of the Mason: places

like Moon Castle and the Lyfenic capitol of Tel'folsol. The largest city in the world, Catlit, was built by the remnant of the Order after their defeat in southern Hammer Isle.

Zaxnaxis Clevinsols are all expert builders and masons. Each one of them would have a Skill Rank of 5 in a building or mason Skill (there is not one, but if it comes up, use Skill Rank 5). They also know the structural workings of most any building at a glance. They love to build; it is the picture of their former AUSA. When taking time between adventures, a Zanaxis Clevinsol spends their time building whatever living and working structures they can. For each Shift spent (10 Passings), they gain 10 experience.

Incidentally, the Zanaxis Clevinsol is the progenitor of the Clevinsol movement, based out of Catlit. They are first that carried on the Order's Raithagon, despite the demise of their Avatar. In battle, the Zanaxis would carry the same hammers and mauls they used in building, as a sign of their dedication. As such, all Clevinsol carry on the tradition of carrying only blunt weapons into combat, no matter their affiliation.

In addition to the listed Spell Sources, Zanaxis Clevinsol gain Minor Access to the Earth and Force Sources.

Strength of the Builder

Zanaxis Clevinsols have a strength that defies normality. No matter how skinny or small, all Clevinsols have a minimum of 15 Strength. When creating a character, assign Attributes as normal. If the Strength Attribute is under 15, then set the score as such. The Zanaxis Clevinsol also is not restricted by Racial Limits on Attributes for Strength and may achieve a 30 Strength.

They also grow in power as they grow in experience. They passively gain 1 point of Strength for every other Level they gain (+1 at Level 2, +1 more at Level 4 and so on), to a maximum of +4 at Level 8. Furthermore, they double all amounts they can push, press and lift (as described in the Encumbrance Chapter).

Once per Passing, at Level 4, they can temporarily double their passive Strength gains (+4 at

Level 4, +6 at level 6 and so on) for a limited time. They may sustain this in combat for only 1 Round per Level. Outside of combat, they can sustain it for 1 minute per Level.

The Unbound Mason

All Zanaxis Clevinsols are gifted with the power of the Mason. In this, they have the ability to create pulses of concussive energy by will alone. This can be used in several ways.

In general, the Clevinsol can touch a structure and "assault" it with concussive energy that simulates an earthquake. This power allows a Clevinsol to create a great shudder in any structure, causing it to shake and fall apart. At Level 1, this feels like an earthquake in a small house and could crack a large boulder. By Level 5, that same house would fall apart from the tremor and a cave would start to fall in. By Level 9, a large building (about 7000 sqft) would crumble from the stress and larger structures would shake with great vigor. This can also be localized at Level 4 and focused on only a part of a structure. While this Ability might have many applications, remember that the Clevinsol sees all structures as something to be treasured. The destruction of such things is a crime and only done as a needed sacrifice. This is not used in combat and can take a few Rounds to build up the power to assault the structure, depending on the size.

In a non-specific application, the Clevinsols touch causes a wave of pulsing seismic concussion that causes things to shake as if the items itself was the epicenter of an earthquake. This is never subtle, but violent and loud. The Clevinsol can control the level of concussion, but not to a point where it is delicate. Imagine the Ability as a sledgehammer. While a full swing is not always the case, even the slightest touch has noticeable effects.

If the Clevinsol touches a creature that is made or constructed primarily of stone or metal, the Unbound Mason has detrimental effects. The Clevinsol rolls to-Hit, with Strength bonuses only, as they press their hand against the target. Upon contact, a wave of seismic energy wracks the target for 1d12 per Level of the Clevinsol. This is a Full Action and uses 1 Stamina.

As a Full Action and at Level 3, the Clevinsol can reach out their hands in a direction, causing a rifting wave of concussive pulses to effect anything within a 45-degree cone, to a range of 10 yards per Level of the Clevinsol. Anything within the AoE has their hearing muted as waves of energy pulse by, they must make a ResCheck vs. Mystics or *Stand Stupid* for the rest of that Round. Additionally, their initiative is reduced by 1 per Level of the Clevinsol for 1 Round per Level of the Clevinsol. At Level 5 the Clevinsol may choose a primary target and focus on this Ability. The middle of the 45-degree cone is based on that target, and they must make a second Resistant Check vs. Mystics (-1 per Level of the Clevinsol) or be *Slowed*.

Lastly, the Clevinsol at Level 6, can touch any construction, building, or even street, and see in their mind a diagram of what construct touched and where it goes. It is like a holographic chart in their mind that they may twist and see each little detail of the construction, often revealing secret doors and passages. This cannot be done in Combat, and the vision leave the mind of the Clevinsol as soon as they stop touching the object. Skills to remember and map such as Cartography and Perfect Memory are useless in this case, AND ONLY AS THE Clevinsol touches the object can they say, or point in a direction and understand the nature of the construct.

Rath

Pronounces “raath (roth),” the Fallen Pensive Order (somewhat) lives on. Clevinsols do their utmost to spread the need for others to clearly think and consider all options. They are seen as the least obtrusive of all Clevinsols, as one can simply ignore the Rathian. At the same time, they have the most success in their efforts as a whole.

The Fallen Order of Rath was one of the few places where freedom was won without bloodshed during the War of the Ancients. They won their independence through reason and negotiation. During the War of the Avatars, they were one of the very first to fall, as most of the Order took a passive approach, wanting to reason with their aggressors as they did with their former Master. The plan failed, and those Orders more aggressive took advantage of the Pensive Order, snuffing it out very quickly – or so they thought. Many of the Order survived and lived to carry on a legacy.

Today, these Clevinsols act as advisors to anyone who wants a savant-like mind. Clevinsols can calculate huge tasks in their heads and foresee, through deduction, what might be. All Rathian Clevinsols start the game with 20 Intellect and do not roll that Attribute. No matter the Race, they are set at 20. These Clevinsol believe that there is a limit to what a mortal can and should know. While extraordinarily intelligent, they tend to regulate themselves as to what they know, preferring not to know all, but only know what needs be.

Rathian Clevinsols receive a -4 to all Skill Progression, to a minimum of 1. This takes the place of their modifier from Intellect and/or Skill Priority. They also have access to any Skill Group. However, all their Skills start at Rank 1, as the Clevinsol believes in a metered and pensive approach to knowledge, and not natural ability. All Rathian Clevinsols gain the Detective Skill, the only one to start at Rank 4.

In addition to the listed Spell Sources, Rathian Clevinsol gain Minor Access to the Knowledge and Utility Sources.

Gaze of Thought

At Level 6, the Rathian Clevinsol (using a Full Action and 3 Stamina, which they must have when using the Ability), can engage any foe up to 10 yards away. Their eyes light up with a brilliance, which shoots out and connects with the eyes of any intelligent creature within range. That creature must make a ResCheck vs. Mystics or remain *Stunned* as long as the Clevinsol holds their gaze. The Clevinsol can sustain the gaze for 1 Round per Level as long as they are not in melee. If attacked otherwise, treat the Ability as a Spell and roll for Fizzle. The ResCheck vs. Mystics is based on the intelligence of the target. Targets with an Intellect of 10 or more receive no modifier. For every point above 10, they receive a -1 to their ResCheck, as flashes of complex things bombard their minds. The target's eyes turn white, and they cease all they were doing, even if damaged or moved.

The Possibilities

Rathian Clevinsol Skill
Skill Slot Cost: N/A

This Skill allows the Clevinsol to take a situation and run all the possible outcomes through their mind. This has many applications. In a combat scenario, it allows the Clevinsol to roll a Skill Check with a Target Number of their opponent's (focused opponent) Mastery Style Skill Rank. This can be done each Round and success means that opponent's Master Style Rank is reduced by one for each success against the Clevinsol.

Outside of combat, the Clevinsol can take any situation and calculates what may happen. This is always based on empirical data, and the random choices of people are not considered as a specific focus. They may deduce that something will happen a certain way, based on the normality of people in general. As they get to know a person better, that person's individuality can be better incorporated into the final analysis. The Storyteller takes the roll and compares it against a subjective Target Number. The result is given to the player as well as a percentage of certainty (based on the Player's roll). If all things remain equal, the Clevinsol may be able to deduce exactly what happens, given that no other events or interactions change the equation.

The Learner

Rathian Clevinsols can learn most anything from just an iota of exposure. When attacked in melee by a Mastery Style they don't know, they have a 10% chance per Level to gain a Pip in that Mastery Style per Round of exposure. After 5 Pips, they gain the Mastery Style at Rank 1 with the normal Progression. The limits of their Master Style are not limited by their Kit; but, they may not be able to use the Mastery Style due to their weapons restrictions.

Likewise, if they're able to observe Skills being used/done with some ability to ask questions and study the technique, they also have a 10% chance per successful Skill Check they observe another accomplish to gain a Pip. After 5 Pips are gained, the Clevinsol gains that Skill at Rank 1, but with a natural Progression of the Skill (not reduced as a Rathian, and +2 more on top of that).

Havbosch

The Secretive Order of the traveler (pronounced Havbosh'k) combined with that of Bhid at their inception of resilience after their fall. Bhid is the Order of Freedom, the very first of all Orders, and the two's edicts married nicely together. Of the fallen Orders represented by Clevinsol, Havbosch is the most enigmatic. They have little idea of how they formed and came to be after their Avatar's' deaths. Some records point to an origin of Ika, but then many question how that may be if all Clevinsol spawned from the effects of Zanax in the Torsak Province. This mystery is deepened further because Havbosch Clevinsol are solitary.

The Clevinsol of this fallen Order roams from place to place. They are free spirits, seeing the whole world as their home, and not any one specific place. They buck any form of authority, seeing the natural laws and events of the world as the only true power. They abhor closed-in spaces, preferring the open wilds. However, they are not attuned to nature per se. They see everything as part of the world. Even the stones and bricks of a city make up part of that world.

Each Clevinsol has a mission within their mind. This is a vague idea that requires them to move from one place to another in search of that place where their purpose is fulfilled. Traveling from place to place because they "haven't found it yet," the Havbosch Clevinsol is a true wanderer. Families long lost after their choice to promote a fallen Order, hometowns behind them, they seek only something that has meaning at the moment. In this, they are excellent adventurers, always seeing an opportunity as a way to find that one place they should be.

All Havbosch Clevinsol are immune to any form of Effect or spell that binds them in place. They cannot be slowed, stunned, rooted, frozen and so on. Time spells may have a like outcome, depending on if the Clevinsol is bound in some fashion or not. This extends to conventional means as well.

In addition to the listed Spell Sources, Havbosch gain Minor Access to the Time, Transmutive and Natural Sources. Also, they gain access to Ranks of spells 1 Level lower than Listed, e.g. Access to 2nd Rank spells at Level 2 instead of 3.

No Cage

The Clevinsol of Havbosch can simply not be detained in any way. Through physical and metaphysical means (unknown to them) they always free themselves of a prison. No matter what is done to lock them up, chain them, bind them or bury them, they somehow find a way out. Sometimes through supernatural ways, other times through conventional means. They never spend more than 6 hours in bondage, and normally none at all. This does require full Stamina, and the Clevinsol will remain bound until they are at full Stamina.

The Long March

No person is more accustomed to the road than a Havbosch Clevinsol. They are more at home wandering aimlessly on the roads and trails of Wyrmsbane than in even the most welcoming inn. They may not take any Skill that allows for tracking, orienteering or use of a map. These things are trivial as they point to an arbitrary place, when the Clevinsol is seeking a place meant for them, and never on a map. In this, they are also never lost. A Clevinsol always knows about where they are, where the next town is and where they think they should go. This information comes to them in an innate manner, and not something they care to explain.

Clevinsols are able to March 20 hours at a time indefinitely. When they feel a pull towards a place with impetus, they have unending endurance. When they have no need to be somewhere in a hurry, they move at a normal pace, but again, may do so without end. Furthermore, they always gain 3 Stamina back each night of at least 5 hours rest per Passing, even when on the road.

When speed is needed, the Clevinsol has the ability to dart about very swiftly. They have a general bonus of +3 to their Land Speed and do not suffer modifiers from armor. If they use the Charge Ability, the movement portion doubled.

At Level 4, a Havbosch Clevinsol who is called to a certain place can move there in a supernatural way. How this is done is completely unknown to them, and their minds simply don't

absorb how this happens. For all around them, the Clevinsol seems to fade away, vanishing only to appear on the doorstep of that place they needed to go.

An 8th Level Clevinsol decides to take a party of a Long Step Journey. Their Limit is 800 Leagues by themselves. However, the party travels at only 25 leagues per Passing. Thus, a jump of 50 Leagues would cost 1 Stamina for all in the Party, 75 would be 3, 100 would be 4 and so on, until we reach 800 – which costs 32 (impossible).

If the Clevinsol Long Step'd the party 250 Leagues, that costs all in the party 10 Stamina. Whoever did not have 10, would find themselves dazed on the road to that place, a % equal to their current Stamina. In this case, if they had 5 Stamina, they'd only be able to travel 50% of the way, or 125 Leagues. They would appear 125 Leagues out, along the roads, confused and disoriented, wondering where everyone was.

Mechanically, this is limited to 100 leagues per Level, but after a Passing more of travel, the Clevinsol can vanish again and perform the Ability again – effectively “jumping” from place to place with a Passing in between each. The Clevinsol call this the “Long Step.” The pull and enabler are determined by the Storyteller, and never clear to the Clevinsol, but always has to do with their destiny.

At Level 7, the Clevinsol can take their allies with them on Long Steps, but the range is halved, and they must spend two Passings between each.

However, for all in the party (the Clevinsol does not need the Stamina and Long Step is always “free”) passage still takes the normal amount of Stamina. If the travel was greater than what a party (or Clevinsol) could normally accomplish in a Passing, then for each multiple of the distance covered, subtract 1 Stamina. All Characters are bound to this, and if a character does not have the Stamina to make the journey, they will be “left behind” at a point where their Stamina could carry them.

Safe Passage

Wyrmshane is a dangerous place, with beasts and foul entities that roam the wilds constantly. Moving from one town to another can be an adventure. It is a wonder that these Clevinsol survive to most. To the Clevinsol, travel is always safe. When traveling from place to place, the Clevinsol always enjoys the best of conditions. The skies are clear, the temperature in their locale fair, good roads, plenty of friendly people on their route, calm seas if sailing, and calm skies if by Windship. When moving from place to place, they cannot be ambushed, waylaid in surprise or trapped into a path of no escape. Even the cleverest Bandit cannot surprise a Havbosch Clevinsol when they move about. Moreover, they cannot be Ambushed at all, and always see the attack coming.

They still may be bushwhacked by monsters and other enemies as they travel, but never in a way that takes them by surprise. The Clevinsol knows, when they start the journey, that enemies stand in their way. They know not when or where, but this foreknowledge keeps them from being taken by utter surprise.

This Ability also allows the Clevinsol to walk through traps and Wards, mystic or natural, without triggering them. They are not aware that they do this and cannot point them out to others. Never-the-less, even the most sensitive trap does not trigger when a Clevinsol passes through.

THE CORRUPTOR

BATTLE MAGE PHYLUM

Alignment | Any Evil
Affiliation | None

Hit Points per Level | 1d4+1

Requirements

| | |
|------------|------|
| Strength: | None |
| Longevity: | 10 |
| Agility: | None |
| Dexterity: | None |
| Intellect: | None |
| Mysticism: | 13 |

Resistances

| | | |
|---------|---------|---------|
| Vs. Nat | Vs. Myc | Vs. Mag |
| -1 | +1 | 0 |

Max Mastery Style | 5

Available Mastery Styles

Basic Mastery, Advanced Axe Technique, Blind Man's Mastery, Force Style, Frenzied Swarm, Staff Mastery & Precision Marksman

Allowed Races

Human, Wood Elf, Grey Elf, Blue Elf & Lyfin

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 6 | 6 | 3 |
| 2 | 58 | | | |
| 3 | 116 | +1 | +1 | |
| 4 | 291 | | | |
| 5 | 523 | | +1 | +1 |
| 6 | 814 | +1 | | |
| 7 | 1164 | | | |
| 8 | 1746 | | +1 | +1 |
| 9 | 2910 | | | |
| 10 | 5820 | | | |
| 11+ | +1,455 Experience Points per Level | | | |

Available Skills

General, Wizard, Social & Artificer

Free Skills

Spell Lore & Spell Ready or Create Duve

Available Weapons

Hand Axes, Heavy Axes, Light Weapons, Simple Weapons, Limited Skill Weapons & Blunt Weapons

Magic

Type of Caster

Mashanic Caster

Initial Spell Points

+2

Spell Points per Level:

1 per Lv

Level Max Spell Rank

| | |
|---|-----|
| 1 | 1st |
| 3 | 2nd |
| 4 | 3rd |
| 5 | 4th |
| 7 | 5th |

Available Spell Sources

| Light | Shadow | Elemental | Scarlet | Orderly |
|-------|--------------------|-----------|--------------------|---------|
| | Blood (Minor) | | | |
| | Decay | | | |
| | | | Force (Minor) | |
| | | | Iron (Minor) | |
| | Non-Lethal (Minor) | | Perception (Minor) | |
| | Shade (Minor) | | | |
| | | | Utility | |



Chaotic in nature, the Corrupter is bent on destruction in general. Their upbringing through the Magic Scholasta teaches them to attack and press the attack. They teach them how to melt things away with acid magic that causes pain and suffering. Indeed, any new Corruptor starts the game with their share of scars received by their cruel schoolmasters and sides effects from the magic they cast. It is the intent of the Magic Scholasta to create a caged beast – one that is ready to bring unimaginable destruction, but also at the beck and call of the Scholasta. They have failed.

Name for the distinct yellow color created by spells from the Decay Source, and sometimes called a Yellow Mage, the Corruptor is one of the most spell-focused Character Classes in the Battle Mage Phylum. They are strong spellcasters who prefer close quarters and have a repertoire of magic to use in combat. Decay magic has a very strong emotion attached to it, and only those with the right temperament can access such a harmful source. This creates a superiority complex in many Corruptors which causes them to think of themselves before others. It takes a person that has little empathy to be able to use this magic, as many of the spells can leave horrible lasting scars on their targets.

As an adventurer, the Corruptor is utterly feared by others, and most adventuring parties would love to have a source of intimidation on their team. Corruptors are particularly effective as adventurers when dealing with other people, as the level of intimidation is very real and to those who understand what their magic can do to them.

As far as Battle Mages go, Corruptors are on the spell-casting end of the spectrum. They do not have a high level of Hit Points but do have the martial skills and access to armor to hold their own in melee combat. Combined with their ability to snap-cast certain magic, Corruptors excel at being ever-ready for a fight.

Burned Once Too Often

The Decay Source is vile and dangerous, even to those who wield it. Through Cycles of training, a Corruptor has burns and scars all over their person. If using the Comeliness Attribute, Corruptors have a – 1d10, to a minimum of 2.

Through their time in the schools of magic, Corruptors grow resistance to the decaying effect they spread from Cycles of feeling its sting themselves. They gain an #5 Absorb (vs. Decaying and Caustic Damage) of 2 per Level.

Moreover, they are incredibly resistant to pain. The Cycles of burns and harsh lessons by schoolmasters have made them strong and beyond resolute. Corruptors could endure Passings of torture without as much as a yelp from horrible pain inflicted upon them. Mechanically, they take damage as normal, but any Effect, Ability or Spell that causes pain is only half as effective against them in terms of secondary effects that debilitate a target from pain. Besides from that, they feel pain as normal but are able to resist reacting to the extreme.

At Level 5, this begins to manifest in a mystical manner. Corruptors becomes partially immune to any Effect, Ability, or spell that has a decaying, disintegrating, caustic, acidic or like effect at a rate of 30%, +5% per Level, to a maximum of 75%. Truly, high-Level Corruptors can cast decaying magic when they're in the affected area and walk away without a scratch.

Decaying Touch

The mark of decay is burned upon the essence of every Corruptor. This drives them to self-preservation, which is the underlying hallmark of the Class – they are survivors. Through the Cycles of contact with the Decay Source, they gain the ability to harness its energies in a manner outside of spell casting.

With a short litany, that is somewhat reminiscent of the Order's way of casting; the

Corruptor can bring forth the magical decaying force through a touch.

As a Full Action, their hands glow sickly yellow; visible yellow fumes rise, a ghostly yellow mist drips and an acrid smell fills the air. This is the embodiment of the Decay Source at their command. The next Round, or 10 seconds later, they can use this power.

In Combat, it is not very effective, but can be used in desperation. The Corruptor can roll to-Hit, using only Dexterity bonuses, against a targets Parry Score. A successful hit yields 1d2 Decaying damage. Only one strike is allowed per Round.

Outside of Combat, the touch of a Corruptor is insidious. Anything they touch is affected as if it were a caustic acid of great strength. For Levels 1 – 3, the effect is that of an acid that can eat through wood, at Level 1, stone, at Level 2 and metal at Level 3.

At Level 4, things change, and the true nature of the Decay Source is brought to bear. All damage is no longer Acidic, but Decaying instead. A Corruptor touches a thing, and the thing decays in seconds. A prison gate would look as if it were a relic of long ago, with bars rusted and falling apart. Touching a tree would see it wither and rot in seconds. The power of the effect increases with each Level of the Corruptor. At Level 4, it is strong but contained to one object. By Level 6, it affects those things touching the target. By Level 8, it affects the whole system, place or area. A Level 8 Corruptor could focus on a field. The crops would rot, the tools in the shed would rust and fall apart, the wood fences would be rotten, and the whole area would have a blight upon it.

The Corruptor can use this against incapacitated individuals. From Levels 1 -3, their touch causes 1 point of Acidic Damage per Round, as long as they maintain contact. At Level 4, the damaging effects are the same, but the person beings to decay. They can grow skinny, gray hair forms, eyes sink in and so on. The

effects of this are based on how long the Corruptor maintains their grasp. On a living person, the effects are based on how willful the person is, and those of stout heart can hold off the effects for a while. After an hour of constant contact, most any living things would have decayed into nothingness.

This secondary use is not applicable to Combat. It is a deliberate and focused effort that must be uninterrupted. It also leads to dark places. If a Corruptor uses it on a person, they immediately lose 50 Outlook and more depending on how far they go. This is the path to the Tainted Mage, the abomination of the civilized world, as the Corruptor knows it. Never-the-less, the choice is theirs.

Preferred Spell

While many spellcasters have they like as an individual, none of the Scholasta focuses on a specific spell, except for the Corruptor regiment. Corruptors are the quintessential Battle Mage and meant for close-quarters combat. Unlike other Battle Mages, who use their martial prowess or their spells, the Corruptor uses both in conjunction in a direct fashion.

The Acid Axe spell is the focus. With this spell, a Corruptor has a more-than-viable weapon in melee and a deterrent for anyone who knows the pain it can bring. In fact, most Corruptors don't even carry weapons; they just have a few hafts on their person for the use of the spell.

Corruptors can cast the Minor Acid Axe spell at Level 1, even though it is a 2nd Rank spell. all Acid Axe spells have double the Duration for the Corruptor, and the RO damage is increased to +1 damage per RO. Furthermore, at Level 2, a corruptor can always snap-cast any Acid Axe spell they have in their repertoire. at Level 1, the Casting Time is 15M. Lastly, there is no limit on how many times an Acid Axe can hit a target when wielded by a Corruptor.

The Corruptor can get a little more out of the spell and is allowed to attack up to 3 times per Round. The Acid Axe can be used in conjunction with Mastery Styles, counts as Heavy Axe (Weapon Group) and is always used 2-handed. Because the axe is semi-material, no bonuses to damage from Strength or Mastery Styles can be added.

Finally, the Corruptor can throw their Acid Axes. This counts as a Magic Missile, has a range of 20 yards and can be done any time the Corruptor has the Acid Axe cast, except for the same Round where they create it. The Acid Axe inflicts double damage (roll dice, add RO and then double). Hit or miss, the axe then flickers out of existence after thrown.

THE DRAELON

BATTLE MAGE PHYLUM

Alignment | Lawfully Neutral
Affiliation | None

Hit Points per Level | 1d8

Requirements

| | |
|------------|------|
| Strength: | 8 |
| Longevity: | 9 |
| Agility: | None |
| Dexterity: | None |
| Intellect: | 9 |
| Mysticism: | 12 |

Resistances

| | | |
|---------|---------|---------|
| Vs. Nat | Vs. Myc | Vs. Mag |
| -1 | -1 | 0 |

Max Mastery Style | 5

Available Mastery Styles

Basic Mastery, Blind Man's Mastery, Frenzied Swarm, Paired Small Weapons, Polearm Mastery, Staff Mastery, Advanced Hunter's Mastery, Bowman's Mastery, Precision Marksman, Quick Missile Mastery & Thrown Weapon Mastery

Allowed Races

Human, Wood Elf, Blue Elf & Rosendarik

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 7 | 8 | 2 |
| 2 | 67 | | | |
| 3 | 135 | +1 | +1 | |
| 4 | 338 | | | |
| 5 | 608 | | +1 | +1 |
| 6 | 946 | +1 | | |
| 7 | 1352 | | | |
| 8 | 2028 | | +1 | +1 |
| 9 | 3380 | | | |
| 10 | 6760 | | | |
| 11+ | +1,690 Experience Points per Level | | | |

Available Skills

General, Mystic, Wizard, Wilderness & Artificer

Free Skills

Animal Lore, Forest Survival, Spell Lore & Spell Ready or Create Duve

Available Weapons

Light Weapons, Simple Weapons, Limited Skill Weapons, Whips, Blunt Weapons, Slashing Polearms, Bows, Precision Weapons, Heavy Throwing Weapons & Fast Throwing Weapons

Magic

Type of Caster

Mashanic Caster or Illrathic Caster

Available Armor

Deflectors, Light Armors & Leather

Initial Spell Points | +2

Spell Points per Level: | 2 per Lv

Level Max Spell Rank

| | |
|---|-----|
| 1 | 1st |
| 3 | 2nd |
| 5 | 3rd |
| 6 | 4th |
| 8 | 5th |

Available Spell Sources

| Light | Shadow | Elemental | Scarlet | Orderly |
|-----------------|--------|---------------|---------|---------|
| | | Animal | | |
| | | Earth (Minor) | | |
| | | | | |
| Healing (Minor) | | Natural | | |
| | | Time (Minor) | | |
| | | Water (Minor) | | |
| | | Wind (Minor) | | |
| | | | | |
| | | | | |

A Drealon is a keeper of the wilds, a guardian of nature who believes in a proper balance between the civilized people and the spirit of Wyrmsbane itself. Drealons are at one with their homeland, able to communicate with nature itself and learn from it. In return for this wisdom, Drealons choose a section of wilderness which they guard over. Sometimes, the protection takes them on long journeys to root out those that might threaten the woods and fertile plains. Some Drealons are born of clans who live in the wilderness, and this is their natural place. Some are dropouts from the magical schools and turned to a different role. Drealons have been around for centuries upon centuries, always looking after nature and nature looking after the Drealon. Drealons believe in balance and that when all things are equal, there is harmony. A Drealon always acts in a way that brings about this balance, which can be very disconcerting to some who feel betrayed by the actions of a Drealon. They care more for the trees and streams of their homeland than they do for other people. That is not to say that a Drealon is uncompassionate or malicious towards others, it is that their priorities are different. They see themselves as those who have taken up the mantle of a higher calling and serve that calling with great devotion.

Drealons have been known on many occasions to be part of an adventuring party. The reasons for this always seem to be mysterious, and only the Drealon knows for sure. As an adventurer, Drealons are capable in combat both with spells and in melees.

Drealons wear armors made of natural materials, such as leather, and can learn a modest selection of martial styles. They have good Hit Points, and a strong spell list to assault their enemies with as well as protect and heal their allies. This combined with their ability to shapeshift makes a Drealon a formidable opponent and a strong ally.

Commune with Nature

The Drealon's family are the trees, animals, and stones about them. They see all this as a living system, even if individual parts of it are not necessarily alive. It is the balance of the woods and nature that must be preserved, and this drives the Drealons view on life. In nature, there is no right, no wrong, no guilt, and no antagonism – there is only survival and continuation. The Drealon does not see the passing of individual things as a specific event, but part of a larger system. It is that system which the Drealon protects and cares for.

This is relevant to a Drealon's Home Turf; that is, the place where the Drealon grew up and now protects. This might be a specific forest, a stretch of plains, a marsh or set of hills. It is a specific environment and not a place on the map necessarily. If a forest has both evergreen and deciduous portions, then a Drealon would protect one part. The term "wilds" in this context, refers to the specific environment. Some of these environments may be vast while some may be just a few leagues across.

Each one of these environments is its own distinct system.

Each system has its own personality and thoughts. The communal cognition of the wilds is very real and something that the Drealon is not only part of, but sees as an extension of themselves. While the slight whisper of the wilds is always in the Drealon's ear, it is akin to hearing children play in the distance and only distressful shouting would grab one's attention. But, the Drealon can also focus and listen to what the wilds speak.

What is heard is not language as the civilized people know it, it is more of a recounting of what has happened and what is happening, all said with the perspective of the third person and as a child would say. Each rock, tree, and bush have their own voice. If that thing is uniquely known to the Drealon, the voice may be recognized. The normal speech of the wilds is that of many voices at once. Recognizing one specific one within that chorus takes time, practice and a knowledge of the wilds itself – for the Drealon can only recognize a specific voice if they have been there, seen it and spoke to it directly.

The Drealon can speak to a single entity or the whole system at once. While each thing is part of

the system, they are also individual as leaves are individual on a tree. When speaking to a specific thing, the Drealon can learn to know that voice. Later, when hearing that voice again, they may remember where that voice physically was when last they saw it.

When speaking to the wilds as a whole, they hear all the voices at once initially. The Drealon then focuses and seeks to hear a set of voices that are speaking about the same thing; this is a specific area within the wilds. Any number of events may be heard by the Drealon, as everything happening to the wilds is happening to the system as a whole. The Drealon must learn to listen for a specific chorus of voices.

The voices of the wilds are often oddly phrased. If a man came through the woods and hunted a deer with a bow and arrow, the wilds might say something like, “one of them from the outside, full of need and hunger, came into us. We saw it, and it saw us. A young one was made into one of its weapons, and it flew, it struck us, and we fell. Then, that part was taken out and away.”

The Drealon can also ask specific questions. This can be done to a specific entity or to the general area where the Drealon is currently standing. The more experienced the Drealon, the more they know how to ask a question and the more they are able to properly interpret the answer.

In general, a Level 1 Drealon can listen to the wilds but has difficulty speaking and understanding the whole and better as an individual. By Level 3, the system makes decent sense, and the Drealon can ask simple questions and understand simple answers. By Level 6, the Drealon is as a person who has a basic grasp of a foreign language in that country. By Level 9, the Drealon is fluent. However, fluency on the language does not mean things always make sense.

Furthermore, this applies to the Drealon’s Home Turf only. When leaving, they go into someone else’s domain or an unclaimed/guarded portion of the world. Here, the language is different, even if familiar. The Drealon will still be able to commune but have great difficulty at any Level understanding the new dialect. It takes a good cycle (400 Passings) for a Drealon to get to know their new surroundings.

Drealons do not adopt or are linked to their environment and are free to move about as they please when there is reason. They start the game in their

current Home Turf but may move to another area at any time. In order for a new location to be considered their new Home Turf, the Drealon must spend a total of 100 Passings amongst the new area, getting to know all they can about it. Of course, they also need to spend time getting to know individuals within the wilds and learning all their voices from anew.

Door of the Wilds

Drealons are at one with their surroundings in the wilds, especially their Home Turf. Within their mind is a map of all that the system is, marked by those individuals they know and have conversed with. This last part is key: The Drealon’s mental map is based on how many of those individuals they know. They may have conversed with a little stream on the west side of the forest, and a tree by the deep chasm, and a glen by the cave where ogres live. In their mind, they know where these individuals are and can make their way to that location as expertly as any pathfinder. The more they know their surroundings, the more proficient they become.

How this plays out is all subjective to the Storyteller. If the character puts time into getting to know their wilds, then their mental map is more complete and accurate.

At Level 5, the Drealon begins to meld with nature in a way. For those individuals they know very well, their individual part of the system becomes a beacon, a door of sorts. The Drealon can meld into nature at one of these beacons and appear at another beacon. The range is limited to 2 leagues per Level for a single “jump.” To others, the Drealon appears to simply walk into a tree, or into a bush, or melt into a rock. On the other side, the Drealon, with a hushed breeze, the Drealon is simply now there.

These beacons are not enchanted and cannot be detected by anyone but the Drealon who “found” it. It is part of the system, and the Drealon is part of that system. They simply find a door by which they can re-manifest within the system in another location.

Important to note that things moved in this system become lost and disconnected until they come to rest in another area for a while. A Drealon could not pick up a stone and carry it with them as a door. The stone must be unmoved in a certain place,

bonded with the system for at least a few Passings in order to be part of the system. However, the Drealon can “find” a door, then move it and allow it to re-bond. Equal as important is that the Drealon would never rejumble nature just to fit their own purposes. Something might force them to do so in a limited manner to protect the wilds, but they would never haphazardly move things about, creating doors for their own convenience.

Natural Resistance

Due to their close connection with nature, Drealons are remarkably resilient to any form of natural attack. They have a 15% immunity to all forms of natural poisons and toxins per Level, don't get infections from wounds and receive a bonus to ResChecks vs. Naturals equal to their Level against any natural onslaught that isn't direct damage (like a stinging swarm of bees). Additionally, they automatically make a ResCheck against any spell from the Natural Source. Aside from the resistance to the Natural Source, mystic and magical toxins and poisons affect the Drealon normally.

Form Changer

As part of the wilds in spirit, a Drealon can manifest themselves into a different form. This form varies depending on the environment. These forms are purposed to combat anything that threatens the Drealon or their home.

Beginning at Level 2, the Drealon spend a Full Action concentrating. During this time, their Evade is set to 4; they cannot use Block or Parry Scores as they must focus with all their might. The natural surroundings around them start to shake and crawl to the Drealon. By the same Initiative Mark the following Round, the Drealon is replaced by a natural form. The form is generally bipedal and made up of all those naturally-occurring things in the area: stones, branches, dirt, mud and so on. Each kind of terrain provides a different form.

In actuality, the Drealon is not encased but is overtaken by the form, melded in much the same way Door off the Wilds works. They do not have organs

per se, but an anatomy all its own. If struck, a form may bleed mud or water. It might have a heart of pulsing leaves or churning stones. They can still be Critically Struck, and most General Effects can still apply. Drealons count as an Elemental while in this form.

The Drealon can take on this form for up to 10 minutes per Level. They can choose to end the Ability early, in which case the form crumbles away, revealing a Drealon underneath. If they are damaged to 0 Hit Points, the form crumbles to the ground revealing a wounded Drealon with 0 Hit Points underneath. Drealons always make their KO Check when being forced out of their form by damage.

In other cases, the Drealon changing back to their normal form has the same percentage of Hit Points as the Elemental did before changing. Do this in a straight mathematical manner, rounding up for odd results.

These Elemental forms grow in power as the Drealon gains experience. If assuming the form of their Home Turf, the Drealon counts as 2 Levels higher and gains the form's Home Turf Ability. Keep in mind that all statistics, Attributes, Evades, Absorbs and so on replace the Drealon's while in this form. If nothing is listed for that form, then assume the Drealon's normal scores, i.e., no Resistances are listed, so use the Drealon's normal Resistance Scores.

Drealons cannot talk to anything but nature in this form. They cannot cast spells, use any active Abilities, use items, pick up weapons or manipulate anything beyond very gross motor skill levels.

Moreover, the Drealon receives special benefits if on their Home Turf and assumes 2 Levels higher for purposes of that form. They still need to be Level 2 to use the Ability, but on their Home Turf, a Level 2 Drealon would assume Level 4 for purposes of the new form's Abilities and combat profile.

Forests and Woods Form

Made up of the grassy forest bed as skin with a skeleton of fallen trees and mud for blood, the forest form stands about 8 feet tall and weighs 400 stones. They attack with either a branch covered in sharp burs (Attack #1) or a larger clubbed arm (Attack #2).

They move at a rate of 6 and can Charge once per 5 Rounds. In this form, they are susceptible to Fiery or Heat-Based attacks and take double damage. They can also be set *On Fire* from any such attack that does more than 6 Hit Points.

- Drealons have a 15 Strength in this form.
- At Level 3, this form gains a Lansing Charge Ability, used once every 5 Rounds.
- At Level 5, the form gains *Regeneration (1)*.
- At Level 7, attack #2 inflicts Poison (X) with any hit that gets through Absorb, where X is the Drealon's Level -4.
- At Level 11, the form can spend 1 Round reattaching lost limbs and pieces. The Player rolls 10d4 and recovers that many Hit Points. This can only be done once.

Forest or Woods

| | |
|--------------------|-------------------------|
| Hit Points | 7 per Level |
| Dodge | 4 |
| Block | 9 |
| Parry | 14 |
| Abs #1 | 1 base, +1 per Level |
| Abs #2 | 1 base, +1 per 3 Levels |
| Abs #3 | 3 base, +1 per Level |
| Critical Threshold | 10 |
| Attacks | 2 or 1 |
| to-Hit Bonus | +1 per Level |
| Critical # | 19 |
| Damage #1 | 1d4+1 |
| Extra Damage #1 | 1 |
| Damage Type #1 | Piercing |
| Damage #2 | 1d8, +1 per 2 Levels |
| Extra Damage #2 | 4 |
| Damage Type #2 | Blunt |

Hills, Badlands, Mountains and Stone Fields Form

This form is almost entirely rock, stones and dirt, held together by roots that bleed water when hit. Slow-moving (Land Speed 4), but unstoppable, this rocky figure stands 6 feet tall and weighs 500 stones and grows 1 foot per Level and 250 stones per Level.

This rocky body has a 55% immunity to Fire and Electricity, and a 2 Absorb per Level against the same. The form cannot be charged for any bonuses, but can to enter combat. It attacks by punching and smashing foes.

- Drealons have a 25 Strength in this form.
- The form is vulnerable to Blunt and Crushing attacks. Against these, its Critical Threshold is only 10.
- At Level 5, it can perform a Stomp (X) attack, where X is equal to the Drealon's Level times 2.
- At level 6, the form gains an additive 5% immunity per additional Level against Fire and Electric Damage.
- At Level 8, the form gains Shield Wall (X), where X is equal to the half the Drealon's Level (round up).
- At Level 11, the form gains a Cover Save (X) against both missile and melee attacks. X is equal to the Drealon's Level -5.

Hills, Badlands, Mountains and Stone Fields

| | |
|--------------------|------------------------|
| Hit Points | 5 per Level |
| Dodge | 4 |
| Block | 6 |
| Parry | - |
| Abs #1 | 5 base +1 per Level |
| Abs #2 | 8 base +1 per Level |
| Abs #3 | 2 base +1 per 2 Levels |
| Critical Threshold | 20 |
| Attacks | 1 |
| to-Hit Bonus | +1 per 2 Levels |
| Critical # | 20 |
| Damage #1 | 1d10, +1 per Level |
| Extra Damage #1 | 2 |
| Damage Type #1 | Crushing |
| Damage #2 | - |
| Extra Damage #2 | - |
| Damage Type #2 | - |

Plains, Basins, Barrens and Tundra

The Plains form is highly variable in appearance, depending greatly on exactly what is in the area. The form is normally about 7 feet tall, weighing just over 300 stones. The main body is the local floor with accents of whatever might be buried under. Commonly, large stones and bones are mixed into the form. Its blood is whatever lies just under the surface.

The form has the ability to move very fast (Land Speed 20) and can add 10 more if it gets a good out-in-the-open. While it cannot charge into combat, it can close the distance very swiftly. They attack with arms that have some sort of heavy object on the end. The Drealon also has the Phase Ability in this form.

- The form has a Strength of 13.
- At Level 3, the form uses a Full Action to exude a puff of pollen-laden dust in a 5 yards radius, +1 yard per Level. Anything within that zone must make a ResCheck vs. Mystics, or fall asleep. In this slumber, they can only be wakened by damage and sleep for 1 hour per Level of the Drealon.
- At Level 6, the form can meld into the ground as a Full Action, only to reform up to 30 units away the next Round. It can directly enter melee in this fashion and Disengages when leaving.
- At Level 11, the form is able to split into two. Both these forms are controlled by the Drealon and are the Drealon. The strain is immense for the Drealon, and each individual form counts as Level 5.

Plains, Basins, Barrens and Tundra

| | |
|--------------------|------------------------|
| Hit Points | 12 per Level |
| Dodge | 9 |
| Block | - |
| Parry | - |
| Abs #1 | 3 base +1 per 2 Levels |
| Abs #2 | 3 base +1 per 2 Levels |
| Abs #3 | 3 base +1 per 2 Levels |
| Critical Threshold | 40 |
| Attacks | 2 |
| to-Hit Bonus | +1 per Level |
| Critical # | 19 |
| Damage #1 | 1d6, +1 per Level |
| Extra Damage #1 | 3 |
| Damage Type #1 | Blunt |
| Damage #2 | - |
| Extra Damage #2 | - |
| Damage Type #2 | - |

Swamps and Marshes

The most frightening to look at by far, the Marsh form is also the smallest, only 6 feet tall and 100 stones. Fast (Land Speed 15) and able to move through water as if on land with no penalty. It is made up of pulsing mud, with all manner of vines and plants holding it together.

The form can make itself *Hidden* (in for in melee) as a Full Action and can Ambush targets, even if they're in the open. Made mostly of mud, sharp objects have little effect, Slashing Damage only inflicting 1/2 damage. It attacks with two thorny vines that make up its arms, toxic if they draw blood. Initially, hits that get through Absorb cause Poison B (3).

- The form has a Strength of 10.
- At Level 5, the poison increased in potency to Poison B (5).
- At Level 6, the Drealon's tentacles are more controllable and can attack an opponent's Flank if they are the only ones in melee.
- At Level 9, the Drealon can use a single attack to constrict an opponent. The Drealon rolls to-Hit as normal, with a Dodge Score as their target. The target is *Choking* until they best the Drealon's form in a Strength Attribute Check. This can be done the Round after being ensnared, and then every other Round. While ensnared, the target also takes 1d4 + the Drealon's Level in Crushing Damages each Round.
- At Level 11, the toxins have become very potent. Any strike that gets through Absorb, or if an opponent is hit twice in one Round by the Drealon, must make a ResCheck vs. Naturals minus the Drealon's Level to roll, or be *Stunned* for a Round.

Swamps and Marshes

| | |
|--------------------|------------------------|
| Hit Points | 5 per Level |
| Dodge | 16 |
| Block | - |
| Parry | - |
| Abs #1 | 5 base, +1 pe 2 Levels |
| Abs #2 | 1 base, +1 per Level |
| Abs #3 | 2 base +1 per 2 Levels |
| Critical Threshold | 8 |
| Attacks | 3 |
| to-Hit Bonus | +1 per 2 Levels |
| Critical # | 18 |
| Damage #1 | 1d3 |
| Extra Damage #1 | 4 |
| Damage Type #1 | Whip-Like |
| Damage #2 | - |
| Extra Damage #2 | - |
| Damage Type #2 | - |

THE HEJKIN

BATTLE MAGE PHYLUM

Alignment | Any Alignment
Affiliation | None

Hit Points per Level | 1d8

Requirements

| | |
|------------|------|
| Strength: | 10 |
| Longevity: | 13 |
| Agility: | None |
| Dexterity: | None |
| Intellect: | None |
| Mysticism: | 12 |

Resistances

| | | |
|---------|---------|---------|
| Vs. Nat | Vs. Myc | Vs. Mag |
| 0 | -3 | 0 |

Max Mastery Style | 8

Allowed Races

Human, Wood Elf, Grey Elf,
Blue Elf, Rosendarik, Lyfin &
Dafter

Available Mastery Styles

Basic Mastery, Advanced Axe Technique, Backhand Technique, Blade and Shield Technique, Defensive Style, Dual Weapons, Following Blow, Force Style, Frenzied Swarm, Infantryman's Mastery, Karu-Sun, Paired Weapons, Polearm Mastery, Ripper's Technique, Swordsman's Draw Mastery, Whirling Blade, Bowman's Mastery & Crossbow Mastery

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 6 | 8 | 4 |
| 2 | 45 | | | |
| 3 | 91 | +1 | +1 | |
| 4 | 228 | | | |
| 5 | 410 | | +1 | +1 |
| 6 | 638 | +1 | | |
| 7 | 912 | | | |
| 8 | 1368 | | +1 | +1 |
| 9 | 2280 | | | |
| 10 | 4560 | | | |
| 11+ | +1,140 Experience Points per Level | | | |

Available Skills

General, Warrior, Mystic,
Order, Wizard, Wilderness &

Free Skills

Dragon Lore, Ancient Language
& Spell Lore

Available Weapons

Hand Axes, Heavy Axes, Light Weapons, Simple Weapons, Limited Skill Weapons, Whips, Common Swords, Small Swords, Great Swords, Finesse Swords, Ripping Swords, Blunt Weapons, Heavy Blunt Weapons, Driving Polearms, Slashing Polearms, Great Polearms, Crossbows, Bows & Heavy Throwing Weapons

Magic

Type of Caster

Orderly Caster

Available Armor

Deflectors, Blockers, Heavy
Armors & Nie-Jni

Initial Spell Points | +0
Spell Points per Level | 1 per Lv

| Level | Max Spell Rank |
|-------|----------------|
| 2 | 1st |
| 4 | 2nd |
| 6 | 3rd |
| 8 | 4th |

Available Spell Sources

| Light | Shadow | Elemental | Scarlet | Orderly |
|-------|--------|-----------|---------|----------------|
| | | | | Dragon |
| | | | | |
| | | | | |
| | | | | |
| | | | | Spirit (Minor) |
| | | | | |

Long before the civilized peoples ruled Wyrmsbane from castles and great cities, the Ancients ruled over all. The Hejkin is a supporter of what is left of the Ancients, the great dragons. While considered cultists by many the Orders, Hejkins believe they are the emissaries of the rightful and true masters of Wyrmsbane. They seek to do their master's bidding; however enigmatic and mysterious it may seem. Hejkin are loyal to a fault in their service towards their rulers. The personality and nature of the Hejkin mirror that of the dragon they serve. All Hejkin are part of a small clan of other warriors who all serve the same wyrm, called an enclave. There is a hierarchy within their ranks, and all Hejkin seek to become the Hejkin Prime (the chief amongst them all) through great acts of heroism and bravery. For their service, they receive gifts and boons from their master to aid them in their quest to slowly reclaim the world. The Hejkin and their master is something only known to the very top of the scholarly ladder of mystic knowledge. Some of the Order have their suspicions, but still wonder what the real truth might be. The works of the Hejkin is never done as a herald to their masters. They are ultra-secretive in their motives and who they are, normally posing as some other Class. It is their ability to tap into the Ancient's magic that gives them away but only by those who know what it is.

Hejkin can join any adventuring party whose alignment suits theirs. While many the Orders officially consider them Cultists, junior members of any of these organizations would most likely except Hejkin amongst the ranks out of ignorance.

Hejkins have a good working knowledge of the original magic created by the Ancients. They are not bound by the flowing of AUSA like other Orderly Caster but share the same power as their master. They are more than proficient in melee combat and can wear good armor. If the Hejkin earns enough favor with their master, they may be granted impressive Dragon Scale Armor.

Aspirant

At Level 1, a Hejkin is not a Hejkin at all, but rather (what is called by the Hejkin) an Aspirant, as the young person aspires to be like the Hejkin.

This young person has been seeking to be part of the enclave all their days in memory. They hang in the outskirts of the area where the Hejkin live and guard, ever seeking to catch a glimpse of the master.

These Aspirants have forsaken their civilized life long ago and live on the fringes. As such, they do not choose a heritage at all, but create a character without considering it. They start the game with nothing but the cloths on their back. Living in the wild, they all have the Survival (of that location) at Skill Rank 3 and Observation at Rank 2, which they gain from all their time trying see the master.

These people are well known to the Hejkin guarding the area, and a select few of them will ascend to become Hejkin. So, they are tolerated but never allowed any further until they come of age and complete their rite of passage. Each Aspirant, when ready, are given Leather Armor and 2 weapons of their choice. They are then given a task that leads to most certain death and cast out of the area. If they return successful, they immediately gain Level 2 and are now officially a Hejkin. Until they complete that quest, they earn no Experience Points.

Since all Hejkin has undergone this rite of passage, each one has codified their worth and claim to be among the others. Only the word of the master can ever incite doubt within their community.

However, all the below Abilities and powers may be weakened or withheld from undutiful Hejkin. Those who do not meet expectations can have any of these Abilities stripped away at any time.

To the One I am Bound

At Level 2, the new Hejkin is welcomed into the enclave by the other Hejkin, but not necessarily the master. It is the Hejkin Prime who dolls out quests, as most masters see this as a menial task. From then on, they begin to grow and develop. Within a Passing or two of becoming a Hejkin, the new-join is brought before the master who then binds the person to itself (or eats them). Typically, the master's decision is based on the new-join attitude. Being eons old, the master does not suffer anything less than adject submission.

Thus, each Hejkin is bound to one master, and only one master, and cannot be broken. If the master were to be slain, the Hejkin would fall into a deep depression and fade. All their powers are linked to their master. If the master is weak, so is the Hejkin.

The Ancients knew and used this thing the civilized people call Ausa long before it was given such a name. The Hejkin draws on their energy, created by their master's schemes and actions over the course of generations. Each master has their own Alignment and aspirations, and the Hejkin always shares the same basic Alignment but may be lesser or greater in intensity.

Moreover, each Hejkin serves a master that is from a line of the Ancients – the master is not an actual Ancient. These bonuses are intrinsic to the Hejkin, who experience them immediately upon entering the enclave officially. As a starting point, the following lines are available and chosen by the

Storyteller (or roll d12). Many lines are still unknown, and the Storyteller may come up with more as they see fit.

Additionally, each master knows 4 more Spell Sources than listed in the Kit. At Level 3, and one per every other Level gained (Levels 3,5,7 and 9), the master teaches the Hejkin this new Spell Source. These Spell Sources Non-Orderly, and commensurate with the Alignment of the master. Cast as an Orderly Caster, even if not Orderly Sources, the Hejkin as access to reliable magic without the fear of miscast or duels. Of course, the master knows many more Sources, but the 4 is all they are willing to share with the Hejkin, for now.

As an Orderly Caster of non-Orderly spells, no RO is allowed when casting from these Sources, and a success (no matter the roll) is always regarded as a minimal success.

As an Orderly Caster, the Hejkin relies on Ausa. Unlike the Orders, Ausa for a Hejkin flows from their master. The Hejkin is like a conduit for the master to further its plans and goals – even if the conduit has its own will. Thus, the master always knows the location of the Hejkin.

Through deed and the deeds of the Hejkin, each master has an Ausa that powers their Hejkin's spells. This ebbs and flows, over time as defined by their victories. Unlike the Ancients, these being are relatively weak, and Storytellers should typically start the Ausa off at 3. A 4 Ausa would be a very influential

| Ancient Line | Bonus |
|--------------------------|---|
| The line of Kez-Alexior | +1 Hit Point per Level, +1 Critical Threshold & +1 Mysticism |
| The line of Morikar | +1 Longevity, +1 Maximum Mastery Style Rank & +1 Mysticism |
| The line of Olnv | +1 more Spell Source at Level 4, +1 to Physical Absorbs & +1 to all ResChecks |
| The line of Zanax | +1 Mysticism, +1 Hit Point per Level & +2 Block when using a Shield |
| The line of Vel-ma'tat | +1 to all ResChecks, -5 Death # & +1 Hit Point per Level |
| The line of Fon-Vyndex | +1 Hit Point per Level, +1 Intellect & +1 Longevity |
| The line of Laygjrie | +2 Block when using a Shield, +1 to Physical Absorbs & +1 Hit Point per Level |
| The line of Rezen-Gath | +1 Hit Point per Level, +1 Intellect & +1 Mysticism |
| The line of Autuul | +1 to all ResChecks, +1 Longevity & +1 Mysticism |
| The line of Konen-Glaese | +1 Mysticism, +1 Intellect & -5 Death # |
| The line of Palo'vass | +1 Maximum Mastery Style Rank, +1 Longevity & +1 to Physical Absorbs |
| The line of Ter'govitant | +1 Hit Point per Level, +1 Critical Threshold & +1 to all ResChecks |

master even known within the civilized people openly, and 5 is all but extinct in the world today. 2 and 1 are common for those Hejkin who don't accomplish their missions and their master's influence wains.

The limitation of this AUSA is within the area of the master's influence and weakens at the fringes. Unlike Orderly AUSA, which can be created by almost anyone, a Hejkin's is bound to their master's accomplishments. Thus, if there was a farmer who the master wanted moved out of the area, then AUSA would not exist there until the task is done, and only stay there as long as the master's will remained in force (no one else moved in). This makes the bounds of AUSA for any enclave very dynamic and heavily reliant on the role-playing aspect of the game.

The master may also drop the AUSA Power of any individual Hejkin at will.

Slayer of my Enemy

Of all the so-call dragon hunters, the Hejkin is the greatest of all. Many masters don't like one another and hold generation-long grudges. They send their minions out to deal with their rivals' schemes, and maybe even attack them outright.

Hejkin receive +2 to-Hit, Damage and +1 RO on successful hits per Level against Dragon Monsters, and half that (round down) against Dragon-Kin.

Blood of the Ancients

At Level 4, the Hejkin has some of the properties of their master. Scales start to grow, seeming vestigial at first, but cover more over time and become harder. Their voice starts to modulate and become deeper and more forceful. Their eyes glow ever so slightly. Moreover, they gain heal a number of Hit Points equal to the AUSA their master provides per Passing, even with no rest.

Spirit of the Ancients

By Level 5, only those worthy and effective Hejkin are allowed to continue in service, the rest are consumed. The master then shares with the Hejkin some of their spirit. This is akin to making someone a blood relative of sorts. The master stares at the Hejkin, and their two minds link. For an instant, they experience all their master has in their eons of existence. The strain is always too much to bear, and the Hejkin falls unconscious. While unconscious, they must make a ResCheck vs Mystics or never wake up from their slumber.

Those who do wake, now have new abilities and gifts.

At Level 5 through 10, the Hejkin starts to physically grow at a rate of 20% per Level. By Level 10, they will be twice as large as they were at Level 5. With this size, they gain +1 Strength per Level (to a maximum of 25) and +1 additional Hit Point, which is cumulative per Level when they roll Hit Points, i.e. +1 at Level 5, +2 more at Level 6, +3 more at Level 7 and so on.

The equipment on their person at the time grows to fit the Hejkin. Furthermore, the growth they experience happens over the course of about 20 Passings. If they Level up and are not done with the growth from their previous Level, then it progresses in time, i.e. a "backlog" of growth is allowed.

At Level 6, the Hejkin can enchant anything they intend to use and have it grow to fit their new size(s). This must be used in honest – meaning only for those things the Hejkin truly intends to use. It is never used to sabotage, steal, or otherwise make useless equipment or items. It is also not used wantonly, as in making a meal larger.

At Level 7, they gain the ability to hear calls from their master as whispers. They can see more of the world around them, able to sense Wards and Enchantments within 10 yards. More than anything, they become hard to kill, and their Death number is doubled.

At Level 8, the Hejkin stops aging by normal means. They can endure the generations and hardly age. Though not immortal, the passage of time has little effect in them.

Breath of the Ancients

The Hejkin strives to be as close to their master as possible in attitude and purpose. This further manifests in the Hejkin's Ability to mimic their master's breath at Level 4. The Hejkin takes a deep breath in for 10 initiative Marks, choosing a direction at the onset of using this Ability. Then, a ghost-like form of their master's head appears around the Hejkin, which breathes out destruction. The higher the Level of the Hejkin, the more corporeal the head and the more damage it causes. This Ability is allowed once per Passing, and no more than a number of times equal to the master's AUSA per 10 Passings.

This attack is considered to be Channeling, and the Hejkin can perform no other action at all during the Round once they start to breathe in. The breath itself lasts for 20 Marks but can only damage targets once. The Hejkin cannot redirect the attack and where they start is where they end. When they finish the attack, they must recover for 30 Marks, as they struggle to catch their breath.

The attack covers a 15-degree cone out to 4 yards per Level of the Hejkin (16 yards at Level 4). It inflicts 1d6 damage per Level of the Hejkin, with the Damage Type being the same as that of their master. This Ability uses 2 Stamina, and the Hejkin may only use it when they have positive current Stamina.

Rewards of Service

Not to be understated, the master's gifts to their most efficient Hejkin are powerful indeed. No-doubt having a hoard of great age and value, many magical and enchanted items litter the ground. When a Hejkin does something of worth for their master, they may be given a gift. Of course, this only serves to make them more efficient for the master and is sometimes used as incentive.

Enchanted Dragon Armor is the most common, but anything else might be available. Whatever is given, the power of it should be just on the verge of too powerful for the character and party – meaning something very useful. Of course, failure tasks see those same gifts stripped away.

The Rector of Lanun is the head of Lanunite Order and holds authority and responsibility for the eradication of evil and vengeance. They are impressive spell casters and thoughtful planners and go to any length to fulfill the chief effort. Rectors of Lanun can come from any environment and is available for anyone that accepts the Order. Vengeance was one of the first Orders to be formed back in the time of the Ancients. It has no shortage of members as retribution is a very common desire for many people. They are cold and calculating always putting the mission above people. Rectors of Lanun go to almost any length to enact their vengeance, even if it means trampling over others. Some Rectors can be so ferocious in their belief that other Orders, particularly Tathun, can find it disturbing. They are rightly respected by the general public, feared by anything evil, and held in a place of high esteem by both friend and foe.

When adventuring, Rectors of Lanun almost always embark on quests that directly serve the Order. An adventuring party would be honored to have one of these individuals not only for their ability in combat but also for their social standing. Because of their single-minded nature and Order doctrine, they cannot be on the same adventuring party as anyone who has an evil alignment.

They are deft spell casters focusing on the offensive side of the Orderly Sphere. While not the toughest in frontline combat, they do have enough knowledge of weapons and armor to protect themselves when needed. Their true power comes from their ability to shatter the essence of living things whilst healing themselves at the same time.

Essence Reaving

The dread most feel in the presence of a Lanunite is based on their knowledge of their Rectors. While other Orders try and hide their abilities and talents, the Lanunite Rector displays them for all to see. The mere touch of these determined and callous people can suck the very life from anything living. Through this talent, the Order permanently extinguished those who are in fault and have a vendetta against them, crushing their soul into oblivion.

When a Rector lays hands on someone, the target instantly feels a horrible cold burning sensation that quickly becomes an unimaginable pain and emotional torment. The area touched swiftly turns grey and then to ash. Any wounds caused by this Ability cannot be healed through magical means. Only time restores lost Hit Points, but scars and disfigurements remain. If the Rector kills anything this way, their soul is crushed, and the target is utterly destroyed.

This Ability is commonly used only when an opponent is subdued, and the Rector can go about this with a slow ceremonial purpose. The damage done is from Round to Round if the target cannot resist or get away.

Damage done always has a 5% chance per Level of the Rector to additionally inflict a Critical Strike of Raw Magic Damage with a Critical Severity of the Rector's Level + 1d20.

As the target suffers, the Lanunite Raithagon is fulfilled, and the Rectors receives the benefits of its completion through healing. Damage done per Round has a set healing effect on the Rector, which counts as Magical Healing. This healing is always received in one wave, and not compounded from Round to Round, but by the continuous touch against a single target. Once the target has been Reaved for even 1 Round, the Rector cannot receive healing from that target again. The amount listed in the "healing" column is the instant Hit Points a Rector receives by either a constant touch or if used in Combat.

What a Rector can do is leach the life energy from the very earth. As a Full Action, the Rector lays

their hands on the ground or against a part of nature, such as a tree or boulder. Within about a 2-yards radius per Level, trees turn to ash, rivers fade to dull grey, and dead fish rise to the surface, grass smolders and die. The Rector receives 5 Hit Points (+1 per local AUSA Power) per Round they maintain contact. Maintained for no more than the Rectors Level in Rounds, each additional Round sees the destruction spread another 2 yards.

This also can be done in Combat as a Full Action, with a roll to-Hit against the target's highest Evade – the Rector must touch their person, and not be deflected by shields or parried by weapons. This can be a risky maneuver, as anything that misses results in the Rector taking half damage of a normal attack from the target, without Mastery Style modifiers. A success applies “one-touch” damage to the target cannot be a continuous Reaving from Round to Round. Using the Ability this way is more complicated and takes far more concentration, limiting the Rector to using it in combat only once per 3 Rounds.

All damage done in this manner is considered unavoidable and cannot be reduced in any way. The Rectors are also not in control of their power, cannot lessen it nor stop it from happening and any touch from their bare hands makes this happen. An accidental touch inflicts a “one-touch” damage, and anything prolonged would be Round to Round damage. As long as they're conscious, their power is active and any touch of their bare skin Reaves. Most Rectors wear thick leather gloves to keep their Reaving from affecting that which they don't intend. In this, Rectors lead very solitary and lonely lives, adding to their vicious nature and callousness.

| Level | Round to Round Damage | One-Touch Damage (Combat) | Healing |
|-------|-----------------------|---------------------------|---------|
| 1 | 1d4 | 1d4 | 2 |
| 2 | 1d4+1 | 1d4+1 | 4 |
| 3 | 1d4+2 | 1d6+1 | 8 |
| 4 | 1d4+4 | 2d4 | 12 |
| 5 | 1d6+4 | 2d4+1 | 16 |
| 6 | 1d8+4 | 2d6+1 | 20 |
| 7 | 1d8+7 | 3d4+3 | 24 |
| 8 | 1d8+9 | 3d6+1 | 30 |
| 9 | 1d10+10 | 3d8+1 | 35 |

THE RECTOR OF TATHUN

BATTLE MAGE PHYLUM

Alignment | Lawfully Good
Affiliation | Tathun

Hit Points per Level | 1d8

Requirements

Strength: None
Longevity: None
Agility: None
Dexterity: None
Intellect: 15
Mysticism: 12

Resistances

| Vs. Nat | Vs. Myc | Vs. Mag |
|---------|---------|---------|
| -2 | 0 | 0 |

Max Mastery Style | 4

Available Mastery Styles

Basic Mastery, Blade and Shield Technique, Blind Man's Mastery, Counter Blow Technique, Defensive Style, Following Blow, Frenzied Swarm, Paired Weapons, Polearm Mastery, Staff Mastery, Crossbow Mastery & Quick Missile Mastery

Available Skills

General, Warrior, Order, Wizard, Social & Artificer

Free Skills

Debate, Baragade, Order Common & Spell Lore

Available Weapons

Hand Axes, Light Weapons, Simple Weapons, Limited Skill Weapons, Common Swords, Small Swords, Blunt Weapons, Crossbows, Heavy Throwing Weapons & Fast Throwing Weapons

Available Armor

Deflectors, Blockers & Medium Armors

Allowed Races

Human, Blue Elf & Rosendarik

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 6 | 8 | 3 |
| 2 | 66 | | | |
| 3 | 133 | +1 | +1 | |
| 4 | 333 | | | |
| 5 | 599 | | +1 | +1 |
| 6 | 932 | +1 | | |
| 7 | 1332 | | | |
| 8 | 1998 | | +1 | +1 |
| 9 | 3330 | | | |
| 10 | 6660 | | | |
| 11+ | +1,665 Experience Points per Level | | | |

Magic

Type of Caster

Orderly Caster

Initial Spell Points

+3

Spell Points per Level:

1 per Lv

Level Max Spell Rank

| | |
|---|-----|
| 1 | 1st |
| 1 | 2nd |
| 4 | 3rd |
| 5 | 4th |
| 6 | 5th |

Available Spell Sources

| Light | Shadow | Elemental | Scarlet | Orderly |
|-------|--------|-----------|---------|---------------|
| | | | | |
| | | | | Hishire |
| | | | | Sun |
| | | | | Xyion (Minor) |



The Rector of Tathun is one of the most adored Character Classes by the peoples of Wyrmsbane and are the embodiment of justice and good. They serve as judges, leaders for law enforcement, heads of tribunals and someone who is always available to handle a dispute. They lead the Order of Tathun in all things, well-supported from those within the Order and from without. The Rectors of Tathun date all the way back to the revolt during the time of the Ancients. The idea of justice has been around since the very beginning, and the Order of Tathun is still strong to this Passing because injustice endures. Rectors of Tathun are reasonable, fair, objective and humane. At the surface, they may seem a bit stoic because most of them have a lot on their mind at any given time. Because of their just nature, Rectors of Tathun may not enter an adventuring party with any evil-aligned character.

As an adventurer, the Rector of Tathun is most often requested by the Order itself. Whether to act as an emissary to a dispute or to help hunt down Bandits that are causing a ruckus, the Rector of Tathun always takes up arms when necessary. They have a lot to offer any adventuring party from combat to magic.

Rectors of Tathun seemed to have a good aptitude with most everything they do. They are potent spellcasters, have good Hit Points and can wear sound armor, and have sufficient knowledge in the martial arts. On top of all this, they have access to the Hishire Orderly Source which contains a few healing spells.

Path of Justice

Rector's of Tathun act as judges and advisors to public law officers. The Raithagon of the Tathunite Order is to right any injustice. How this is done is as individual as the injustice itself. Sometimes, it must be destroyed and others it is far less deserving of counteraction. Rectors cannot always see what is just as a reprisal; they only understand the injustice. If one of their own judgments is unjust, they know it, and it pains them to no end. A misjudgment often sees a Rector advocate their position in the Order.

Never-the-less, they are undaunted and strive for perfection. The Path of Justice is a unique Ability that empowers the Order to maintain a sense of justice in the people. If using the Quest Skill with the righting some wrong, the Skill Check roll is doubled. Additionally, if they embark on that same Quest as part of the same party, they receive all the bonus from the Quest Skill.

The very presence of a Rector numbs and oppresses a guilty party. When they Rector becomes aware of an injustice, those who are guilty feel the pressure of the Tathunite AUSA. This only applies to those who have not given over to evil completely. Any person with an Outlook of -200 or worse, innately evil beings and undead are not affected. To all others, they see the Rector as an unassailable force, with a darkening presence about them and a booming voice. They must make a ResCheck vs. Mystics or *Stand Stupid* as long as they are in the immediate presence (20 yards) of the Rector. If they make it, then they are immune to the effects. If they fail, then the ResCheck can be made from Round to Round.

The guilty have a debilitating pressure on them when the Rector is near (again, 20 yards) and receive a -3 to all Absorbs (to a minimum of 0), -1 to-Hit per Level of the Rector, -1 to any ResCheck per Level of the Rector, cannot Critically Strike and has a -1 to Damage per Level of the Rector. This modifier to a ResCheck does not apply to their first ResCheck to keep from *Standing Stupid* but does for all following should they fail the first.

Their ability to innately know the truth is in ultra-valuable. In many ways, it holds the civil fabric of society together. As cities have grown and the peoples have spread out over the generations, the Order of Tathun learned they cannot be everywhere. Therefore,

they trained their Rectors to meditate and reach out searching for rifts in the AUSA. At Level 3, once a Passing, a Rector may spend 4 hours in meditation. During this time, they seek out and feel for injustices. They pick a direction (east, west, north or south) and their consciousness starts to speed that way, up to 5 leagues per Level per hour spent in meditation (up to a maximum of 4 hours).

In this state, they see things happening as if played out by actors made of thick gray mist. Details are unclear, voices are muffled and only a glimpse at the moment of the injustice plays out. Moreover, ALL injustices are seen, and the Rectors vision may bound from one scene to another, never having the chance to reach out very far during the 4 hours. However, the Storyteller is able to provide a sense of the level of injustice to the Player, albeit vaguely.

In all cases, when an injustice is viewed, the mist turns from gray to pitch black surrounded by a dull yellow glow. This is the guilty party and the one who causes the injustice the Rector saw, but only that portion of the whole story. This vision recalls all actions that have passed within several hours, and the Rector knows not if they are viewing something happening now or that happened hours ago. Furthermore, they don't know if there was another injustice that causes the person to respond with their own act of injustice. Just actions in response to an injustice or evil (such as the Lanunite) are not seen as an injustice by the Rector.

At any time, the Rector can end the meditation and mark a single guilty party. They then know the general direction, distance and some very basic details about the person, maybe even a semblance of how they look. They know their race for certain, as races appear differently in this vision. This initial location is based on when the act occurred, which may not even be known by the Rector. The person could have moved/traveled since. The Rector can always immediately find them in a vision when they can again meditate. However, the vision they receive then may reflect the now or hours ago.

From here, the Rector normally dispatches an Acolyte to investigate and bring back the guilty party to be questioned and judged. Once a target is identified, they stay as such until the Rector releases them and performs another meditation. As long as they are marked, they emit a Tathunite aura in a 20

yards radius of AUSA Power 4 – allowing the Order to be strongest when capturing the person.

All this is contingent that the target is on the same continent and stays there. If they leave the continent, they cross over to another AUSA. Even if Tathunites are there, their AUSA is slightly different than others, and the target becomes lost from the Rector's sight.

When executing their duties of preserving justice, Players may ask the Storyteller questions surrounding the situation to assist them in understanding what justice means in the mind of the Storyteller. Very importantly, their power is fueled by AUSA, and AUSA by the actions of all those who act out the Raithagon. This, the very definition of "justice" shifts from place to place and from generation to generations. The Rectors know, their idea of justice may not be what the AUSA holds. In places of great disorder, the AUSAic justice may more akin to the Lanunites Raithagon, or even be evil. The "justice" is not absolute, nor is it arbitrary. While every person has a sense of justice, the mentality of the whole drives what is just regarding the AUSAic.

No Lie Will Suffice

One of the most dreaded, by those who abhor honesty, is the Rector's ability to know the truth. Anything spoke around them is subject to their divination. To the Rector, the lie spoken comes across as a broken screech with an underlying low pitch voice of the actual words spoken. It is the portion of the sentence that is a lie which is heard this way. Thus, a Rector not only knows the statement is a lie but what part. As the Rector matures, this Ability becomes more reliable. This is not passive, and the Rector must be concentrating. To anything within earshot, the Rector has a 50% chance, +5% per Level of knowing a lie, to a maximum of 95%. Once a lie is spoken, it is not heard in the same way again. Asking the question in different ways does not re-identify the same lie. Although, if the person adds more lies into a new statement, that is identified.

It is this 5% of uncertainty that is the internal bane of the Order and the most highly kept secret. Rectors of authority know they cannot be completely certain. In response, many Rectors have given over the duties of the tribunal to normal men. The Rectors still

advise the law officer, but many don't accept the accountability of making the final decision by not accepting the office of that decision. Highly debated in the upper-echelons of the Order, the direct application of the Tathun Order is shifting to be more of an advisor than the actual law. It is debated that this is more consistent with the Counsel of Syez.

Of note, the Order has refused to be part of negotiations and conferences where large societies are concerned, such as nations. They decline such invitations because they know that if that 5% comes true, many people's fate is attached to that unknown lie. The Order simply will not accept the responsibility and feels it is in direct contradiction to the Council of Syez. They do, however, hire their new Rector's services out to listen into business negotiations.

A Rector of Tathun never hides away and listen while hidden. It is their nature to be bold, upfront and honest. Commonly, they speak out as soon as they hear a lie. For the Rector, just a walk down the street can be exhausting, and very few ever are on time for appointments or meet a schedule – waylaid by all the injustice and lies in the world. Many Rectors leave this life early in their career for a life of personal peace.

THE RUNE KNIGHT

BATTLE MAGE PHYLUM

Alignment | Non-Chaotic
Affiliation | None

Hit Points per Level: | 1d10+1

Requirements

Strength: | None
Longevity: | None
Agility: | None
Dexterity: | None
Intellect: | 12
Mysticism: | 15

Resistances

| Vs. Nat | Vs. Myc | Vs. Mag |
|---------|---------|---------|
| 0 | -4 | +1 |

Max Mastery Style | 2

Available Mastery Styles

Basic Mastery, Blade and Shield Technique, Defensive Style & Frenzied Swarm

Allowed Races

Human, Sand Elf, Wood Elf, Grey Elf, Blue Elf, Hill Dwarf, Grey Dwarf, Stone Dwarf & Lyfin

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 7 | 1 | 1 |
| 2 | 59 | | | |
| 3 | 118 | +1 | +1 | |
| 4 | 296 | | | |
| 5 | 532 | | +1 | +1 |
| 6 | 828 | +1 | | |
| 7 | 1184 | | | |
| 8 | 1776 | | +1 | +1 |
| 9 | 2960 | | | |
| 10 | 5920 | | 0 | 0 |
| 11+ | +1,480 Experience Points per Level | | | |

Available Skills

General, Warrior, Mystic & Artificer

Free Skills

Spell Lore & Evoke

Available Weapons

Simple Weapons & Limited Skill Weapons

Magic

None

Available Armor

Deflectors, Blockers, Light Armors, Medium Armors & Heavy Armors

The Rune Knight is one of the newest professions of Wyrmsbane, only as old as the Rune Storm in the 215th Cycle of the Second Age. Within those 60 Cycles, the Rune Knight has gained some notoriety. Mainly for their ability to “cast” spells, without the knowledge of the arcane arts, but lacking none of the discipline.

The Rune Knight begins life as a scholar of the arcane arts, studying them in an academic sense for years. Along the way, their paths crossed with a mystic, who knew how to bring forth spells by way of magic devices and scrolls. The Rune Knight makes use of both disciplines to “cast” spells.

At their core, a Rune Knight is a fighter of sorts. They all have the knack for front line combat and are not your “typical” scholar. They have all turned fully to a life given to the sword and the road – the adventurer.

Rune Knight has a very astute mind and self-discipline. They are almost always serious in nature and look at combat as even an equation to be solved. This comes from their continued study of the Ancient Runes.

Rune Knights all carry a specialized shield, typically no weapon and a spell book. Upon this shield, they meticulously scribe spell runes. Through their knowledge and skill, they are able to evoke the runes and reproduce spell in much the same way a scroll can be. All the power connected to the mystic realm is through this shield, which is made of a very special wood and metal that can properly conduct the arcane energy time after time.

Rune Knights fill a unique place in the adventuring party. Defensive and little offense outside of their mimicked spells. They can equally benefit from discovered magics and armors. Depending on how they specialize, they can have a lot to offer.

They have good Hit Points, good armor selection, but almost no inherent offense. It is traditionally their way to use no weapon, and their shields require 2 hands to use mystically. Rune Knights are reliant on their Skills in combat to properly “cast” spells.

Alicorium

The shield they wield is referred to as an Alicorium. A Rune Knight can carry one and have one slung over their back at a time. They vary in shape only slightly and are prominently a symmetric Bouche.

The Shield itself is quite heavy, lined with specially imbued metals and made from rare dark wood. The wood itself is almost as hard as metal, and all but the very worst of impacts cannot mar its surface.

The only item that can easily etch the surface is the Mystic Quill – a purpose-built item to copy runes on this surface. Both these items are in the possession of the Rune Knight at the start of a game and can be bought from the Archanium or most Enchanters. Its profile is:

Alicorium

Evade Modifier: -3

Block: +5

Defense Power: 6

Encumbrance: 8

Cost: 100 Bz. P

Quill Cost: 5 Bz. P

With the Mystic Quill, the Rune Knight can scribe spell runes onto the Alicorium. With these Spell Runes, they can Evoke the spells into being. They use the Rune Script to perform this task, but the source of the actual spell formula can be most anything. A Rune Knight can have a spell book, “learn” spells (meaning, properly write them in the spell book), they can find them off the obelisks that populate the landscapes, find them in scrolls, or the long-abandoned lairs of Ancients.

Learning a new spell is derived from the Spell Lore Skill, as normal. Rune Knights begin the game with 5 spells of perfect quality.

Spells have 3 tiers of quality: Perfect (sometimes called 1st Scribe), good and common. Perfect come only from the very first scripts of magic, normally carried by the Magic Scholasta. Good and Common are from copies of the original Ancient Runes, and have a -2 and -5 modifier respectively.

Each Alicorium can hold 10 Rank’s-worth of spells. Each blocked hit of 15 damage reduces that space by 1.

Rune Script

Mystic Skill

Skill Slot Cost: 3

This Skill allows the Rune Knight to etch spell runes onto an Alicorium. They must have access to the spell runes, which can be from their own spell book, or from other sources. To scribe a rune onto their shield, they roll a Skill Check with the Target Number being the CsD of the Spell, modified by the quality of the rune. This takes 5 minutes per CsD of the spell.

Success scribes the rune onto the Alicorium, as the rune glows a mystic blue for a minute and then fades until used. These runes must be a certain size to have an effect, much in the same way a scroll must have runes of a certain size. Each spell scribed take a certain physical space on the Alicorium, and so only so many can fit. The better scribed, the more efficient they are packed and the more that can fit.

Each Alicorium can hold up to 10 Ranks-worth of spells. The size of a spell is 1 per Spell Rank, reduced by 1 per 4 RO on the Skill Check, to a minimum of 1.

Rune Bearer Mastery Style

Rune Knights have a unique Mastery Style, which is based on their Alicorium, and no other weapon. This Mastery Style cannot be integrated with other Mastery Styles. All Rune Knights begin with this Mastery Style at Rank 1, with a max Rank of 10 in only this Mastery Style, and it has a Progression of 6, which cannot be modified. Alicoriums have a Weapon Power of 6, inflict 1d4 points of Blunt Damage with a Base Attacks per Round of 1, bonus to-Hit and Damage from Strength, and are two-handed.

| | Bonus to Hit | Base Damage | Extra Damage | Block Modifier | Parry Modifier | Natural Critical Number | Attacks per Round |
|----------------------|--------------|-------------|--------------|----------------|----------------|-------------------------|-------------------|
| Rune Bearer, Rank 1 | +1 | +1 | | | | | |
| Rune Bearer, Rank 2 | +1 | +1 | | | | | |
| Rune Bearer, Rank 3 | +2 | +2 | | | | | |
| Rune Bearer, Rank 4 | +2 | +2 | | | | | +1 Steps |
| Rune Bearer, Rank 5 | +3 | +3 | | | | | +1 Steps |
| Rune Bearer, Rank 6 | +3 | +3 | | +1 | | | +2 Steps |
| Rune Bearer, Rank 7 | +4 | +4 | | +1 | | | +2 Steps |
| Rune Bearer, Rank 8 | +5 | +4 | | +2 | | | +2 Steps |
| Rune Bearer, Rank 9 | +6 | +5 | | +3 | | | +2 Steps |
| Rune Bearer, Rank 10 | +7 | +5 | | +3 | | | +2 Steps |

Alicor Caster

As a Quarter Action (no matter the normal CsT of the spell), a Rune Knight can use one spell rune currently carved on their Alicorium per Round. They use the Evoke Skill instead of Cast Spell, with a -2 to roll if the rune was Good Quality, an a -5 if it was Common Quality.

Once the spell is cast, its power is spent and the rune fades from the Alicorium. Only spells with a “Caster” AoE and/or a “Touch” range, or is a Magic Missile, and can be from any of the non-Orderly Sources.

Rune Knight can do this while in combat, and casting time is always instant. While they are using the Evoke Skill, any hit to them that gets through armor cancels the Skill, but it does not use the spell from the Alicorium.

They cannot Catastrophically Miscast, but if they roll as if they would have, their Alicorium breaks and all runes from it are lost. They cannot be countered in a Wizards Duel in any way. No RO mechanic is normally allowed when “casting” a spell through an Alicorium.

When they evoke a rune, the Alicorium recoils on them with great force, and they must brace for the impact.

For touch spells, once the evoke is successful, the Alicorium glows with power for up to 2 Rounds. They must hit a Parry, Block or Dodge score for a Touch spell to take effect, and this can be a successful attack. If they don’t expend the spell within 2 Rounds, it is lost and the rune fades.

Caster AoE spells automatically come into effect after the 5 Marks of the Quarter Action.

Magic Missile spells have only 1 missile created and are thrust at the opponent with a gesture (Full Action). This “enchantment” to the Alicorium lasts for as long as the Magic Missile normally would and has the range as per the Magic Missile. Through an Alicorium, Magic Missiles always hit, but the Rune Knight must have line of sight.

Only one spell can be “active” in the Alicorium at a time, and the Rune can only Evoke a single spell and use it or discard it before evoking another.

Rune Knights can mimic spells up to Rank equal to half their Level, divided by two, rounding up. Thus, a seventh Level Rune Knight can evoke up to the 4th Rank of spell from their Alicorium.

Rune Knights may also specialize. Beginning at Level 2, they may choose one of the three specializations. Each specialization can be mixed and matched as wished, and each Level’s worth of specialization remains with the Rune Knight. However, they need to find a trainer to learn each Ability.

Alicorium Knighthood

The Alicorium Knight specialization simply grows the space on the Rune Knight’s Alicorium. They learn to write in a smaller and more efficient manner, granting 2 Rank’s-worth of spells added to the base 10 per Level that they take this specialization, including when they initially start the specialization.

Master Alicor Caster

This specialization allows a Rune Knight to choose 1 Spell Source, per Level they take this specialization, with which the RO mechanic is used when “casting” a spell.

Alicorium Fortification

This specialization is different than the others and when it is initially taken, no other specialization can be learned afterward.

The Rune Knight, as a Full Action, can brace themselves and point their Alicorium at a spell caster, as they cast. There, they wait.

Any spell that is cast from that caster is sucked up by the Rune Knight’s Alicorium, as the spell diverts towards the Rune Knight in a steak of magical light.

The range of this absorption is 30 yards, plus 5 yards per Level this specialization is learned. Any spell cast by the targeted caster that would take effect within that range, is absorbed by the Alicorium. This also includes AoE spells that have radial effects – all AoE absorbed by the Alicorium as long as the center of the AoE is within range.

When this occurs, the Rank of the spell absorbed, times 2, is erased from the Alicorium’s inscribed runes. If a 2nd Rank spell is absorbed, 4 Rank’s-worth of spells must be erased from the Alicorium. This is done in a random fashion, by rolling a d20 and consulting the below chart.

The maximum spell Rank that can be absorbed is equal to 2, plus 1/2 the Levels this specialization is learned, i.e. when first taking the specialization = 2nd Rank Spells, 2 Levels after taking the specialization = 3rd Rank Spells. At Level 10, if taking this specialization from Level 2, 6th Rank spells and below.

The table can assist Players in determining what spells are lost by absorbing others. For each line, write what spell the Rune Knight inscribed onto the Alicorium. For each spell Rank after the 1st, write the spell again, i.e. 3rd Rank spell should take up 3 lines. When absorbing a spell, roll 1d20 and delete the spell in that line. If a spell takes up multiple lines (2nd Rank+ spell), remember to count that appropriately. Where no spell is listed, reroll.

| Line (d20) | Spell |
|------------|----------------------------------|
| 1 | Minor Mend Wound (Rank 2 Spell) |
| 2 | Minor Mend Wound (Rank 2 Spell) |
| 3 | Divine Runes (Rank 1 Spell) |
| 4 | Minor Wind Shards (Rank 2 Spell) |
| 5 | Minor Wind Shards (Rank 2 Spell) |
| 6 | Minor Sword Skill (Rank 1 Spell) |
| 7 | Minor Sharpness (Rank 1 Spell) |
| 8 | Lesser Force Wall (Rank 1 Spell) |
| 9 | Night Vision (Rank 1 Spell) |
| 10 | |
| 11 | |
| 12 | |
| 13 | |
| 14 | |
| 15 | |
| 16 | |
| 17 | |
| 18 | |
| 19 | |
| 20 | |

In this example, a 3rd Rank Spell is absorbed. A roll of 1 would erase Minor Mend Wounds from lines 1 and 2, leaving 1 Rank’s-worth left. A roll of 12 would be a reroll. A roll of 4 would be a reroll because it is a Rank 2 spell. and we have only 1 Rank’s worth to erase now. A roll of 9 would take Night Vision out.

THE SWORDMAGE

BATTLE MAGE PHEYLUM

Alignment | Non-Lawful
Affiliation | None

Hit Points per Level | 2d3+1

Requirements

Strength: None
Longevity: None
Agility: None
Dexterity: None
Intellect: 12
Mysticism: 13

Resistances

| Vs. Nat | Vs. Myc | Vs. Mag |
|---------|---------|---------|
| -2 | 0 | -2 |

Max Mastery Style | 7

Available Mastery Styles

Basic Mastery, Advanced Axe Technique, Backhand Technique, Blind Man's Mastery, Counter Blow Technique, Defensive Style, Dual Weapons, Following Blow, Force Style, Frenzied Swarm, Gapping Technique, Infantryman's Mastery, Karu-Sun, Paired Small Weapons, Paired Weapons, Ripper's Technique, Swordsman's Draw Mastery, Whirling Blade & Quick Missile Mastery

Allowed Races

Human, Wood Elf, Grey Elf, Blue Elf, Rosendarik & Lyfin

Experience Chart

| Level | Exp | SS | PWS | MSS |
|-------|------------------------------------|----|-----|-----|
| 1 | 0 | 6 | 10 | 5 |
| 2 | 64 | | | |
| 3 | 128 | +1 | +1 | |
| 4 | 320 | | | |
| 5 | 576 | | +1 | +1 |
| 6 | 896 | +1 | | |
| 7 | 1280 | | | |
| 8 | 1920 | | +1 | +1 |
| 9 | 3200 | | | |
| 10 | 6400 | | | |
| 11+ | +1,600 Experience Points per Level | | | |

Available Skills

General, Warrior, Wizard, Rogue & Artificer

Free Skills

Spell Lore & Spell Ready or Create Duve

Available Weapons

Common Swords, Small Swords, Great Swords, Finesse Swords, Ripping Swords, Precision Weapons, Heavy Throwing Weapons, Fast Throwing Weapons, Rifles & Weapons of the Archanium

Available Armor

Deflectors, Light Armors, Light Leather, Light 'Mail & Shi



Magic

Type of Caster

Mashanic Caster or Illrathic Caster

Initial Spell Points | +0
Spell Points per Level: | 2 per Lv

Level Max Spell Rank

| | |
|---|-----|
| 1 | 1st |
| 4 | 2nd |
| 6 | 3rd |
| 7 | 4th |

Available Spell Sources

| Light | Shadow | Elemental | Scarlet | Orderly |
|-------|--------|--------------|--------------------|---------|
| | | | Blade (Minor) | |
| | | | Force (Minor) | |
| | | | Iron | |
| | | Time (Minor) | Perception (Minor) | |
| | | Wind (Minor) | Utility | |

Swordmage is the quintessential Battle Mage; someone who has martial prowess combined with strong spellcasting abilities. They combine the best of the many worlds and can meet most situations with proficiency. Like most spellcasters, they come from the magic scholasta where they trained for Cycles in the mystic arts. About five Cycles before graduation, they begin their training in combat arms. This time spent away from the books impedes their progress as a pure spellcaster but allows them to handle themselves with the blade. While Swordmage can be of any alignment, many are brash. The Cycles spent in books followed by an extreme culture change to combat training, as a rule, draws those who are impetuous in nature. This definitely does not mean that a Swordmage is inept, to the contrary, they can be meticulous and thoughtful.

An adventurer is a primary job for most Swordmages. It is on the road they can earn the most notoriety, build their skills both in spells and the sword efficiently, and find riches. Most adventuring parties would welcome a Swordmage as they can fill many roles.

Swordmages do almost every aspect of combat well, but none of them very well. They have adequate Hit Points, can use good armor and have a respectable array of Mastery Styles to learn. The spells they use are offensive in nature and can bolster the success of any encounter.

Superior Battle Caster

Swordmages are bred, through their training in the Magic Scholasta, to be a perfect mix of caster and combatant. Almost half their time is spent off-campus under the tutelage of an experienced Combatant, hired by the Scholasta. While somewhat looked down upon for their reliance on the blade, none can ignore their potency and effectiveness. Because their combat training is combined within their magic training, Swordmages don't use the Choice of Masters Phylum Ability. How their Kit is written is used as-is.

Their magic-focused combat training also allows them the ability to cast while in Combat, and while attacking. At Level 1, they may make a maximum of one attack in a Round, and cast a spell. mechanically, they roll Initiative as normal. On their Initiative Mark, they may attack as normal. 2 Marks later, they may start to cast a spell. their Cast Spell Skill Check is penalized by 6, minus their Level, when casting a spell this way, i.e., 5 at Level 1, -4 at Level and so on until they have no penalty at Level 6.

At Level 4, they may make two attacks with the same mechanics, but their penalty is now -8 (again, one lesser Level).

At Level 8, they may ignore the order of attack and casting. A Swordmage may cast on their Initiative Mark. Once the spell goes off, and if they have initiative left that Round, they may then strike, but only once.

All Swordmages begin the game with Combat Casting at a Rank of 2+1, even if is greater than their Intellect Characteristic limit of starting Skill Ranks. At Level 5, Swordmages may re-roll any failed roll for spell Fizzle, but cannot cast and attack in the same Round for this specific benefit to be available.

Weapons of Magic

Through their training of the blade and spell, they also learn to use the martial arts in concert with magic. At Level 2, Swordmages can channel any spell that requires (has a range of) "Touch," through their weapons. When a spell is cast with a range of Touch, the next strike of their weapons count as such. This always occurs the following Round, as they must always attack and then cast when doing both in the

same Round until Level 8. Conversely, they may cast a Touch-range spell as normal and attempt to hit the opponent without their weapons.

When a Touch-ranged spell is done in this manner, the strike only needs to hit the opponents Dodge Score Parries and Blocks still confer the spell's effect. If the Swordmage misses, the spell may linger to be used again or fade away, depending on the specific spell (see its description). At a minimum, the spell lasts one Round after the first failed strike.

At Level 6, they can do the same with ranged weapons. This is done by enchanting the missile. As before, the Swordmage has 2 Rounds to throw the item to score a hit. Misses fizzle the spell, and a missile cannot be picked up again and reused.

Stalwart Caster

As some Wizards have learned, the Swordmage understands the connection between a person's life force and the Magic Well. Unlike others, they can use their Magic Well to restore their strength. A Swordmage may elect to consume all remaining Spell Points and add them to their current Hit Points. This can take their current Hit Points over the normal maximum. This is a Full Action but may be done while in Melee. These gained Hit Points fade away at the rate of 1 per minute an hour after they were converted. This may kill the Swordmage if their Hit Points sink past their Death #. If done, the character cannot regain any Spell Points until they have rested 1 Passing per 3 Spell Points transferred (round up).

The Zerixian Herald, or the Herald of War, is a supporting cast in the Zerixian Order. While the War Tellers carry out operations and further the cause in a direct manner, the Heralds are the pensive administrators off all that happens behind the scenes.

The Heralds commonly act as scouts, looking for the next conflict in which the Zerixians might enter the fray. While the War Tellers act as advisors to major political bodies, the Herald is more of a free-lancer, looking for conflicts outside the “official” realm of nations and factions.

Zerixian Heralds are calm, calm to a fault. Their demeanor is exceptionally placid, even in the face of great danger. However, just under the surface swirls a storm of chaos and utter lust for battle. Nothing satisfies a Herald more than combat, swords, and blood all about hem all. It is here that their true nature is exposed, often even shocking those who know them best.

They inspire great courage and audacity in all those around them when combat begins. Through their actions, words and utter disregard for personal safety, others follow and risk as much – to the great pleasure of the Herald. In a company of Zerixians, the Herald carries the banner of battle, marching out in front of their Order, beckoning violence and conflict.

This should not be mistaken for stupidity or foolishness. A Herald does not put everything at risk for a simple melee if there is no chance of winning – but they will seriously consider it.

Zerixian Heralds often enter the adventuring profession in search of combat when they first begin. Here, they support their comrades and take note of war-torn areas that might serve as the Order’s next venture.

They have surprising skill with weapons, and like all their Order, see ranged combat as cowardice. They lack in staying power but make up for any shortcoming with an impressive array of supporting Abilities.

Banner Bearer

The Herald shows their courage by being the very first to approach danger. Not immune to fear, but oddly daring... some might say reckless.

When leading the charge of Zerixians, they carry their banner. But they can also carry the banner of those they support, or metaphorically carry the banner of an adventuring party. When combat begins, the Zerixian Herald inspires a form of bloodlust within those around them. This Ability cannot be abated, save for knocking out the Herald.

All allies within 20 yards of the Herald, plus 10 yards per Level, find themselves yearning for combat. They gain +1 to-Hit per Level of the Herald, doubled for other Zerixians and the Herald takes 1 Unavoidable Damage per Round.

While doing this, the Herald cannot attack, or take any other Full Action, but is allowed Half and Quarter Actions. They can move at no more than 5 units per Round.

Their Evade is raised by 1 per Level, as they calmly dodge blows and sidestep attacks. Those who attack the Herald in melee find themselves frustrated. For each miss, they receive a compounding -1 to-Hit.

At Level 3, all effected allies also lose 1 Critical Threshold per Level of the Herald and gain +1 to all successful melee hit ROs and Critical Severity per Level of the Herald. This does not add to the roll but increases the resultant to-Hit RO and Critical Severity, which is treated separately, i.e. they add together.

The Herald also gains ½ their Level (round up) in Critical Threshold per Round of combat that maintain this Ability, to a maximum of their Level times 4.

At level 5, and when the time is right, the Herald may disregard their personal safety, dropping their defenses in favor of attack. All of those within ½ the normal radius retains the effects of this Ability, doubled, but now the Herald can attack. The Herald gains the same baseline bonuses, but their Evade is lowered by 7, and their Critical Threshold is set to 3. The Herald can maintain this level of intensity for 1 Round per Level. Once they engage in this recklessness, they cannot stop it and must endure the

full duration. When the duration ends, the Ability ends, and cannot be used for 1 Passing.

Each person can only be affected by one single Banner Bearer Ability at a time. And if they leave line of sight of the Herald or the radius of effect, all bonuses immediately cease.

Cull the Cowards

Heralds all gain the Routing Attack Combatant Ability, and it acts as if they are 4 Levels higher. This cannot be used when using the Banner Bearer Ability, as they cannot attack when using that Ability.

The Herald also inspired courage in all those who would flee from fear, both friends and enemies. All who can see the Herald receive a +1 to roll against their Courage Check per Level of the Herald.

Provoke

In smug assuredness, the Herald can speak to would-be opponents, provoking them through oration and subtle insults. Even their allies may gain the urge to hit the Herald. Those dull-witted and dim opponents are unaffected, but those who are not (Intellect of 12 or more) must make an Intellect Check of the Herald's Level +3 or attack.

This can be used in melee to the same effect but works against the dull-witted. The Herald curses at and calls into combat a single target within whatever range their environment allows (as in, the target needs to see and hear the Herald). They must make an Intellect Check of the Herald's Level +1 or drop what they are doing and do everything they can to enter melee with the Herald. This does not end the Banner Bearer Ability.

Dig Deep

Combat is a messy business. The Zerixian Herald can inspire those who are about to go down. If an ally drops below 0 Hit Points and fails a KO Check, as a Full Action, the Herald can move their Land Speed score to become adjacent to an ally. This must be done within 2 Rounds of the ally failing the KO Check. If the Herald reaches them, they automatically make their next 3 KO Checks, are returned to consciousness and may immediately act.

This can be done as long as the Herald wishes to spend the time to do so, and no other Abilities can be active while doing so.

Battle Call

Before an encounter, if given time, the Herald can make a great speech, inspiring all allies who listen.

This takes about 2 minutes, and does not need to be shouted or commanded, but simply spoken with vigor. All those listening gain Hit Points for that encounter equal to 1d6, +1 per Level of the Herald times 2.

This can take a character above their maximum Hit Points and lasts for the remainder of that combat. However, it is only effective for those entering melee. Those who don't enter the fray find the oration meaningless to them and the Hit Points fade within 2 Rounds. Likewise, everyone must enter melee with 3 Rounds of the end of the speech or the Hit Points also fade.