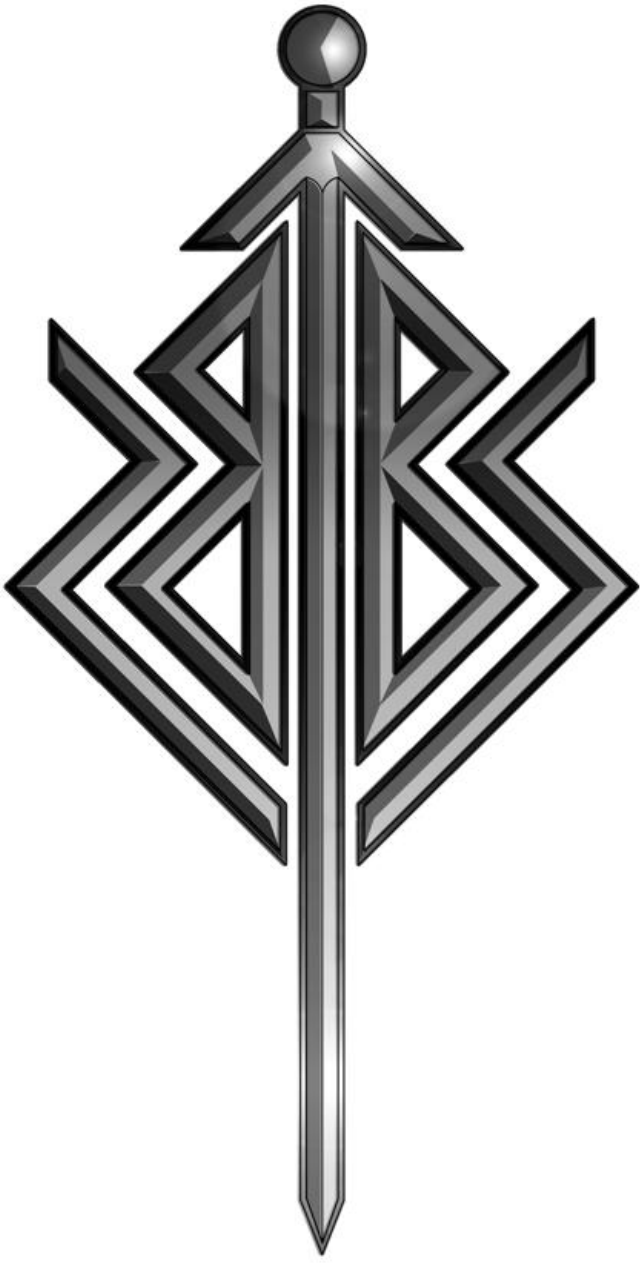
BROKEN SWORDS & BATTERED SHIELDS

LOREKEEPER'S TOME



POWERED BY: R.A.R.E.

A FANTASY ROLE-PLAYING GAME FROM VISIONATION STUDIOS



Broken Swords & Battered Shields is dedicated to all of the heroes we have met, who have kept the faith with us:
We finally did it.

BROKEN SWORDS & BATTERED SHIELDS

A VISIONATION STUDIOS PRODUCTION

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visioNation studios

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Printed by CreateSpace (an Amazon.com company)

FOREWORD

As a young veteran of browser and chat-based role-playing, I had no idea exactly what I was getting myself into when I decided to check out a game being hosted by my wife's co-worker. I stepped through the door that first night and crossed the threshold into a world limited only by my own imagination and a system that enticed me to read every word. And read I did. Before month's end, I had convinced Frank, the game designer, to send me a copy of the unfinished book, which I devoured in about a week, cover to cover. I soon found myself attending every week, and even my wife, with absolutely no role-playing background at all, was eventually sucked in.

And she wasn't the only one. Our group consisted of longtime D&D fans, D20 escapees, role-players unfamiliar with any D20 rules, and a handful of novices who had never once ventured into the world of tabletop role-playing before they came into contact with Broken Swords & Battered Shields. But we all had one thing in common. We loved the freedom that BS&BS gave and the opportunity for limitless role-playing. Where else could one find a pacifistic half-giant prophet, a naïve jester girl from backwoods Po'Dunk, an antagonistic midget bodyguard, a werewolf druid, and others, all lead by a young boy still in his first rank as a church guard? But I tell you what, the beauty of the system and the world is that it worked beautifully.

Eventually, I began asking the question, "Why hasn't this been finished? What do we need to do to get this out so everyone can enjoy the game and not just us?" Well, with a fair bit of prompting, we slowly began breathing new life into a project that was over a decade old. Races were expanded. Special mounts were created. Worlds began to take shape. And we did a whole lot of editing.

So now, nearly three years later, here we stand at the precipice. What once began as the dream of one man has become the foundation for visioNation studios. We have no real way of knowing exactly what might happen next. When we let this book fly free, it will carry along with it years and years of blood, sweat, and tears. The game we've held so dearly is now being placed into your hands. We hope you enjoy it as much as we have.

Anthony Anderson
Director of Studio Concepts
visioNation studios

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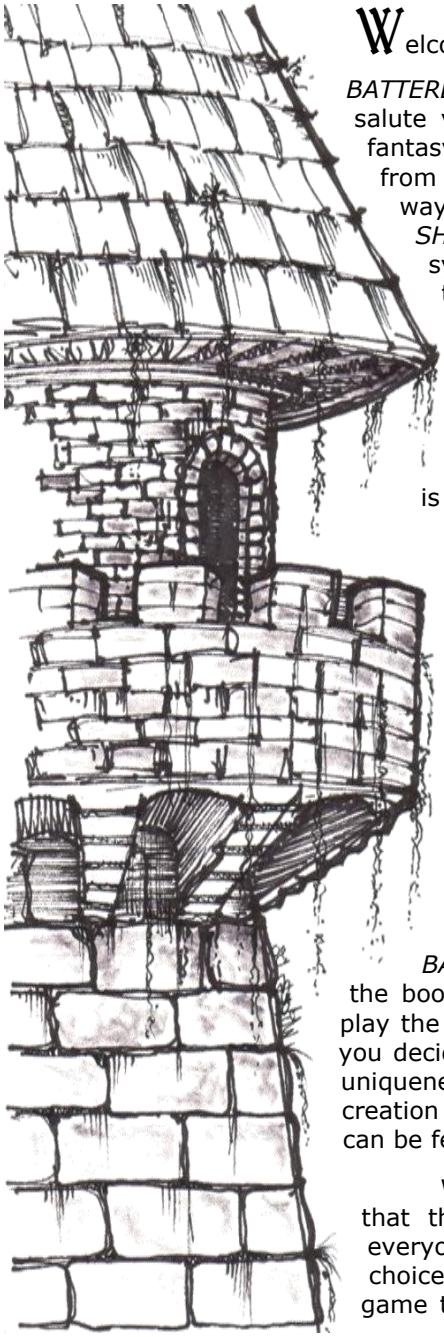
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INTRODUCTION



Welcome to you who decided that *BROKEN SWORDS & BATTERED SHIELDS* was worth opening and reading. We salute you. For here, within this tome, is a brave new fantasy world waiting to be explored. It is far different from what you most likely have experienced lately in the way of role-playing. *BROKEN SWORDS & BATTERED SHIELDS,* as you will find out, is an advanced gaming system in every aspect of the term. We have given the power back to the Lorekeeper to create the style of game that best suits them. How did we do this? We eliminated all of the needless rules that seem to clog role-playing books these days.

We decided it was time for not just the Lorekeeper but the players to be able to make choices. *BROKEN SWORDS & BATTERED SHIELDS* is a role-playing game of choices. Within these pages you will find a core set of rules to create a character and a world that we feel will change your mind about role-playing; keeping you coming back to the table again and again. The choices you make start from the beginning of the game when you are creating your character. If you don't want to roll and instead would rather pick on a chart, then do it. If you don't feel like using a rule we give; don't. There is no one single correct way to run or play a Broken Swords & Battered Shields game. It is up to your Lorekeeper to make the choices when they create their world. It is up to you to make choices when creating your character.

This is where *BROKEN SWORDS & BATTERED SHIELDS* differs, for we have written into the book only the rules we felt were important. You can play the system barebones or fully maxed out. Either way you decide to play the system, we believe you will find the uniqueness that is embedded into it. From the character creation to the combat Battle Wheel, the style of R.A.R.E. can be felt from the moment you open the first pages.

We believe in the freedom of choice. We believe that these choices needed to be part of R.A.R.E. for everyone who sits at the table to play. The freedom of choices keeps the rule hounds at bay and opens up the game to a free-flowing session of player and Lorekeeper

banter. The days of quoting rules to the Lorekeeper, who is trying to run their own unique world, is over. Most systems have an overabundance of rules that not only bog down the system, but confine the Lorekeeper to a narrow channel of rules freedom.

So, we at visioNation studios want to ask you, will you stay confined to linear role-playing? Or will you break free and give Broken Swords & Battered Shields a chance and move forward in your convictions to a better system. Turn the key on R.A.R.E. and let it drive you into the future of gaming. Our company stands behind our products because we too, are gamers at heart. We try to look at the creation of our products through the eyes of our citizens and allies, who give part of their lives when they sit down to play and create for you.

Come join us at visionationstudios.com to see what we are all about. There you will be able to view the products that we currently have available and those that are coming in the future. Join our forums and become part of our creation process; we value your input. It is for you that we are creating the products that we have. See you at the Nation.

May the Gods Guide Your Footsteps,

Frank S. Van Camp

"Max Kaliber"

Executive Producer for visioNation studios



THE DIFFERENCE



n the world of BROKEN SWORDS & BATTERED SHIELDS you are the heroes. Even if you feel your character starts out wimpy and you don't feel quite like a mighty hero, think toward the future and see the character as that hero. You are going to have to choose a life path for your character and it will determine how they will fare in the future. We're not saying be stupidly brave; just play the character with some grit. Songs about cowards don't usually go over well with the general populace. When playing your character in the story, the point is to build your character up to legendary hero status. Even the common thief can rise in stature and make a name for themselves in the songs. Just remember that evil is crushed and destroyed in the end of every story. There has to be a purpose to the story.

Every hero is going to be different. Every player has their own idea on how his or her hero should be drawn up. The greatest challenge that awaits the players is helping to create a story that both they and the Lorekeeper will be proud of. There is nothing more satisfying than sitting around the table and remembering a past story that makes everyone smile and laugh even those that lost heroes along the way.

TO HAVE FUN

This is probably the most important responsibility of the players: to make each and every night that you run the game fun. It is very important that you do not leave at night wondering why you came when Joe's character got all the attention and you sat there bored. Thinking you wasted your time is not a good sign. The Lorekeeper has to keep everyone involved in the nucleus of the story plot or he will lose players. Once the fun is gone from the story it will take a lot of hard work to regain what was lost, not only to rebuild the story line but also to bring the players back into the story. Salvaging a story is one of the hardest things, especially when it is one or two of the players who constantly try to throw the story off course

As you delve into this book a little more, you will realize that it was written for the advanced gamer to use. This book is not for the rule-hounds of the gaming world. It is for those individuals that feel freedom is more important than rules. This is a game where the Lorekeeper, Game master, or whatever title you give yourself, has the freedom to decide for themselves what can or cannot be done in their worlds. This concept will be the basis for all future books and worlds.

THE HEROES

Within these pages you will learn to create a *BROKEN SWORDS & BATTERED SHIELDS* Hero. As an average person you will excel beyond the realm of the mortal being. You may be stronger, faster or smarter than the common person and be given far greater benefits and opportunities. You will create a character that will grow into maturity within a fantasy based medieval society that is living and breathing; you will not be part of the norm. You will be lead into the realm of the unnatural where demons are summoned to attack villagers or where the monsters lurk around every corner. It

will be up to you to protect and bring justice to the world around you. You will be called upon to perform great deeds. Where normal people would die you will stand victorious.

THE VISION

When we talk about "the vision" we are describing the process in which you, the player, come up with an idea for a character. You have read books where the author described the main hero and you automatically envision him or her as you read further. Everyone who reads the same book will envision something different. Before you go any further into character creation, start to get a vision of what your hero will be like. So, when the Lorekeeper asks you to describe your vision of your character, be honest so they can help you bring your vision into reality.

THE RACES

The world *BROKEN SWORDS & BATTERED SHIELDS* you will discover that there are many unusual races within these pages. There are a total of 24 playable races. These races are either civilized or uncivilized in their classification. Full descriptions of these races can be found in their designated section.

THE ATTRIBUTES

We wanted to eliminate the use of random numbers that lead to a contradiction of the character you envisioned playing. You now have the freedom to create a character by distributing a set number of points among your attributes to generate your own unique character concept. These attributes are the heart of R.A.R.E., increasing as you increase, never staying the same.

THE CAREERS

You will find that classes are now called "Careers" within the Realistic Advanced Role-playing Engine (R.A.R.E.). Each career has a number of career paths listed under them. Within these career paths you find the core of the career that is described. You will advance through these paths by levels and receive Development Point Motes for role-playing that is used to advance your character.

SKILLS & KNACKS

Your character's skills are found within the careers that you will enter and follow as you advance your character. You will earn motes for experience that you can spend on purchasing all of the advancements that you need for your character. You will also find in each Career Class a "Knack" that is associated with that class.

In R.A.R.E., you have the freedom to create your own skills and knacks to further enhance the vision of your character, through the collaboration and approval of Lorekeeper.

THE DICE YOU ROLL

The Realistic Advanced Role-playing Engine used in BROKEN SWORDS & BATTERED SHIELDS™ is based on a percentile system. You will need a standard set of dice which includes a d4, d6, d8, 2d10, d12 and a d20. You will use the 2d10 for most of the rolls during a session, which will produce a number from 01- 100 percent.

THE WORLD OF SOLUNA

When Solaris and Lunaria decided that they wanted to form a grand creation to nurture and watch the world blossom, they gave a little piece of their Essence to the creation they were forming. The Essence they gave, though bound, split apart into what is known as the elements. These elements are the threads that weave the life strand together. These elemental threads hold the very fabric of existence from collapsing in on itself; it binds every living thing together making the creation whole. Together the elements function with impeccable perfection, but apart they are the very Essence of chaos: uncontrollable, unpredictable and able to create and destroy at will.

Their Essence in the world is controlled by the elements being locked away together where they are kept in perfect harmony. At this time, they created the Emmortal Elfare (one who lives longer than mortals; seeming to be immortal) who were given the task of guarding and keeping the elemental seals safe. Because of their close proximity to the elements, they became more affluent in the use of magicks as the Essence permeated their whole beings.



Solaris and Lunaria joined together in the creation of the planet Soluna, where they created many continents but chose a particular one and named it Elder. Here they would build a life together, giving a part of their own Essences to the world to sustain and hold it together. These Essences are called elements. Together they created the many races that now dwell in Elder and the rest of the world. They tended to their creations like parents watching over their children and at times walked and lived among them; teaching them the ways of life and the traits of honor, virtuosity, love and the passion of life. The races began to grow and populate the lands. When the lands were ready the races would venture forth and discover a vast new world with other races and creatures beside themselves.

THE RACES



emember that each race has a distinctive culture behind them. This means that their beliefs and superstitions are different from other races. Also, it will depend on where you came from. Do you live among the humans or were you raised in your racial homeland? A Gillander will not understand the ways of humans and one raised among humans will know nothing of their ancestral homeland or customs. It all depends on where you decide your parents settled.

Within the world live many races of people and creatures. Some are known, others not known. The races that are available to be played by the players are enough for now. They are the known races that have existed in fantasy worlds from when time began or someone's imagination decided to kick in.

TO HAVE FUN

The races have lived apart since the golden age. After all the generations that have passed and the seclusion that the races have had, the once common language known as "Elder" has been long forgotten. Over the centuries the races have developed what is now called "Trade Sign". It was developed to replace a spoken language using hand signals to communicate with each other. It is far simpler to teach the trade sign language than a verbal one.

Trade Sign is now taught throughout the known kingdoms. Every character starts off knowing their language and trade sign. Another language can be given to a character depending on where they were brought up, but also will require the Lorekeeper's approval.

RACIAL MODIFIERS

All of the races of Soluna are different in their beliefs and lifestyles. This is where many a war has started, over a race being different from the other, and having the label "Outcast" placed upon them. Choosing a race will be left up to you but remember that their cultural differences will play a part in how your character is treated in different lands. Just because the Jungutta may be accepted in the human lands because of their alliance, doesn't mean that humans will accept a Jungutta in their society, no matter who vouches for them. It might even lead to death. So don't whine about your choice later.

It all comes down to your Lorekeeper and how you develop your character. If he is brutal, but saves human lives, the views and first impressions of your character can change over time. Remember that it is your actions, not those of others, that will determine your character's future.

The races of Broken Swords & Battered Shields are divided into two categories for racial purposes. These categories by no means determine that a race is better than the other; it just groups them in their beliefs about their own societies.

The first group is the "civilized" or communal races that have developed cities and countries that fall under a reigning king or queen and a governmental system whose laws envelope its entire people under a single union. These races have a mutual alliance that has been set in place to help hold their societies together from outside influences, such as war or invasion. These races also get along, usually, and have set up internal trading to help each other advance evenly. This group of races also believes in a single god and/or goddess that watches over them from their creation and any other view is considered barbaric or wrong. Many a war has been held in the name of their god, whether the god wanted the war or not.

The second group of races is called "Outcasts", for their belief in a Tribal community is the most important part of their lives. They are more in tune with nature itself and the elements that hold it together. The reason they are considered barbaric by the civilized races is not just their beliefs, but in their appearance as well. Anyone who appears to be different is considered an Outcast, which has forced these races to become very proud of who they are and what their societies stand for.

They war regularly amongst themselves for land rights to certain areas, but when those lands are threatened they will rally as one to fend off the attacks. Many in the civilized lands consider these races to be evil, but from the Outcast point of view, the civilized lands are the evil ones.

Their societies have many tribal leaders, shamans and champions who keep their societies protected and spiritually fed. They do not believe in a single god/goddess mentality, but in a pantheon of gods, who are enveloped within the framework of nature itself. They have a more in depth spiritual connection with the world and the elementals that hold it all together. Where the civilized world believes in the power of the elements, the Outcasts understand the delicate nature of the framework and that it needs to be nurtured and not bled for its power, or it will at some point fight back. This was proven when the elements were released into the world by the want for power. The Outcasts did all they could to survive, even if it meant slavery to the Dark One, Nocturnalis. In times of war you need to do whatever it takes to keep your people safe.

Your choice of playing an Outcast is not a bad one; it is much harder to play, as it takes a harder stance on your beliefs. You might want to fit in to a civilized society to gain the power you always craved. If you feel like you should be more attached to your group, you might have grown up in the civilized lands where your family settled and was finally accepted. Just don't expect to be accepted by your own race after you have slaughtered them with your buddies. It is a fine line that a society walks before it is pulled into the light or darkness because of its beliefs.

RACIAL ATTRIBUTE MODIFIERS

Each race is given an equal chance to increase their stats (see Racial Benefits Chart). These changes will affect the Main Attribute Scores of your character. Roll these modifiers immediately upon choosing the race of your character. Put a tic/mark next to the attribute that is affected for when you finally begin to build your character. Roll a 1d4, 1d6, or 1d8 to get the total number modification to your character's stats. Where it states "Your Choice", that is exactly what you do. Choose the stat and make the roll. If it says "from Parent", you have to roll percentages specified under that race to determine the correct stat to be increased.



THE CIVILIZED RACES

Within these lands, one is usually protected by the society that one is traveling through. There is no social difference when one is an ally to the land one is in. All races listed below are considered civilized for game purposes. There may still be racial hatred among some of the population, but that falls under an individual's belief and not a nation's or its government.

RACIAL BENEFITS CHART				
THE CIVILIZED RACES				
	+1d8	+1d6	+1d4	-1d4
Human	Your Choice	Your Choice	Your Choice	Your Choice
Elfaren	Essence	Speed	Faith	Vigor
Dulklakan	Vigor	Might	Will	Sense
Gillander	Might	Faith	Vigor	Reflex
Solgard	Faith	Reflex	Sense	Luck
Polaren	Might	Essence	Luck	Vigor
Woveran	Sense	Speed	Might	Luck

HUMANS

(Hu-man)



he race of man was once dominant on the planet. Countless wars pushed their boundaries even further toward the other races. These wars have placed a heavy loss upon these people, thus diminishing their power over the ages. There are different names for the human races that dwell in the climates of Soluna.



Since their collaboration with Nocturnalis and their homeland separated from the lands of creation, man has been set adrift from the rest of the world for over 2000 years. Because of this great purging, Humans have been scattered to the four winds and have had to adapt to different climate changes, thus making them the most adaptable race on Soluna.

Humans are very resourceful and explore every inch of uncharted land they can. When a new land is discovered, they settle it. This has lead to may conflicts amongst the races they encounter. They have fought for every inch of life they have and will continue to do so until the world comes to an end.

Description: Humankind varies from one end of the world to the other. Their adaptability to regions and climates has left their mark on Soluna. Their skin, hair and eye color vary from region to region. To find these differences, read further to discover the uniqueness that humankind really has.

Regions: all

Racial Bonuses: Your Choice (d8), Your Choice (d6), Your Choice (d4), Your Choice (-d4)

Racial Knacks: (choose one or the one under the race)

Weapon Savant – Your first two weapons gain a +10% bonus to attack.
Magically Gifted – You gain 6 spells at creation instead of the 5 standard
Extremely Athletic – You gain a +5 to initiative for your agile frame.

CALDORIAN

(cal-door-ee-an)

The first race of humans is found on the continent of Elder. The Caldorians were once a great nation, forming the Northern Reaches of Elder, their kingdom spanned thousands of miles. Until the time of the shattering, the Caldorians sat on the Council Seat of Elder, part of the ruling monarchy. Their treason in siding with Nocturnalis during the Age of Shadow caused the downfall of this great kingdom. The entire northern hemisphere of Elder was ripped apart and cast into the seas. The lost Caldorians ended up in a place called the Shattered Isles, but that is another story.

All that is left of the Caldorian Empire is now present in the country of Tevelar. Now a feudal society where the King is the law, the last remnants of the Caldorian existence is found in the northern regions of Elder.

Description: The Caldorian's skin is a natural to dark tan. Their hair colors range from light brown to black, with their eye hue being hazel to brown. These are the common aspects to the Caldorian race. You need not feel bonded to these colors; lineage could yield a child with violet eyes. All uniqueness that you put into your character adds to the story and history of the character.

Starting Skills: Literacy (+15%), Climb (+25%) and Ride Racial Mount–Grizzer Bear (+15%)

Battle Stance: (choose this one or one from the main human selection)

Battle Spear & Shield Attack: You have been trained in the art of Caldoric Combat where you use your spear & shield as attack and defense all in the same motion. You are taught to become an expert in the quick attack/defense style of combat. You can attack and block the same opponent with only a -5 recovery to your next attack. If you are facing more



than one opponent, you only suffer -5% for each additional opponent you want to attack and/or block. The Caldorian Battle Spear is a fully rounded cone-shaped spear, it is different in that the head is not flat and is maximized for armor penetration through brute force. The Caldorian Battle Spear yields 2d8 in base damage and +2d8 when charging. It is not really a charging weapon like the Lance the Caldorian Knights use. The Caldoric Combat Style is for ground fighting and cannot be implemented while mounted.

GRIZZER

(Caldorian Mount)

(griz-ur) - It all started when a disease erupted that started killing off all of the horses along with the Caldorians. The Caldorians decided to do research and experiment with different creatures to use in place of their beloved horse. All attempts failed to produce an animal that could not only be tamed and domesticated but ridden into combat as well. They even tried summoning creatures to be ridden, which also ended with disastrous results.

One day, late in the fall months, Tralden Grizzer was wandering through the hill country around the mountains as he usually did during the fall months, and heard a horrific cry. The cry was not a creature attempting to take him home for dinner but a small grayish fuzzy bear cub that was pandering over the bloodied corpse of what appeared to be his mother. The corpse was so mutilated by weaponry that it was hard to determine what it was and the head was missing. So, he gathered up the small cub and took it home. Little did Grizzer know that this one selfless action would change history?

All through the winter months, Tralden nursed and watched the cub grow and grow into a young adult bear it did. It was not just any bear, but a Grayback Clan Bear. He had never seen one before nor had he ever heard of one. He didn't find out about its history until in the spring, when Grandel Ironhammer, a Dulklakan, came down out of the mountains to hunt and almost attacked it on sight. He was shocked to find out that Grizzer had domesticated the Clan Bear: training it to hunt and fight. He had learned to ride the bear and the bear seemed to like not only the company, but being ridden. To the Dulklakan, it was almost as if they were destined to be together. Grandel told Tralden the history of the Dulklakan and how the mountains are full of Clan Bears, to the point that they have hunting parties just to go after these dangerous bears every day.

Tralden rode down out of the hills and into town at the first sign of the spring thaw. The people of the town were in awe when they saw old Grizzer riding on top of an 8 foot long, dark gray bear, with a silverback. The talk around town was all about Grizzer's new mount and from that day on they were called Grizzers. Tralden never told anyone their real name or how he had found it and trained it the whole winter. This changed the entire lifestyle for the Caldorians. They had, by fate, discovered the true calling of the Graybacks.

The Caldorians went into the mountains and were killed by many a Grayback, but they all thought it was important enough to risk their lives, to change the course of their civilization. So, Tralden Grizzer and his new friend Nexus rode back into the mountains.

Grizzers are 8 feet long and 5 feet high at the front shoulders. They are powerful fighters who can stand on their back legs in combat, rider and all, and attack. A true Caldorian knight can lean around their Grizzer and attack simultaneously, causing a powerful combination in combat. The Grizzer is adaptable in combat to their rider's movements and sudden reflexes. The Caldorians and their Grizzers seemed to have been made for each other. Neither is afraid of a good fight. It is very dangerous to confront a Caldorian knight and their Grizzer, let alone a handful of them.

Stats: All mounts/companions have 50 creation points and 5 free points per stat.

Sense (d6), Might (d4), Speed (-d4)

Basic Attacks:

Claw (2d8+Might Bonus)
Bite (2d10+Might Bonus)

Natural Armor Value: (8)

Specialized Attacks/Abilities:

Vertical Maul – The Grizzer will stand up on its hind legs rising up to about 12 feet in height to strike fear into their opponents, (Will Roll for opponent to stay frosty), and maul them with their two front claws. This attack is a fast one-two sweep with their claws. If the Grizzer's two attacks both strike they can then perform one of two actions, for their prey is caught. The Grizzer can either bite the 1-location or hug them on their next attack. A Might Roll Challenge will give their foe a chance to break free, or they will have their arms pinned to their sides.

Grizzer Hug-The Grizzer will squeeze with all of its might, trying to crush its opponent to death. This is done only after a Vertical Maul is successful. The Grizzer Hug does damage to the upper portion of the torso of any biped it catches in its hug. The damage is spread out over locations 2, 3, 4, & 5 equally with ½ ARV protecting from the hug.

Hug Damage: 1d8+Might Bonus applied equally to all locations.

BUDANI

(bu-dah-nee)

The Budani live in the hot desert regions of the continent. They are immune to the intense heat, which can get as hot as 120 degrees during the summer months. The Budani have a transparent second eyelid that can close independently from their main lid. This eyelid is used to block the sand and intense light that is prominent to all desert regions. They can see perfectly during a sandstorm or when the sun reflects off the sand, blinding other humanoids not native to these lands. They can also go up to 5 days without needing a drink of water, by their ability to sweat less than other races. The Budani take an extra +4 damage

from intense cold, including spells of such nature. They do not fare well in cold regions, the same as Vulklanders fare in the desert.

Description: Their skin is tan to dark brown, with some even being black. Their hair is brown to black and course in texture compared to other races. This is to allow for heat to be quickly released and air transference across their scalps for quicker cooling. They use camels and horses as their main form of transportation, but there are those who have found a way to tame and ride the great desert Scorpions, which are called "Teccadons", for they stand 4 feet at the shoulders.

Starting Skills: Find Water (SN) +20% and Ride Racial Mount – Teccadon Scorpion (+25%)

Battle Stance: (choose this or one knack from the main human selection)

Sand Splash: You have been trained in the art of Sand-Blinding, an ancient battle stance. This allows you to dip the tip of your bladed weapon into the sand (or dirt) and flick a small amount of sand up into the face of your opponent, taking them off guard and giving you a free action or attack. Your opponent can make a Reflex Roll at -20% for the first attack and -10% for a second attack, but after that you might not be able to fool them. If they fail to avoid the sand-splash, they are blinded for the amount of seconds by whom the roll failed. If they roll a 01, your enemy gets a free attack on you, but if you fumble on a 00, you get splashed but are only blinded for 2d10 seconds.

TECCADON

(Budani Racial Mount)

(tek-ka-don) The Budani have tamed the Giant Desert Scorpions since they first walked out upon the shifting sands of their homeland desert. They needed a mount that could not only walk above the sand, but one that could fight and throw fear into their enemies. The Teccadon is such a mount that it can grab with its pinchers and inject poison from its tail. The Teccadon stands off the ground some 3 feet. It skitters low to the ground, using an up-front attacking position for better defense. It is not a charge-into-battle mount, but a defensive combat mount that tactically circles its foe waiting and watching for an opening. When one is found, its rider can actually stand and fire their bow at the foe as well. It is hard to get to a Budani rider due to the Teccadon's giant pinchers up front and the swinging poisonous tail. The Teccadons can grow up to 12 feet in length when you unroll the tail. They are a deep red in color and blend well with the reddish sands of their homelands.

Stats: All mounts/companions have 50 creation points and 5 free points per stat.

Sense (d6), Speed (d4), Focus (-d4)

Basic Attacks:

Pincher (1d10+Might Bonus)
String (1d12+Vigor Challenge Roll or take +1d8)

Natural Armor Value: (8) Hardened Carapace

Specialized Attacks/Abilities:

Leap – The Teccadon can leap forward 20 feet from a standing start. This defensive maneuver is used by the Teccadon to escape from any situation where they are surrounded. It has been said that Teccadons use this leap to attack foes but there is no proof of this.

Poison Sting-The Teccadons main weapon is its poisonous tail. They wave it around like a flag in combat looking for an opening where they can strike quickly. A foe being struck by the stinger must make a challenge roll against the poison at a -5% to their roll. The stinger must penetrate the ARV before a challenge roll is needed.

Poison Damage: 1d8+Might Bonus, if stinger penetrates ARV then a challenge roll must be made, failure will result in an additional 1d8 poison damage straight to the location hit.

ZULANI

(zu'-la-nee)

The "Zulani" are the humans who dwell in the Southern Jungles and on the far southern isles. Their homes are surrounded by tall wooden walls that are carved from the Jungles, carried into the plains and erected around their structures. The Zulani are the center of trade for those who live on or near the Jungle. They are a warrior race that keeps the laws of the Jungle in place. Those who break the law suffer Zulani Justice. Ignorance is not an excuse to the Zulani, only truth.

Description: The skin of the Zulani people is light to dark brown and they are immune to the extreme temperature changes that take place in the Sothern Jungles everyday from the heat of the day to the cold of the night.

The main weapons of the Zulani warriors are the Zuhana (Lance-spear) and their Zuzara (Battlespear), a shortened version of their charging spear, but with spear heads on both ends. The Zuzara heads are actually two tips perpendicular and crisscrossing each other forming a quad-headed tip. This is for maximum damage to their opponent and it is easier to attack with either end than to flip it around to attack every time.

The Zulani use the Zuhana as their main weapon when riding their Zarhino, for the spear is 6 feet long and flexible enough for it to be used in a charge. The head of the Zuhana is thin and 6 inches long for maximum penetration. The final weapon of the Zulani is the Shinka Bow. This bow is thin and flexible and is 5 feet tall. There are 2 different heads of the Shinka arrows. One is the arrow used for hunting to pierce the hides for a quick kill and the second is the quad arrow that whistles when it slices through the air, causing confusion and misdirection on the first volley.

Starting Skills: Tracking (+25%) and Ride Racial Mount – Zarhino (+25%)

Battle Stance: (choose this one or one from the main human selection)

Dual Attack: You have been trained in the art of fighting with the Zulani Zuzara called "Zataka". The Zataka Battle Stance allows its wielder to attack with one end of the spear and reverse it to strike an adjacent opponent that is within their 5 foot diameter fighting area. If their comrade has an opponent, it is not unusual to see two Zulani warriors exchanging blows

with each other's enemy along with their own. The Zataka style gives the Zulani a +10% to strike and +3 damage to the first opponent and the second opponent is a +5% strike and +1 damage. When adjacent to another Zulani warrior they both receive a +20% to strike and +6 to damage to their first opponent and a +10% and +3 damage to their second.

The Zataka style has one negative to it. While you are attacking with your second strike you cannot parry, block or dodge, for you are exposed for that attack. The Zulani Zuzara is a one-handed weapon used in combination with a shield. It can be used to parry, but will break if hit too much.

ZARHINO

(Zulani Mount)

(zar-hi-no) The Zarhino is 11 feet long and 5 feet tall and can run up to speeds of 35 mph on a full out run across the plains. Its hide is thick like armor and it bears three horns on its forehead, two small one large horn that can grow up to 3 feet in length. These horns are used for which are used for ramming and goring. The Zulani ride the Zarhino as their mounts not only for the speed at which they can run but for their fearlessness against impossible odds. The Zarhino fears nothing and if forced to flee it can do so at its leisure. The Zarhino's skin colors are light to a charcoal gray. Sometimes, they are born black or white. A black or white Zarhino is very rare and prized as blessed by their god or goddess, depending on what color the calf was born.

Stats: All mounts/companions have 50 creation points and 5 free points per stat.

Speed (d6), Vigor (d4), Reflex (-d4)



Basic Attacks:

Horn (2d12+Might Bonus)

Natural Armor Value: (10)

Specialized Attacks/Abilities:

Charging Gore – The Zarhino has the ability to run straight at an enemy, charging right into them and goring with its horn in an upper lifting motion to throw them over its head and keep going. The target must immediately make a Reflex Roll to avoid falling under the Zarhino, and taking extra damage for a trample. A successful dodge means that the Zarhino will run right by, but a failed dodge and a successful attack means the Zarhino's horn has struck its target and flung them away for 2d12+Might Bonus.

Trample: If a failed dodge occurs, the Zarhino has trampled them into the ground under its 1½ to 3 ton frame causing 3d10+Might Bonus damage spread evenly over the 10 locations, armor does stop what it can.

MONDARIAN

(mon-dar-eans)

The "Mondarians" live across the northern steppes and plains where there is little rainfall in the summer months until the harsh winter. Their lifestyle is that of man and horse. Their lives are spent in one union with their mounts. Their mounts are the most important part of their lives, for without them, they are nothing. Those who are chosen to ride the famed Mondarian Horse, raise their mount from birth, taking care of it as it grows. It is this singular bond that is cherished between the two. If a Monadarian loses their horse in a combat, they will spend the time to raise another mount, doing nothing, but this one task. Those who chose to never replace the bond, never ride again.

Description: Their skin is light to dark bronze in color. Their eyes are slanted with a grey to violet color hue. Their hair ranges from black to a deep auburn which is braded and worn long. The culture of the Mondarians is more of a wandering nation even though they do have centralized city on the steppes where most settle during the winter months. The Mondarians use the Modarsha (mo-dar-sha) horse as their favorite mode of transportation on the steppes.

Starting Skills: Ride Racial Mount - Horse (+25%) and Mounted Combat (+10%)

Battle Stance: (choose this one or one from the main human selection)

Horseback Archery: The ability to fire your bow from the back of your racial mount even when it is traveling at its maximum rate of speed. While the mount is running at normal speeds, you gain +15% to hit a target. Your attack gains +10% at mid range speed and gain +5% when at its full out run.

MONDARSHA HORSE

(Mondarian Mount)

(mo-dar-sha) - The Modarsha Horse runs wild on the steppes and plains of Soluna where it worships its freedom under the sun and moon. The Modarsha is a sleek horse that is built for speed and quickness in its turns and speeds across open plains. They are distinguished from other horses in their breed by the streaks of white that run down their sides. They almost look like claw marks from a distance. The Modarsha has a long flowing mane and tail with fine hair on its feet above its hooves. The hair on its hooves usually matches their mane and tail.

Stats: All mounts/companions have 50 creation points and 5 free points per stat.

Speed (d6), Vigor (d4), Reflex (-d4)

Basic Attacks:

Hooves (1d10 + Might Bonus each)
Bite (1d6+ Might bonuses)



Natural Armor Value: (6)

Specialized Attacks/Abilities:

Rearing Attack: The Modarsha has the ability to rear up on its hind legs when threatened and strike their foe with a dual hoof strike that does 2d6+Might Bonus if it connects. They are not the heaviest or largest of their breed but they can be the fastest.

Burst of Speed: The Modarsha has the ability to perform a full out run when encountered with a flat surface. Their speed is doubled on open surfaces that will support their run. Every 2 rounds, the Modarsha is on open ground, they gain another movement score on their pursuer up to 3 times faster than their normal rate of speed. They are said to have outrun a Kilkidar (a carnivorous beast built like a sabertooth tiger) without their rider even having to look back.

VULKLANDER

(vűlk-lun-der)

The "Vulklander" live in the cold-iced northern kingdoms, where the mountains are said to reach the heavens. They are a hearty stock of humankind. The lands where they live are harsh and violent from the constant raids by other humanoid races, including the Algor Giants of their home Mountain range. Their cities are not built high up in the mountains, for they prefer to live at their base, where there is water, using the mountains to shield their backs from enemies. The Vulklander live in a constant state of war, with their environment being so extreme, they have developed a society that believes the strongest rule and the weak die.

Description: Their skin is pale in color with eyes a blue hue and their hair is blonde to red. They are hearty warriors and the Vulklanders use a large white Ice bear called a "Myredar" as their mount. The Myredar stands 5 feet at its shoulders when riding upon the northern tundra. They are neither bothered nor affected by the cold or whirling snows of the north.

Starting Skills: Immune to Cold and White Sight. (See clearly in snow and white out conditions) and Body Mass (+1 BDP to all locations)

Battle Stance: (choose this one or one from the main human selection)

Valkan Grab: You have been trained in the art of Vulklandian Axe Combat using the dreaded Split-bladed axe of your people called the Valkan. The Valkan is used to deliver a dual edged cut on an opponent and to hook them between the axe blades and pull them off guard. You have been taught to grab at your opponents limbs and weapons and forcefully pull them closer to you or rip their weapons from their hands. The Valkan is a large headed axe that has a blade in the front and in the back of the head. In the middle is a wedge-shaped triangle and that is where all grabbing is done.

Every combat you can grab at a single opponent to see if you can grab a limb. If successful, your opponent must make a Might Challenge Roll to see if they are thrown off guard or even drop their weapon. If they are thrown off guard you get an extra action or attack on them. Every time you attempt to grab at the same opponent, they will get a +5% on their Might Challenge Roll to overcome your impetuousness. The Valkan is a 2-handed axe and does 2d10 for damage.

MYREDAR

(Vulklander Mount)

(meir-ra-dar) - The Myredar is the distant cousin to the Grizzer Bear. The only difference is that the Myredar is larger than its cousin by 2 feet. This huge bear has been tamed by the Vulklander because of their ability to survive in this harsh, icy terrain. After hunting and studying the Myredar in its environment, they decided to tame it rather than fight it. The Myredar is pure white with blue or grey eyes. Each may vary slightly in looks, but everyone is born white. They blend into their environment, making them more deadly when hunting. They are 10 feet long and 6 feet tall. They, too, can stand up on their hind legs and maul their victims.

Stats: All mounts/companions have 50 creation points and 5 free points per stat.

Might (d6), Sense (d4), Speed (-d4)

Basic Attacks:

Claw (2d8+Might Bonus)
Bite (2d10+Might Bonus)

Natural Armor Value: (8)

Specialized Attacks/Abilities:

Vertical Maul – The Myredar will stand up on its hind legs rising up to about 14 feet in height to strike fear into their opponents (Will Roll for opponent to stay frosty) and maul them with their two front claws. This attack is a fast one-two sweep, with their claws trying to do the most they can. If the Myredar's two attacks both hit, they can then perform one of two actions next, for their prey is caught. The Myredar can either bite to the 1-location or hug them on their next attack. A Might Roll Challenge will give them a chance to break free or they will have their arms pinned to their sides.

Myredar Hug- The Myredar will squeeze with all of its might to try to crush its opponent to death. This is done only after a Vertical Maul is successful. The Myredar Hug does damage to the upper portion of the torso of any biped it catches in its hug. The damage is spread out over locations 2, 3, 4, & 5 equally with ½ ARV protecting from the hug.

Hug Damage: 1d10+Might Bonus applied equally to all locations.

THE HUMAN DESCRIPTION

Humans have always had a brutal attitude toward life in general. It is man's nature to want to control, not only his own destiny, but that of others. Most try to live in harmony with the rest of the world, but it is just a few individuals that seem to ruin it for the rest of mankind. Man is tolerated wherever he goes, for it is hard to tell whether or not a person is good or evil until it is too late. There may be a turning point in man's future. But for now…

Humans are the quickest to change and adapt to a situation or climate more than any other race. Their short life spans cause them to live fast and accomplish as much as they can in their short time frame. Because of this dominating attitude toward life, they tend to cause the other races to stay at a distance. Trust is earned, not given.

Humans that adventure for glory or wealth, do so with the other races without any question. Adventuring humans learn to trust other races more easily when their life hangs in the balance. There is a need to give trust to the person guarding your back with a blade. If you cannot trust them, they should not be with you. The other races that do adventure with them; learn how they think over the course of time. They begin to understand the driving force behind the human race. There is something strange about a race that cares mostly for themselves yet, cares for others at the same time.

Through their constant wars and internal struggles, man has lost his dominance upon Soluna. During these times, after the Age of Shadow, man has had to struggle to repopulate their race. It has driven them across the face of Soluna, seeking areas of Solace. It is a wonder that mankind has not already wiped themselves out. Then again, history hasn't been fully written yet!

HUMAN BLOODLINES

Humans live all over the known world, from the cold frozen northlands to the sweltering jungles of the far south. Man has the natural ability to adapt to all climates he encounters. Men judge each other based on the bloodline from which they were born. If you were born noble or "High Born"; your life is highly valued. If you were born into the merchants guilds, you would be considered "True Born". If you were born to a life of farming you would be "Common Born"; nobility would snub your existence, but you then have an advantage in that you are free to wander the world and do not have the rule of a kingdom hanging over your head. The fourth bloodline is that of the people who live off of the sea. For in their blood runs the "call of the sea" and this bloodline is called "Sea Born". From these Bloodlines, man has marched across the world to establish his presence in every corner he could settle. Think carefully about the bloodline you choose. If you decide that wealth and nobility are what you crave, remember that responsibility comes with that bloodline. Those who snub their duty will surely find that life isn't so grand when one is cast to the common folk.

HIGH BORN

Your life is not your own, for you belong to the nobility of the world. You have been weaned from birth to follow the family history of ruler ship. Your life has been planned for you; who you will marry, where you will live, etc. Stepping outside of your responsibilities to do your own thing could bring dishonor to your parents, forcing them to cut off that vital monetary supply. With nobility comes duty, which includes the ruling of the kingdom.

TRUE BORN

Born into the merchant's guild life is a highly valued position. The common and sea born bloodlines find favor in the eyes of the true born for their life of servitude and commitment to supply goods. They are the masters of trade throughout the world and are protected. If a trader is killed, those responsible for the act will be brought to justice and put to death. This protection only works if you are a tradesman. Taking this bloodline does not give you the right to traverse the world without a care. Your father expects you to join the guild and follow in his footsteps. Scouring the world for adventure also helps in the acquisition of unusual goods that bring a hefty sum of money from those who need them.

COMMON BORN

The true man of life is born common. From this bloodline have come great warriors and heroes who have repeatedly saved man from extinction. You are born of the common bloodline that has the freedom to go where they want and marry who they want to. It is love that follows the common born into marriage and it is the common born that lays down roots to live in different parts of the world. To adventure forth without a worry in the world is the true markings of a Common Born citizen.

SEA BORN

Born under the stars, with an urge to travel out into the unknown blue, the sea born are the shipwrights of the world. They are the fishermen that supply the food and the explorers who travel over vast oceans in search of new lands in which to settle. They hear the "call of the sea" from the moment they are born and follow it. They are taught to swim from a very young age and have an innate knowledge of how deep a body of water is. The sea born is known to build great sailing vessels, which they use to travel the seas in search of distance lands, where fantastic adventures await them.



ELFARE

(El-fare)



Elfare, or Elfaren, are considered one of the Emmortals, (seeming to live forever), of the world. This is because can live as long as 1000 years. They claim to be the first to have been created by Solaris and Lunaria, their god & goddess. The Elfare are the more cautious of the races and do not trust easily. Acquiring their trust could take years, or even a lifetime. It all depends on the Elfare that is being approached. There are still those among the Elfaren race, which do trust anyone that comes along, even those that are frowned upon in Elfaren society.

There are different societies within the Elfaren community, depending on where they originate from. Each society has their own beliefs, which make them different from all of the others. Except for one intersociety law, "No Elfare may take the life of another, unless in self-defense". To kill a brother Elfare means that you have forfeited your own life. To kill in war or self-defense is considered a just cause for death in the Elfaren community. A high chancellor or seer of truth governs each community. He is neither a king, nor a full ruler over that community.

Twice a year, at Yuletide and Summer Tide, the Seers from all communities gather at the birth spot of the Elfare and discuss the events, which are taking place in the world. Even the topics of war are discussed here and whether or not war should be considered. Each Seer must make the month long journey by themselves and their personal guards. The journey can be hazardous and seers have died along the way. A clean spirit and soul are the most important traits for a Seer besides foresight of future events.

Below are the skills that come with each type of society and each community.

Racial Bonuses: Essence (d8), Speed (d6), Faith (d4), Vigor (-d4)

Racial Knacks: (choose one below or the knack listed under the lineage)

Friend of Soluna: You have been given the innate ability to commune with all of nature. You are empathic with the world around you. You can feel when things are in or out of balance. You have learned to understand these feelings, when they come to you, as Soluna's cries of help and joy.

Soluna's Companion: You have been given the gift of a companion from Soluna that will journey with you and be your friend. As long as you live, so will the companion. If you die, it dies as well. If your companion dies, it will be your responsibility to raise that companion back to life. You will gain no other if you allow them to pass on. This is a once in a lifetime gift not to be taken lightly.

ELFAREN LINEAGE

There are different types of Elfare living in Soluna and not all share the same beliefs. In most games, you are given very little choice as to what background or lineage your Elfare is from, but here you are given that choice. Even though you might find the Jungafare Elfare have similar beliefs to some of the outcast races, they are still considered a civilized race. They might have a Shaman as their main religious leader, but that is due to their lifestyle and not their racial differences. Ah, now do you understand the outcast's problem?

ELDARFARE

(El-der-fair)

The Eldarfare are considered the first-born into the world, by the hands of Lunaria and Solaris. They were created from their combined efforts, unlike the Dawn and Night Elfaren, who were created separately by their god and goddess. The Eldarfare are the tallest of the Elfaren races, towering above their brothers by a foot or more. The Eldarfare spend their days seeking the arcane and other non violent arts. They feel that war is left up to those ill-fated to be born non-Eldarfare and, once again, hire armies to fight for them. They are very adept at the arcane arts and are highly sought after for their skill and if confronted in a violent way, they will not hesitate to demonstrate this ability to your own end.

Description: The skin tone of the Eldarfare, is a lighter shade than that of their Solaris brother, but not as pale as the Lunarians. Their eye colors range from blue to gray. Their hair is most often silver to pale gold in color. You will always recognize an Eldarfare, not just by their lineage, but by the way they conduct themselves. They are well mannered, being polite to all races. Do not be fooled by their peaceful ways. When pushed, the Eldarfare have a bite worse than any other. They do not stop at surrender; they will usually always go one step more.

Regions: Civilized cities of Elder

Base Skills: Ride Racial Mount - Uniquine (+25%), Literacy (+20%), and Spellcraft (+15%)

Racial Knacks: (choose this one or one from the main selection)

Spellblend: You have been gifted with the ability to blend the elements together without any problems. Where most have to learn this, you already have the ability. If you are an Arcane Career, you get a second element from the start.

UNIQUINE

(Eldarfare Mount)

Thought by some to be fanciful, finicky creatures, others believe them to be dangerous and grudge-holding. The Eldarfare know for a fact that they are both, which suits them just fine. These are the traits that they share with the Uniquine. An Uniquine is also

quite rare on Soluna and so Eldarfare uniquine riders are held in high regard. To date, the Eldarfare are the only race who has been able to tame these creatures.

Built just like a sleek horse, but with a magical horn protruding from its forehead, an Uniquine's coat is pure white, while its mane and horn match the color of its favored element. Razor-sharp hooves and a vicious bite further distinguish them from horses. Never refer to a Uniquine as a horse. That would be the quickest way to die in the presence of a Uniquine.

Stats: All mounts/companions have 50 creation points and 5 free points per stat.

Will (d6), Sense (d4), Might (-d4)

Natural ARV: (6)

Basic Attack:

Bite (1d8 + Might bonus)
Hoof (Stomp- 2d8 + Might bonus)



Specialized Attacks/Abilities:

Favored Element- Uniquines are born with a natural affinity for one particular element. Roll 1d20. 1-2: Spirit (White), 3-6: Air (Yellow), 7-10: Water (Blue), 11-14: Earth (Green), 15-18: Fire (Red), 19-20: Void (Black). Weapons wielded by its rider bearing enhancements of their favored element gain an additional 1d4 damage of that element type.

Horn Charge- Charges made by a Uniquine need no lance, for the Uniquine's horn is sharp and deadly enough. Damage is equal to 1d10 + Might damage (physical) with an additional +1d8 (favored elemental damage).

Lucky Day- Uniquines are often able to sense danger and unsavory occurrences before they happen. Because of that, Uniquine riders have a +10% to all Luck rolls while mounted.

SOLARIAN

(Sol-lar-e-an)

The Dawn Elfare lives within the tree-tops of the forest and consider the beginning of the canopy to be the boundary of their kingdoms. Their homes are built high within the trees so that they are able to feel the first rays of their waking god "Solaris" as he begins his watchful journey across the sky. These majestic cities are built entirely out of the trees. Each cut that creates each piece of the city is meticulously placed so as not to harm the trees. Interwoven among the treetops, their cities catch the rays of the sun storing its warmth

within the trees, to be released during the cool night, warming the city. The Solaris also harness the power of the wind to bring water into their cities. The day hours are their most active time. At night the center of their city opens, allowing the Luna glow to filter to the forest below.

Description: Their skin tones are tan to brown in color, due to their love of the sun. Their eye colors are usually green to brown and their hair is blonde to red from the sun. They wear greens and browns to blend into the forest and some even wear a camouflage pattern according to the seasons. They are hard to spot within the forest when they are standing perfectly still. Their main weapons are short-blade and bow.

Regions: forests tree-tops

Base Skills: Ride Racial Mount – Daystar Lion (+25%), Literacy (+20%), and Camouflage (+20%)

Racial Knacks: (choose this one or one from the main selection)

Treewalk: You have been gifted with the ability to move through the treetops as easily as walking on the ground. This ability works where there are trees that can be climbed and walked. You become lighter when higher up in the trees, as if the trees themselves are lifting you up.

DAYSTAR LYON

(Solarian Mount)

If the Lyon is the ruler of the animal kingdom, then the Daystar Lyon must be considered nobility even among other Lyons. Though it is only slightly larger than an average male Lyon, it exudes confidence and strength unlike any other known animal. With a shake of its great mane and a single roar that escapes its powerful jaws can warm the hearts of its friends, or strike sheer terror in the hearts of its enemies.

When Solaris and Lunaria ruled Elder, the god could find no creature that suited his nature. Horses were too fanciful. Larger animals appeared too threatening even to those who knew them well. The Lyon stood out far and above the others as a pillar of both grace and power. Solaris chose a particular Lyon, whom he named Daystar. He charmed the creature with great magicks. When Solaris left the world, Daystar was freed from his willing bond to the god and returned to the wild. His descendants became known as the Daystar Lyons and while not nearly as magical as their patron, they still stand to this day at the pinnacle of the animal kingdom.



Stats: All mounts/companions have 50 creation points and 5 free points per stat.

Reflex (d6), Sense (d4), Will (-d4)

Natural ARV: (6)

Basic Attack:

Claw (1d12 + Might bonus)
Bite (2d20 + Might bonus)

Specialized Attacks/Abilities:

Awakening: With just a shake of its mane, the Daystar Lyon is able to awaken those sleeping, restore those poisoned, and close wounds. Each time this ability is used, it costs the Daystar 5 Essence.

Roar of Courage: Heartening to all allies within earshot, this roar gives a +5% to all rolls for the next 2 rounds.

Roar of Terror: As heartening as the Daystar's roar is to his friends, it is as equally devastating against his enemies. For the next 2 rounds, all enemies within earshot are at -5% to all rolls.

LUNARIAN

(Lun'-are-rian)

The Lunarian or Night Elfare, live within the forest and consider the tree line to be the boundaries of their kingdoms. Their homes are built beneath the trees where the shadows are the deepest. Their city walls are grown from the earth as these might trees form the support structure for most of the Solarian cities. As the Lunarian guard the lower regions of the forests, their cousins guard the upper, bringing full protection to the forests where they live.

Their cities are in constant shadow, but the city proper, where the Temple of Moon resides, sits directly in the glow of their goddess. The upper trees part at night allowing their goddess' warm glow to radiate down upon the city. Polished crystals capture this glow a radiate it to every other crystal, lighting the city in an eerie silver glow. The Lunarian sleep during the day, but the night is their life.

Description: Their skin is normally a pale to ashen grey, their eye colors normally reflective colors found in night creatures such as violet, amber, or red. Their hair colors range from white to jet black. They wear dark colors that blend into the shadows of the forest. The Lunarian are active, mostly at night, when their goddess "Lunaria" is watching over them. They are hard to spot within the forest when they are standing perfectly still. Their main weapons are short-blade, bow, and shield.

Regions: forest

Base Skills: Ride Racial Mount – Night Panthar (+25%), Literacy (+20%), and Night-Sight

Racial Knacks: (choose this one or one from the main selection)

Shadow-blend: The shadows of the night engulf you and cloak you in their flowing deepness. To stay hidden from sight you must use the shadows and deep shadows during the daylight hours. Simple shadows do not embrace your frame; it must be the deep foreboding ones that worship the light of Lunaria. You have also been gifted with the ability to see in the shadows as if it were daylight.

NIGHT PANTHAR

(Lunarian Mount)

(night pan-thar) - Friends of the darkness: Prowlers of the night.

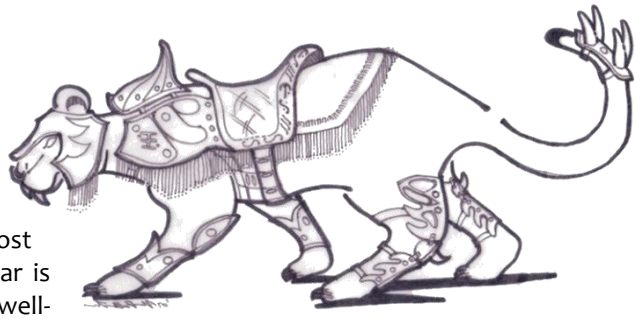
The Night Panthars were always Lunaria's favorite animals. She even had an entire pack of these Panthars housed in a special den she had created, just for them, outside of Eldaria's castle. The goddess was rarely seen outside the castle grounds without having at least one of these sleek, black beasts at her side. Often she traveled with up to four at a time.

The Lunarian Elfare has chosen to keep this as a tradition and ride the great Night Panthars to battle.

Stats: All mounts/companions have 50 creation points and 5 free points per stat.

Quickness (d6), Reflexes (d4), Will (-d4)

Natural ARV: (4)



Basic Attack:

Claw (2d8 + Might bonus)
Bite (2d10 + Might bonus)

Specialized Attacks/Abilities:

Slumber: Emitting an almost imperceptible growl, the Night Panthar is able to lull an enemy into a sense of well-being. All enemies within earshot are at a -20% to Sense and Spot checks.

Shadow Pounce: The Night Panthar, with a successful focus roll, is able to disappear into the shadows, only to reappear from another direction. The effects of this are that whatever it attacks is caught unaware and the Panthar gains an extra 1d6 + Might bonus damage for a sneak attack.

Moon Vision: A Night Panthar can see in natural darkness as if it were midday. A +15% to Spot during the night.

DRAZZ'N

(drazz-n)

The Subterranean Elfare, or Drazz'n, also called Shadowalkers or Deep-ones, prefer to live deep within the mountains, their cities being constructed of crystals, metals, and molten stone. These splendid subterranean cities are seen only by a handful of living beings. The cities are lighted by crystals that glow with shadowy-green phosphorescence. The Drazz'n often adventure out from their earthen homes to stay in contact with the outside world and to keep trade lines open. They are a very suspicious race, but when one does befriend a Drazz'n, they have won their trust for life. Just never break that trust, for they will never trust you again.

Description: Their skin is a pale gray to black and their hair colors ranges from white to jet-black. Their eyes are a violet to a stark yellow hue in color. The Drazz'n attempt to live in harmony with the Dulklakan and are allies when it comes to fighting their subterranean enemies. They are very adept at using magic and are sometimes considered the greatest mages within all the lands. They have limited sight when in full daylight, but can see as well in the dark as humans can in the daylight.

Regions: subterranean

Base Skills: Ride Racial Mount – Megapede (+25%), Mountaineering (+20%), and Grayscale Sight.

Racial Knacks: (choose this one or one from the main selection)

Walk Sheer Surface: You have been gifted with the ability to move across sheer faces knowing where every hand and foot hold is. You can do this vertically or horizontally at normal walking speed.

MEGAPEDE

(Drazz'n Mount)

(mega-pede) The Megapede is less about brute strength and more about the element of surprise. Drazz'n riders have been known to follow the unsuspecting for miles in the underground tunnels- watching ever from above. Like its cousin, the centipede, a Megapede has one hundred legs. These legs are proportional to its body- which is nearly 14' long. A translucent, silver color makes them hard to spot, as even torchlight seems to mostly pass through its body.

Megapedes are able to expertly carry their riders, not only on the ground, but upside down and sideways. This is perfect for the stealthy sentries the Drazz'n have stationed everywhere underground. Once in combat, it is rare that a Drazz'n continues riding the Megapede. Once upright on the ground, Drazz'n prefer to fight on their feet. Megapedes can, most often, hold their own in a fight and if not, they will always escape to places others cannot follow.

Stats: All mounts/companions have 50 creation points and 5 free points per stat.

Sense (d6), Speed (d4), Might (-d4)

Natural ARV: (8) Hardened Carapace

Basic Attack:

Bite (2d8 + Might bonus)

Specialized Attacks/Abilities:

From Above- Drazz'n riders are able to spring headfirst from their mounted position above a target, doing 1d10 + Might damage, and with a successful Might challenge, drive the target to the ground.

Clutch and Drop- Prone targets are vulnerable to being carried off by the Megapede. A successful Might roll enables the Megapede to pick up a target on the ground with a few of its extra legs. It will then carry them to some great height and release their grip. The resulting

fall forces the target to make a Vigor roll. Success does 1d10 damage. Failure does 2d10-damage and the target is once again prone on the ground. Speedy Megapedes have been known to use this attack multiple times in a row on a single, slow target.

Silence- Even while carrying a rider, Megapedes are extremely quiet when moving about. Their translucent carapace also makes it hard to spot them. Spot and Sense rolls to notice a Megapede are all at -25%.

MASAI

(Ma-sai)

The Masai Elfare is most often found living on the plain areas of the world. Their entire communities are built around the mobility of their riders, whose skillfulness on the Zebrahi is without question. Their careful breeding has given Solune the fastest and most vitalized horse, the Zebrahi. Its top speed can sometimes exceed 60 miles per hour. This is horse is most unique, for it has tan and black stripes that run throughout its hide. The cities of the Masai are built from the ground of the surrounding area. Whatever is growing in the area is used to create the walls and buildings of the Masai.

Description: The Masai Elfare wears face-paint to put fear into their enemies. Their hair is brown to black and their skin is tanned to a bronze color from long exposure to the sun. They are the best scouts, for their skill at orienteering far exceeds those of any other race. The Masai are a very superstitious people, their attunement to the elements surrounding them daily, has made them wary of all peoples. Their awareness that Nocturnalis shall return adds deeply to their superstitious.

Regions: plains and open grasslands

Base Skills: Ride Racial Mount - Zebrahi (+25%), Trick Riding (+20%), and Camouflage (+20%)

Racial Knacks: (choose this one or one from the main selection)

Horse Meld: You have been gifted with the ability to communicate with your companion horse mentally. Your horse, in turn, can reiterate information they have learned through their interaction with other horses.

ZEBRAHI

(Masai Mount)

(ze-bra-hi) - The free-roaming Masai Elfare most often make their "permanent" homes in the grasslands and savannahs of Soluna. Very early on they developed a great fondness for the black and white striped "horses" of these areas. Known more commonly as Zebrahi, the Masai prefer these to domesticated horses because they have a natural understanding and knowledge of the wilds.

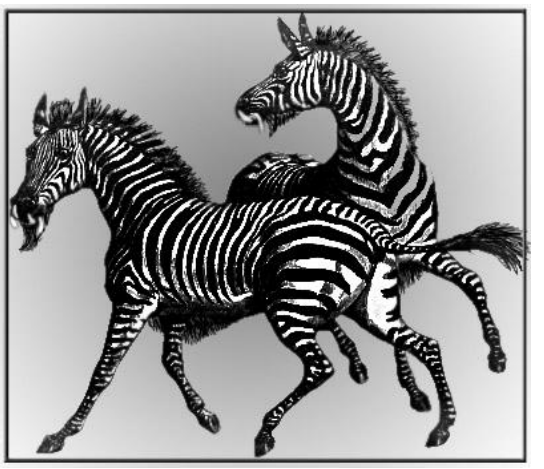
Stats: All mounts/companions have 50 creation points and 5 free points per stat.

Sense (d6), Reflex (d4), Speed (-d4)

Natural ARV: (6)

Basic Attack:

Hooves (1d10 + Might Bonus each)
Bite (1d8 + Might bonus)



Specialized Attacks/Abilities:

Rearing Attack- The Zebrahi, when provoked, have the ability to rear up on their hide legs and strike their foe with a dual hoof strike that does 2d6+Might Bonus if it connects.

Dodge- Sometimes the best offense is a good defense. Zebrahi have a bonus +3% to CDV and +20% to reflex saves vs. attacks.

Weaving Charge- Skilled Masai Riders are able to ride Zebrahi without holding on, which allows them to perform a charge, (which does 2x normal damage), then turn suddenly to an adjacent foe and strike with a second weapon in the same action. Both attacks are contingent on successful attack rolls.

JUNGAFARE

(Jun-ga-fare)

The Jungafare, or Jungle Elfare, reside in the deep jungles of the tropics, far from civilization. They are not an outcast race, but a race of seclusion and self containment. They prefer the jungle and the hardships that it holds, to city life, believing that it brings out the steadfastness of the spirit. Here, the Jungafare differ from their brother Elfare. They disappeared long ago, to find a place where they could live life among roots of creation, and to be one with Soluna. Here, deep within the mighty jungles of the world, they have found their home. The Jungafare carve out a survivalists' struggle with the land. Their homes are high up within the jungle canopy, away from the extreme dangers of the ground. These ancient and territorial predators are competent fighters and will protect their riders until death. The Jungafare are allied with the Jungutta, who share the jungles as well. Their society is best described as tribal, being lead by a chieftain and a spiritwalker. Their ties to their ancestral past run deep in their religion. Though they worship Solaris and Lunaria, they do believe that the god and goddess use their ancestors to communicate with them.

Description: The Jungafare tattoo their bodies with intricate tribal patterns that show their position within the tribe. Their skin tones are dark to a light bronze color with their hair ranging from black to dark blonde. Their eyes are black to bronze in color using the whole brown spectrum as well. They too, like the Masai, are superstitious when it comes to

Nocturnalis' return. Their fear lies in the disharmony that it brings to the elements. Their Spiritwalkers keep in constant contact with their ancestors, being ever diligent in their watch for his return.

Regions: jungles/tropical forests

Base Skills: Ride Racial Mount – Gwatta Lizard (+25%), Alertness, and Camouflage (+20%)

Racial Knacks: (choose this one or one from the main selection)

Jungle Walk: You have been gifted with the ability to move through the foliage as if it were a carpet. Your walk is so quiet that the animals pay you no mind. This talented walking ability allows you to sneak up on your prey quietly and effectively making you're a great hunter amongst your people.

GWATTA LIZARD

(Jungafare Mount)

(gwa-ta) The Gwatta Lizard lives high up in the Endama Tree which saturates the jungle. These trees are home to many different forms of life that seek the safety of the trees from the terrors that roam the jungle floor. The Gwatta Lizard is the largest tree lizard in existence with a head to tail length of 24 feet. Their speed is incredible and the innate ability to climb up trees is a sure way to escape any danger that might befall a Jungafare. The Gwatta is bright green in color with different patterns of bright colors running across their backs.

Their only form of attack is their tail which is thick and pliable for hitting their enemies. It is mostly a docile creature that stays in the trees eating leaves and insects that might fly by. The Jungafare use the lizard because of its quickness and ability to escape into the treetops to avoid dangerous situations.



Stats: All mounts/companions have 50 creation points and 5 free points per stat.

Speed (d6), Reflex (d4), Focus (-d4)

Basic Attacks:

Tail (2d8+Might Bonus)

Natural ARV: (9)

Specialized Attacks/Abilities:

Vertical Climb: The Gwatta has the ability to run straight up large trees or rocky surfaces without making a climb check. It is their innate ability to do so. The question is, is it quick enough to escape the danger at hand? If caught in the open, it will be up to their rider's quick and tactical solutions to save them for certain death.

Tail Slash: The Gwatta's main defense is their tail slash attack. They will spin around 360 degrees very quickly in hope to hit their opponent either stunning them or knocking them down so they can escape much easier. Their attack is so fast that their opponents

suffer a -10% CAV penalty while they gain a +10% CAV bonus. Their tail can be used normally to strike with, but a Tail Slash does 2d8+Might Bonus if it hits.

HYDROGIAN

(Hydro-gee-an)

The sons of the water, the Aquatic Elfare (or Mariners), live above and beneath the water surrounding the lands and have even adapted to the fresh waters of some lakes. Their communication skill with the aquatic life beneath the waters makes them an asset to shipping and seaside towns. They inhabit mostly the forgotten cities that were once upon land. Those cities that sunk during the Age of Shadow have now become their homes. They build great coral cities deep beneath the waves. Some Hydrogian even inhabit mountain lakes where great underground caverns are called home.

Description: Their skin is pale to dark blue and they have gills behind each ear that allow them to breathe under the water. Their one main drawback is that they can only be out of water for a maximum of two days before starting to dry out. An adventuring Mariner has to be near water or carry a substantial quantity in containers to sustain him. Damp places will allow the Mariner to sustain a slower dry-out by at least 3 extra days. Because of this, the Aquatic Elfare is the most difficult to play as a character.

Regions: on or under saltwater/brackish water

Base Skills: Ride Racial Mount – Karokan (+25%), Swimming (natural), and Land Breathing (+20%) - this is a skill taught to those who wish to travel to the surface and survive. Once out of the water, it becomes hard to breathe over time and death to those who do not know how to control and maintain the correct breathing pattern needed to survive outside of your normal environment.

Racial Knacks: (choose this one or one from the main selection)

Aquatic Communication: You have been gifted with the ability to communicate with all aquatic life forms. Though you can live on the land as well, being an amphibian your love is still the ocean; for it is here that you are truly at home. You communicate as if you were speaking directly to the aquatic life forms through mental thoughts. If called they will always answer depending on what type of aquatic life is within the area of your call.

KAROKEN

(Hydrogian Mount)

Imagine a sea horse. Then imagine one 10' large. Give it an enlarged wingspan, and you have the basics of a Karokan, the small sea dragon. Few are found in the wild, but there are innumerable amounts of them bred amongst the Hydrogians. These make up the mounted light cavalry of the Hydrogian Infantry, and there is a *lot* of water to patrol. Hydrogians typically place armor plating over the face of the Karokan with the nose tapering down to a serrated point.

Its nasal area is able to produce an inky substance to cloud the waters when it feels threatened, though any Karokan will still be able to see through the darkness. With its powerful wingfins, it can propel itself quickly in any direction, or if necessary, propel an enemy away.

Stats: All mounts/companions have 50 creation points and 5 free points per stat.

Speed (d6), Focus (d4), Spot (-d4)

Natural ARV: (8)

Basic Attack:

Tail Lash (1d8 + Might damage bonus)

Specialized Attacks/Abilities:

Tail Grab: A Karokan's tail is mildly prehensile and with a successful Focus roll, can attempt to grab onto an enemy. The target is considered constricted and will require a successful Might roll to break free.

Winged Shove: In lieu of an attack, a Karokan may attempt a Might roll. If successful, it thrusts its powerful wingfins forward, propelling a target out of melee range. The target needs a full action to return back to melee range.

Ink: Following a successful Focus roll, a Karokan is able to secrete an inky blackness, which forces anyone within a 20' radius to make a Spot roll at -25% before being able to see

DULKLAKAN

(Dulk-la-kan)

Dulklakan, (or Dulk), are a short stocky race of humanoids that prefer to live beneath the surface of Soluna. There are two philosophies in Dulklakan culture. The first philosophy is to tunnel underground, carving out great underground structures. They dig deep within the mountains in search of precious metals and jewels in which to further their trades as the greatest craftsman in the world. Their desire to build large cities out of the heart of the mountains has left those that have witnessed the craftsmanship breathless.

The second philosophy is used in more rural areas where large mountain-chains are harder to come by. That is, to live at the foot of a mountain, having protection and shelter from the environment, while utilizing the inside for work and worship only. These clans are much less focused on the way things look, and would rather focus on perfecting their function. For example, the foothills clans produce superior weapons and armor- arguably the best in the world. They cannot hold a candle to the beauty of the gear produced by the tunnel clans.

The subterranean Dulklakan like to label the races, including their foothills brethren, which prefer to live under the sun instead of the ground: 'Sun-Dwellers'. The foothills Dulks, in turn, refer to those underground as 'Tunneller's'. Even though their size is shorter than humans and elves, the Dulklakan build great magnificent stone masterpieces. The halls and main rooms of their cities are huge with the ceilings sometimes reaching some 100 feet or

more above their heads. This is their legacy to the world above. They are a reclusive race that enjoys the sanctity of the earth to the warlike people of the sky. The Dulklakan have their share of wars with other races and creatures that call the dark crevasses of the underworld their home. They have laid claim to all of the underworlds, except where the Dark Ones reside.

Description: The Dulklakan grow their beards long like their hair and tend to braid it with different items that they take from their defeated enemies. The longer the beard of a Dulklakan male is, the great status is within their realm. The women of the Dulklakan kingdoms grow their hair long, braiding it up in different ways to show their status within Dulklakan society as well. The color of their hair ranges from browns, blacks, blondes, and even reds with their eye color tending to match their hair color. Dulklakan kingdoms exist all over Soluna, though they may not be seen, they are there nonetheless.

Regions: in, around, and under mountains

Racial Bonuses: Vigor (d8), Might (d6), Will (d4), Sense (-d4)

Base Skills: Metallurgy (+20%), Gray-scale (takes 5 minutes for their eyes to adjust), and Smithing (+10%, choose one- Armor, Weapon, Silver, Gold, or the all-purpose Blacksmithing) or Ride Racial Mount (+25%)

Racial Knacks: (Choose One)

Pliable Metal: The ability to mold metal into objects with their hands by holding it and concentrating. This takes a few minutes, so it cannot be used in combat. Must have the Smithing skill associated with the item/material being worked on.

Carve Rock: The ability to carve rocks by using their bare hands, like sculpturing without tools. This will work at a rate of 2 cubic feet per hour, per level.

Solid Stand: This is the ability to draw upon the gravity of the earth to stand solid in one spot and not be moved or pushed. While in this stance, a Dulklakan gains +5% CDV, and +50% to Reflex saves. He also suffers a slower weapon speed, adding +10 WSV.

DULKAN VAZBAK

(Dulklakan Mount)

The Dulkan Vazbak measures approximately 3 feet tall, 3 feet wide, and 6' long. This makes them the perfect size for the Dulklakan to ride. Though there are still some amongst the tunneler clans who prefer the sturdy pack animal such as a pony or mule, those who spend more time on the surface prefer the versatility and ferocity of the Dulkan Vazbak. Low to the ground, non-imposing, but incredibly ferocious, these animals match the Dullakan in both personality and Battle Stance. The Vazbak are the largest known burrowing marsupials. The Dulklakan breed them "Battle Ready" for fighting deep within their tunnel networks for flushing out unwelcome intruders. A Vazbak in battle armor is a sight to behold. Generally, they move slowly. When required, however, they can reach up to 40 km/h and maintain that speed for up to 90 seconds. When attacked, they can summon immense reserves of strength — one defense of a wombat against a predator underground is to crush it against the roof of the tunnel until the Vazbak has caused the predator to cease breathing.

Stats: All mounts/companions have 50 creation points and 5 free points per stat.

Might (d6), Spot (d4), Speed (-d4)

Natural ARV: (6)

Basic Attack:

Claw (1d12 + Might bonus)
Bite (2d8 + Might bonus)

Specialized Attacks/Abilities:

Vazbak Frenzy: Drawing up all its energy, a Dalkar Vazbak is able to summon immense strength that doubles their normal Might bonus damage. It unleashes 2 Claw attacks. If both attacks are successful, then the Vazbak has stunned their opponent and can proceed to crush them. The animal must then rest after this attack has finished for 30 segments.

Damage: 4 attacks, each for 1d8 + (2 x Might bonus)

Fast Burrow: Vazbaks can tunnel through earth (not rock) at 10 feet per minute. Rider must follow it as it tunnels.

GILLANDER

(Gil-land-der)

The Gillander were once thought to be mythical creatures born of folklore and tales of old, (before the shattered lands). Villagers would tell tales of giants that inhabited the snow-covered Mt. Ijuf in the region of the Sojinin Peaks. The villagers would regale of the giant land-dwellers migrating from the mountains into the many lands and helping farmer and villager with their crops and sowing their seeds contributing to the prosperity of the area. Many also made notice of their peaceful nature and oneness with the world around them. They were quiet, good-natured, and always at peace. Then, one day, as quickly as they had appeared, they were gone. Or were they?

These gentle creatures learned so much from the people in the surrounding villages and lands that they returned to Mt. Ijuf to impart their wisdom and new-found knowledge to the elder people. Their great leader, Panshar La, always spoke of *"epocha ytruchea ungdudangsting"* or "peace through understanding" and it was his suggestion, or request, that his most trusted aides become knowledgeable in other races and lands to better negotiate trade and services. These trusted aides were also trained in ancient forms of combat to defend their leader and land. No fighting was tolerated, however, unless a true attempt at negotiation failed or was ignored by the other party. Panshar La had only a daughter; a beautiful daughter that was heir to the throne and all were willing to defend her as well. Her name was Azrea Fa and her father trained her personally in the art of negotiations and meditative peace. Why peace through understanding? Simply put. These people, while gentle, giant land-dwellers, were very intimidating.



Description: Most stood taller than 8 feet, had broad shoulders, were very muscular and had eyes that would glow an eerie purple in the twilight. In fact, no one in the surrounding races knew what they were called and soon the description, "giant land-dwellers", was bastardized to become the name "Gillanders." The people soon adopted this as their race name for fear that their true names were unpronounceable by others. Gillanders, almost always, negotiate their way through a peaceful resolution. But these gentle giants are by no means weaklings. They have, along with the Panshar La Garadana (guards), a small army to defend their land if necessary. They are known as the "Garadana Sempre Florens". They sense their surroundings through a semi-meditative state, creating a oneness with nature.

They can read the world through soils, leaves, waters, anything that was brought to their ancient mystical training. Before the shattered lands, most Gillander were content in their homeland and would wander only seeking knowledge. They would tend to their families and fields. When the lands shattered, many Gillander were left stranded on the different islands. Some adapted and survived, while others were not as successful. The survivors made attempts to "blend in", and in most cases, due to their size and gentility, were accepted and cared for by families in the villages of the neighboring isles and towns. They are rarely seen or found out in the open by day, unless necessary, as they don't wish to call attention to themselves. Do not be fooled by their gentle nature, for when Gillander get angry there is not much that can stop one, let alone an entire army of them.

This same personality has survived the ages within the Elder Continent, where they have held a seat on the very council that Solaris and Lunaria created thousands of years ago. The Gillander who live on the Shattered Isles, no longer exhibit the passiveness that their race used to display in ancient times. Much different from their brother kin that live on Elder; these Gillander can, and will, defend themselves to the death. The Shattered Isles are vastly primitive, leaning to the savage side of life. One step outside of a secure compound could lead to certain death. The Gillander have created a society that fits their new found world, they are civilized living in an uncivilized world. The Gillander live to be about 100 to 150 years old. Gillander fists do 1d10 damage plus their Might Bonus.

Regions: mountains/desert/forests

Racial Bonuses: Might (d8), Faith (d6), Vigor (d4), Reflex (-d4)

Base Skills: Ride Racial Mount- ATA (+25%), Far Stride (-2 CSV when engaging a new opponent), & Gillander Toughness (+2d4 Body points to all locations)

Racial Knacks: (choose one)

Strong-Willed: You have the ability to shrug off the effects of mind-control or any attempt to infiltrate your mental processes. You have a +20% to any Will Roll that is needed to ward off mental influences against you.

Stout-Hearted: You are exceptionally brave in the face of danger. Because of your good-willed nature and strong devotion to peace, you have the ability to Impart your bravery to those around you. As long as you make a Will Roll every 60 seconds, you and those around you (within 20 feet) receive a +5% to hit (per career level) and +5 damage when in combat. When facing danger out of combat, those around you receive a +10% to any Fear Roll that might have to be made.

ESP: This stands for 'Empathic Sensory Perception. The Gillander has the ability to see the emotional state of a person, animal, or creature that they are confronting. This ability will determine whether or not they are hostile, friendly or neutral towards them or someone they are with. This does not allow them to read their minds but get a feeling of their overall intentions. A Sense Roll is needed with a +15% to the roll.

AT'TA

(Gillander Mount)

Gillander have many friends in nature. None are more powerful than the mighty AT'TA. These powerful, four-legged creatures were domesticated by the Gillander as mounts, but many become part of the family. They will sooner drown you in slobber than attack you. Be warned, however, as they loyally defend their companion. The Gillander joke about the name their beloved beast has been given, calling them an "All-Terrain Transport Animal." The name "AT'TA" actually means "Best Friend" in Gillander, because they will never leave a friend to face death alone. These animals stand 7 to 8 feet tall at the shoulder. They are woolly with large 8" to 12" wide paws with unique pads that allow for good all terrain traction. Their large eyes allow easy night vision, and they have very expressive faces.

The AT'TA is a vegetarian when it comes to eating, but it has been known to bite in



combat and can definitely defend itself if it has to. They come in several colors such as black, brown, white, and combinations of the same.

Stats: All mounts/companions have 50 creation points and 5 free points per stat.

Spot (d6), Reflex (d4), Speed (-d4)

Basic Attacks:
Bite (1d12 + Might Bonus)
Natural Armor Value: Head (12), Body (8)

Specialized Attacks/Abilities:

Head-Ram: The AT'TA's large, wide head has a thick bone structure that protects it from powerful blows that are struck against it. Their head is used for pushing down trees to get to the juicy leaves. Its head is also used to defend itself in two ways; the first being the ram. The ram maneuver is used by plowing into a target and hitting them with the AT'TA's full momentum doing 2d12+Might Bonus damage and a failed Reflex Challenge Roll will send the hit target flying off their feet and making them prone. The second is a standing still head butt that does 2d8+Might Bonus damage to the target directly in front of them.

Trample: The AT'TA will trample a prone opponent driving their heavy body and rider on top of the target doing 3d10+Might Bonus damage to the target on the ground to 1d4 random locations. This damage is rolled separately for each location hit and ARV is applied to the damage allocated to the specific location.

Leap: The AT'TA can leap upwards from a standing still position 8 full feet and can leap forwards or sideways 12 feet from a standing still location to avoid physical harm. The AT'TA has to make a Spot Roll and they can immediately take action if the roll is a success. Anyone in the way of a falling AT'TA must make a Spot Roll to see it coming and an immediate Speed Roll to get out of the way quickly or suffer a trample.

SOLGARD

(Sol-gard)



olgard: the Defenders of the Flame. Little is written about this reclusive race. They are the new guardians of the element of fire. Solaris first formed them, in the presence of all the races, upon his return to Elder following the Age of Shadows. They were to be a race untainted by the wars that had proceeded on the continent. You will find few Solgard who will speak of the past. Their focus is primarily on the here and now, and what is to come. Because of their intense focus, many claim that the Solgard have no sense of humor. That is not the case. Solgard understand the humor of the other races. They just rarely see how it can be beneficial to the problems at hand.

Solgard characteristics are not unlike Humans. The biggest giveaway of a Solgard is their hair, colored anywhere from orange to crimson to a red violet. The Solgard also prefer the warmer shades in their clothing and tend to steer clear of greens and browns entirely. They are a stately race and carry themselves with an air of superiority. If it appears one is acting as if they are better than you, it is probably because they are.

A Solgard tends to avoid conflict regarding things they know little about, but are always quick to "enlighten" those who may be in need of guidance in other areas. They pride themselves on always being the first to charge into battle and the last to retreat. The Solgard are hotheaded. When their temper flares, they often act on their impulses, not with a verbal blast. Regardless other races' claims, The Solgard believe no wit can be as sharp as a blade. Because of all this, the other races are usually keen to give a Solgard a fair bit more respect than they usually would one of another race. But if they can at all help it, they'll simply stay on the safe side and avoid Solgard altogether. While as well meaning as can be, they are indeed a dangerous breed. Most Solgard who are seen outside of their citadel have been sent out on quests by various clergy.

Description: The Solgard are akin to Aerions, in that they are able to fly. Unlike Aerions, these wings are not constantly visible. Instead, a Solgard thrusts out her arms and behind them ignites two wings of flames. This fire, while it cannot burn those nearby, is still plenty hot enough for people to get out of the way. In the same vein, these wings are not able to be shot at. To shoot down a Solgard in flight, one must aim at their arms, for they support the wings. Take out an arm, and the corresponding wing will disappear. The Solgard have one other trait that they share with their phoenix ancestor. If a Solgard is killed in battle, its body erupts into flames which immediately do 2d6 fire damage to anyone within a 10' radius. This unfortunately includes allies. The fire continues to burn and consume the body until nothing but ash remains. If these ashes are left on the ground where they fall, or someone is kind enough to gather them up, the fallen Solgard will be born anew from the ashes 24 hours later. The negative repercussion of this is that they lose one random (d12) stat point every time they die in combat. However, if the ashes are scattered to the winds or thrown out across a body of water, that Solgard will never be heard from again. This is the way of life for a Solgard who falls in battle. Solgard who die of other causes are still able to be resurrected or buried in the normal way.

Regions: volcanic hot spots

Racial Bonuses: Faith (d8), Reflex (d6), Sense (d4), Luck (-d4)

Base Skills: Flight, Rebirth, Elemental Resistance (Fire) +10, Elemental Resistance (Water) -15, Eternal Flame (A natural campfire created or tended by a Solgard cannot go out by natural means (rain, wind, etc.) and is in no danger of spreading beyond its original boundaries.)

Racial Knacks: (choose one)

Restoration: A Solgard is able to transfer damage from a wounded ally upon himself. This heals the ally's wounds and damages the Solgard with an equivalent damage. The value to be transferred each day can be no more than the Solgard's PRV.

Solaris' Blessing: For a period of 2 hours per day, a Solgard is able to light the way in *any* darkness, including magical. Affects all who remain within 10' of the Solgard.

Blazing Charge: An aerial charge launched with a spear or other suitable polearm does +1d6-additional fire damage. That extra damage has a 50% chance to go through armor.



POLAREN

(Po-lar-en)

Polaren hail from the coldest mountain peaks and the most glacial of arctic areas. Though they appeared in their first form during the Age of Shadow, something about the draw the Water element had on them seemed to break them free of the total control the Shadow normally took on Nocturnes. So it was that many Polaren were found to be on both sides of the Great War of Shadows in the years following. Upon the return of Solaris and Lunaria to Elder, their choice for a guardian race for the Water element was an easy one. The element had chosen for itself, and its choice was the Polaren. The god and goddess then pardoned the Polaren, and gave them a new form, fitting their new roles as guardians. None consider the current Polaren anything but a distant descendant of their Nocturne ancestors.

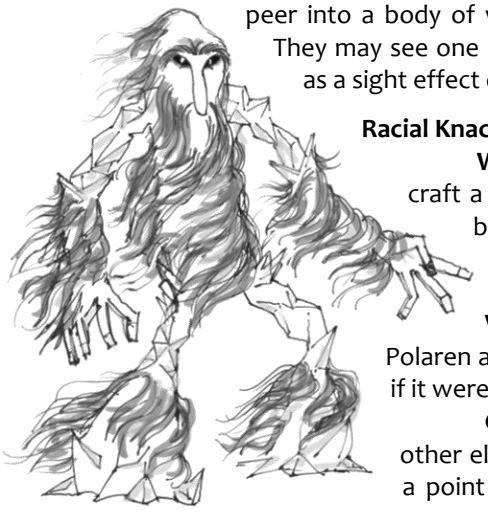
Description: Polaren are a spindly-looking race, growing to an average height of 6-7 feet. Their skin complexions range from a pale white to gray to a frozen blue. Combined with knobby joints and thin bones, those gazing upon a Polaren for the first time often wonder if they're really much more than icicles with skin. They are often indeed as fragile as they appear. Though, an attack from a Polaren can pack quite a blow.

Their gaze is just as cold as their temperament implies, but one must keep in mind that the Polaren are a solitary race that prefers the company of only other Polaren. To see one in the world without first seeking them out usually implies grave danger or great adventure, for those are the few occasions where they are willing to cooperate with the other races. A Polaren is rarely as antisocial as they first appear. It is only a matter of time before they warm up to any companion. After all, you're melting a heart of ice.

Regions: cold/frozen

Racial Bonuses: Might (d8), Essence (d6), Luck (d4), Vigor (-d4)

Base Skills: Ice-Glazed Skin (Natural ARV: +1d4), Elemental Resistance (Water) +10, Cold Resistance +10%, Elemental Resistance (Fire) -10, Water Scrying (A Polaren has the ability to peer into a body of water and see what is occurring on the other side. They may see one half-mile per level, up to 5 miles. This vision appears as a sight effect only.), Ride Racial Mount (+25%)



Racial Knacks: (choose one)

Water Shaping: Once per day, Polaren are able to craft a single non-magical item made of ice. This item may be in the form of a weapon (1d10 damage), armor (+5 ARV), or any container. The effects last for 12 hours before melting.

Water Walking: For a two hour period each day, Polaren are able to walk on the surface of a body of water, as if it were solid ice.

Chilling Aura: Provides a mild protection from the other elements by lowering their body temperature to such a point where the Polaren himself puts off a cold aura to

anyone within 10' of him. +5% Elemental Resistance (Air, Fire, Earth- must be declared before turning on the aura). All allies inside the chilling radius suffer -5% Vigor until leaving the cold area.

AURYAKS

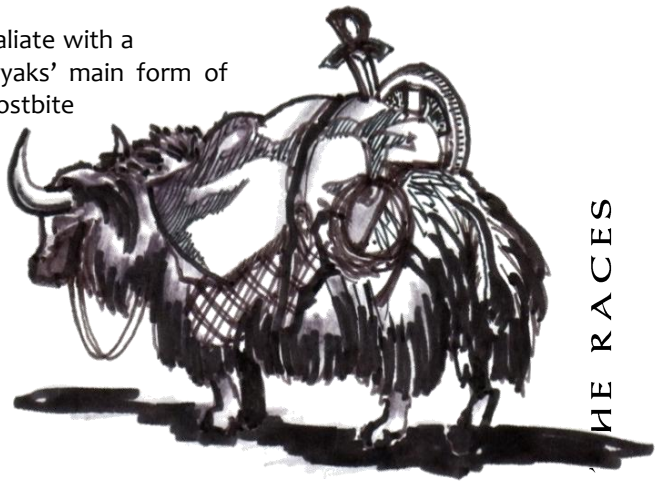
(Polaren Mount)

(ar-ee-ahks) An Auryaks is a massive creature that is typically found in the tundras of the world; though it has managed to adapt over the years to the point where it can survive nearly anywhere. However, each year a massive migration occurs for all wild Auryaks to return to the tundra areas and give birth to their young. While here, they will also mate for the following year to begin the whole process over. Polaren find these creatures intriguing, and their natural affinity for the cold makes them a perfect match for the Polaren.

An Auryaks at first glance may appear to merely be a yak. But no yak could ever grow to the size of an Auryaks. Standing an average of 6' high at the shoulder and 8' tall from the tip of the head, an Auryaks is about 12' from head to hind end and is an incredible 4' wide from shoulder to shoulder. Because of their massive size and trundling nature, the Polaren most often utilize Auryaks as beasts of burden. They are able to walk for miles and miles- seemingly without ever needing a break, thanks to their migration instincts.

Auryaks are naturally docile creatures who attempt to avoid conflict at all cost. But do not be fooled by their calm demeanor and presume they are a pushover. Like all living things, they too have their breaking point.

Whenever an Auryaks receives a sizeable amount of damage in a single blow, it will retaliate with a crushing bite from its massive jaw. An Auryaks' main form of defense is what the Polaren refer to as the Frostbite Aura. If an Auryaks feels threatened, it will secrete a chemical affecting those around it, chilling them to the bone.



Stats: All mounts/companions have 50 creation points and 5 free points per stat.

Vigor (d6), Will (d4), Speed (-d4)

Basic Attack: None

Natural ARV: (7)

Specialized Attacks/Abilities:

Tireless: Auryaks are at +75% to Walking checks.

Frostbite Aura: Every round this Aura is active, everyone within a 5' radius of the Auryaks must make a roll vs. Elemental Resistance (Water) or suffer 1d4 cold damage all over and have their weapon speed increased by 5. Note-The Polaren are immune to this Aura.

Retaliatory Bite: Whenever an Auryaks takes a blow of 10 points or more (after ARV reduction), it immediately obtains a chance to retaliate. If a successful attack is rolled, target suffers damage of 2d12 + Might bonus.

WOVERAN

(Wo-ve-ran)



Woverans are a race of wolf-men similar in appearance to humans. The difference being that their muscle tone is more defined. They are a race of beings that are born with the lycanthrope disease passed on in their bloodline. Their natural ability to control their change makes them far different from the unnatural abominations that are the real Balvalohks, who can change any race into a permanent werewolf. Their change causes them to grow an extra 1 to 2 feet in height and their pure animal instincts are enhanced. The Woveran are naturally a nomadic race that tends to move around a lot, but there are Woveran settlements throughout the known world in scattered hidden places. They are feared by other races, and so believe that a found friend is a friend worth dying for.

Description: The Woveran fur colors have many variations i.e., black, brown, white, red etc. Their society is not based on fur color or gene pool for nobility, but on strength and command ability. The Woveran are natural hunters and can track an opponent by scent. They are sought after as a tracker for the military and they make great bounty hunters. Their natural senses are heightened, but they have the same sight as humans in daylight. Their society is nomadic and mystical and appears a bit strange to the average person. Their main allies in the world are the Elfare, who understand their solitude and prefer them as an ally, rather than an enemy.

They are fierce fighters who prefer to go hand-to-hand using their powerful claws +6 and bite 2d10 to deliver vicious damage to opponents. They do not wear armor unless they are disguising themselves and using mundane weapons to fight. They must strip off any armor before changing or they will suffer 1d10-damage to all areas that are covered by the armor. Their change is not magical but natural; they must be naked to change or rip apart their clothes. After changing, their natural ARV is +4 and their CDV increases by 2%.

Regions: all (hidden)

Racial Bonuses: Sense (d8), Speed (d6), Might (d4), Luck (-d4)

Starting Skills: Heightened Hearing (+10% to Spot when listening), Tracking by Scent (+20%), +4 Natural ARV and +2% CDV (when in werewolf form), Natural Attacks (in werewolf form): Claw (Fist+6+Might bonus) and Bite (2d10+ Might bonus)

Racial Knacks: (pick only one)

Howl of Challenge: When fighting a group of 2 or more opponents, the Woveran gains a +10% to CAV. Opponents who fail a Will save are at -10% CAV when fighting that Woveran.

Rip Jugular: Once per combat, a Woveran who successfully makes a Focus roll can literally "go for the jugular". A successful Bite clamps onto the target's neck (Head Location). The blow does the normal damage of a bite, plus an additional 2 damage for the next 2 times the Woveran takes an action (assuming they do not disengage).

Loyal Defender: When combat begins, a Woveran may choose an ally he is defending. The Woveran may make a Spot check once per round when that ally is being attacked (if within melee range of that ally). A successful check allows the Woveran to make a free Parry move to defend the chosen ally. If the Parry is unsuccessful, a 01-50% roll means the ally takes the damage anyway. 51-100% and the Woveran take the damage.



THE OUTCAST RACES

THE OUTCAST RACES

The outcast races of Soluna co-exist within the lands of the civilized races. There might still be racial hatred among some of the population, but that falls under an individual's belief. A time of restitution has fallen upon the lands. This is a time when past deeds have fallen on forgiveness as the Outcast Races begin their long return back into the worlds favor. Even though this time has finally come, there are still those of the old world belief that Outcasts are not to mingle in civilized society. You may find a very unwelcoming world waiting for you as you venture forth from you homelands.

Just as the Civilized Races still hold hatred, the Outcast Elders continue to frown upon their people's attempted return to civilization. It has been a too long since their kind was given equal status. Until both sides drop their hatred and outrage at the mingling that has begun; there will never be a full reconciliation of the breaking.

The Outcast races live where they can and defend their lands with honor. As the civilized races push their borders further and further into their lands; their dominance for land and power push the outcast races to the brink of war. Their kind has conceded that without each others' aid, and they will all perish.

The lands of the Outcasts welcome no strangers, unless by imprisonment, slavery or by an "oath of honor" from one of their own kind, for those who travel with them. If that word is broken, the keeper of the oath bond and those who travel with them will be hunted down and killed.

An "oath of honor" is highly revered among the outcast races, for without ones honor there is nothing. For "their word is their bond" and "their bond is blood". To break an "Oath Bond" is to sever all ties with your race, ancestors and life itself. No Outcast gives an "Oath Bond" without understanding the consequences and holds that oath in more esteem than their own lives.

An outcast will kill the offender first. Then present their bodies before the reigning council of the region where the offence took place, to clear their name and restore their honor. Do not take an Outcast's word as a loose verbal contract or else you could find yourself on the short end of a fierce fury of, which will end in your own death.

RACIAL BENEFITS CHART				
THE OUTCAST RACES				
	+1d8	**+1d6**	**+1d4**	**-1d4**
Nulkans	Focus	Essence	Speed	Reflex
Kygar	Will	Vigor	Speed	Faith
Jungutta	Reflex	Will	Spot	Sense
Tatonka	Faith	Might	Focus	Spot
Mumunga	Vigor	Spot	Might	Charm
Vessuren	Spot	Sense	Vigor	Charm
Cheetara	Speed	Sense	Will	Focus

NULKAN

(Nul-kans)

Nulkans are a distant relation to the Dulklakan, but that is where any similarity between them ends. The Nulkans used to live underground until the Dulks decided they too needed more subterranean lands for their ever expanding kingdoms. Most of the Nulkan Tribes still live subterranean lives, but most have moved upwards towards the surface world, carving out new homes in the mountains and hills. Wherever terrastones are found, you will find Nulkans living there.

They are much smaller than their cousins but a few inches taller than the Harveyren. The Nulkans were slaves during the Age of Shadow and forced to work mines for their knowledge of the underearth. It was from this time as slaves that the Nulkans learned the art of Gemsmithing. They are by far the greatest gemsmiths. They are to gems like the Dulklakan are to metal and the Elfare to wood.



Their long periods of exposure to concentrated gem formations, some with powerful elemental magic infused within them have given them a natural resistance to elemental magic and given the Nulkans a better understanding of the arcane arts. They have become a natural race of spell casters with one exception: they need gem-wands to focus their powers through. On occasion they still have children born with no infusion to the gem magic.

Description: The Nulkan society is usually protected by one of the other outcast races who value their knowledge in the elemental arts as an added feature of their survival. A Nulkan's skin color is determined by the Terrastone they are most attuned to at birth. A Nulkan has a minimum height of 3.6 feet tall and a maximum of 4.6 feet tall. The taller the Nulkan is the less magic they have infused within them; for it is just the way things are. The Nulkans get a +5% to any actions taken with a Gem or Stone of their particular element. Roll a d100 and check the chart for your elemental attunement:

DICE ROLL	DAMAGE	SKIN COLOR
99-100	No Magical Attunement	Brown/Gray
75-98	Air	Yellow
51-74	Earth	Green
27-50	Fire	Red
03-26	Water	Blue
01-02	Spirit	White

Regions: subterranean/mountains/hills

Racial Bonuses: Focus (d8), Essence (d6), Speed (d4), Reflex (-d4)

Base Skills: Terrastone Location (+25%), Night-sight and Elemental Resistance (+3) to all elements including spirit and void.

Racial Knacks: (choose one)

Gemstone Forming: You have the ability to hold a raw Terrastone in your hands and mentally picture the outcome of the cut and do the cut with your hands. The quality of the gemstone created is based on your career level and at higher levels you can create stones of magical properties. Your starting values of the gemstone you can create are 50gp per career stage level in value so when you reach career level 3 you can create a 150gp gemstone to sell. When you reach your third career, your gemstones can hold one magickal property and each career beyond will allow you one more property per gemstone created: consult your Lorekeeper.

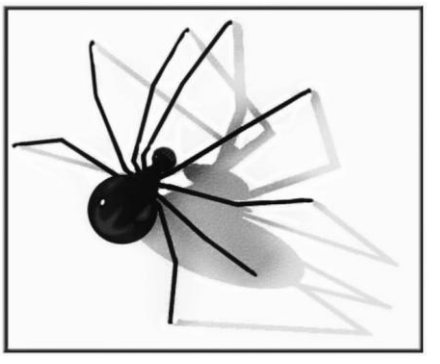
Terra-bomb: You can infuse gemstones with combustion power that will explode after leaving your hands. This ability is used in the mines to clear out tunnels, but it holds far greater uses in the outside world. The damage from a Terrastone bomb is based upon your career level ability with this knack. The damage from a small Terrabomb is 1d4 and advances to the its next damage potential the same way a spell does. The number of dice rolled is based according to your career stage level.

Healing Stones: You have the ability to create healing stones by infusing the healing powers of Soluna into each gem that you create from a Terrastone. The amount of healing each stone has is based on your current career stage level which gives the gem a +1 per career stage and it follows the same path as a spell does for the dice rolled. The Healing Stone is held in the hand and the healing properties are released throughout the body so that each location receives the same amount of healing from the gem. Once the healing properties of the gem are released, it then makes a fine piece of jewelry for someone.

GREAT VARACHANID

(Nulkan Mount)

(va-rak-u-nid) The Varachanid Spiders lives beneath the surface in and around the terrastones that it feeds upon. The Nulkan learned early on that where they encountered the large spider they would find terrastones. The more spiders, the larger the yield would be. The Spider can actually drive its crystallized tube into the stone and suck out the elemental magic that is inside. The Nulkan raise these spiders from hatchlings providing them with the terrastones they need and it seems that is all that is required to make them happy. Riding them is easy to the Nulkan. They just climb up behind the head and pull on its hairs to make it go where they want. The Nulkan are immune to the poison that the Varachanid delivers for it is a



combination of venom and the elemental juice the suck out of the stone. Even when the stone is cracked open there is no juice to be found. Some scholars say that the saliva of the spider actually dissolves the inside of the stone to a paste and then it is withdrawn as food. The Spiders are white color when found underground but a few hours after coming into the sunlight their color changes to a deep pale green. Their middle body stands 2 feet off the ground and is roughly 36 inches wide and 48 inches long but its leg span in all has it over eight feet in diameter.

Stats: All mounts/companions have 50 creation points and 5 free points per stat.

Sense (d6), Reflex (d4), Focus (-d4)

Basic Attacks:

Bite (1d10+Might Bonus + poison)

Natural Armor Value: (6)

Specialized Attacks/Abilities:

Venom Attack: The Varachanid's venom is very potent as it is mixed with the elemental properties of the Terrastone. The damage from their poison is 2d6 applied directly to the location that got pierced (no armor). If the bite did not penetrate the ARV of the target then the poison does not work.

Web: The Varachanid can shoot out its webbing up to 20 feet away. Once the web hits a target, it starts to crystallize making any Might Roll to break free at a -10% per attempt.

KYGAR

(Ky-gar)

Kygar are the warrior race of the outcasts, much like the humans are to the civilized lands. The Kygar stand as tall as 6'-4" in height and praise the victory of battle as their main goal in life. The Kygar consider themselves the protectors of the Outcast Races, which fell upon them during the Age of Shadow.



Raised in battle from an early age, the Kygar is one of the most ferocious races to meet on the field of battle. They believe that death in battle is far greater than growing old long after your usefulness has diminished. The Kygar yearn for the glory of defeating their foes and marking themselves with their blood to symbolize their lack of fear to their enemy.

Not all Kygar are driven to the battlefield. Some are drawn to that of Shamanism or the use of elemental magic. Yet others crave the silent approach of combat by killing their

opponents with little or no harm to themselves. Whichever path life draws the Kygar to they do it with disciplined passion.

The Kygar are a Tribal society with the most powerful ruling over each tribe. That power can be either physical strength or elemental power. All that matters is the winner. When a tribal leader is either too old or he has been branded spoiled to lead, combat is ordered to decide a new Chieftain. When the old step down then all who deem themselves worthy will do combat for the leadership of the tribe. You must have been born into the tribe to be able to compete. The fight is to the death or incapacitation for all that matters is to be the last one standing. When a spoiled chieftain is branded to be challenge, then those who wish to take the challenged are brought one at a time to do battle against said chieftain. Then, he who kills the chieftain must do battle against all comers until there is only one standing.

The Kygar, once a civilized society, sat on the council seat of Elder as one of the first created races. At that time they looked very much like wild humans with long unkempt hair, big, fierce, and strong, but because of their domination by Nocturnalis and their unwillingness to turn against him, Solaris and Lunaria punished the Kygar with their unnatural skin tones to show the world as a constant reminder of their Traitorous nature.

Description: The Kygar have skin tones of green with their hair ranging from brown shades to black and their eye color is red, orange, or amber in color. A warrior will either shave his head or fashion his hair in a way as to not interfere with his chances in battle. Older Kygar, or those who travel a different career from their warriors wear their hair long and some grow beards to show their different status within the tribe.

Regions: mountains/forest/plains/small villages

Racial Bonuses: Will (d8), Vigor (d6), Speed (d4), Faith (-d4)

Base Skills: Natural ARV (+1d4), Tracking (+15%) and Ride Racial Mount (+15%).

Racial Knacks: (choose one)

Wild Charge: You have the ability to throw yourself into combat by running towards your enemy and leaping at them with a wild swing. If they make a focus roll you gain a +5% to hit them, but if they fail you gain a +10%.

Courageous Yell: You can motivate your compatriots by giving your most deep hearted yell of encouragement that will lift their spirits giving them +5% to hit in combat or +10% to a skill roll for that round. It can only be used once per combat or skill use situation.

Defensive Stance: You can stand and defend the ground you are holding. By doing this once per combat you double your armor ARV while you maintain the stance. You can only defend and you gain a +5% to parry and shield block skills while in your stance.

RAZORAPTOR

(Kygar Mount)

(ray-zor-rap-tor)The Razoraptor is a carnivorous reptile that is found living in most mountainous regions where there is no snow. The Razoraptor's metabolism slows down when the temperature around it starts getting cold. It is a cold-blooded creature that stands

over 9 feet tall and has quick speed and a ferocious appetite for meat. The Kygar tamed the Razoraptor out of need for survival after they became outcasts to the civilized world.

The Razoraptor gets its name from its razor sharp teeth and claws which it uses to scale sheer surfaces and rend flesh from a bone. It will run down its prey and then attempt to leap onto it, digging its claws into the flesh and ripping with its sharp teeth, tearing huge chucks of flesh with each bite. Taming these beasts is dangerous work, but once tamed, the Razoraptor becomes a companion as well as a mount for the Kygar. These mounts have skin that matches their environment.

Stats: All mounts/companions have 50 creation points and 5 free points per stat.

Speed (d6), Reflex (d4), Will (-d4)

Basic Attacks:

Claws (2d8+Might Bonus),
Bite (1d12+Might Bonus)

Natural Armor Value: (7)

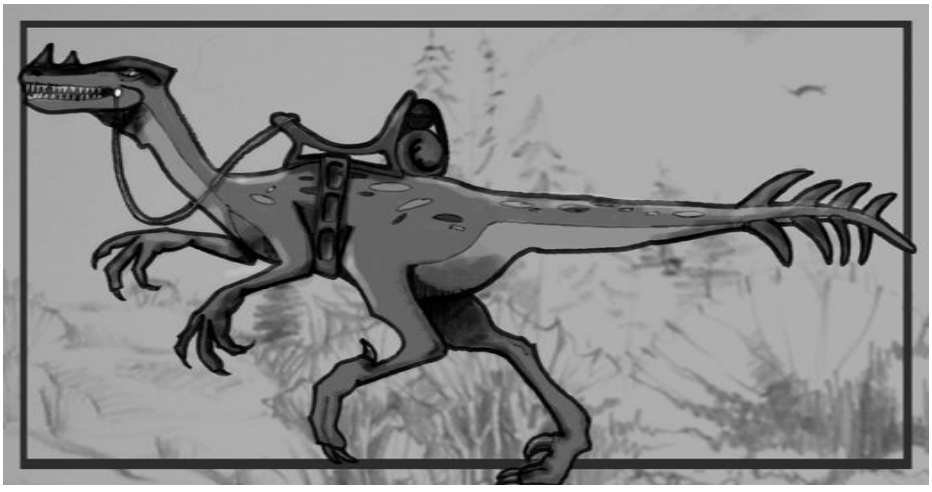
Specialized Attacks/Abilities:

Leaping Attack: The Razoraptor will leap forward and attempt to land on its prey. A successful attack will drive its claws into the target and drive it the ground. The target must make a Might Challenge Roll to avoid being slammed to the ground.

Damage: (1d10+double Might Bonus)

Razor Rip: The Razoraptor will sink its great teeth into the flesh of its target and tear away what it can. Being carnivorous, they know where to grab to render their prey useless; on a successful bite they can perform a Razor-Rip attack. The Damage for a Razor-Rip is standard bite damage directly through any ARV that the location might have.

Shriek: When the Razoraptor gets excited it will shriek with its head straight up in the air to call any other raptors to its need. This shriek also will put its prey on edge causing a Will Roll to be made or the target will have to add 5 seconds to every action as a precaution to incoming help. If they fail the roll they will not pay any attention to the call and will be unaware of any help if or when it arrives.



JUNGUTTA

(Jung-got-ta)

Jungutta are a race that primarily lives on the volcanic isles of Pompadupu, off the coasts of Dargmoor and Kragmoor, in the Fire Bay. During the Age of Shadow, they were forgotten by the rest of the world as they went along with lives unaware of what was transpiring on the rest of Soluna. It is not that they don't care about the world as a whole. It's just that if it nobody bothers them in some way, they don't worry about it.

Consider the Jungutta; a laid back, easy race that has survived a long time by staying away from the rest of the world's troubles. The humans who live on islands further up the chain of isles and do not bother with the Jungutta for they learned all too easy that when you make a Jungutta mad at you there is no easy way to make them like you again unless you are dead or run very fast. It matters very little whether you think they're armed or not. Everything throwable is a weapon.

Their culture is tribal with their chieftain being picked by their sea god Posidious who dwells within the chain of islands. He is real to them for it was he who sank their ships for trespassing. All ships that enter Pompadupu are forewarned that Posidious doesn't like unwelcome quests.

The Tribal chieftain has to venture forth into Posidious' domain to face the god personally. If he does not choose you, you return to the island a broken Jungutta, literally. If Posidious agrees with the choice, then they return to the island alive as the new chieftain. No chieftain has ever spoken of their ordeal or what transpired out in the ocean. So it all still remains a mystery. The Jungutta are brave warriors and face death like anyone else, to avoid it as long as possible, but there are times that one must die to keep the tribe alive.

Description: The Jungutta have skin tones of light blue to dark green with that spectrum with matching eyes and hair. It can be quite mesmerizing to view a Jungutta for the first time.

Regions: jungles/tropical forests

Racial Bonuses: Reflex (d8, Will (d6), Spot (d4), Sense (-d4)

Base Skills: Throw Weapon, Patience (+15%), and Berserk (when their patience runs out, the Jungutta lose their cool and will attack at a heightened state of combat with 10% to attack and ½ Might bonus added to damage. They must make a Patience roll starting at -20% each round to break free of their berserk state with each sequential round dropping an additional 10% until the Jungutta is killed or goes unconscious), Ride Racial Mount (25%)

Racial Knacks: (Choose One)

Regeneration: By spending 5 Essence points, a Jungutta is able to slowly recover his lost health for 10 rounds. Health recovery rate is at 2 points per career level, per round. For a career level 1 character, that rate would be 2 points for 10 rounds = 20 points. By career level 5 (legendary), that regeneration would be up to 10 points for 10 levels = 100 points all over. The Regeneration is a battle-effect and dissipates when combat is over, regardless how many rounds remain. May only be used once each combat.

Simple Minds: Though they appear to be extremely aloof, Jungutta are actually very observant and remember details quite well. This is evidenced in the +20% they gain when attempting a Focus roll to remember something they saw, heard, or experienced.

Fastball: An item or weapon thrown by a Jungutta is at +5% to hit and takes -2 weapon speed to load/reload.

RUUNA-WEI

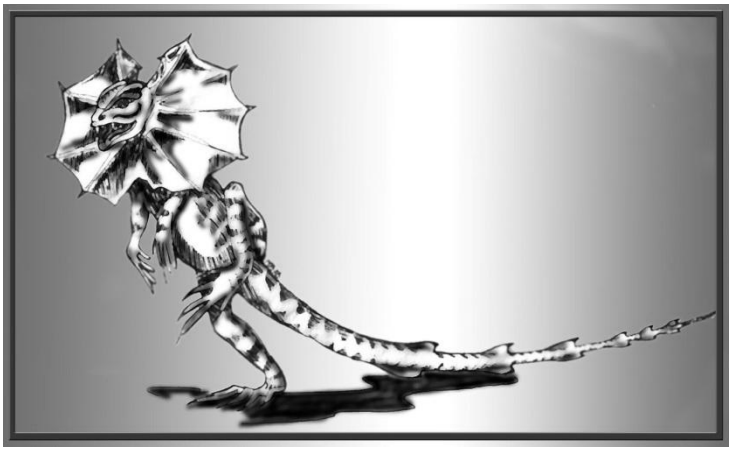
(Jungutta Mount)

(ruh-na-wey) These frilled-neck lizards stand on their hind legs and average just under 8' tall. Their name is taken from the response usually associated with the Humans when first coming into contact with the lizards- "Runaway!" And indeed, for a wild Ruuna-Wei, that is likely your best chance for survival. They contain poisonous glands that allow them to spit poisoned saliva up to 30'. If it can work its way into the bloodstream, the poison can cause an intense amount of pain. They also have two large bony ridges atop their head that are as hard as rock. This is their main form of attack- rushing headfirst into the enemy.

The Jungutta tribes over the years have managed to sneak into Ruuna-Wei nests and steal unhatched eggs. For many years, their sole intent was to eat the massive eggs. Until one egg went unnoticed a bit too long and hatched. The Jungutta quickly decided that these beasts would make incredible pets if raised from birth- and some went so far as to begin riding the Ruuna-Wei. This was adopted as the official mount of the Jungutta. Its cold-bloodedness makes it able to adapt to nearly any environment, provided enough sunlight is available. Their sturdy nature and agile bodies make them perfect in the jungles and even mountainous terrains.

Stats: All mounts/companions have 50 creation points and 5 free points per stat.

Speed (d6), Sense (d4), Will (-d4)



Base Attacks:

Bite: 1d10+ Might bonus

Natural ARV: (7)

Special Attacks/Abilities:

Headbutt: (Only available when running into melee, it does not count as a Charge.)

Damage: 2d8 + Might bonus

Poisoned Spit: (Minimum Range 10', Maximum Range 30'. Forces a Reflex save to dodge. Failing Reflex save forces a Vigor Roll to resist the poison.

Damage: Failed Reflex: 1d8 initial damage, Failed Vigor: 1d4 per round, no armor, lasts 4 rounds.

TATONKA

(Ta-tunk-a)



Tatonka are a race of humanoid bison that were created 300 years ago from the wild elements that were loose in the lands. They live on the plains worshipping the Elemental gods of fire and earth through their ancestral heritage. Their lifestyle is closely related to the "Native American Indians".

The Tatonka are considered beast-men to the other races that do not live on the plains. They are noted for their tribal dedication and intense fury in battle. To them life is sacred and should not be taken for granted. The Tatonka respect the world around them and believe that all things in it have a divine purpose. Those who wish to upset the balance pose a threat to the world's existence and their own.

When a Tatonka is put into such a position they are forced to fight for not only their survival but the worlds. They are fierce warriors who fear not death for it is the way of things. They are loyal friends when they find another to actually call, "a friend". Though they were created from the chaotic elements they have yet to find a piece of land they can call their own.

Other races have hunted them for not only their hides but for food, for man does not think it is wrong to kill a "beast" for food. They ignore the fact that they are a living thinking being whose purpose is to protect the elemental seals, even though they have yet to understand this destiny themselves. Their lives are mostly nomadic, sticking mainly to the plains where there are no settlements. They are great outdoorsman and make impressive scouts if you can create a friendship with a Tatonka.

Description: Their coat colors are browns, grays, whites, blacks, or the mixture of two or more. Their horns symbolize their age and are their pride for the larger the horns the more respect a Tatonka is given in his tribe. They craft their own weapons and armor and have traded their skills with the nomadic Elfare as well. Remember that the older a Tatonka becomes the larger their horns are. Some horns are curved at the side of their heads while others sit horizontal and still others project out toward the front of their head.

Regions: plains/mesas/grasslands

Racial Bonuses: Faith (d8), Might (d6), Focus (
d4), Spot (-d4)

Base Skills: Weather Sense (Innate) - the ability to determine the change in temperature and conditions of atmospheric pressures for up to 48 hours, Alertness, and Gore (Battle Stance) - the ability to run at an opponent and gore them with their horns (for horn size damage see chart) causing double (x2) their normal might damage + horn size damage.

Racial Knacks: (choose one)

Earth Scouting: You can detect and track a person, animal or creature through the vibrations they leave in the earth, like a signature. The Tatonka can place their hand upon the ground and make a Focus Roll (+20%) to sense the person, animal or creature that is out of their sight. Every living thing leaves a signature upon the earth for a period of 7 days and this is how the Tatonka follows its prey.

Elemental Scanning: You are able to get a mental picture of world around you in a 360 degree arch from 100 to 500 yards away from your center. A +20% Sense Roll must be made and costs 1 ECP for every 100 yards of scanning, so 500 yards would cost 5 ECP per scan. This is a quick radar-like scanning that gives the Tatonka a mental picture of the terrain and all living things that might pose a threat to the Tatonka. This is the way they keep their people safe as they travel across the plains of Soluna.

Grounding: You can use the earth as a healing device to save yourself in times of trouble. You must be on raw earth or stone (you must choose one type only) to utilize this ability to draw the natural healing out of the earth itself. While standing your earth of choice, an Essence Roll (+15%) must be made to draw the elements out of the ground and into your body and distribute them to the areas that need healing. For every 1 ECP spent in this the Tatonka gains 1d4 BDP back to the area of their choice. If you are lying down on said chosen earth you gain 1d6 for every 1 ECP spent.

ERGADON

(Tatonka Travel Mount)

(err-ga-don) This massive docile creature can be found wandering the plains of Soluna. It stands 12 feet high at its front shoulders and has shaggy long-hair that grows from its back and drapes over the sides. This long shaggy hair allows the air to flow between its naturally short-haired skin cooling the creature from the afternoon heat of the plains. This long hair offers protection from vicious claws and bites from predators. The Ergadon is over 24 feet long and slowly wanders in packs of 10-24 with the women and young in the center of the circle for protection. Their head is large with 2 large horns that protrude out in either direction from the top of their head and then curve down and outward. The horns look very much like our moose horns do today. The Ergadon is part of the oxen family and are strong and hearty like their ancestors were.

They are used by Tatonka for 2 main purposes, as pack animals and transportation. The Ergadon is equipped with an upper back platform from which the surrounding area is watched from and 2 side platforms that are used as resting places or for the children to ride out of danger. The equipment is loaded on the Eragdon's backs and hangs from their sides evenly and their large carts made from wood with stone wheels, can be pulled by connecting them to the equipment harness. Though the Tatonka usually run for traveling, the Ergadon is utilized for long travels across the plains.

Stats: All mounts/companions have 50 creation points and 5 free points per stat.

Vigor (d6), Will (d4), Spot (-d4)



Basic Attacks:

Foot (2d10+Might Bonus)
Horns (2d12+Might Bonus)

HORN TYPE	DAMAGE
CHILD	2D4
YOUNG ADULT	2D6
ADULT	2D8
MIDDLE AGE	2D10
WISEN ADULT	2D12

Natural Armor Value: (10)

Specialized Attacks/Abilities:

Horn Gore: The Ergadon will use its massive frontal horns to defend itself if threatened. These horns protrude out the front of its face by rounding down the side of its head and curving out and upward in a spread pattern to give maximum horn protection. Their ability to fight with their horns is not slow considering their massive bulky form. A Horn-Gore is achieved when the Ergadon swings its head from side-to-side in a down-up motion. A hit from this ability will add extra 1d12 damage to their already dangerous horn damage.

Shriek: The Ergadon has a very high pitched cry that can take an opponent off-guard by scaring it. Even though you may know its coming, the Ergadon can utilize this shriek at anytime gaining the same results, but it can only be used once per combat. All enemies within a 60 foot diameter of the Ergadon must make a Will Roll or be shaken for 3d10 seconds and not be able to move or react.

Vertical Trample: The Ergadon will attempt to rise up on its hind legs and bring its massive frame down upon and opponent trying to drive them to the ground with its feet. If a successful attack roll is made then add another 2d10 to the damage that their Hooves do normally.

MUMUNGA

(Mu'-mun-ga)

Mumunga (means hairy men of great strength) are a race of giant man-like creatures that live in the dense forest or Mountain sides of Soluna. They are a great society that believes in the family unit first and the preservation there of. Their society is based on the strong survive, the weak perish. The Mumunga have survived from the Age of Dawn to now with this philosophy in mind. Their communication is more guttural than words and the society is more tribal-based than civilized. Even so, they are a formidable foe if provoked to anger. To the rest of the civilized world the Mumunga represent the true barbaric society, since their whole appearance shows how far from a society they truly are. Closer examination will show that the Mumunga do not war with each other nor do they kill each other. The latter would result in the immediate death of the perpetrator.

Though they have no visible society to the rest of the world, their hidden villages would bring a different result opinion, if one could truly see they do have a language and a society that is built on their needs. They are considered cave and cliff-dwellers and have developed the use of tools and craftsmanship from other races that lived with them during the Age of Shadow. Most disregard any of these reports as rubbish. The Mumunga are gentle-hearted in nature, their primitive senses allow them see creation in its raw state. If one would just observe it and respect nature and can become a loyal ally.

Description: They are large creatures in height, some reaching 10 to 12 feet tall, massive build with a primitive outlook on life. Their bodies are covered from head to foot with long hair which keeps them warm on the cold, snow-covered slopes of the mountains. The color of their coats ranges from a dark brown to a cherry wood to tan depending on the region they are from. It is usually a mixture of colors which helps the Mumunga blend into its surrounding. Their weaponry and armor come from the world

around them where the use of stone and wood for weapons is common. Only recently has the Mumunga started to use steel weapons and armor the way other races do. Their large fists do 1d10-damage plus Might Bonus because of their large size.

Regions: caves/cliffs/deep forests

Racial Bonuses: Vigor (d8), Spot (d6), Might (d4), Charm (-d4)

Base Skills: +1d10 Body Points to all locations, Tracking (+15%) and Ride Racial Mount - Oondu (+15%).

Racial Knacks: (choose one)

Munga-Slam: The Mumunga can once per combat round clasp their hands together and bring them down on an opponent for one tremendous slam, driving them to the ground if they fail a Might Roll. The Munga-Slam causes extreme damage on their opponents with a +10% to attack. If their opponent fails their Might Roll they are driven to the ground from the force and are considered prone for the next 30 seconds. To determine the Munga-Slam damage, roll the Mumunga's fist damage plus Might Bonus for each fist and add them together for one tremendous damage amount.

Munga-Frenzy: The Mumunga can psyche themselves up into a wild rage before or during a combat where they will begin swinging their arms wildly in an adrenaline induced state of controlled frenzy, anybody in the way of this frenzy will be pounded by their huge fists into small pulpy bits. The frenzy will last for 1 round and attacks are at +10%. Every career level the Munuga can frenzy an extra time per combat

Munga-Scream: Once per combat the Mumunga can scream into the face of their opponent causing intense fear and panic if they fail their Will Roll. If the roll was failed they will stand there petrified for 30 seconds, giving the Mumunga free reign to pummel on them. While petrified by fear their opponents ARV will be dropped in half for the first attack against all damage delivered. Every career level the Mumunga's scream increases the time that their opponent is petrified with fear by +10 (i.e. at 2nd career the Munga-Scream will last 40 seconds instead of 30. An opponent can only be petrified once per combat. A Mumunga gets one scream per career level per combat.

OONDU

(Mumunga Mount)

(oon-du) The Oondu lives in the upper reaches of the mountains that protrude from the lands of Soluna. This is one of the largest docile creatures on Soluna until provoked into defending itself. Much like the Mumunga, the Oondu just goes along through life as if nothing bothers it. The Mumunga have used the Oondu for their mount ever since they first climbed up into the mountains. The Oondu stands roughly at the shoulder some 12 feet above the ground. It has long woven hair in the light gray to white range and a long trunk protruding out of its face in the front. The feet of the Oondu are what make them different from our wooly mammoth. They are actually giant feline paws (like a lion's) and this huge beast actually walks gracefully across the mountainous terrain of its home.

The tusks of the Oondu protrude outward from its head and curve downward toward the ground, this purpose is three fold. First: they use their tusks to help support their weight and their riders as they move up steep cliff faces, as well as, using them to lift objects. Two: By hooking the object under the tusks, and holding them there with their trunk, they can carry them. Third: they use them for goring their enemies when they are forced to defend themselves. They will pull an enemy down with their trunks and then gore them with the tusks and then step on them to remove them afterwards. The Oondu is a massive and beautiful creature to behold, especially when you see a long line of Mumunga traveling. But beware. The defensive power of the Oondu; what is beautiful can be deadly to watch.

Stats: All mounts/companions have 50 creation points and 5 free points per stat.



Might (d6), Vigor (d4), Reflex (-d4),

Natural Armor Value: Outer (12) long wooly-matted hair, Underneath (8)

Basic Attacks:

Tusks (2d10+Might Bonus)
Trunk (2d8+Might Bonus)

Natural ARV: (10)

Specialized Attacks/Abilities:

Trunk Slap: The Oondu will make a grab with its trunk or a trunk slap to throw its opponent off their feet to a prone position. Here, they can either gore with their tusks or trample the prone opponent. The damage for a trunk slap is the same a regular trunk attack but the opponent must make a Might Challenge Roll to stay on their feet. A failure against the Oondu means that the opponent has fallen prone.

Gore: The Oondu can gore normally by bring its mighty tusks down upon an enemy but since they curve downward they are at a -10% to make that type of hit. The Gore attack is usually used when their opponent is lying prone then they can gore them with the +10% prone penalty upon their foe.

Trample: The Oondu can trample in two different ways. The first is running completely over an enemy bearing all of its weight down upon the foe, smashing them into the ground causing massive damage to them. They can rear-up and bring their huge clawed feet down upon their enemy ranking them with all of their weight. The trample is a last means to defeat an enemy for it does expose its own soft spots when it does. An Oondu run-over trample does 3d12+Might bonus and a bring-down trample causes 2d12+Might Bonus damage.

VESSUREN

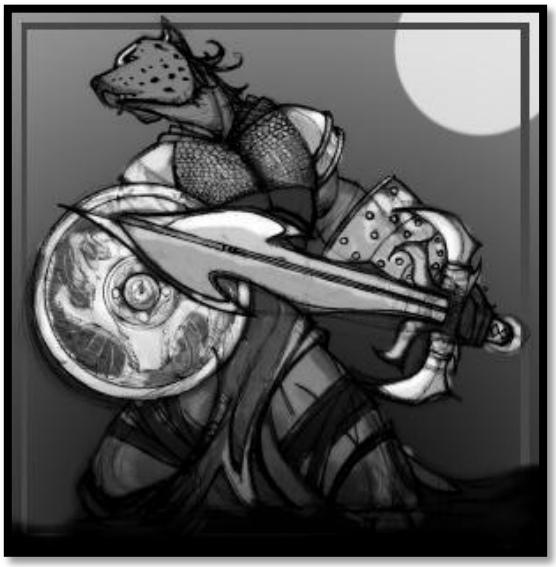
(Vess-sur-ren)

The Meaning behind Balvalohk

(*bal-vah-laq*)*: The ancestral lineage of the lycanthrope curse, except this form of the curse is permanent to any who are bitten. The curse causes the victim to become totally feral over time. So the victim is aware of the change and the desire to kill. Any person bitten by a Balvalohk will not be able to turn back once they have succumbed to the total curse.*

It is said that the Woveran curse was once part of the Vessuren society, but upon breaking said curse the Vessuren remained in their canine form. The truth is the curse is still alive even though it was broken through mystical means kept sacred by the Vessuren. The curse is found with the ancient Balvalohks that wander the world in search of their next meal. The Balvalohk Curse is that whoever is bitten by them will eventually turn into a Balvalohk, forever. This is why the Vessuren hurt the Balvalohks with a passion. They will kill themselves out right to avoid being changed once again into a more malignant form than they are.

They feel that by finding the way to break the curse, Solaris has forgiven them of their past transgressions of siding with Nocturnalis, but still they are considered an outcast race by most of the civilized world. It is only those who have learned about their race that have come to understand that they are actually civilized.



Description: The Vessuren are a biped canine race that has carved out its existence wherever they are able to. They have learned to live at the very fringe of the civilized world where they can live unnoticed by the other races. There have been some Vessuren who have ventured into the civilized lands and have come back with stories of great cities and friendly people, but then others have never returned home again. So the mystery of the civilized lands goes on. Their society is based on the strong-survive rule for life is cruel if you are weak. All are accepted in Vessuren society, especially, the half-breeds that are fathered from an interracial marriage or bonding. There are some Vessuren societies that have other races living amongst them for one reason or another. As long as you follow Vessuren Rules you are considered a member of Vessuren Society. Any acts of cruelty are not accepted nor is the act of treating another citizen lower then yourself. This is the one thing that has been instilled in the Vessuren, that no one person is better than another and all shall be treated with the respect they deserve. There is not one vocation in Vessuren Society that is lower than another for all need to exist if their Society is to exist.

Description: Vessuren stand roughly 5'-0" to 6'-0" tall and their coat colors and design are from their parents and ancestral lineage. The color of their coats is up to you. A Vessuren coat can be plain to calico. The coat does not determine position in Vessuren society. Their eyes are also many different colors with some actually being 2 different colors. Their bite and claws add +2 to damage, for a creature their size.

Regions: all

Racial Bonuses: Spot (d8), Sense (d6), Vigor (d4), Charm (-d4)

Base Skills: Alertness, Running (+25%) or Ride Racial Mount (+25%), and Grayscale.

Racial Knacks: (choose one)

Howl of Fear: You can howl before engaging all enemies that will unsettle their nerves for a short period of time giving you an advantage over them. If a Will Roll is failed by your opponents, your howl will make them off guard for 1 round with a -5% to all actions. If the Will Roll is made, they are immune from it for that combat.

Canine Rend: You can attack by using your powerful jaws to bite at your opponent instead of a weapon attack or in place of one of your weapon attacks. Your teeth rending does 1d10 + might damage bonus.

Canine Rage: You can take yourself into a natural rage when your life is threatened, that will give you a +10% to all attacks and +4 to damage, but your CDV drops by half.

VORGAR

(Vessuren Mount)

(vor-gar) The Vorgar is the largest of the wolves that roam the forests of Soluna. This wolf stands at the shoulders 4 feet above the ground and is roughly 6 ½ feet long. Its muscular build is suited for fighting as it will bite and pull with its hind legs ripping at the flesh of its prey. The Vorgar hunt in packs of not less than twelve and gain bonuses for hunting when 2 or more are together. Their fur is usually dark brown to black with traces of white, but it is their red eyes that strike fear into their enemies. Once a Vorgar bears its teeth the fight is already begun. The Vessuren chose the Vorgar for its fearlessness in battle. Something they both share. Neither a Vessuren nor its mount will flee in battle for it is more honorable to perish than to live in disgrace.

Stats: All mounts/companions have 50 creation points and 5 free points per stat.

Sense (d6), Vigor (d4), Will (-d4)

Basic Attacks:

Bite (2d10+Might Bonus)

Natural ARV: (8)

Specialized Attacks/Abilities:

Vicious Tear: The Vorgar once they bite their prey will shake their head back and forth in an attempt to rip off a chunk of flesh to cause damage and pain to their prey. Once the Vorgar has clamped its jaws down on its prey, it can then shake it head in an attempt to do more damage trying to cause more blood loss. The bite does normal damage but its head shake adds an additional 1d6+Might Bonus. If any portion of the bite or shake gets through their ARV, then the damage is applied directly to that location. A Might Challenge Roll must be made to break free from the Vorgar's jaws.

Chilling Howl: The Vorgar has a bone chilling howl that will freeze a creature's blood in place causing them to stop and shake. A Will Roll must be made to escape the chilling effect of the Vorgar's howl. If failed, the opponent must wait the amount they failed the Will save by to roll again. Each successive Will Roll is at a +10% cumulative to attempt to escape the effects of the howl. The Vorgar use their howl to freeze their prey in place for an easy kill. Your blood does not actually freeze but you are frozen in place out of fear.



CHEETARA

(Che-tah-rah)

Since their fall from prominence, the Cheetara have been outcast across the entire world of Soluna. The hatred from the civilized races has taken its toll on the Cheetara race, from localized extermination, to nationwide hunting. It is not unexpected for the Cheetara to defend them with ferocity when confronted. They have tried to settle in the unknown wild lands, developing a civilization that could survive in such places. In certain areas of the world, they have signed treaties with their counterparts the Repticus. In a world where beauty is highly regarded as the norm anything outside of this beauty is evil and unwanted. The Cheetara like the other races, have the free will to decide their future, they seek a peaceful existence like all races, for their children and future generations to live and be free. No matter who created them, they too live and breathe in the same world.



They are the great ancestors of the Furotti, who are offspring of human and cat from long ago during the Age of Discovery, when the races met for the first time. The Cheetara live in great stone cliff cities that dominate the hilliest regions of the Great Plains. Though they are the most civilized of the Outcast races, they are not human enough to be part of the Civilized Races.

They live in a society (much like our old roman empire) where the strongest survive and the weak make up the rest of society. The entertainment of the Cheetara is the weekly arena fights that take place between their greatest warriors and captured prisoners or prisoners and wild animals.

Description: The Cheetara are a biped race of great cats, similar to our panthers, cheetahs, and lions. Their eye colors range from blues, browns, reds, and greens. Their fur colors are variants of the wild cats in our real world. Their different coats and pattern symbolize the hierarchy that exists in their society for being born with the right coat is a sign you have been blessed by the gods. There is not much information known about the Cheetara and anything that is known, was brought back by those who actually escaped from their prisons. Many who have won their freedom are closed-mouth about them, since having the Cheetara's respect is prized more highly than telling the rest of the world who they are. Their claws do 1d10-damage (plus Might bonus) when they are used.

Regions: desert/grasslands/hills/plains

Racial Bonuses: Speed (d8), Vigor (d6), Faith (d4), Essence (-d4)

Base Skills: Enhanced Running (+25% to running), Heightened Smell (+25%), and Night-vision.

Racial Knacks (choose one):

Pursuing Speed: You can turn-on the juice to get a quick burst of speed when running after your prey or just performing an all-out flat run. You can get up to 35 mph on a run for up to 12 rounds before tiring.

Pouncing Strike: You are able to leap through the air and land on your opponent driving them to the ground, if they fail their Reflex Roll. Once on the ground, you can strike them with a +10%. They are at a -10% to strike or defend against you on their next attack, after which they will be back to normal advantage once the impact of the strike has worn off.

Dodging Defense: You are extremely quick on your feet for a Cheetara. You are able to maneuver around faster than any of the opponent's you have met so far. When you dodge you are at a +10% advantage and all penalties associated with dodging drop -5 for you as well.

KILKIDAR

(Cheetara Mount)

(kil-kee-dar) The Kilkidar is about the size of a modern tiger, but is more compact and muscular in its build. Its front teeth are elongated canines that grow up to 8 inches in length. The Kilkidar stands 54" at the shoulder. The Kilkidar were first used by the Cheetara in an attempt to match the speed of the Mondarian Modarsha Horse that had given them so much trouble in the past. By raising the Kilkidar from birth they have given the Mondarians something to think about, and, if their horse stumbles while on the run the Kilkidar will finish it off as the Cheetara makes quick work of its rider. It is one of the greatest sites to see a Cheetara in full out run on the back of the Kilkidar as it chases after a Modarsha on the plains. The Kilkidar has beautiful black fur with streaks of white and tan markings running through it. No two kilkidar ever have the same markings with some being born solid black, white and even tan.

Stats: All mounts/companions have creation points: 5 per stat and 50 to distribute.

Reflex (d6), Speed (d4), Will (-d4)

Basic Attacks:

Claw (1d12+Might Bonus)
Bite (2d8+Might Bonus)

Natural ARV: (7)



Specialized Attacks/Abilities:

Leaping Attack: The Kilkidar will run down its prey and leap onto its back dragging it to the ground and then bite its jugular for the instant kill. The Kilkidar can also perform the leaping attack from a stand still. They are quick and agile enough to instantly leap onto an opponent. Their opponent must make a Sense Roll or be taken off guard. Being off guard they are at a -10% to attack on their next turn.

Double Slash: The Kilkidar has an innate ability to double slash with its vicious claws in an attempt to rip the flesh of its prey. The Kilkidar will hunch down with its tail in the air to signal it will attack. Then very quickly the Kilkidar will slash out at its foe with a quick double slash attempting to quickly kill its aggressor. The double slash attacks does normal claw damage rolled twice plus might bonus for each and then double it for one total attack damage.

RACIAL LIFE SPANS

Though a race's life span might be longer, they can only adventure for an extended period of time. The chart below shows the minimum and maximum ages that a character can be in play. This chart is only here for those players who are aged or have time move by through different campaigns. Lorekeeper may want to have his next epic using human warrior's children, but the character playing the Elfare could adventure with them for they are still within the limits. It explains more or less the aspects of whom and why some characters are continually used and others are not.



Life spans may or may not play an important part in your Lorekeeper's campaign. For some reason we all want to know how long a character has to live beyond the next sword fight. Below is a chart that shows what we feel is the best minimum and maximum age and height each race has. If the Lorekeeper feels that these do not reflect his world, then he can change them.

Racial Type	Minimum Age	Maximum Age	Minimum Height	Maximum Height
THE CIVILIZED RACES				
Humans	15	60	5'-4"	6'-0"
Elfare	125	1000	5'-4"	6'-4"
Dulklakan	50	300	3'-4"	5'-4"
Gillander	75	275	8'-0"	9'-4"
Solgard	65	550	5'-6"	6'-6"
Polaren	65	550	6'-0"	7'-0"
Woveran	16	70	5'-4"	6'-8"
THE OUTCAST RACES				
Nulkans	25	80	3'-6"	4'-6"
Kygar	16	65	5'-4"	6'-4"
Jungutta	20	95	7'-4"	8'-0"
Tatonka	16	80	7'-4"	8'-8"
Mumunga	25	95	8'-0"	12'-0"
Cheetara	16	65	5'-4"	6'-4"
Vessuren	16	60	5'-0"	6'-0"

THE CAREERS



his section will show you how to choose a career path for your character. Take your time, since the path you choose will affect the outcome of your character in the future. The career paths are set up to guide a character, as they advance through the career, they have chosen. If a character decides to become a Hero, they would first become a Fighter, and then finally work his way up to Legendary Hero. By mastering all five careers within this path, they will be able to hone his skills to the point of perfection. A player can have their character jump around to different careers until they find the path, best suited for their character to follow. By jumping around from one career to another, the character acquires many different skills and knacks, but it never truly allows for full development of the character. You must complete the full career path (levels 1-3) before continuing to another career without any penalties.

The purpose behind the career paths is for the character to advance their way up to Godhood. What happens when they reach this last stage? Well, we will leave that up to the Lorekeeper and the Players. Most likely, many of the characters will be killed before they reach this status. We are not saying that every character is going to die. We are saying that most likely, some will. In most games we all lose a character from time to time.

It is also quite possible for a character to be sent down a different path due to circumstances beyond their control; like a curse or a duel gone badly. There is always room for the imagination when it comes to the Lorekeeper advancing their story. Once the player's character has advanced completely through their career and then has decided to continue past the career, into the Epic Path, that character can never again reverse his path and go back into another career. This is the final path to entering Godhood.

UNIVERSAL CAREER PATHS

1st career	10 motes per level	Level 1.1 - 1.7
2nd career	20 motes per level	Level 2.0 – 2.9
3rd career	30 motes per level	Level 3.0 – 3.9
4th career	40 motes per level	Level 4.0 – 4.9
5th career	50 motes per level	Level 5.0 – 5.9
6th career	60 motes per level	Level 6.0 – 6.9
7th career	70 motes per level	Level 7.0 – 7.9
8th career	80 motes per level	Level 8.0 – 8.9
9th career	90 motes per level	Level 9-0 – 9.9
10th career	100 motes per level	Level 10.0 – 10.9
11th career	110 motes per level	Level 11.0 – 11.9
12th career	120 motes per level	Level 12.0 – 12.9
13th career	130 motes per level	Level 13.0 – 13.9
14th career	140 motes per level	Level 14.0 – 14.9
15th career	150 motes per level	Level 15.0 – 15.9
16th career & up	160 motes per level (+10/level)	Level 16.0 – 16.9

THE CAREER PATHS

THE CAREER PATHS

Within each career, is a path of 3 different, yet connected, careers all working together to achieve one goal: to create a powerful class at the end of the path. This is called a Career Path and within each path are five levels. You might want your character to be a Thief. So you search the Thief classes for the career path called "Shadow Master". You will start out as a Thief, taking all the skills and the knack associated with that class. If you follow this path all the way to final career you will then be considered a "Shadow Master", but most will leave before completing the final career.

You will follow the Career Path of Thief – Spy – Shadowsword, where you will finally achieve a full career. You can leave a career and return whenever you choose or even follow 2 or 3 careers at one time, splitting the experience between them as you advance.

CAREER PATH LEVELS

Within each career are multiple levels that must be achieved before advancing into the next career path. They are used to indicate where within the path how many advances you have achieved. You might decide to leave early from the career, while another person in the same career decides to gather more advantages. If you were in your first career of Fighter, at level three, it would be noted on your sheet as 1.3 to indicate (1) career path and (3) the level within the path. If you split up careers or have a multi-path character, you might be Fighter 1.5 and Thief 3.1. You would be a Fighter of first career, level five and a Thief of Career path three, first level. This is either a character that started as a fighter and switched to Thief or a Thief who reached third career and decided to pick up some fighting skills.

As you advance through each level, you will earn development points that can be used to advance almost anything pertaining to your character, such as, but not limited to, primary stats, skills, and spells. Advancing your character is an intricate part of R.A.R.E. You advance into your next career when you want to. It is all up to how you want your character to develop. The choice is always yours.

FIRST CAREER PATH
All levels above 1.5 are optional (max level 1.7)
1.1 level gain career knack & all skills
Arcane & selected Mystic careers, acquire all 5 spells immediately
Arcane & selected Mystic careers gain SCP/level toward spell creation (see magic section)
+1 Reputation & choose 1 option at each additional level advancement
Another skill of your choice (limit of 4 extra)
-1 CSV, RSV, PSV or MSV (limit of 1 each per career)
Another Knack (limit of 1 per career)
A Battle Stance or Combat Move (limit of 1 per career)

SECOND & BEYOND CAREER PATHS
All career levels .6 - .9 are optional
Arcane & selected Mystic careers gain SCP/level toward spell creation (see magic section)
+1 Reputation & choose 1 at each level advancement
Career related Skills (total of 5)
Career related Knack (spells are created 1 per level, based on available SCP)
+1 Reputation & choose 1 option at each additional level advancement
Skill of your choice, after all career skills are acquired (limit of 5 extra)
Knack of choice, after career knack is acquired (limit of 1 per career)
-1 CSV or -1 RSV (limit of 1 each per career)
A Battle Stance or Combat Move (limit of 1 per career)

You decide which stat goes up every time you gain a DP (development point). All career paths go from 1 to 3 in their respected categories. Under each career there is an individual knack associated to it.

There are five skills that are primary to the career. Some of these are common (C) and unique (U) to the career. The definition for the (C) common skills, are located in the "Common Skills" section of the book. The definitions for the (U) unique skills are located below the skills, and under each career.

Below is a list of all the Careers available to your character and their Career Paths. For further information and descriptions, turn to their section in the book.

FIGHTER CAREERS

BRAZEN SEAHAWK: Pirate – Swashbuckler – Brazen Seahawk
GERENT PARAGON: Knight – Quest Knight – Gerent Paragon
IMPERIAL DRAGOON: Lancer – Sentinel – Imperial Dragoon
LEGENDARY HERO: Fighter – Veteran – Legendary Hero
MARTIAL MASTER: Martial Student – Student of Discipline – Martial Master
RUTHLESS TANK: Thug– Roughneck – Ruthless Tank
SAVAGE CONQUEROR: Barbarian – Slayer – Savage Conqueror
SWORD DANCER: Duelist – Swordsman – Sword Dancer

WOODSMAN CAREERS

FIELD MARSHAL: Scout – Hunter-Tracker – Field Marshal
MAVEN ARCHER: Bowman – Archer – Maven Archer
RANGER LORD: Forester – Ranger – Ranger Lord
STOUT ROVER: Drifter – Wanderer – Stout Rover
DEATH SEEKER: Dark Hunter – Blood Slayer – Death Seeker (Cheetara Only)

THIEF CAREERS

BLOOD SWORD: Murderer – Assassin – Blood Sword
RASCAILLE ROGUE: Pickpocket – Highwayman – Rascaille Rogue
SHADOW MASTER: Thief – Emissary – Shadow Master
WILY MIDNIGHTER: Prowler – Infiltrator – Wily Midnighter

MYSTIC CAREERS

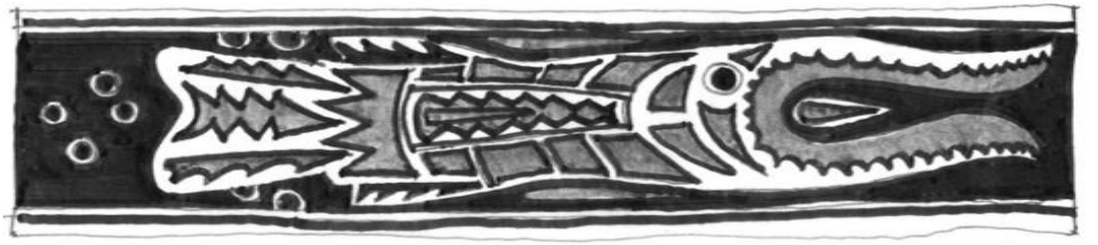
AVANT-GARDE: Blade Singer – Blade Mystic – Avant-Garde (Elfare Only)
GRAND MASTER DRUID: Druidic Circle of Nature – Druidic Circle of Discipline – Grand Master Druid
COURT JESTER: Juggler – Harlequin – Court Jester
MASTERLY BARD: Troubadour – Minstrel – Masterly Bard
ASTUTE MYSTIC: Alchemist – Physician – Astute Mystic
SPIRITWALKER: Witch Doctor – Tribal Shaman – Spiritwalker
TREASURE HUNTER: Ruin Explorer – Artifact Seeker – Treasure Hunter

HOLY CAREERS

ABSOLUTE PROPHET: Cleric – Saint – Absolute Prophet
DEVOUT AVATAR: Paladin – (Defender of Justice – Protector of Virtue – Champion of Hope) – Devout Avatar
GUARDIAN OF LIGHT: Patron – War-priest – Guardian of Light
MEGALINA BLADE: Investigator – Lightbringer – Megalina Blade
SOLARIS BLADE: Sentinel – Gallatier – Solaris Blade

ARCANE CAREERS

BATTLEMASTER: Warblade – Battlemage – Battlemaster
GRAND ILLUSIONIST: Magician – Conjurer – Grand Illusionist
PRIME ELEMENTAL ELDER: Elemental Apprentice - Elemental Mage – Prime Elemental Elder
SAPIENT SORCERER: Runemancer – Delineator – Sapient Sorcerer
VILE NECROMANCER: Summoner – Demonologist – Vile Necromancer
WISEN WARLOCK: Wizard – Magus – Wisen Warlock



The following Career Path is for those who wish to be a Sidekick to another character. Instead of just saying it you can now have the Career path added to your own as a bonus. You advance when you advance to another career within your Career Path. If you advance from Thief to Master Thief, you would automatically advance from Village Idiot to Professional Moron and so forth. Sidekick path is not a career you can ever leave. You are always a sidekick until you reach and finish Sidekick career. Then and only then can you truly decide to be your own person or hero.

SPECIAL CAREERS

SIDEKICK: Knucklehead – Stooge – Sidekick

STARTING MONETARY WEALTH

Every player character starts the game off with a certain amount of money. This represents the monetary wealth they have earned at the start of the game. This amount of money is used to purchase all equipment that the PC has on them including, their weapons and armor. No PC is given any of their starting equipment for free, unless the Lorekeeper decides differently. This starting wealth must purchase everything you want and need to survive. There is a section in the Lorekeeper's Compendium that talks about jobs that a character can do when they are not adventuring or during each week's session when they are in a village, town, or city. Your Lorekeeper can decide if that would be a way to earn extra money before the game starts. Remember that some of the jobs pay a high salary but are also very deadly.

STARTING WEALTH

(Roll 2d100) x Luck or Charm Score

MULTI-CAREERS

All too often, there is way too much focus on multi-class characters. We are not an advocate for them or against them. We're just here to point out the pros and cons to playing them. Broken Swords & Battered Shields is a game that has different careers as your character grows into the game and becomes more powerful as he learns how to handle the world around him. You must consider. It is hard enough to stay focused on one career in life without trying to learn two or three. When a character stays in a single class (such as fighter), he is able to devote more time and energy to his career. Thus, he excels faster and becomes better in that career. When he takes on two careers he is now split in his path and has to devote his time to both so he slows down his growth and will be as capable as a solo career character.

Now if he takes on a third, he is more versatile, but advances very slowly so that by the time he reaches his mid careers, a solo career character will already be advanced through his second path. So, consider the possibilities and the consequences before making a decision.

TWO-CAREER CHARACTERS

You have learned about the solo-career for a character in the main section. So, we will skip that and go right onto the dual class character. There are advantages to being dual class; like more skills to start, more DP as you grow, and extra special abilities. The down side is it takes so long to get there. The first thing is that there is a designated time during a solo-career when a character has to decide whether or not to multi-career or lose the chance. A character must decide upon reaching second career, to take on an additional career. The

second career starts off at first career 1.0 and goes up from there. At the point from which they start a second career their experience is immediately divided among the two and the advancement in the first chosen career slows down. Motes should be awarded for the career that the player is representing when they receive the mote award. They do not get to pick the career the mote goes toward. A reason for taking a second career during a solo is being given the opportunity by an NPC. You never have to take it but it might happen.

If a group of players is starting a new campaign with 1.1 careers, no character should be allowed more than one career at this point. Each player starts on even footing with one career, helping maintain a balance. They might take some elective skills if they wish to broaden their character, but they should not be allowed to multi-career at this point. It is when enough advancement is earned through Motes to advance to a second career that the choice must be made. Either the player can continue the character on their career, or begin a new one. For example a character that has advanced to a *Knight* 1.5 in the *Paragon* career path may, instead of advancing to *Knight-Errant* 2.0 or *Knight* 1.6 may take another career, such as *Runemancer 1.1.* The Dual-career character will gain some benefits at first, because each new career starts with a set of skills, knacks and abilities. However as a single career advances he will gain better and more powerful abilities as well as the chance to customize more of his characters knacks, skills and/or spells. A dual-career character will have a better spread of abilities, but he won't be nearly as strong in them as a single career character. "Jack of all trades, Master of none." is an appropriate thought here."

Now, if a Lorekeeper is starting a group of characters at a higher career level, then the choice of whether or not to dual career is made during character creation. A player would select their character's starting career and design that character appropriately, advancing that character to the threshold of their second career, the 1.5 level. Then they would select a second career and alter the character to reflect that development. This is the only time in which a player should start a dual-class career from the beginning. If adding more than two careers the same procedure should be followed. Each career path should be followed at least to the 1.5 level before a player can either advance to the next career level on that path or switch to a completely new career path.

RULE 1: You do not gain the benefit of double magic/faith points to cast your spells/powers.



How can a mage have double Essence Points for just having extra spells? He will have a vast array of spells but not a lot of power to cast them. This rule applies to any dual class where both deal in magic like bards/illusion, which is the exception since bard is in mystical careers. Then, each career has its own Essence Points and is never crossed. If he runs out of magic for his spells, he cannot use the song Essence Points to cast spells and vice versa.

RULE 2: If any other situation arises that is controversial; then Rule 1 applies

FIGHTER CAREERS

BRAZEN SEAHAWK	**GERENT PARAGON**
IMPERIAL DRAGOON	**LEGENDARY HERO**
MARTIAL MASTER	**RUTHLESS TANK**
SAVAGE CONQUEROR	**SWORD DANCER**

These careers are the first into battle and the last to be standing. They are the elite in dealing out death to an enemy or to just uphold their name. They are the ones who enjoy the one-on-one confrontation of up-close and personal combat. When the job gets tough, these are the people you call to finish the job…The Fighters.

The fighter careers are somewhat tough to advance in the beginning but it becomes easier as they gain in levels. The fighters gain more body-points than any other career and deal out the most damage with their weapons. No other person can match them on the battlefield with their power and protection. They wield the best weapons and wear the finest armor money can buy.

BRAZEN SEAHAWK

CAREER PATH		
PIRATE›	**SWASHBUCKLER ›**	**BRAZEN SEAHAWK**

PIRATE

You have entered the career of the sea chaser; a man who cannot leave the sea. He has to have the roll of the waves and the smell of the sea to be at home. A pirate is just a sailor on a ship whether it is a military vessel or a pirate ship. Your main goal is to have your own ship and be the scourge of the sea. Impress your captain and you'll be on your way to the top in no time. The Lorekeeper might want to specify what you do on the ship so that you will have an idea of what type of extra skills you should take.

KNACK: Armor Freedom - This allows the Pirate to wear any armor, up to and including basic chain, without suffering any ARV–CDV penalties.

SKILLS: Climbing (C), Swimming (C), Knife Fighting (U), Pistols (U), Rope Use (C).

UNIQUE SKILLS

KNIFE-FIGHTING: (Battle Stance) The ability to use a knife in both hands during hand-to-hand combat and survive. The person knife-fighting with this skill gains a +10 % to their Critical Strike while they are using a knife.

PISTOLS: The knowledge of how a pistol works and the maintenance of that weapon. Pistols are either flintlock or revolver. The latter is very expensive to maintain.

SWASHBUCKLER

Your reputation has grown widely since your last career. You have achieved a larger ship to muscle your way through the seas. As a swashbuckler you should be considering finding a place of refuge from the authorities. It is time for you to claim a piece of the seas as your own. Your crew will now serve you as loyally as they can. There are others out there on the seas just like you who would like to see you dead. They hunt you down with their galleons and man-of-wars like a quail to the slaughter. If you survive their pursuit you will be offered to join the "Circle of Eight".

KNACK: Extreme Swordplay - This ability gives you an advantage over everyone else for it will give you -3 CSV with a Cutlass, Saber, or Long-sword.

SKILLS: Acrobatics (C), Balancing (C), Seduction (C), Orienteering Water (C), 2 weapons (U).

UNIQUE SKILLS

2 WEAPONS: (Battle Stance) The skill of using two weapons accurately without enduring the off-hand penalty of -30%.



BRAZEN SEAHAWK

See, and you were worried you would never reach this career. You have survived great sea battles, untrustworthy allegiances, and even a rebellious crew. You now are the force behind the "Circle of Eight" working behind the scenes moving the Buccaneers in the direction you want them to go. You will now go head to head with the other Seahawks as you fight for the right to call the seas your own. It will now be up to you to make your destiny come true. Will you be the greatest Seahawk to ever sail the seas or will you too end your days in a watery grave?

KNACK: Poseidon's Luck - Re-roll all Luck Rolls if failed the first time they are rolled now matter what the roll was for.

SKILLS: Leadership (C), Naval Tactics (U), Seahawk Law (U), Intimidation (C), Interrogation (C).

UNIQUE SKILLS

NAVAL TACTICS: (Focus) The knowledge of ship-to-ship warfare. Using this skill gives you the upper hand battling when on the sea. You are able to outguess your opponent if you make your Focus roll.

SEAHAWK LAW: (Focus) This is the law of the pirate or your own law. There is a code that all Seahawks' follow while plundering the seas.

GERENT PARAGON

CAREER PATH		
KNIGHT›	QUEST KNIGHT ›	GERENT PARAGON

KNIGHT

Gallantry, glories, and respect all sum up the Knighthood. Upon entering this career path you have been recently knighted by the king in a lavish ceremony before all of your peers. This would be a great way to start off a campaign by using the Knight's ceremony as a main focal point. The Knight is required to know how to use at least 3 different weapons in combat with their CAV above 50% in each. The Knight does not use any type of missile weapon for they deem it cowardly. Anyone can shoot an opponent from a distance but, a real man will stare into his opponent in the eyes when he kills them. With knighthood come the privileges that you will be provided as you advance up in levels. Every knight belongs to a chapter house or order. This has been set up to distinguish whose loyalty you belong to. Every knight has a lord and that lord or king has their own mark or heraldry symbol that tells the people who the knight is loyal to. You will be provided with a squire whom the Lorekeeper will run as you adventure. The Lorekeeper will stay true to the squires' code of duty and loyalty first to his knight. This is how you became a knight and this is how he will also. The squire gains 1/2 the mote given out and only needs 10-motes/level to advance up his 5 levels. He is considered a 0-career character and, when he reaches his 1st career of knight, he will leave you and travel back to his castle to be knighted. He will carry with him your letter of recommendation. You may accompany him back since you will need to replace him.

KNACK: Administration of Justice - The Knight only answers to the king or his lord. You have the ability to decide justice wherever you may be. If a situation arises that you must decide on life or death, those will uphold your decision above you. If you abuse this privilege, you will be hunted down and killed, for you do represent the king and the kingdom.

SKILLS: Mounted Combat (C), Shield Block (C), Heraldry (C), Lance (U), Intimidate (U)

UNIQUE SKILLS

LANCE: The ability to use a lance to charge in on a target and not get thrown off the mount or have your chest broken from the impact.

INTIMIDATE: You can intimidate others by a look of the eye or flexing your muscles or whatever technique you decide it is based off of the appropriate stat. Everyone intimidated is at a -10% to resist your gruffness.

QUEST KNIGHT

You have been duly appointed a Quest Knight, which puts you in an elite station. You must move your possessions to a different chapter house and are issued different armor with the new symbol of the realm on them. Now, you are not just any knight but, an official law enforcement knight. It is your job to travel the realm and right any wrongs that have been done. You are the one who goes and rescues the princess or the children that are missing. You should already have a loyal group that you can travel with. Now you will lose your squire and handle the rest of your careers by yourself.

KNACK: Demand Food & Shelter - You now have the ability to enter any establishment and receive food and lodging for free. Anyone traveling with you will receive the same treatment as you. If you abuse this privilege, it will be stripped from you. This means that if you disrespect the inn owner, and do not take your fight outside, or do not pay

SKILLS: King's Justice (U), Orienteering (C), Public Speaking (C), Enhanced Damage (U), Cartography (C).

UNIQUE SKILLS

KING'S JUSTICE: Ability to call for the death of a person or any other law decision without repercussions unless they are executed out of hate. Then, it becomes murder on the Knight's hands.

ENHANCED DAMAGE: The Knight doubles his might bonus on every attack from this point on.

GERENT PARAGON

Your final career will give you the greatest rewards as a knight. From this day forth you will be called "Gerent Paragon", one of only five within the realm. There is no other who can best you in combat for you alone are the defender of the realm, the King's honor, the Queen's virtue, and the hope of the people. Wherever you go people know who you are by the special armor that you wear. You do not wear the King's symbol anymore. You wear the crest of the realm held for only the Paragons to wear. Your word is law and there is no other above you, save the King, which can change a verdict handed down. It is your duty to do the grittiest work and to handle quests that mere mortals cannot accomplish. Though you are not immortal you are treated as such from the people. Consider for a moment all you have been through to reach this career and then tell yourself you're not dreaming. Once you see this, you will understand why people think of you as immortal.

KNACK: Instill Fear - All those that confront you in battle must make a -25% Will Roll to stay and fight. All who miss the roll will run away in fear or if a second Will Roll is missed, they will automatically surrender to you on the spot and yield for your mercy.

SKILLS: King's Law (U), History (C), Courage (U), Leadership (C), and Tactics (C).

UNIQUE SKILLS

KING'S LAW: (Focus) Knowledge of how the King responds to the laws and his law is the King's. The Gerent Paragon may be called upon to pass judgment (law) at any given time since the people view the Knight as an extension of the King himself. That is why a miscarriage of justice by the Knight will end in either Public discipline or death.

COURAGE: (Charm) This power increases the Courage of all comrades within 10 feet of the Gerent Paragon giving them a +5 to damage and opponents a -20% to CAV to strike those with the radius.

IMPERIAL DRAGOON

CAREER PATH

LANCER›	SENTINEL ›	IMPERIAL DRAGOON

LANCER

The career path of dragoon will lead you down the path of the cavalry. Each career will earn you the right to join in partnership with your mount in fast maneuverable combat. This career, Lancer, will teach how to enter combat while staying in control of your mount. You will start out being trained with your mount in extensive combat, since it is the simplest to learn. You will need to become proficient with your mount in combat to proceed into your next career. This path forces the character to fight from mount-back for they are more comfortable roaming the ground picking out their prey and they aren't like those dirty grunge fighters who must wade into combat on foot. The Lancer uses the speed of the charge to strike first into the enemy. Once his lance is used or broken, he can still hold his own from his mount.

KNACK: Death Charge - You have the ability to use your mount to increase the damage of your charge. If you roll a successful Focus Roll, you will multiply your Might Bonus x3, if you miss the roll, your lance breaks.

SKILLS: Mounted Combat (C), Teamwork (U), Lance (U), Charge (U), Orienteering (C).

UNIQUE SKILLS

TEAMWORK: (Charm) The ability to work together with your mount in combat. When attacking the same opponent, you and your mount gain +5% to CAV. This skill takes a long time to learn and requires that you practice with your mount at least 2 hours a day non-stop for 2 months. If the practice is broken for even a day, you must start the course all over again.

LANCE: The ability to use a lance to charge in on a target and not get thrown off the mount or have your chest broken from the impact.

CHARGE: (Focus) This skill adds extra damage to their regular charge. If a successful Focus roll is made the charge causes the 5d10 to increase the 5d10 to 8d10 damage. This is up to the Lorekeeper and player to determine in agreement.

SENTINEL

The time has come for you to move into a more supportive role with your group. You have learned to strike first and strike fast. You have learned to drive a wedge into the enemy's defenses and that height in combat has an advantage. As a Sentinel, you will be the watcher of the group. You will be the scout of the road or areas into which a mounted combatant needs to go. You are still the mounted combatant with the knowledge of how to track your opponents down. Fighting off of your mount takes a vast amount of skill. You need to not only be aware of what is going on around you, but what your mount is doing at all times. Even though you might consider yourself in a more supportive role within the group, you are far from lacking when it comes to fighting. Even without your mount, you can still handle yourself in a combat situation.

KNACK: Trample Down - This ability allows you to lead your mount in a controlled trampling of anyone who is in combat against you. Any opponent that you wish your mount to trample must make a Reflex Roll to avoid being trampled, but this quick maneuver will cause them to move out of combat with you. If they fail the roll, they are quickly pulled under your mount for 4d10+Might Bonus in trampling damage. Roll the entire damage first, and then roll a 1d4 to determine how many locations were trampled. You need to divide the damage by the number you roll and apply that damage to the location(s). Opponent(s) are considered prone, and have a +20 CS to stand up.

SKILLS: Tactics (C), Trick Riding (C), Parry (C), Tracking (C), Marksmanship (C).

IMPERIAL DRAGOON

Finally, you have reached the final career of the mounted combatant. You are the elite, heavy, cavalryman when it comes to fighting. Your mount has been given the best armor they can wear. On foot or on your mount, you both are the deciding force in any battle. You both have forged an inseparable bond that allows you to fight side by side when not mounted. When your mount is fighting alongside of you, you gain a +10%, nullifying most of the negative bonus you had before. The tactic now is to charge into combat, fight for a bit, and then dismount and continue the fight, together, on the ground. No longer are you truly considered to be mounted cavalry, you are now the versatile Dragoon. You are now the one who surgically opens holes in an enemy's flank.

KNACK: Simultaneous Attack - Working together with your mount, you can now both strike a single opponent at the speed of the fastest member of the team. When fighting alongside of your mount, you already gain a +10% advantage, but you can fight alongside another Dragoon and gain an extra +10%, if they too are dismounted. This simultaneous attack is used to cleave the opponent away or destroy their morale to fight. You both can attack at the same time, taking the better score of the two rolls, and using that score to roll all damage upon a single enemy. Locations are all rolled separately though.

SKILLS: Elite Shield Block (U), Leadership (C), Balance (C), Geography (C), Teamwork 2 (U).

UNIQUE SKILLS

ELITE SHIELD BLOCK: This skill negates almost the entire penalty incurred when you are blocking with a shield. The skill negates -5 off the cost of any shield to parry with. If a shield cost +5 every time you block, it is now requires nothing to block.

TEAMWORK 2: (Charm) After all of the time you've spent together with your mount, you have an inherent ability to work together in even the toughest situation. Both you and your mount now gain +10% CAV when attacking the same opponent.

LEGENDARY HERO

CAREER PATH		
FIGHTER›	VETERAN ›	LEGENDARY HERO

FIGHTER

You will now take on the roll of the ultimate fighting machine. The fighter does have a lack of common sense when it comes to fighting. Swing your sword at your opponent and sooner or later he'll go down. So, what if you bleed? Isn't that part of victory? He likes to stay in front of a fight to make sure the job is done right. The fighter may be of common stock when it comes to fighting, only slightly followed by the Barbarian, but both look at life differently. The Fighter will usually never use a missile weapon. They consider them for the weak. Real men look into the eyes of their opponents. When you decide to play a fighter you have chosen a career that will keep you constantly in need of healing. As you progress up the ranks you will get better and better at killing. This is what the Fighter lives for and his dream is to die in glorious combat with his sword still in his hand. Play the career hard and reap the benefits, if you live long enough to do so.

KNACK: Incredible Bluffness - You will now gain +1 Body Points to all locations as you increase in careers including this level so increase your BDP +1 in all locations.

SKILLS: Weapon Play (U), Shield Block (C), Shield Slam (C), Climb (C), Anger (U).

UNIQUE SKILLS

WEAPONPLAY: Your skill with a Weapon (axe/sword) is unmatched by any other fighter. You gain +10% to your CAV.

ANGER: (Will) As a hero your ego has a tendency to get in the way of reason. So, as you take damage, you will start to lose your temper and have to make a Focus roll to try to avoid this. Every time you take over 5 points of damage to any one location (damage that gets through your ARV) you will have to make a -5% Focus roll to avoid losing your temper. So, for every 5 points of damage you must make the roll at an additional -5% to the last attempt. The next will be at -15% and so on down. If the roll is failed, you will lose -15% to your CAV but gain double your might bonus damage to every hit until combat is over.

VETERAN

You have survived to be called a 'Veteran' of combat. You have more scars then any one could ever dream of and a story for each. You are gaining a name for yourself as you destroy every opponent you meet. No one wants to mess with you unless they are more stupid than you. A veteran fighter is one of the most-wanted in all of the realms. They will come to you when a job needs to be done and they might even pay top-dollar for your skills if your reputation is high. By now you should have found your knack as a fighter and your fighter should have a unique personality. You now have to earn the title 'WARLORD' as you now fight for it. Your next career will give you even more leverage to demand even more money for your services.

KNACK: Increased CS and MW - You are now able to add +10% to your Critical Strike and +5% to Mortal Wound.

SKILLS: Skull Cracker (U), Blind-fighting (C), Disarm (U), Power-Slam (U), Running (C).

UNIQUE SKILLS

SKULL CRACKER: (Combat Move) This special maneuver is aimed at the head and carries with it a -30% CAV penalty. If successful, the blow is delivered to the head of the target and causes the weapon to double the damage rolled (not including strength). Every time you consecutively strike with this skill you receive a -10% CAV penalty along with -2 damage (a second attack is at -40% CAV and -2 damage).

DISARM: (Might) If a Might roll is made and your opponent does not make his Might roll, you have disarmed your opponent, no bonus applied.

POWER-SLAM: (Might) Your shield now becomes a viable weapon for you can now utilize the shields ARV as damage against an opponent. A shield with an ARV 12 does 12 points of damage + might bonus against a target. A missed Reflex roll will send the target either back 5 feet or to the ground.

LEGENDARY HERO

You have now become one of the chosen few, the ultimate warrior. This is the legendary status you have been seeking since you started down this long grueling career. You are never at home for danger calls and crazed mages need to be put down. The realm is in

your hand when it comes to asking for your help. Money is for the taking and a professional sword does not come cheap these days. You can watch all of the other fighters who will try to risk it all to fill your shoes someday and laugh at them as they die off.
No dragon too small (well we still aren't that bright now), no kingdom too hard to subdue, you'll still take on the hard jobs, because who else is foolish enough to do them except, The Legendary Hero?

KNACK: Extreme Might - You now double your Might damage every time you swing your weapon or inflict any kind of damage.

SKILLS: Heroic Yell (U), Extended Sweep Attack (U), 3 Combat Moves that best enhance your character.

UNIQUE SKILLS

HEROIC YELL: (Focus) Once per combat the Hero can yell at the top of his lungs his chosen battle cry. When a successful Focus roll is made, it gives the Hero +5 ARV all over or -20% to opponent's CAV for 60 seconds.

EXTENDED SWEEP ATTACK: (Combat Move) Used with only a 2-handed weapon, the Hero can now sweep all targets in his front and to his sides, starting with his left or right side and continuing to his opposite side. A full sweep is left side -20%, front left -10%, front 0%, right front -10%, and right side -20%. These are your CAV penalties to use this technique.

MARTIAL MASTER

CAREER PATH		
MARTIAL STUDENT›	STUDENT OF DISCIPLINE ›	MARTIAL MASTER

MARTIAL STUDENT

You have just entered the life of the Martial Arts. From here on in you will discipline your mind and body so that they become one. You will be taught how to use your body as a lethal instrument, never using a weapon. If a Martial Artist uses a weapon, he is automatically at -30% to hit with it. A bladed weapon gives him a -50% to hit when trying to swing it. You train with up to 50 students at one time. They are your brothers throughout your life. The school is your family and the world is in need of your help. You are taught religion and believe that the gods' care, but man must spread their goodness forward for they will not do it themselves. Each career will give you a few techniques that you will use to fight. You can create your own by purchasing them as a skill with the same limitations. The Martial Student can never wear anything-higher than Soft Leather and does not use any type of magically Enhanced Armor. He obtains his ARV through discipline and agility giving him the added bonus of +1 ARV every level he advances to. Their fists do +4 damage and their kicks do +6 damage.

KNACK: Sweep Kick - With this ability you are able to leap into the air and strike up to 3 opponents in front of you with one single kick. You perform a 360-degree arc landing

exactly when you started from. The kick is performed at 0 for the first opponent; -10% for the next attack, and -20% for your third attack.

SKILLS: Meditation (U), Unarmed Combat (U), Dodge (U), Parry Blow (U), Ambidexterity (C).

UNIQUE SKILLS

MEDITATION: (Focus) This form of relaxation allows the Student to rid his body of any impurities. If the Student meditates for 7 hours without being interrupted, he can cure himself of poisons, or any other toxins or effects that he might be feeling.

UNARMED COMBAT: (Battle Stance) This skill has been learned though long hours of discipline and practice. This skill allows you to attack with either hands or a foot during combat for enhanced damage of +6 for hands and +8 for feet.

DODGE: When you proclaim to dodge before an attack is aimed at you or when you know a missile or thrown is coming your way, you get to dodge at +10% higher than everyone else.

PARRY BLOW: You are able to use your arms to parry away an attack. You have been trained so well that you can minimize the damage you might possibly take. To parry away a weapon attack, make a successful parry roll to see if your parry was made and the damage you absorb is your ARV in the arm that is parrying the blow, and 6 points of fist stoppage.

STUDENT OF DISCIPLINE

You have completed your training as a Student and have been favored to move on into the disciplines of the Martial Arts. In the first discipline, you will be taught how to fly like the eagle, graceful movements, and Arial combats using mostly your feet for attacks. You must now choose which school of discipline you will follow. There are three schools from which to choose, the Eagle, Tiger and Dragon, each with their own knack and skills.

EAGLE DISCIPLINE SKILLS

KNACK: 180-degree Flip - With this maneuver you can leap over opponents and land directly in front or behind them allowing you to strike immediately. It also allows you to flip over objects by maxing out at 12 feet at the height of the flip.

EAGLE SKILLS: Eagle Strike (U), Flying Eagle Kick (U), Talon Rake (U), Literacy (C), Flying Leap (U).

UNIQUE SKILLS

EAGLE STRIKE: (Combat Move) Your fingers are held like a striking talon and the attack is made straightforward adding +2 damage to the attack with your hands.

FLYING EAGLE KICK: (Combat Move) Leaping forward through the air and making a full 360-degree body spin horizontally, you place a kick onto a target for +4 added damage to feet.

TALON RAKE: (Combat Move) Attacking with both hands simultaneously and raking with your fingers at a target. The attack causes both hands to hit at the same time for 2d10+4+Might bonus doubled. Consecutive strikes will cause the Monk a -10% CAV to each attack thereafter.

FLYING LEAP: (Combat Move) This skill is needed before the Flying Eagle Kick can be preformed properly. This leap doubles the standard leap requirements.

TIGER DISCIPLINE SKILLS

KNACK: Springing Leap - From a crouched position he leaps at an opponent with the force of double his mass in an effort to cause his opponent to fall to the ground giving him the advantage of surprise and prone attacks. This maneuver requires a successful CAV roll.

SKILLS: Tiger Strike (U), Leaping Tiger Kick (U), Tiger Combo Rake (U), Religion (C), Soft Word (U).

UNIQUE SKILLS

TIGER STRIKE: (Combat Move) This slash attack adds +8 to damage and causes the opponent to make a Vigor roll to prevent staggering back 5 feet from the blow.

LEAPING TIGER KICK: (Combat Move) A successful attack causes the opponent to fall to the ground (Reflex Roll) from a double kick of the feet. Roll damage separately for each foot and add +6 to the damage.

TIGER COMBO RAKE: (Combat Move) This attack utilizes the Disciple's speed and reflexes. The Disciple can attack a single opponent with as many consecutive attacks in the same strike. The attacks are preformed at -10% CAV penalties for every fist attack after the first. So his sixth attack would be at -50% CAV. If the Disciple misses one single CAV roll the attack is over. If he decides to try it again, his first strike will be at -10% this time and if he tries for a third consecutive attempt, his first strike is at -20% and so on. The Tiger Strike Damage bonus is also applied here.

SOFT WORD: Any angry, berserk, or enraged target must make a Will roll to resist the Disciple's calming words. If failed, the target will relax and loose all benefits of the anger, berserk, or enragement and loose interest in the fight or what they were doing. The target is at +10% for every attempt made to calm him after the first.

DRAGON DISCIPLINE SKILLS

KNACK: Dragon Roar - This ability is performed by harnessing all of your inner power and releasing it in a single roar (scream) that causes up to 6 opponents to make a Will Roll or be stunned for 1-4 rounds. This roar can be performed once per combat due to the stress it puts on the body.

SKILLS: Dragon Power (U), Dragon Strike (U), Devastating Dragon Kick (U), Flying Dragon Grab (U), Speed Running (U).

UNIQUE SKILLS

DRAGON POWER: (Combat Move) The Power of the Dragon comes from the inner strength of the Disciple and allows him to focus all of his power into one punch. This punch uses the inner power and can be performed only once every 5 rounds with the round before the punch in meditation doing absolutely nothing. Any disruption will cause the Disciple to lose his concentration and the punch doesn't work. The damage from the punch allows the Disciple



to use his full strength as added damage. If the Disciple's Might were 35, his damage would be 1d8+35 for that punch.

DRAGON STRIKE: (Combat Move) The Dragon Strike is a sweeping punch that can hit all opponents that are in front of the Disciple (arms length away). The punch unleashes a "CRITICAL STRIKE" on every target hit. The negative adjustments on the hits are -10% CAV for every punch after the first.

DEVASTATING DRAGON KICK: (Combat Move) The Dragon Kick unleashes the inner strength of the Disciple causing him to do an automatic Critical Strike on a target with full might bonus damage. This can also be performed only once every 7 rounds.

FLYING DRAGON GRAB: (Combat Move) This maneuver has the Disciple leaping over the head of an opponent, grabbing his shoulders, and upon landing on his feet, throwing his opponent his strength in feet (35 strength = 35 feet) for just full might bonus damage (35 strength = 35 damage).

SPEED RUNNING: The Disciple can jog at a constant rate of speed for 6 miles and can do a full out run for 2 miles. The Disciple is hard to catch once he gets going.

MARTIAL MASTER

You have studied hard and have learned your disciplines well. You have reached your final career, that of a Martial Master. Here you will be taught to take all the power, grace, and speed that you have learned and contain them all into an ancient style called Crane. You will be taught to refrain from lashing out first at an opponent but instead try to reason with them. You will use a soft word to calm, anger, and then, if all else fails, strike to kill. Nothing less is expected. You will be a symbol of the peace that the Martial Masters preach and the discipline far greater than any person could ever hope to have. Peace must come above all else. To fail at this means that you will be cast out of the order and must travel the path of dishonor (this is a literal path set up to kill the Martial Master. If he lives then it was meant to be).

KNACK: Sonic Palm - This ability gives the Martial Master an attack that does 1d6+1 of vibration force, to the structural integrity of an object. The Sonic Palm attack can cause an object to literally shatter from the vibrations. Striking an opponent will cause their armor's ARV to drop in value, but the physical damage will go through normally. The ARV of the armor must be repaired to restore the structural integrity to it.

SKILLS: Heal Other (U), Remove Fear (U), Hold Breath (U), Nerve Strike (U), Hammer Kick (U).

UNIQUE SKILLS

HEAL OTHER: (Will) The Martial Master can heal another person's damage with his Willpower in points by touching them. If his Willpower is 15, they can receive 15 BDP back to a specific location. Each healing drops his Willpower down by 1 point until it reaches 0. Then, he must rest for 8 full (uninterrupted) hours of sleep. Meditation cannot be used with this recovery.

REMOVE FEAR: (Will) The target chosen must make a Will roll to become Fearless for 1d10 rounds. That person will be afraid of NOTHING!

HOLD BREATH: (Will) The Martial Master can hold his breath for his Will Score in minutes if he needs to at any time. Each round, their Will drops by 1 point, until it reaches 0 and he must breathe. After which he must recover by breathing normally for his Will Score in minutes. This does not count against Heal Others.

NERVE STRIKE: (Combat Move) A simple attack; (must be declared at the start of combat round) a solid hit and the location rolled goes numb. The head means unconsciousness. Chest is automatic death (non-reversible). This is a last resort for the Monk of Peace. A prone target has the Martial Master picking the location he wants to numb.

HAMMER KICK: (Combat Move) The worst kick yet delivers a kick to the top of a target's head causing damage to all upper locations (head, arms, & chest). The Hammer Kick delivers a blow of 2d12+full Might bonus. This kick can be used to kill a man and is also used sparingly by the Martial Master.

RUTHLESS TANK

CAREER PATH		
THUG›	ROUGHNECK ›	RUTHLESS TANK

THUG

You have grown up with a chip on your shoulder and it really doesn't matter what background you came from.

You are the mean type; the type who doesn't have patience for long talks of moralistic viewpoints. There is only one way that you know how to deal with life and that is intimidation through fear. You are a bit oversized for your race and your fists alone bring fear into people when they are clenched and you show your teeth. You actually find joy in bullying and beating things with your fists. You never found a need for weapons other than your body. Your body is your weapon and your fists are the force behind your anger. You are not a cheat or thief. You aren't a bodyguard because that requires patience and we do recall you have none. Brute force and fear are what keep you alive and that's all you know. There is one other thing. When you make a friend, they are a friend for life because if they aren't, they're dead meat. Because of your size, your fist damage goes up by one size (see combat for Fist Chart)

KNACK: Intimidation - When you swell up your muscles, clench your teeth and show your fists, you become a formidable sight. Your opponent(s) must make a Will Roll or fight you for the first round at -10% CAV. Those who fumble their Will Roll wet themselves and flee in terror.

SKILLS: Brawling (U), Street-fighting (C), Alertness (C), Brute Might (U) +4 to Might Score, Toughness (U) +1d4 NAV.

UNIQUE SKILLS

BRAWLING: The ability to use your fists to pummel someone into a bloody pulp. You are more experienced than the average person or soldier with this skill. When you hit someone, you do an extra +2 with your fists, but your kicks only do +1-damage.

ROUGHNECK

The career of being a Scrapper has come to an end. If you are have advanced to this career that means you have become a cruel and brutal person with a dislike for those who prey on others; especially you. It is time now for you to turn the tables on those who wish to fight you. You will now hunt them down. Remember the winners from that last career? Well, it's time to put them under the dirt as well. Revenge is sweet, but remembers to learn from your mistakes this time. Any bully you find will be your enemy. So, teach them a tough lesson. Through all of the fighting that you have done you may have realized that there is a world beyond your fists.

You have traveled now around this world and realized that it is much bigger then you thought it was. Being a roughneck means that you are now gaining control of those Adrenaline surges and desires to pound meat flat. Your fists have become murderous weapons that have been forged in battle. These weapons have been your saviors in many an encounter. So, it is time to toughen up your body, mind, and fists to get ready for the next time a career beckons you to fight; like the next one. That's the time to learn some strategy and adventure to become famous.

KNACK: Advantage - You must choose your opponent and make an Intimidation roll. The opponent that you choose is immediately suffers a +5 CS for the first round of combat. This happens because he catches your eye before initiative begins and sees that rage you control so well staring him down and he knows what will be next. You do this every time that you are not engaged in combat or decide to attack another opponent in mid-fight.

SKILLS: Jumping (C), Break-fall (C), Bull-Rush (U), Running (C), Hammer Fist (U).

UNIQUE SKILLS

BULL RUSH: (Combat Move) This ability lets you come running into your opponent for a slam attack causing 2-times your Might bonus damage. Your base Bull Rush damage is 2d6 plus your doubled damage bonus. This can be performed against your current opponent, once. They must make a successful dodge roll – 20% to avoid the rush.

HAMMERFIST: (Combat Move) This attack is when you bring your fist over your head and slam it down on your opponent doing your normal fist damage plus 2-times your Might bonus damage. This attack cost 2 Essence to perform each time you do it. When you run out of Essence you are finished and tired.

RUTHLESS TANK

You have finally reached the career you've wanted since the beginning. You now call the shots. Do you follow justice or crime? You are the master of your own destiny now but you still follow the path of your fists. Does the torment of the innocent bother you or do you want to be the one pounding the life out of those innocent people? The choice is yours. Go now and pound your will into others along the road you so chose.

KNACK: Increased Brutality – The Ruthless Tank has attained such a magnitude of power with the force of his fist that all of his Critical Strikes are at +10% and Mortal Wounds occur +5% more often.

SKILLS: Improvised Opponent (U), Stomp (U), Squeeze (U), Bend (U), Flatten (U).

UNIQUE SKILLS

IMPROVISED OPPONENT: (Battle Stance) Just as it says you can use your opponent as a shield or offensive weapon. Just grab him, make a MIGHT ROLL, and they are yours to do what you want with. They do get a Might Challenge roll to break free each round.

STOMP: (Combat Move) The ability to cause great damage when you jump up and down on a fallen opponent. Stomp damage is 1d10 for every 10 points of strength you have with the remainder adding on to that damage such as a 25 Might would cause 2d10+5 damage to a fallen opponent. Armor does protect.

SQUEEZE: (Combat Move) The ability to grab a limb and squeeze with all your might causing excessive damage to that location. A squeeze does 1d12 for every 10 points of Might you have with the remainder adding to the damage such as a 30 Might would cause 3d10 damage to one location. Armor does protect.



BEND: (Combat Move) You can bend your opponent in half if you have successfully grabbed them. You actually bend them over your knee trying to snap their spine. The damage is calculated the same as a Bear Hug but the damage done is applied to their abdomen location only.

FLATTEN: (Combat Move) This is the ability that you use to crush an opponent that is down on the ground by jumping into the air and allowing all of your body weight to slam down on them flattening them into the ground for 1d12 for every 10 points of Might, rounding up, and applying 2-times your Might bonus damage to the roll.

SAVAGE CONQUEROR

CAREER PATH		
BARBARIAN›	SLAYER ›	SAVAGE CONQUEROR

BARBARIAN

The term 'Barbarian' means, "One who is not civilized". So, the term fits you. You have chosen the path of the wanderer, the one who would rather run than walk, sleep in the outdoors instead of an inn, and your social skills are somewhat lacking. You have traded in the city life (or were born to it) for a life in the wilderness. The Barbarian does not wear heavy armors and has a natural armor value that increases as he lives longer under the sky. The natural ARV is to help the character stay away from heavy metal armors. He likes his skin free and his moves must not be impeded by something heavy on his legs and arms. Protect the vital areas such as the head and groin. A shield or a good parry can protect every area that is exposed. He is not literate in the fundamentals of society and does not have the courtly graces of the upper class that make fun of the Barbarian (well they do now until later when you conquer them).

KNACK: Natural Armor L1 – You gain +1d6 points of natural ARV.

SKILLS: Running (C), Swimming (C), Free Climb (C), Survival (C), Resist Pain (U).

UNIQUE SKILLS

RESIST PAIN: The Berserker has a unique ability to withstand large amounts of pain. The Berserker will continue to fight until his head, chest, or abdomen is -5 in each. Even torture will not affect the Berserker. No type of element (fire, cold, etc.) will stop the Berserker for even a damaged limb will not hinder him from ripping out a spleen. When in berserk mode he is unstoppable.

SLAYER

You have now been given the title of 'Slayer', which will take you down the path of slaying foul creatures. As you get better at slaying these creatures, you find your senses tuning into their habits and surroundings. You will also slay anyone else that gets in your way or just pisses you off in general. You may choose any creature that has kindled your hatred into a red-hot fire. You may do this immediately or wait until later in the career. When you decide, tell the Lorekeeper and he will allow you to do double your might in damage every time you engage it in combat. It also means that you will go out of your way to kill that particular creature whenever possible, even if it means taking a detour from a mission. If you cannot go after it, it will sit in your mind until you can remove it from the living world.

KNACK: Enhanced Might L1 - Your Might is enhanced by 10 points automatically increasing it above the norm.

SKILLS: Sense Creature (U), Creature Knowledge & Lore (C), Stalking (C), Light Sleeper (C), Deep Wounding (U).

UNIQUE SKILLS

SENSE CREATURE: (Sense) When a successful roll is made the Slayer will be able to sense if there is a creature within a mile radius of him. If a second roll is made, then the Slayer knows the exact location of the creature.

DEEP WOUNDING: (Might) When a successful critical is scored, the damage for the critical will have an additional +2d8. The damage that a Destroyer can cause is achieved through their dedication to brutal combat.

SAVAGE CONQUEROR

You have slain creatures, destroyed monsters, now you will conquer all those who have angered you off in the past. You can either do it with your friends or you can gather a barbarian horde and smash the world they love. Take down every wall, steal all the women, and rejoice in their punishment and tears. You can adventure and still be all that you can be. Threaten first, conquer second, or whatever way suits you. If you look back over the path you have walked you will see that you are not someone to get pissed off. Those that do, usually wind up dead. If you get bored, conquer a land or even a people, but don't make it so it's not enjoyable for all of the other players at the table. These are just suggestions. Having fun is always first in a game.

KNACK: Enhanced Might L2 - Your might is again increased by 10 more points.

SKILLS: Haggle (C), Fearlessness (U), Buff-up (U), Weapon Enhancement (U), Tactical Mind (U).

UNIQUE SKILLS

FEARLESSNESS: (Will) You do not need to make a Will roll in the face of grave danger or facing powerful enemies like dragons. Unless you have a weak Magical Resistance, nothing should you fear. Your save vs. fear magic is increased by a 10% bonus to the roll.

BUFF-UP: (Might) The Savage Conqueror has the ability to flex and pump-up his muscle structure as a way to psych himself up for battle. If a successful Might roll is made, roll a 1d10 and add the number rolled to all of the Conqueror's body locations for that entire combat.

LEGENDARY WEAPON: The Savage Conqueror's weapon has taken on some of the power and mystique of their legend. Your weapon gains a reputation score based your current total. For every 10 points of positive reputation, your weapon gains a special power tied to the story of your conquests. Consult the Lorekeeper to determine your weapon's particular qualities. However, this boon is double-edged. If your reputation drops below the score of your weapon, it loses one of its abilities. Every ten points your reputation drops, it loses a random ability, until it is again a normal weapon.

TACTICAL MIND: (Focus) The Savage Conqueror has been through many a battle and has learned more about singular combat than most military generals. The Conqueror can make a Focus roll before any combat (if he remembers to) to determine his opponent's plan of attack. He is so good at second-guessing that the Lorekeeper will have to reveal their plans secretly to you. It will be up to you whether or not it is revealed to the rest of the group. The Lorekeeper can compensate by changing strategies, but not until combat has started 1 round in to it.

SWORD DANCER

CAREER PATH		
DUELIST›	SWORDSMAN ›	SWORD DANCER

DUELIST

The Duelist is the antagonist of the world. He is always ready to defend his honor at the drop of a hat and especially in a lady's company. He will never accept that he is a wimp and is at times fearless even when afraid, all because of his ego. Ego is what drives the Duelist to either his early grave or on the lips of every lady in town. The Duelist does use his sword from time to time but would rather defend his honor with a pistol. Being a duelist does not mean that you have to defend your honor with a duel at the drop of every hat. It just means you must be ready. You might just want to win an insult contest with words instead of lead. Just remember that with every duel, you go one step closer to death.

THE DUEL: When a duelist enters into a pistol duel he must be ready to accept the outcome of the duel. In a duel it is very possible for both parties involved to get hit by each other's bullets. The duel can be to the death, first blood, or to the worst wound (greater BDP lost). Whatever the outcome is to be must be decided before the duel starts. Dueling is also left up to the strategy and fate of life. There is no chance to make any type of roll during a duel. There is only one pull of the trigger and one bullet used. Each person turns and fires at the same time.

Now the duelists must take a dueling deck of 18 cards provided (called "The Dueling Deck). The deck is shuffled and placed face down in front of them never looking at the face of the cards. The duelists decide how many shots will be fired in the duel. The maximum number is six. Then, the duelists count out 7 cards from their deck, one more than required and place them down in front of them. The Lorekeeper then says out loud "Load" and the duelist decides, without looking, in which order the cards (1-6) will be played from left to right. During all of this time there is no looking at any of the cards, this is all done by fate, and you must feel the shot. The Lorekeeper now starts counting to ten slowly; simulating the pacing off of the 10 steps, at this time the Duelists' may look at one of the cards and quickly decide where in the order they will place it until the Lorekeeper says "turn". Then all card activity stops. The Lorekeeper then says "Aim" and "fire". At this time both opponents turn over the first card on their right. The results are read and then applied. This is continued until all cards are turned over or one duelist has been defeated. If both duelists are still alive after the sixth card is turned over, the seventh card is flipped and the results are applied as well. The duelist who has the most damage to them at this time loses the duel.

The Duelist has a far better chance of scoring a hit and even killing his opponent, for a non-duelist who is caught up in this game of chance has their deck randomly picked by the duelist. The experienced duelist may choose the cards for their opponent before the duel (these, too, cannot be viewed but are chosen blindly also by the duelist). But that is left up to the player to decide. Usually, proving a point is all that is needed to settle an argument.

KNACK: Excellent Shot - Jumps up the chance to inflict a Critical Strike by 5% and a Mortal Wound by 3%.

SKILLS: Seduction (C), Marksmanship (C), Pistol (U), Trick Shooting (C), Gun Maintenance (U).

UNIQUE SKILLS

PISTOL: The skill in shooting a Pistol and not hitting someone you are not aiming at. The Duelist gains a +15% to hit with his pistols.

GUN MAINTENACE: Your ability to care for your guns by stripping them down and cleaning out the powder from the shot. A gun that is not maintained may blow up in your own hands

SWORDSMAN

The Fencer is about to reach the next stage of his metamorphous into the greatest person to ever use a thin blade. The Swordsman is one step up on the ability chart from the Fencer. You have gotten so good with the blade that you are developing a good reputation. This reputation precedes you and your name brings fear to those who challenge you to a duel. The ladies all swoon at your feet and gentlemen talk behind your back. There is also a down side to a reputation and that will be seen when those who wish to kill you will constantly know where you are.

KNACK: Vital Thrust - Every time a Critical Strike or Mortal Wound are rolled, your opponent must make a Reflex Roll or else one of his vital organs was pierced adding 2d10 damage to the attack.

SKILLS: Swordplay (U), Fencing (U), Florentine Style (U), Charm (C) Balance (C).

UNIQUE SKILLS

SWORDPLAY: Your elegance with a blade is hard to surpass. You gain a +10% to CAV when using your fencing sword.

FENCING: (Battle Stance) By finding the weak points in armor or targets vital points you do more damage by having a greater chance to critical. Your Mortal Wound and Critical Strike go up by 10%.

FLORENTINE STYLE: (Battle Stance) This skill gives the ability to use either a main gauche to stop damage or to swing two fencing swords at the same time to defend or attack. When using two swords, all ability to fence is lost.

SWORD DANCER

The sword of the Blademaster has become so much a part of himself in combat that his movements with it are like a dance. This elegant style of thrust and parry has caused him to find deep within an ability to lace style with technique to achieve a limited magical Essence. With the way he moves his body and cuts the air with his blade, the Sword-dancer is able to cast limited spells. The spells are created like a mage creates his first spells. That is the limitation of the spell power but they are linked to the thrust and parry of the Duelist's stokes. No one will be able to copy his style nor can they copy his spells for their own. There are no

words for these spells, just the elegant foot and blade work of the Sword-dancer. You will have to create spells that correlate to the work of the blade and the footwork of the fight. It can be anything from an electrical surge down the blade to slashing the air in front of you to cause damage some distance away. You must create 5 different spells as you advance through your career or you can keep just one spell and give it 5 different advantages.

KNACK: Death Thrust - If a 01 is rolled to strike an opponent, that opponent must make a Vigor Roll (at -30%) or die instantly for having their heart pierced by your blade. This means that your attack must first pierce his armor for damage greater than 10 points.

SKILLS: Dance of the Swords (U), Enhanced Parry (U), Enhanced Critical (U), Enhanced Critical Strike (U), Reputation Advantage (U).

UNIQUE SKILLS

DANCE OF THE SWORD: The way you hold your blade, the way it cuts the air, and the way your body moves reveals the "Dance of Blades" you perform during combat. Your dance causes all opponents to be at -20% CAV to attack you.

ENHANCED PARRY: The ability to parry any attack from all fronts and sides within one full round of combat.

ENHANCED CRITICAL: This skill raises your MORTAL WOUND by 10%.

ENHANCED POWER BLOW: The skill raises your CRITICAL STRIKE by 10%.

REPUTATION ADVANTAGE: Your reputation is vast by now and bards sing about your deeds and duels. All inns you want to stay at and items you want to purchase are at 50% off for you and magic is 25% off the total cost



WOODSMEN CAREERS

DEATH SEEKER	
FIELD MARSHAL	MAVEN ARCHER
RANGER LORD	STOUT ROVER

These career paths are for those players who desire their characters to be roaming the great outdoors and staying away from crowded areas. The woodsmen careers do have an advantage over their counter parts, the fighters. They do have advantages right from the beginning by adding a d10 to their Spot Score. They also receive additional +1 point of damage with their bow, per career. They can purchase one additional point per level, by spending 3 motes to acquire it. All Woodsmen have the chance to find their way around the great outdoors. It all depends on how you play the character that sets them apart from everyone else..

DEATH SEEKER

CAREER PATH		
DARK HUNTER›	BLOOD SLAYER ›	DEATH SEEKER

This career path is solely exclusive to the Cheetara race. With the coming of outsiders to the Cheetara lands some 300 years ago, there also came hatred for their kind. After brutal killings of their people began, the Cheetara created an elite group of hunters with the instinct to kill like an assassin, but with honor. Joining and training to become a Seeker of Death would seal their fate. Their job would be to hunt down outsiders who had broken Cheetara Law and bring them to justice; dead or alive. A Death Seeker is feared throughout the known world. Death Seekers have hired themselves out to rulers and kings, slaying only those who have broken laws of the realm they are loyal to.

DARK HUNTER

The Dark Hunter is the beginning career for the Death Seeker, who starts off taking on missions that are small or insignificant to full seekers. A small time murderer or crook is the prey for a hunter who uses their skills to slowly hunt down and kill their prey. They will learn killing is a dish served cold and the true test of their skills is not in the kill, but in the hunt. The Hunter uses their senses to track and their claws to fight. They are also trained in the bow and spear for they are light and fast. The hunter's claws are filed sharp for better penetration and do 1d8+2 damage. This damage also incorporates their highly toned muscles and reflexes.

KNACK: Shred Attack - A Cheetara has the ability to pounce on their prey in a single graceful leap. A Spot Roll must be made or its prey is taken immediately to the ground, allowing the Cheetara to initiate a shred technique. The shred is the ability to tear into a victim with such ferocity that armor is rendered almost ineffective (ARV is half for this attack)

with the Dark Hunter shredding 3 locations (3 separate attacks with +10% for the first, -10% for the second and –20% for the third.

SKILLS: Unarmed Combat (C), Rural Camouflage (C), Traps & Snares Rural (C), Alertness (C), Running (C).

BLOOD SLAYER

Now you are progressing into the last stages of becoming an acknowledged Death Seeker among your people. As a Blood Slayer, it is your duty to train in the art of killing. You have studied how to hunt and track your prey. Now, you will learn in the next 2 careers how to kill that which you hunt. You will train to enhance all your innate abilities that will help you fight and kill. In this career you are training to enhance your body in preparation for you next career-Predator.

KNACK: Grayscale - This ability allows you to lower your color levels in your sight to that which the animals see by. The gray scales and tones allow you to see clearer and discern where your prey is. You can pick up movement quicker and tracking is easier when you can turn off the color of the background.

SKILLS: Enhanced Might (U), Enhanced Reflex (U), Enhanced Smell (U), Enhanced Sight (U), Enhanced Spot (U).

UNIQUE SKILLS

ENHANCED MIGHT: This skill adds +5 to the Might of the Slayer.

ENHANCED REFLEX: This skill adds +5 to the Reflex of the Slayer.

ENHANCED SMELL: This skill adds +20% to Spot rolls involving smelling.

ENHANCED SIGHT: This skill adds +20% to Spot rolls involving sight.

ENHANCED SPOT: This skill adds +5 to the Spot of the Slayer.

DEATH SEEKER

You have finally achieved you seat as a Death Seeker in the house of the Cheetara. You have hunted, tracked, slain, and found success in each mission. The career of Death Seeker gives you the freedom to command others below you and you will be given the missions that are the most deadly. You are now free to hone your body and learn skills that you feel you have been missing. You will also be able to develop your own killing ability to follow beside the shred and rip flesh maneuver you have previously learned. Go now and make your people proud for your name has been written into history under the word fear.

KNACK: Create one killing technique.

SKILLS: Teaching (C), Survival All (U), 3 skills of your own choice.

UNIQUE SKILLS

SURVIVAL ALL: This skill allows the Predator to survival in all types of climates.



FIELD MARSHALL

CAREER PATH		
SCOUT›	HUNTER-TRACKER ›	FIELD MARSHALL

SCOUT

The career you have chosen will take you all the way up to a path that will make you the best archer or rifleman in the realm. You may even surpass Sir Damon of Mull who now holds the title as the best shot in the realm. He is surpassed by none. You will start out as a scout, who will work for whoever needs to hunt down whatever it is they are hunting down. Whether it is human or monster, this is your job. Be the best you can be. Sometimes being alone out in front of a group gets lonely. Hopefully, you won't start talking to yourself.

KNACK: Sense Presence - You can detect when someone or something is around you without ever seeing them.

SKILLS: Tracking (U), Heraldry (C), Silent Crawl (U), Orienteering (C), Rural Camouflage (U).

UNIQUE SKILLS

TRACKING: (Focus) The scout tracks three times better than any single person. He rolls +10% Focus roll to be successful at tracking their prey.

RURAL CAMOUFLAGE: (Focus) The ability to conceal yourself in the great outdoors. The Marshall is above all when it comes to camouflaging himself. Others are specifically good at certain camouflage techniques, but the Marshall can conceal himself in any natural setting with a successful Focus roll.

SILENT CRAWL: (Reflex) The Forward Scout is able to crawl through any terrain without making any noise with a +10% Reflex roll.

HUNTER TRACKER

Once you have completed Forward Scout you will progress onward into Hunter Tracker. You are now a professional; hired for your skill at tracking, hunting and trap setting. You might be hired to guide a noble's hunting party, or by a group of adventurers on the trail of a particular target. People will travel great distances to hire your skills. You will earn yourself a name so that you will be known when you enter your next career.

KNACK: Extreme Camouflage - You are now able to hide yourself so well in the underbrush of the woods and forests that to spot you they have a -20% to their Spot Roll.

SKILLS: Traps & Snares Rural (C), Skin Animal (C), Animal Knowledge (C), Alertness (C), Acute Hearing (U).

UNIQUE SKILLS

ACUTE HEARING: (Spot) This skill adds +20% to all listen or hearing rolls the Lorekeeper might have you make. He is very hard to sneak up on.

FIELD MARSHALL

After chasing down criminals as a vigilante or Bounty Hunter, you have been selected to be a Marshall of the realm. You will be the one who tracks down criminals with the full extent of the law behind you. You will be the one who decides whether or not they come back alive or dead. You are able to call up men in circumstances where extra weapons are needed by making them temporary acting lawmen. You can collect 1/2 the bounty on major criminals because you collect a pay each week at 500d. You will be in charge of a village's militia if a situation arises where you need it. You can also command up to 3rd career Rangers to help in your service for short periods of time as well.

KNACK: Gather Posse - You are able to enter a village, town or city and call for a posse, having 1d20 people respond and take up arms. They will ride with you for 5 days after which you will lose 1 posse members a day until all have left the trail. Find the criminal fast and avoid the embarrassment. For every 5 posse members that leave you will lose 1 Reputation Point permanently.

SKILLS: Blind-shooting (C), Accuracy (U), Bowyer/Fletcher or Gunsmith (C), Hold Shot (U), Acute Vision (U).

UNIQUE SKILLS

ACCURACY: This skill adds +10 to damage with bows and crossbows that are used by the Marshall.

HOLD SHOT: For every 5 seconds longer that their bow shot is held a Marshall gains a +1 location with his bow or crossbow, until he can hit the location desired. He rolls 1d10 before the hold begins and then determines how long the shot has to be held to gain the location he wants to hit.

ACUTE VISION: (Spot) The Marshall can see clearly up to 1 mile away and gains a +20% for all Spot rolls he has to make.



MAVEN ARCHER

CAREER PATH		
BOWMAN›	ARCHER ›	MAVEN ARCHER

BOWMAN

This career is all about the mastering of the bow as your main weapon. The Bowman career is as rewarding as all the other classes except it has one drawback. As the Bowman becomes better with his bow, his fighting with a hand-held weapon falters to the point of running away instead of fighting. He actually receives greater penalties when fighting hand-to-hand as he advances up in levels. Every level he advances his chance to hit with a hand-held weapon goes down by -1%. By the time he reaches 5th Career, he will already be at -40% with a sword, etc. Remember to add your damage bonus to your bow damage.

KNACK: Point Blank Shot - You are able to shot your bow when confronted in melee without losing concentration. You also gain a +10% to hit when an opponent is "in your face".

SKILLS: Accuracy (U), Acute Seeing or Hearing (U), Marksmanship (C), Line-of-Sight (U), Bowyer/Fletcher (U).

UNIQUE SKILLS

ACCURACY: This skill gives the Bowman a +10% to his CAV when using his bow.

ACUTE SEEING: (Spot) The Bowman has keen eyesight and gains a +10% to all Called-Shot Rolls.

ACUTE HEARING: (Spot) All rolls against hearing, listening and the like are made at a +20% for the Bowman.

BOWYER/FLECTHER: The Bowman is able to make arrows and bows from the wild. He knows the right wood to use and knows where to find it. He can either buy his arrowheads or make them from stone. As we all know, feathers are from birds.

LINE-OF-SIGHT: This skill allows the Bowman to shoot at a target as long as he can see them. He knows how to shoot his arrows so that they miss all but the intended victim. He is also exempt from ever hitting anyone in combat if he misses.

ARCHER

It is time to take your rightful place as an Archer. You have progressed through your careers and have survived to tell about it. Even though your fighting skills are nothing to brag about, you still managed to make something of yourself. You have now entered the ranks of the elite. The Archer is his own man for those who hire you will respect your skill. You are as deadly with a bow as a warrior is with his sword.

KNACK: Another Extra Shot - Add another shot to your gilded arrows of death every CSV attack in combat.

SKILLS: Silent Walk (U), Quick Draw (U), Hold Aim (U), Dodge Arrow (U), Fleet-Footed (U).

UNIQUE SKILLS

SILENT WALK: (Speed) The Archer is able to walk across any terrain so quietly that all those trying to listen for him are at -20%.

QUICK DRAW: The Archer can draw out an arrow and fire it before any other person has his arrow notched. The Archer can now fire his bows at 1/2 their Weapon Speed. If a bow has a WS of 5, then it would now be at 3.

HOLD AIM: For every 10 seconds longer that their bow shot is held an Archer gains a +2 location with his bow or crossbow, until he can hit the location desired. He rolls 1d10 before the hold begins and then determines how long the shot has to be held to gain the location he wants to hit.

DODGE ARROW: With a +10% Dodge roll the Bowman is able to easily dodge any arrow that is fired at him. This does not include bullets for they are just too fast.

FLEET-FOOTED: (Speed) The Archer can now move faster for he gains a +10 to all movement. He is better on his feet than on a horse.

MAVEN ARCHER

You have reached you final goal as an Maven Archer. You have achieved the title of 'Master Archer' to all who know your name. By this time you should have made a great name for yourself across the countryside. Those who hear your name, quiver at its sound or sneer, if they haven't met you yet. There are not many Maven Archers alive for their path is far more dangerous than the mighty warriors. They need brawn to win battles and can offensively handle one-on-one combat. You must achieve personal glory from a distance and use your knowledge of terrain and combat to win yours. You now fetch a higher price to be called upon to fight for a person's glory other than yourself. Retire with honor and make sure you uphold the level of glory Maven Archers achieve.

KNACK: Mastered Damage - You have studied with the bow for so long it has now become a part of you.) You have learned to focus down the arrow to achieve longer flight and are able to nock an arrow faster than a warrior can pull his sword. Because of your knowledge and steadfast devotion, you are now able to focus all of your strength into one great shot/combat round. You must declare the shot before firing your bow or it does not work correctly. If you hit your target, damage rolled is 'Tripled' for that shot.

SKILLS: Teaching (U), Blind Shooting (C), Sneak (C), Camouflage (C), Climbing (C).

UNIQUE SKILLS

TEACHING: With this skill the Maven Archer can now teach another person to become a Bowman. He is paid well for any teaching that is done but as we all know, the Maven Archer will not train a person in this career unless they are willing to devote a lifetime to it.

RANGER LORD

CAREER PATH

FORESTER›	RANGER ›	RANGER LORD

FORESTER

You start off this career as a forest keeper or gamekeeper, whichever one you prefer. Your job is a simple one. An eye on the forests and woods to make sure that they are not over cut, burned, or loaded with monsters that do not belong there. These would include humanoids that decide that it would be a great place to live so close to humans... Their favorite food!

KNACK: Erase Trail - This allows you to have the plants move back into their rightful position after you have moved through them.

SKILLS: Fleet-Footed (U), Survival Forest (U), Traps & Snares Rural (C), Accuracy (U), and Concealment Forest (U).

UNIQUE SKILLS

FLEET-FOOTED: You can run twice as far as the average person can. The average person can move up to 12 hexes (yards) in a full out run. So, you would move 24 hexes (yards).

SURVIVAL FORESTS: (Sense) This skill is important to the Forester giving him the advantage over most opponents with his ability to live off the forest itself for nutrients and food.

ACCURACY: With this skill you gain a +5% to your CAV with your bow or crossbow.

CONCEALMENT FOREST: (Focus) A successful Focus roll allows the Forester to virtually vanish into the forest foliage. Anything searching for him needs to roll a -30% Spot roll to spot him.

RANGER

Your career now has you in charge of a forest and protecting the villages or towns around it. You have built up a fortress of your own choice and to your own liking. Now comes the hard part. You must rise up a standing garrison to protect the forest for you while you start to travel from one area to the next. This standing garrison will live and work out of the area you have built up for yourself. The garrison can include humans, humanoids, animals, and even the plants and trees of the forest. Make sure that you can trust them all and it would be in your best interest if you hired a forester who is in need of training. The next step is to inform the villages and towns around you that you will soon need to travel and that the garrison will protect them in your absence. Make sure that you train them well. Use your money wisely!

KNACK: Animal Companion - You have the innate ability to call a traveling companion from the animal kingdom. You must roll a d6, which will determine the size of the animal called. The rolls are 1=tiny, 2=small, 3-4=medium, 5=large, 6=extra large.

SKILLS: Flora Knowledge (C), Limb Walking (U), Tree-Portation (U), Call Treven (U), and Leadership (C).

UNIQUE SKILLS

LIMB WALKING: With this power the Ranger has the ability to walk or run through the treetops as if running on the ground. He must make a percentage roll to see if a 00 is scored. If he does he falls out of the trees for damage determined by the Lorekeeper.

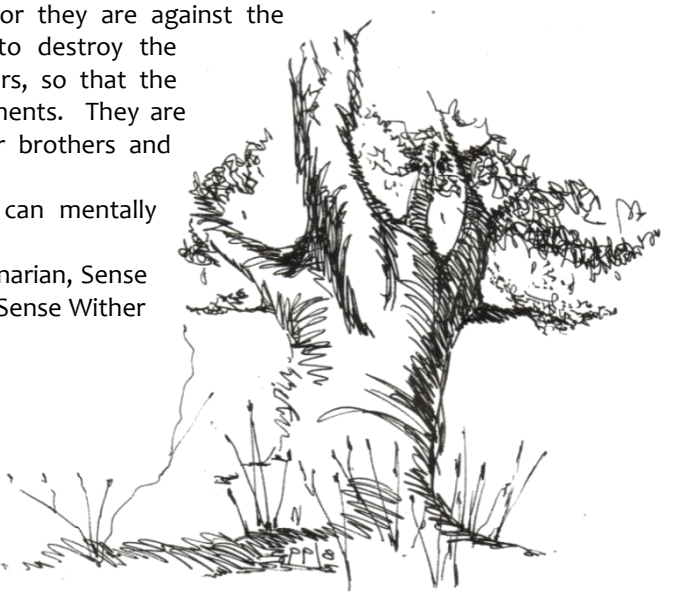
TREE-PORTATION: (Essence) The Ranger can step into a tree trunk (at base of the tree) and reappear next to another tree up to 100' away from his last position.

CALL TREVEN: (Focus) The Range of the Treven from the Ranger will give the die to be rolled based on 1 mile/ -10%. A Treven 5 mile away would require a -50% roll to call. The Treven will come to the Ranger's aid, to fight or give information to him.

ANIMAL SPEECH: This is the ability to speak with animals with a short yes or no question.

RANGER LORD

You have now entered the career path of the Ranger Lord. It is now your job to travel the realm and make sure that the other foresters are doing things correctly. You will also now meet the great druids and be able to speak with them about anything you need to know. The Druids will send you on a few important quests to make sure that you will be worthy of entering the druid circle when you are ready. You don't just become a druid. Along the way you will begin to understand the basics of nature and how nature ties into life and the ethereal that holds the universe together. In other words, you will begin to create spells of nature for yourself. You will also gather to yourself traveling companions from the animal world that will go with you until they die. You can have up to 5 of them with you at one time. Watch out for the Wither Wraiths, for they are against the druids, wishing nothing more than to destroy the forests. They enjoy killing the rangers, so that the Druids have recruit and train replacements. They are druids who have turned against their brothers and were killed by being buried alive.



KNACK: Animal Allies - You can mentally summon creatures to aid you.

SKILLS: Weather Sense, Veterinarian, Sense Creature, Creature Knowledge & Lore, Sense Wither Wraith.

UNIQUE SKILLS

WEATHER SENSE: (Sense) The ability to know when the weather will change from good to bad and to know exactly what the weather will be like.

SENSE CREATURE: (Sense) The ability to sense any creatures within 1 mile with a Sense roll. Another Sense roll will pinpoint the creatures' exact location to the Ranger.

SENSE WITHER WRAITH: Described in the explanation of the Ranger, this skill is automatic for the Ranger Lord at all times.

STOUT ROVER

CAREER PATH

DRIFTER›	WANDERER ›	STOUT ROVER

DRIFTER

The career you have chosen means that from a young age you never wanted to stay in one place too long. Not because you wore out your welcome but because the world is vast and you need to see it all before you die. You go from place to place supporting your travels by working odd jobs along the way. Monetary wealth is great but you need to have a permanent residence to spend it. So, enough for the journey, the rest is given to those who need it. You can either make your life good or bad. It all depends on how you view the world and yourself. You might even hook up with an adventuring group to help your travels be much safer. The further they go from anywhere the better. They usually see more interesting places than you could ever hope to on your own. You have discovered that you are more in touch with the outdoors than others are. Animals seem to sense the nomadic style of your inner being and follow you as your companion. The choice, of course is, yours. Your first companion is of one of the following circles (feather, scales, fur, crawly or aquatic). Remember that the size of the creature doesn't always mean it is better. You must make a Focus Roll to make a bond with the creature. A failure means you cannot try that creature until next career.

KNACK: Beast Link - You have the ability to see and hear what you companion is when you concentrate on the link. Your companion also sees and hears what you do when you connect the link.

SKILLS: choose 5 skills of your own choice to start the game off with.

WANDERER

You have become a wanderer just like your companions are. They look to you for guidance and support as you do to them. Together, you are formidable team of raw natural defiance. It's all about your individual team, now, as you are about to add a 3rd companion to your already increasing circle. You will need to make a Focus Roll to acquire your next

companion (you gain a +15% bonus to do so). You are also becoming more like your animal companions in the way you move, fight, and act.

KNACK: Feral Call - You are able to mentally call your companions individually when you need them. You will also know when they are in trouble, not by talking or communication, but by feeling their emotional state. When you call them, they will make their way to you as soon as they can. You can tell them what you want done and they will do it, but remember that there is no verbal or mental communication; for neither you nor the animals have a fundamental language that you share.

SKILLS: choose 5 skills of your own choice.

STOUT ROVER

You have reached the end of your career. Here you will meet your final companion, but this is where you are approached by a unique creature of nature and your reputation has motivated them to find you. You do not get to choose your last companion. It is left up to the Lorekeeper for story enhancement. Your reputation should be high enough now, since you are most likely the only person with 5 animal companions that anyone knows of. Wherever you choose to go next in a career, remember that you're traveling companions are going with you and that your true love is being outdoors. Now you can add your final companions primary attribute bonus to your character.

KNACK: Pack Attack - With your bestial link, feral enhancements, and new feral skills you will now become a small army with your companions. You now have the leadership of your pack and can strategically direct them in combat. Your reactions are all timed together making you a formidable foe to those who meet your bad side. Pack attack can be performed at the start of a new combat or at the top of a new combat round (if all are not engaged in combat). This requires all companions to be free from combat and able to attack a single foe. This knack allows all 5 companions and yourself to attack one single target at the same time; off your initiative. A combined Pack Attack will throw your foe off balance causing them to lose their turn in combat, being at -25% for their next attack.

SKILLS: Feral Run (U), Feral Jump (U), Feral Sight (U), Feral Hearing (U), Feral Strength (U).

UNIQUE SKILLS

FERAL RUN: (Speed) you can now run twice as fast than normal. Your CSV drops by -1 during any combat.

FERAL JUMP: (Reflex) you can now jump twice the distance than normal.

FERAL SIGHT: (Spot) you can now see twice as far than normal. You can an additional +10% when attempting to spot anything moving.

FERAL HEARING: (Sense) you can hear twice the distance than normal. You are at an additional +10% to any SENSE ROLL when being ambushed.

FERAL STRENGTH: (Might) your MIGHT STAT is doubled when fighting bare-handed. You cannot use any weapons when using this skill.

THIEF CAREERS

BLOODSWORD	RASCAILLE ROGUE
SHADOW MASTER	WILY MIDNIGHTER

There are some distinct advantages to playing a thief character then any of the other careers. While the other careers like the fighter might have the strength and power, you as a thief have the shadows, stealth, and the "backstab" to help you along.

Any thief character may attempt to backstab an opponent either in combat or out. All he has to do is make a successful stealth roll to come up to the opponent unseen and then attack successfully. The advantage is that the opponent's CDV is automatically dropped to half its full value. This attack is treated as a Mortal Wound for damage purposes, but a thief could actually roll another Mortal Wound, which would cause might damage to be multiplied by 4.

BLOODSWORD

CAREER PATH		
MURDERER›	ASSASSIN ›	BLOODSWORD

DUELIST

You have now chosen one of the most immoral career paths in this book. Your character will be evil down to the core. Cold as ice and no fire is going to melt his heart. The hard part about playing the career is not to let the other players know what you are. You go around at night mugging people and in the morning act as if nothing has happened. You grew up on the streets looking out for yourself and found a friend in someone who has taught you the quick way to fortune. You take it out on other people by intimidating them with fear and taking their valuables. Killing the person isn't against your morals. As a matter of fact it keeps the witness quiet. Good luck at your chosen career. It will be fun to see how you deal with the other members of your party. If there is a lawful character in the party, he will either turn you in or you might have to kill him later unless a deal can be made.

MURDERER

You have grown to like the power you have over the weaker humans of the world. Your intimidation does not work on the above average person and definitely not hardy adventurers. You have to quench the urge to kill someone outright. You could easily become a psychopathic killer if you do not move quickly into your next career.

KNACK: Death Strike – The Murderer gets one-shot to the back of an unsuspecting person and places his bladed weapon between their shoulder blades. The attack does x5 damage, but the victim can make a Vigor Roll to receive only half of the damage.

SKILLS: Silence (U), Hide in Shadows (U), Stalk (U), Picklocks (U), Trail Unseen (U).

UNIQUE SKILLS

SILENCE: (Focus) This power causes the area around the Murderer within a 10-foot radius to become absolutely silent so that no noise will escape. A Focus roll must be made to make this effect happen. If anyone escapes from the radius of silence, sound will return to him or her. Being in the radius of silence is like being in slow motion to all viewing the area.

HIDE-IN-SHADOWS: (Reflex) He can use the shadows as cover to hide in wait. He can also disappear into a dark alleyway and virtually become invisible to the naked eye. He is very good, so watch for the blood trail and be afraid, be afraid, be very afraid.

STALK: (Reflex) This skill is needed so the Murderer can stalk his victim and backstab them. If slicing the throat of a victim, use this skill as well. The difficulty may vary according to the type of terrain that the Murderer is trying to be stealthy in. He gains a +15% no matter where he is attempting to sneak.

PICKLOCKS: (Focus) The Murderer needs this skill to break into the victim's home to either wait for him or to surprise him. He gains only a +10% bonus since he is not a professional locksmith like the Burglar.

TRAIL UNSEEN: (Sense) The ability to follow a target and stay out of sight but still keep them in view. A -20% Spot roll must be made for the victim to actually know they are being followed.

ASSASSIN

It is time to move on and leave the Black Hand Society. You are approached once again by the elite society that has branches throughout the realm. The society of professional killers takes only the high cases, such as princes, and carries out the murders for very large sums of money. The Black Widow Society has its webs linked into all major cities and towns. With all their contacts they hear all the news and react to the good and bad. The society will kill either good or bad people, but would prefer to kill those who deserve death. You have the choice to be either trained in the assassination of those who deserve death or those that are killed for cash. You have to have the stomach for outright murderer. The society's top assassins use their bodies to show their devotion to their craft. They have tattoos drawn all over their bodies to show their pain and happiness in symbols and pictures. A council of 8 humanoids runs the Black Widow Society. Their faces always stay covered by hoods and masks. There is one single person that sits above them on a spider engraved thrown, but never speaks or raises a hand to vote or discuss decisions.

KNACK: Silent Path - You have the ability to walk extremely quiet, so much so that you can sneak up on someone without a noise.

SKILLS: Disguise (U), Use Poison (C), Manufacture Poisons (C), Identify Poisons (C), Literacy (C).

UNIQUE SKILLS

DISGUISE: The Assassin is a man of many different faces. He can randomly disguise himself to look like someone else within 2 hours. If he plans on becoming a certain person then he must resort to mugging them, casting their face in a quick wax press, and then creating a face that

will fit over his own. As long as the Lorekeeper knows what is going on this should only require a mugging roll to perform.

BLOODSWORD

To have been able to enter this class you would have to have killed the Bloodsword who presides over the Black Widow Society. You remember the one who sat on the center thrown above the 8 counselors. You must have had a run in with him and killed him. Upon taking his life you now must learn to master what he had mastered. You now rule the Black Widow Society, until such day as someone else, seeking that high position, too, kills you.

KNACK: Blood Drain (cost 10 Essence to perform) - The ability to draw energy out of a person and heal yourself. You reach you hand out toward them and draw their energy to you. They lose the Body Points equally divided amongst their locations while you gain them to all of your locations, equally. This takes the place of an attack and costs 1-Endurance. The drain does 10d10 damage to them and healing to you.

SKILLS: Sense Danger (U), Acute Vision (U), Break-fall (C), Detect Lies (U), Bribery (C).

UNIQUE SKILLS

ACUTE VISION: The Bloodsword's vision within the shadows enhances to become like day to him. He knows the boundaries of the shadow and where the shadow seems to lighten. He can also see into shadows as if they were not even there. So, to hide from a bloodsword in their environment would be foolish.

SENSE DANGER: (Sense) This is the innate ability to ensure when there is hidden danger to the Bloodsword. Then a successful Sense roll is made to ensure the feeling is correct.

DETECT LIES: (Charm) The Bloodsword has the uncanny ability to know when a person is lying by the way their eyes move and by the body language of the person telling the lie. If the roll is made and the person is lying...! Anyone without this skill cannot tell if they are being lied to unless they have some evidence. The Shadowmaster needs none.



RASCAILLE ROGUE

CAREER PATH		
PICKPOCKET›	HIGHWAYMAN›	RASCAILLE ROGUE

PICKPOCKET

Here you are in another one of those shady careers. Lots of pickpockets start out living on the streets. You can decide how you got there and if you actually work for a group or for yourself. Someone you met on the streets has taught you. Now you have turned pick pocketing into an art form. You believe that no other person on the streets can match your quickness or agility. You are the master of the "Smooth Pick". Soon every authority in the area will know whom you are, maybe it's time to move to another town or city and pick some new pockets for a while.

KNACK: Quick-Fingers - The ability to perform the "smooth pick" where the person being picked doesn't even know he has a hand in his pocket.

SKILLS: Pickpockets (U), Fleet-Footed (U), Evaluate (C), Begging (C), Knifemanship (U).

UNIQUE SKILLS

PICKPOCKETS: (Reflex) The art of picking pockets truly belongs to those who favor it as a career and not a talent. To a pickpocket it is not just bumping into someone and hoping you grab a valuable, but it is the art of surveillance and careful planning. A quiet sneak, a carefully placed hand, and the effortless lift of the wallet, pouch, or jewel. Because of their art, the Pickpocket gains a +25% bonus to pick a pocket. If the Pickpocket misses his roll, he is discovered with his hand in the pot and must rely on his feet for the next phase of the heist; the chase.

FLEET-FOOTED: (Speed) The Pickpocket can out run the best of them when in a heart-pounding race to escape. He gains a +15% to his Speed to show that he is leaving his pursers in the dust.

KNIFEMANSHIP: The skill and art of throwing knives at a target and hitting them for more damage than the average person. With this skill the Pickpocket gets a +15% to hit with a thrown knife and it does extra +3 damage when it impacts it target

HIGHWAYMAN

Somewhere along the way you decided smuggling just wasn't where you wanted to be. Since you are in the career of a man wandering through life and taking what you feel is yours, why not try your hand at highway robbery? The path of the Highwayman is mostly flamboyant and full of charm. Anyone can chase down a carriage or hold up royalty and rob them with fear and anger. Who would they (the ladies) remember more or should we say,

"Want to remember more"? To show courtly graces also throws the authorities off your trail, for you are actually a dirty rotten scoundrel and not a rich pompous ass. Play it up and make a name for yourself. If you don't get caught, you will become even more famous later.

KNACK: Charisma - With just your voice or a soft-spoken word the ladies fall at your feet and people find you Charming. Your Charm lowers their Will Roll by -20% unless they already know you.

SKILLS: Ride Racial Mount (c), Trick Riding (C), Pistols (U), Orienteering (C), Drive Team (C).

UNIQUE SKILLS

PISTOLS: The ability to use a pistol correctly and the knowledge of maintenance and caring for said pistol to keep it clean and functioning properly.

RASCAILLE ROGUE

One day, you wake up and realize that your life is just one day to the next hoping you don't get caught. If you do get caught, you're going to hang. Life is too short to die so young, with so many women to love, so you slip out one night from your town and disappear into the darkness. You leaving will help your name slip from the memories of those who speak it and your face will slowly fall from the trees (wanted posters) as time passes. As a rascaille rogue you mainly travel from town to town trying to help people forget your name. You may do good deeds trying to make up for years of hardship you put people through. Trying to find repentance in oneself is hard. However, you may want to play it, your past may still come back to haunt you from time to time. Those who remember you soon forget they did...when they're dead.

KNACK: Enhanced Swordplay - As a rascaille rogue you have learned how to defend your name with a blade. You have mastered the art of swordsmanship. This style has taught you where and when to strike an opponent to cause extra damage. This style of swordplay adds +10% to Critical Strike and Mortal Wound.

SKILLS: Contacts (U), Street-wise (C), Street-fighting (C), Bribery (C), Escapology (U).

UNIQUE SKILLS

CONTACTS: (Luck) You have your own private information network set-up in all the major cities you visit. Hopefully you have been taking care to develop this network as you have been advancing through your careers. To find an informant for any type of information will require a Luck roll.

ESCAPOLOGY: The Rogue has a way of getting out of situations that the normal thief can't. With the use of his charm or the careful movement of his body (RX) he is a master of the great escape.



SHADOW MASTER

CAREER PATH

THIEF›	EMISSARY ›	SHADOW MASTER

THIEF

Unlike the Pickpocket, who knows what he wants, the Thief seems to wander through life from one job to the next. He is actually a bully who wants to be recognized by everyone. He does not feel comfortable just being anyone; he needs the attention to be somebody. The Thief always has run-ins with authorities and may spend some time counting bricks in the jail walls. As you progress further along in this career, you will be guided toward a rewarding future stealing from people who have too much.

KNACK: Escape Artist - You have the uncanny ability to escape from any situation that you deem life threatening. All you need to do is make a Reflex Roll on percentiles and you are off and away safely ahead of your opposition.

SKILLS: Throw Item (C), Improvised Weapon (C), Begging (C), Stealth (U), Picklocks (U).

UNIQUE SKILLS

STEALTH: (Focus) Move silent; move quickly is the Thief's motto. He can move silently along without making noise as long as he is not wearing any metal armor. If he does wear metal armor, he will have to take a -15% penalty to their roll to any stealth or move silently skills.

PICKLOCKS: (Focus) No lock too tough; no chest too protected; he will get past the locks sooner or later. Normal locks only can be picked.

EMISSARY

Your career just keeps going up and up. The guild or king has just offered you a job full of espionage and excitement, and of course you took it. You have now entered the ranks of the emissary network. It will now be your job to find out information throughout the realms and send that information back to the guild or king. The pay is high, but so is the danger. You will not be working out of the guild, but will be on your own. It will be your job to send back information, which you feel the guild will need to know. Do not attempt to falsify or delay the information, it will mark your death. You have not worked so hard to get here just to screw it up. If the guild or king has a mission for you they will contact you wherever you may be. At this point you are to drop everything and proceed with the mission. You now only have to give 10% of what you take in to the guild.

KNACK: Disappear into a Crowd - As a emissary you have the ability to enter a crowd, no matter how small, and disappear from sight. No matter how many people are looking for you, they will not spot you, unless you happen to leave the crowd you are in.

SKILLS: Read Lips (U), Eavesdropping (U), Courtly Graces (C), Quick Change (U), Hide in Shadows (U).

UNIQUE SKILLS

READ LIPS: (Spot) The Emissary has the ability to read lips up to 50 yards away from him. For every 10 yards the roll gets harder. At 10 yards away, he only needs to make a Spot roll at +20%.

EAVESDROPPING: (Spot) The Emissary can hear a conversation that is going on up to 10 yards away from him. This is a good distance if they are whispering. The Spy gets a +20% to their Spot Roll to listen into any conversation, as long as they are within range.

QUICK CHANGE: (Charm) The Emissary can quick change into another person, face and all, in a matter of minutes if he has the right items with him. He is the master of the quick change. He has a +15% to complete a change, depending on the difficulty set by the Lorekeeper, based on the amount of time available to him.

HIDE-IN-SHADOWS: The Emissary can step into a shadow and stand quietly there without moving and not be noticed. There is no roll to do this unless he moves, and then he is automatically seen.

SHADOW MASTER

Becoming the top agent for the guild has not been an easy task. You have placed yourself in some of the highest risk situations and have lived to talk about it. You have reached your peak and have rounded yourself out for the guild. Your next advancement will give the guild another weapon to use. You will now be trained to become a shadow Master, or assassin, in common terms. You will be trained in the art of killing a person and with the weapons that will help you. This class will cause you to find the darker side of your inner being. That side we hide from ourselves because we are afraid that we might like what we have found. You will now work for a sub-division of the guild. This division deals in training you to use all of the skills you have learned, plus the use of limited magic. The sub-guild considers themselves better than any other guild. They believe their assassins are better trained too. From time to time their bodies are found, as if some sort of internal conflict is taking place, to show who really is best. There is a constant shadow war taking place, as assassin guilds vie for the top guild position.

KNACK: Shadow Walk - Use the shadows to move unseen and strike from them. A Sense Roll at -15% for the victim to see the attack coming.

SKILLS: Arcane Knowledge (U), Arcane Language (U), Spellcraft (U), Copy Spell (U), Night Vision (U).

UNIQUE SKILLS

ARCANE KNOWLEDGE: (FC) This skill gives the Shadow Master a basic knowledge of the workings of magic. He will only know enough to get by since he did not go to magic school to fully train.

ARCANE LANGUAGE: He can get by with what little of the language he knows, basically the speaking of magical words, but to hold a conversation is out of the question.

SPELLCRAFT: The ability to weave words with the ethereal around you to create what is called magic.

COPY SPELL: (FC) This is the ability to copy down a spell that works for you into a spellbook to be used later. A spell can be spoken from a book but the containment part of the spell is missing. This means that a spoken spell from either a book or a scroll does what it says it does and nothing else. A scroll has limited power and once spoken burns up. Don't forget to buy a quill and ink; spells don't copy themselves you know.

NIGHT VISION: The Shadow Master's eyes have grown accustomed to the nighttime and he can see perfectly at night. As long as there is starlight he can see without a light. This does not mean that he can see into deep shadows or in full darkness. Without the starlight or moonlight he is as blind in darkness as the next man.

WILY MIDNIGHTER

CAREER PATH		
PROWLER›	INFILTRATOR ›	WILY MIDNIGHTER

PROWLER

This is where you start, traveling the dark back alleyways of the city or town in which you live. You may have not grown up poor but this is the quick way to get rich and also provides the most when it comes to exhilarating. The Prowler uses their stealth and cunning to make their way into a person's home or business with intent to rob them of their personal items. In this your first career, you will learn to sneak into people's lives and remove what is dear to them and sell it. You might even find that your services are. You can professionally break into locked places, but traps are out of your league right now. If your reputation grows high enough the guild may find you.

KNACK: Hide Quickly - You have the knack to make yourself scarce so as to avoid detection. When you feel the need to hide or need to hide to avoid being seen, you just need to make a Luck Roll +15% and if you make it you have disappeared from detection. All those searching for you are at a -15% to their rolls to Spot your location.

SKILLS: Trap Detection (U), Trap Removal (U), Picklocks (U), Search (U), Hide in Shadows (U).

UNIQUE SKILLS

TRAP DETECTION: (Focus) The Prowler can detect traps anywhere (rural and urban) with a successful Focus roll as long as they remain searching for 1 minute undisturbed.

TRAP REMOVAL: (Reflex) The Prowler can remove traps anywhere (rural and urban) with a successful Reflex roll as long as they remain searching for 1 minute undisturbed.

PICKLOCKS: (Focus) No lock too tough, no chest too protected, he will get past the locks sooner or later. The Prowler can only pick non-magical locks at this time.

SEARCH: (Spot) The Prowler gets a +10% to all Spot Rolls when searching for a particular item or object and they get only a single roll, there are no second chances with this roll.

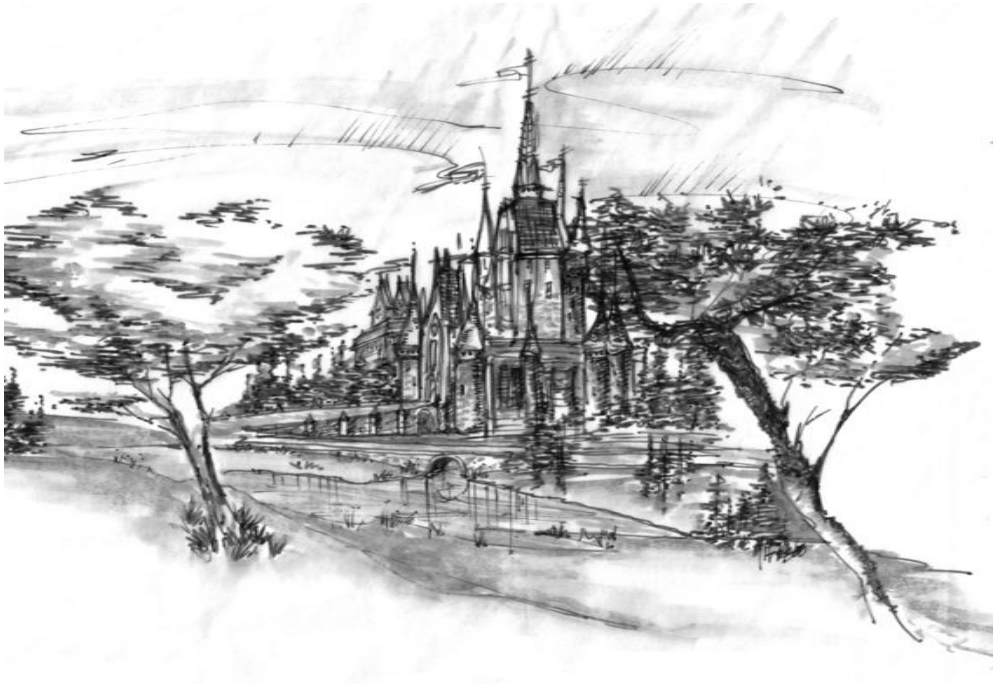
HIDE-IN-SHADOWS: (Reflex) The Prowler can step into a shadow and stand quietly there without moving and not be noticed. There is no roll to do this unless he moves, and then he is automatically seen.

INFILTRATOR

Since you have joined the guild you have gone from home invasion to rooftop burglary and have done a remarkable job. Now they will send you back to school to learn how to be better at picking locks, trap detection and removal. Your next phase of life will help you develop into a remarkable Infiltrator. You will become the person who no security, trap, or lock will keep out for the only thing that will stop you will be your untimely death. Your jobs will take you into some of the most highly guarded places in the world. The good thing is the guild is lowering their share from you to 40%, allowing you to make more money but still benefiting from the guild's hospitality.

KNACK: Hide-in-Plain-Sight - This knack you have developed is from a long career in hiding in an instant's notice, anywhere you could. This knack allows you to immediately slide into a quick hiding place upon making a Luck Roll at +10% and, upon executing such an incredible feat, those who search for you are at -25% to spot you; even if you are hiding right beside them, you are just that good.

SKILLS: Trap Detection 2 (U), Trap Removal 2 (U), Picklocks 3 (U), Search 2 (U), Rooftop Leaping (U)



UNIQUE SKILLS

PICKLOCKS 2: (Focus) The Infiltrator now picks locks +10% better than he used to and can now attempt to pick magical locks at their normal roll.

TRAP DETECTION 2: (Focus) The Infiltrator can detect traps anywhere (rural and urban) with a successful +10% Focus Roll as long as they remain searching for 1 minute undisturbed.

TRAP REMOVAL 2: (Focus) The Infiltrator can remove traps anywhere (rural and urban) with a successful +10% Reflex Roll as long as they remain searching for 1 minute undisturbed.

SEARCH 2: (Spot) The Infiltrator gets a +20% to all Spot Rolls when searching for a particular item or object such as a trap or secret doors. They must state, specifically, what they are searching for and they get only a single roll, there are no second chances with this roll.

ROOF LEAPING: (Reflex) The Rooftop Runner only can use this skill. By using this skill they can escape across the rooftops by running and leaping without fear of falling. The only time he needs to roll is if the gap is 30 feet or more. Then a successful Will Roll (for Fear) will be needed to succeed.

WILY MIDNIGHTER

You have advanced into the most prestigious career in the guild. Sure others have more power or are better fighters, but none can get into a highly fortified building, steal what you are there for, and reset everything to look like you were never there. Who would want to cross paths with a Midnighter when they know that at any moment a trap will most likely kill them? The guild will also lower their take to 25% (with all benefits) but you will have the choice of what jobs you want to do. You are now a Midnighter, one who walks like a shadow: silent, unseen never leaving a trail, no matter where you go.

KNACK: Night-Vision - Your eyes have developed over the years to penetrate the darkness that you work in. Even though the stars supply great light for you, complete darkness offers more security as you see in gray tones in it. You are never completely blind in the darkness. There with the shadows of the night you will be.

SKILLS: Stillness (U), Move Silently 2 (U), Scale Sheer Surfaces (U), Peripheral Vision (C), Charm (C).

UNIQUE SKILLS

STILLNESS: (Focus) A Midnighter can stay perfectly still, slowing down his breathing so they will not be heard. A Focus roll must be made for them to remain in stillness for up to 1 hour in which time another roll must be made and so on.

MOVE SILENTLY 2: (Reflex) The ability to creep along very slowly without making a noise. A +10% Reflex roll must be made. Anyone else attempting this will be at a -30% penalty to do so.

SCALE SHEER SURFACES: The ability to scale dry vertical surfaces without any problems. If the surface becomes wet or has loose dirt, a Focus roll must be made for every 50 feet of climbing. If the roll is failed, an immediate Reflex roll must be made to avoid falling. If both are failed, the fall yields 1d10 damage for every 10 feet fallen unless a successful Break-Fall roll is made and the damage is reduced to 1d6 for every 10 feet fallen.

MYSTICAL CAREER

ASTUTE MYSTIC	
AVANT-GARDE	COURT JESTER
DRUIDIC PARAMOUNT	MASTERLY BARD
SPIRITWALKER	TREASURE HUNTER

Here within these careers you will find the classes that seem to have powers and abilities that cannot be explained by either scientific or normal means. The careers have their own form of Emotion or Magic that makes them special in their own way. They may use the sounds of music and song to govern the emotions of their audience or even the choice of a good potion. Others will charm the earth itself to do their will. They are the Mystical Careers of Broken Swords & Battered Shields and each has their own abilities that help continue to make the world an enjoyable place.

There are a few Mystical Careers that have the ability to use spells. These careers are considered Arcane and receive their full Essence points. These few careers are Grand Master Druid, Master Bard, Mystic, Terrasculptor, and the Spiritwalker, in which they create their spells the same way, including the Mystic who will create potions instead of spells.

ASTUTE MYSTIC

CAREER PATH		
ALCHEMIST›	PHYSICIAN ›	ASTUTE MYSTIC

ALCHEMIST

The Alchemist is a person who studies the formulas and ingredients of potions and tries to make them better. He wants them to last longer or produce some glorious effect that will make him famous. It is every alchemist's dream to create a special potion only they know the formula for. The Alchemist has a leather belt that can carry up to 12 potions at one time. Each metal vial holds 3 to 5 oz. of a potion, just enough for one dose depending on the potency of the potion. As an Alchemist you can sell your potions to your friends. All you have to do is buy the ingredients for the potions. When you need to make your potions all you have to do is rent a lab at the college and pump out your potions. The price of each potion is set by the Lorekeeper, as is the cost of the lab. He does have the last say in whether or not he wants a potion you created in his world; so don't be mad if he shoots down your idea. In this career you will not be able to create any type of healing potions or cure-alls; this is left up to your next career. You may only create 5 different personalized potions recipes and purchase an extra recipe. This is all of the potions recipes you get from this career so make them count and think about each potion recipe before blindly creating one that you might just not need.

POTION CREATION: You create potions the same way Arcane Careers create spells, using SCP that are applied the same way using the spell creation method but they are considered potions and you have them as formulas. If a person wants a particular potion that you do not have the formulas for, they will need to find someone who has such a formula. You expend Essence the way Arcanes do for spells but you use it when you create the potion that is why potion prices can be astronomical at times. You can use power stones to help with the Essence load too.

KNACK: Create 5 original potions of your own. Potions that cause damage or protection follow the same point base as spells do.

SKILLS: Alchemy (U), Manufacture Potions (U), Identify Potions (U), Chemistry (U), Combine Ingredients (U).

UNIQUE SKILLS

ALCHEMY: (Focus) The art of discovering methods for transmuting base metals to gold and finding a universal solvent or elixir for life. This is the Alchemist's base knowledge when delving into the manufacturing of potions and drugs. With this skill he can produce healing potions to earn money.

MANUFACTURE POTIONS: (Focus) This skill must be taken in order to make potions for consumption. Just because you take Alchemy doesn't mean you can create them. You may have the knowledge of the skill but not the practice. This skill represents the many long hours the Alchemist has put into lab work at the college.

CHEMISTRY: (Focus) The science that investigates the composition, properties, and transformations of substances and the elementary forms of matter. This is the advanced form of alchemy for the Alchemist and he must take this as his second skill. With this skill he can make magical potions other than healing; ones that transform or change a person for a short period of time.

IDENTIFY POTIONS: (Focus) The ability to test, sniff or taste a small dab of a potion and know its content and abilities. A very important skill, it works better than drinking the said potions to find its effects. That is left up to fool-hearty adventurers. He has +10% to interpret a potions ingredients and composition.

COMBINE INGREDIENTS: (Focus) This skill gives the Alchemist the ability to combine the ingredients needed to form potions exclusive in nature to themselves. To be able to create potions from all of the ingredients and combine them together to form multifunctional potions is unique to only the Mystic career. This skill is used when creating potions that have different ingredients working at different times or even time-delayed effects.

PHYSICIAN

You have reached the career that will help you when you reach your next one. You have trained to become a physician because of your studying in alchemy and chemistry. Even though you will not be able to create healing potions, balms, and slaves until you reach your next career, you do get the advantage of healing. You have the ability (as you purchase your skills) to heal a set amount of damage with the skills you have learned. After each skill is listed

a set number of die that is rolled when a person has taken this amount of damage. As a physician, you are able to use one type of healing, then another, and finally the last type in trying to totally heal a person.

KNACK: Magical Medical Bag (your medical bag can be used endlessly to heal or cure people, but you must have the bag with you. It never needs to be refilled or replaced).

SKILLS: Medicine (U), Deep Medicine (U), Surgery (U), Cure Disease (U) Cure Poison (U).

UNIQUE SKILLS

MEDICINE: (Focus) The ability to diagnose illness or external injuries by examining the person. If a Focus roll is made, then the subject will get back 2d10 points of damage restored to a single injured location.

DEEP MEDICINE: (Focus) The ability to diagnose internal illness or injuries by examining the person. If a Focus roll is made, then the subject will get back 3d10 points of damage divided evenly over all injured locations.

SURGERY: (Focus) The ability to perform operations to repair damaged limbs or internal bleeding that needs tending to when there is no magical healing around. To have any type of surgery done will help repair the body by 4d10 evenly spread through all locations that were repaired. A roll is required to complete a successful surgery.

CURE DISEASE: (Focus) The Alchemist can research any disease and find a cure for it with a -10% Focus roll. It will either be a balm or a potion when the final version is complete. If he makes a lower roll when attempting his success, he shortens the cure by 2 hours. All research is completed within 24 hours.

CURE POISON: (Focus) The Alchemist can cure any poisoned person or animal for he is the wonder man of potions. If a Focus roll is made, he can develop a cure potion for any type of poison within 24 hours. If he makes a critical success (01-05%), he has shortened the research by 6 hours.

ASTUTE MYSTIC

You have now reached the pinnacle of your career, the Astute Mystic. You have studied how to create potions of all sorts, healing from skill and potions and now you will delve into the world between magic and spiritualism. The Astute Mystic knows the difference between the two and how to use both in combinations to perform a wide variety of things. The Astute Mystic has the ability to transform objects into other objects or one item into another. It is possible to transform leather into chain for short periods of time. The Astute Mystic can change wood into metal or even make a sword go limp. This ability comes from years of study and practice at the skills he has learned and his dabbling into the compositions of all objects. You will have to create 5 transmutation spells for your character and they should be good ones since these are the only ones you will get. All spell creation guidelines apply here and the Astute Mystic is considered a True Mage for considering damage and protection.



KNACK: Reincarnation (The ability to resurrect a person after they have died and put their soul into another body, race does not matter. A person cannot be reincarnated after being dead for 7 days).

SKILLS: Astronomy (C), Transmutation Knowledge (U), Arcane Knowledge (C), Cast Spells (U), Spellcraft (U).

UNIQUE SKILLS

TRANSMUTATION KNOWLEDGE: (Focus) Turn lead into gold? Why not? Who said it couldn't be done? This skill gives the Mystic the ability to create formulas that will actually change different substances into something else: lead to gold, wood to paper, metal to glass, and the ability to create potions that change people as well.

CAST SPELLS: The ability for a non-magical career to be able to cast spells with the knowledge of how they function.

SPELLCRAFT: The knowledge and ability to form spells from the elements that surround, hold, and make up the universe.

AVANT-GARDE

CAREER PATH		
BLADE-SINGER›	BLADE-MYSTIC›	AVANT-GARDE

(Career Path only for Elfare or those who have chosen to live and follow the Elfaren way)

The path you have chosen is a glorious one that has been passed down through generations of Elfare for over 5,000 years; since the first Elfare King had the clans swear allegiance to him and his family. The Avant-garde is an elite group of hand chosen warriors who have shown their worth to the Elfaren people and their king with their deeds and the honor that they have upheld in their lives. This is a path only available to the Elfare people unless another race has shown such valor and honor that their reward would be such as a position in the Avant-garde.

The Avant-garde is given a choice of which Battle Stance they will chose for them and from that path they can never deviate. They will either learn two-weapon combat with the Curvana (2d8/2d10) and Curvia (1d10) curved 1-1/2 hand & short sword) or the famed Curvalla (1d12) blade size is between a long sword and a bastard sword). The Curvana & Curvia together form what is called the Curvorian Style and the 2 Curvalla together have a style called The Curvallan.



CURVANA BLADE

The Curvorian Battle Stance is the study of how one (dominant) sword is sometimes accompanied by a second sword at certain times in combat and then quickly returned to its scabbard. The main focus is on the heavy curved blade of the Curvana that can be used one or two handed. The fighting and cutting style that is developed by the Curvana forces the Elfare to strictly fight with just this weapon. If the weapon is broken, they will either use the single Curvia or fall back on the longbow until repaired by an Elfaren Blade Smith.



FAMED CURVALLA BLADE

The Curvallan Battle Stance consists of two swords of the same size and weight for perfect balance in the hands of a true Blade. Anyone trying to use these swords as weapons, other than their Blade owner, will find that they do less damage (1d8). The Curvalla Style of combat is the fluid movement of wielded blades in what appears to be a weaving pattern of blades for blocking and attacking. Here, The Blade carries his swords over both shoulders for faster release into combat.

BLADE-SINGER

You have graduated with honors from your training hall and have become a Blade-Singer. Now, you must prove that you are worthy to serve your people. Through your deeds you must bring honor to them, your family, and to yourself - in that order. You continue to train under the Blade Masters, teaching you the art of using the Curvalla or Curvana and the Curvia. You will now walk the path of the Blade-Singer who is taught to combine song with the movement of their blades, which create magical effects along the blades edge. It is like enchanting an item except that this magic starts out at as a passive advantage of 1d10-extra damage and 1 EP per round. The effect will be elemental in nature and can be raised as per a mages spell would. The Master Blade smith and Armorer forge a set of Curvalla or Curvana along with a suit of armor personalized for you. Both are crafted from Mythril (which is earned at level 2.5). You are also given a personalized Curvia.

KNACK: Blade Song – Create one blade song that, when sung during combat, will cause your blades to become enchanted (one or both depending on what is held) with damaging magic like fire or cold. Other songs can be learned through the expenditure of double the development points for a song-spell at a similar arcane career level.

SKILLS: Elfare Law (U), Two-Weapons (C), Disarm (U), Sing (C), Songcraft (U).

UNIQUE SKILLS

ELFARE LAW: (Focus) The knowledge of how the Elfaren Judicial System works and what part you play within its framework.

DISARM: (Might) If a Might roll is made and your opponent does not make his Might roll, you have disarmed your opponent, no bonus applied.

SONGCRAFT: The Avant-Garde has the art of combing the sounds of music with their swordplay ability. This skill allows the combining of song and blade that produces magical effects in combat.

BLADE-MYSTIC

It is now time to move forward with your training and learn to create magical effects that encompass your whole body with your blades. Some of the greatest Avant-gardes in the world have dedicated their lives to the advancement of this art for they feel it gives them a far greater advantage in combat then having their blades burn blue fire. You now have access to the arcane arts except that your potential is limited to what you and your blades can accomplish together. You will now create one spell that will incorporate both you and your blades that has a magical effect (together). Only one spell may be created now. All other spells will have to be learned at double the development point expenditure for sing spell at similar arcane career level.

KNACK: Blade Mysticism - The art of creating magic from the elements with your blades to create a magical effect on them and yourself. Create one magic spell that will affect you and your blades together (i.e.: whirlwind attack) with the damage starting at 1d10 extra damage and 3 EP per round.

SKILLS: Arcane Language (C), Spellcraft (C), Arcane Knowledge (C), Blade Arching (U), Missile Deflection (U).

UNIQUE SKILLS

BLADE ARCHING: (Combat Move) This skill has a twofold use in combat. The first is the ability to swing your blades in arches that add +5% (per blade used) to your CDV for added defense. You can use one or both blades to achieve a better defense. The second is that the arching is the first step in evoking runic magic through your blades as they cut through the air forming intricate runes that cause elemental magic to be cast.

MISSLE DEFLECTION: (Combat Move) *Prerequisite: must take Blade Arching first* – The ability to swing your blades in arches that cause a barrier of air to be developed and the faster you swing them the greater missile defense is created. Your missile barrier stops 2d8 of the damage any missile, thrown and cast attack. Your blades must be enchanted by at least +5 to be able to attempt any deflection of spells. This skill also gives the Blade Weaver a normal Reflex Roll to instantly attempt a Missile Deflection when they are caught off-guard.

AVANT-GARDE

You were destined for greater things in this world. Your reputation has been gained from the blood of your sword and now men of honor seek you out to prove their worth to you for now you are now one of the masters of the blade; the one whose name is steeped with honor. Now, it is your turn to carve a niche for yourself out of the land, or to become the great and feared Avant-garde. You are now on your way to becoming one of the champions of the Elfaren people; one who will be looked to in times of hardship and war, for you will be an extension of the king to his people. In the Elfaren eyes, you are far greater than the knight or paladin could even be.

KNACK: Iron Body - Through Meditation, the Avant-garde can double his body location points for one battle at the cost of +1 BDP increase all over/ 1 EP.

SKILLS: Politics (C), Fearlessness (U), Instill Fear (U), Encourage (U), Iron Will (U).

UNIQUE SKILLS

FEARLESSNESS: (Will) The Avant-Garde has the innate ability to ward off any attempt to cause them fear. They are trained to drive their emotions deep within themselves to keep their minds free of thoughts except for what is at hand before them. Some never even remember situations where they have hidden their emotions so deep that they are working on pure reflex. This ability gives a +10% to any attempt to cause fear against them.

ENCOURAGE: (Charm) In relation to their ability to remove their emotions out of their life equation, they can also instill courage in those around them. Once per combat the Avant-Garde can yell a form of encouragement to their companions giving them a+20% to all fear, mental, and moral loss attempts as long as the Avant-Garde is standing amongst their ranks. If the Avant-Garde were to fall in combat, the encouragement immediately reverses to a -20% modifier.

IRON WILL: (Will) The Avant-Garde has been taught to gird up their inner strength to defend against the mental influence that a person or creature might try to use against them. This ability adds a +3 to their Will Score and adds a +10% to any roll that might be made mentally against them. When both skills, Fearlessness and Iron Will, are known then they can be used in conjunction with each other to ward off any form of fear or mental attacks.

INSTILL FEAR: (Will) The Avant-Garde has a unique presence about them. When they enter any room, they are able to stare into the eyes of an opponent and cause fear. The victim of this fear inducing skill has a -20% to a WILL ROLL to resist the fear.

COURT JESTER

CAREER PATH		
JUGGLER›	HARLEGUIN›	COURT JESTER

JUGGLER

Here is a career that will help make the group hate you over and over again, just for being in character. Where would a good medieval campaign be without its Jester? You find them all the time in movies and they had to start somewhere, after all, he is a professional. He is listed under Mystical Careers for he has hidden abilities that are not Thief or Fighter, so he has that mystical energy about him. The Juggler is a showman of sorts. He enjoys a good crowd around him to give him support at what he does. He can juggle anything that doesn't weigh over his limit. Their limit is based on every 3 Might = 1lb. The stronger the Juggler the heavier the items he can juggle. He is no slouch when it comes to combat either. By juggling balls or daggers he can throw them at the rate of 1 every 3 CSV. The higher his initiative the

more items he can throw. Be creative when using the Jester. They may be intolerable but they can fight.

KNACK: Combat Juggle - This ability allows the Juggler to keep his items full as he tosses one another immediately takes its place until he runs out. If he has multiple [different] items he can just keep them coming.

SKILLS: Juggle (C), Eye-Hand Coordination (U), Balance (C), Knifemanship (U), Ambidexterity (U).

UNIQUE SKILLS

EYE-HAND COORDINATION: (Focus) This skill allows the Juggler to make precise calculations as to where he is placing his hands and where his juggling items are going. When using his juggling for combat, he gains a +10% to throw each juggled items at a target.

KNIFEMANSHIP: This skill allows the Juggler to be able to handle knives when juggling them with no need for a roll. He gains+2-damage when juggling knives for throwing when in combat.

AMBIDEXTERITY: The ability to use both hands with the same dexterity as a person who can only use one hand well. He is neither right handed nor left handed but effluent with both.

HARLEQUIN

Enter the world of the masked-clown or comic. As a harlequin you will demonstrate that you have what it takes to become the biggest fool of them all. Enough so, that the King turns his eye toward you. You have done great things if you have advanced this far. So don that mask, wear that flashy attire, and pull that fake wooden sword (yeah, so everyone thinks) and do battle in the name of fame.

KNACK: Doppelganger - The Harlequin can impose another person's facial features onto his own for a limited amount of time. This is usually to make fun or mimic them for fun. Cannot talk or pick up their abilities.

SKILLS: Acting (C), Charm (U), Swordplay (U), Mime (C), Comedian (U).

UNIQUE SKILLS

CHARM: (Charm) This skill allows the Harlequin to get away with more than what the common person can. His charm comes from the fact that most people think that they are just being funny when, in reality, they are using their charm to pull the wool over their eyes.

SWORDPLAY: The Harlequin is skilled in the use of swords (mostly light). With a sword in hand; they can surprise even the best skilled fighter with their sword fighting. The Harlequin gains a +10% to CAV and +4 to damage with their sword of choice.

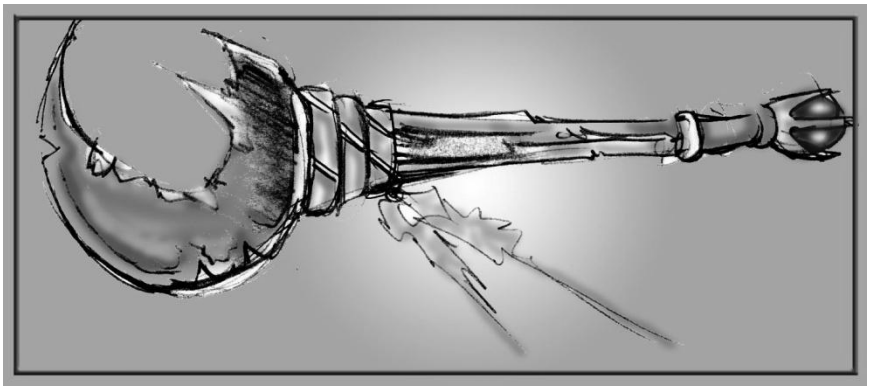
COMEDIAN: (Charm) Stand-up cannot be performed by just anyone in the realm. Not even the Bard is as good as the Harlequin when it comes to giving a good punch line to a joke. The Harlequin will gain +10% to all money thrown at them when performing their own standup routine either in the street or at an inn.

COURT JESTER

You have finally made it to the most coveted position a fool could want: Jester. Now not every Jester becomes the King's own personal but, you could be a Jester for your town, a Duke's fool, or even your own group's personal one… which you already are.

KNACK: Tongue Lash - The Jester has such a way with words that he can ridicule a person so bad that they will break down crying at all the insults that the Jester threw his way. This is a group effect from 1 - 6 people. He is so fast with the verbal rips, that a -20% Will Roll must be made or be confused for +1d8 seconds.

SKILLS: Jest (U), Insult Other (U), Throw Voice (U), City Knowledge (C), Fool's Curse (U).



UNIQUE SKILLS

JEST: (Charm) The Jester can throw the insults like no other. They have the ability to taunt a person, creature, or monster into a fit of rage. If the Jester makes his Jest roll, the person, creature, or monster will become enraged and their CAV drops by 20% in combat. Their focus of anger will be on the Jester. So running is a good idea.

INSULT OTHER: (Charm) This skill has the Jester getting the best insults off at others without them even being able to understand they are being insulted until everyone is laughing at them. The person of the insults is at a –20% Focus roll to understand they are the butt of the attack. If they miss their roll, they will stand there staring at the Jester in disbelief. If attacked during this time, they will rage out at their attacker with a +20% to CAV and +5 damage. This skill is to mesmerize not entrance.

THROW VOICE: (Focus) Another word for this skill is ventriloquism and it can be used very effectively by the Jester; either by throwing his voice from a different location or making a dummy talk. When throwing his voice to make it seem to come from another location, the Jester needs to make a Throw Voice roll to make it happen. Those hearing the voice are at a -20% Spot Roll to determine if it is real or not.

FOOL'S CURSE: (CH) More of a power than a skill. The Jester has the ability to curse a person into believing that they are. It is not a potent curse but a simple one like, "I hope you get hit by a horse"; they do. None of these curses will kill a person but will make their life miserable.

DRUIDIC PARAMOUNT

CAREER PATH

DRUIDIC CIRCLE OF NATURE›	DRUDIC CIRCLE OF DISCIPLINE ›	DRUIDIC PARAMOUNT

DRUIDIC CIRCLE OF NATURE

Here, you will begin to learn why and how a druid is able to have nature perform his bidding for him. Nature will defend and help him out of respect. The spells of nature that you will learn will help you understand how nature works along with being able to bend it towards your control. Here, you will start off with 3 spells that are Nature oriented towards plants and trees. You must stay within the circle of nature for your spells in this career. No spells tailored towards any other type of nature. You can gain more spells by spending your SCP as you gain them.

KNACK: Communicate with Trees and Plants - You have the ability to talk with plants, shrubs, flowers, and trees like you do with people. They speak to you by moving their branches a certain way etc. You will not get long-winded conversation with a flower but you might get short yes and no answers to questions.

SKILLS: Forgotten Path (U), Survival Forests (U), Locate Trevens (U), Inspire Rebirth (U), and Plant Knowledge and Lore (C).

UNIQUE SKILLS

FORGOTTEN PATH: The Druid is able to walk through any type of plant growth and have it part the path, unobstructed. The Druid can project this path opening in a 10-foot radius around him and can manipulate the size (dimensions) of the path opening. It automatically closes behind as if he had never passed through.

SURVIVAL FOREST: (Sense) This skill is important to the Druid giving him the advantage over most opponents with his ability to live off the forest itself for nutrients and food.

LOCATE TREVENS: (Focus) The Druid has the ability to locate in which direction a Treven is located. With a successful Focus roll, the Druid will know the exact path to follow to find a Treven and what the distance is. A Treven is a living tree and is considered the original lords of the forest who trained the Druids and Rangers to help keep watch with them.

INSPIRE REBIRTH: (Focus) The Druid can restore life to any dead plant or tree that he comes across. He cannot give life to doors or tables or any wooden object that has no roots and is quite literally dead. He can give rebirth to entire fields or orchards if he so wished. Each plant or tree rebirth requires a Focus roll.

DRUIDIC CIRCLE OF DISCIPLINE

You have reached the second circle of Nature. Here you will have to choose which path you will take, earth, sky, or water. You will walk one of these paths are you grow in your

knowledge of the Druidic Stewardship of the world. It is you responsibility to establish a protection over your chosen path. Make sure you are well suited for the one you decide to take. Each has its own skills and knacks to choose from. You may only choose one at this time. Once completed you may choose a second or third path of discipline if you would like.

DRUIDIC CIRCLE OF EARTH SKILLS

The term 'Earth', is used to describe the animal kingdom for the Druids. This ranges from the small mouse to the large moose. Within this circle the Druid will become closer to the earth kingdom and learn how the life circles works and why he is their protector. Animals were put on the world for food but there are creatures which are races that man continually fears or just does not understand. Most creatures respect the Druid for being neutral. You will learn that the animals of the world understand more about life than the races do. You must learn to respect the earth kingdom before moving into the next circle.

KNACK: Creature Companion - You can summon [call to you] a creature that will serve as a comrade and fight with you. A creature is not an animal but a race like a Nulkan or Vessuren that are played like a Sidekick to the Druid. You will have to help your party members' deal with your trust and get them to respect the earth kingdom as well).

SKILLS: Befriend Animal (U), Creature Knowledge & Lore (U), Animal Knowledge & Lore (C), Animal Form (U), Earth Healing (U).

EARTH UNIQUE SKILLS

BEFRIEND ANIMAL: (Charm) All the Druid has to do is make a Charm Roll and he can befriend a single animal that will travel with him and help in combat and other situations. The animal will not defend the Druid to its death unless it cannot be avoided for they are not bodyguards but companions.

SIZE	BDP +/-	DURATION IN HOURS	ESSENCE COST
Minute	-1/2	4	5
Small	-1/4-	2	10
Medium	0	1	15
Large	+1/4	2	20
Giant	+1/2	4	30

CREATURE KNOWLEDGE & LORE: (Focus) This skill gives the Druid all the knowledge that he needs to understand the racial characteristics of all the creatures that live within the borders of the forests. This includes Barreyn, goblins, etc., or any other creature that does not naturally belong with the forest.

ANIMAL FORM: The Druid is capable of transforming into an animal of their choice. Each size has duration and BDP increase or decrease as well as its own cost according to the size into which it transformed.

EARTH HEALING: (Essence) The Druid can cover him or herself or any other person, totally, with the dirt from the forest floor and activate its healing properties to regenerate wounded, injured, or diseased persons. There are different roll modifiers for each type of healing. No body that has lost its head, neck, chest, or abdomen to zero will have this

TYPE OF HEALING	ROLL MODIFIER
Combat Wounds (1-30 points back per location)	-5%
Diseased	-15%
Lost limbs (not head, neck, chest, abdomen)	-25%



process work for them. The body needs to be pumping blood and have brain activity to jump start the healing.

DRUIDIC CIRCLE OF SKY SKILLS

This circle of Nature you will learn to speak and master the birds of the air as well as the insects that fly on the winds of life. In this circle of life you will find that the air is filled with strange and wonderful things. You will also learn to harness the power of the winds to aid you in reaching into the skies that call you. Though you cannot fly the skills that you will be taught will make the experience of air worthy of your appreciation. Remember to learn this circle well for the dragons of earth have mastered this circle as for they live within both realms. To fully understand the ways of the Druid Masters you must have full understanding and control of all four circles of Nature.

KNACK: Breathe Toxins - You are able to inhale all types of toxins without harm to yourself. This ability is for you and you alone. This is not a spell but a natural ability that has grown within you from being around the toxic plants and animals that you have cared for. Any animal can never poison you or plant based poisons. If some other poison is used, you get a +3 to your Vigor Roll.

SKILLS: Avian Communication (U), Eagle Vision (U), Air Currents (U), Glide (U), Wind Whisper (U).

SKY UNIQUE SKILLS

AVIAN COMMUNICATION: This is the ability to speak with birds with a short yes or no question.

EAGLE VISION: (Spot) The Druid can see up to 5 miles away with an unobstructed view. His vision is as sharp as an eagle and can see small objects and movement perfectly clearly.

AIR CURRENTS: (Focus) The Druid can travel in the air currents just like a leaf does. He has no control over these currents but he can control the speed at which he travels in them. All he has to do is jump up into them and off he is carried. He has to willingly want to use them. They will not just lift him up every time he wanders into them.

GLIDE: (Reflex) The Druid can use his cloak or robes and glide from one place to the next. Depending on the glide, it is usually done starting at a high point and ending on a lower one. Gliding is performed from one tree to the next. The Druid holds his robes open like a kite or flying squirrel and glides. He can control where he is going as long as there are no up-drafts or wind changes that might interfere with his flight.

WIND WHISPER: The Druid can speak across the wind with another Druid, Ranger, or call another comrade. He can even call his companion with this skill. The person or animal receiving the message will immediately know from which direction it has traveled. To send a message costs the Druid Essence (at 1 Essence Point/mile). Remember that it is trial and error to actually have someone hear you.

DRUIDIC CIRCLE OF WATER SKILLS

This circle is that of water or the fish kingdom. Though it may sound strange for a Druid to gain mastery over the fish (which a mage can't do) it is because the Druid is actually a

priest of nature. Why wouldn't he want to know all about nature? The last Circle of Nature consists of water. There is so much to learn about it: from the mountain lakes to the rivers by the city and out to the sea. The waters are full of life and a whole New World is living beneath the land. The Druid will have completed his life training once this final circle has been completed.

KNACK: Breathe Underwater - A very useful ability for the Druid to have. This works in salt as well as fresh water. No matter where or what type of water is there it can be breathed, even toxic water!

SKILLS: Water Cleanse (U), Call Rain (U), Healing Water (U), Float (U), Aquatic Communication (U).

WATER UNIQUE SKILLS

WATER CLEANSE: The Druid can use any water to cleanse a person, animal, or plant of any disease they might have. The Druid needs a bowl made from a cedar or cypress tree to hold the water he will use. The person, animal, or plant must drink from the bowl (plants are watered) all of its contents.

CALL RAIN: (Focus) The Druid calls forth rain clouds that will cover a 200-yard area if a successful roll is achieved, first. The clouds will burst forth from a sprinkle to a torrential downpour and can be manipulated by the Druid. The Druid must declare the intensity of the rain on completion of the roll. To change the intensity, the Druid has to make a separate roll at -10%. Call Rain can be used once/day unless the Druid decides to use 30 Essence to create a second rainstorm that same day.

HEALING WATER: Using the same cedar or cypress bowl, the Druid can siphon water through moss or lichen, and then have the person drink from the bowl to receive 1d20 points of healing. The bowl holds 6 doses and is immediately used or discarded.

FLOAT: The Druid does not need to swim. He can float on top of all bodies of water, except when in the presence of waves. Though floating, the waves will toss the Druid about and cause him to drown.

AQUATIC COMMUNICATION: The Druid is able to communicate with all fish and mammals of the sea. The creatures and monsters are far too chaotic to communicate with. He can call for their aid if in need up to a 1-mile radius from his position. The Druid must have his head in the water to perform this skill.

DRUIDIC PARAMOUNT

You have mastered all four of the circles to reach your final career, "Grand Druid Master of the Four Inner Circles of Nature" or GDM for short. In this career you will be able to create spells that are linked to the Faire kingdom. You have learned all of the Circles of Nature and are now standing at the center of the wheel. You now understand what it is that makes and keeps the world together. You are the only person to have this knowledge and your warriors against anti-life are the Rangers. Together you will fight against the Wither Wraiths who will stop at nothing to destroy all life by absorbing its life Essence. This is a war that only you and the Rangers are equipped to handle. All of the Circles will aid you whenever

they are needed for it is their lives as well that are hunted too. The Fairies will be you never ending eyes and ears to what goes on in the forest as if you were omnipresent.

KNACK: Earth Travel - The Druid Master has the ability to travel under the earth for short periods of time either to move unseen or to move downward. All the Druid has to do is call upon the forces of the earth to soften the area around them and thus provides an air pocket so that he can breathe. This travel can be done 3 times per day and can travel up to 1 mile. He can travel 3 miles in one day at separate times or all at once.

SKILLS: Faire Communication (U), Create Faire Circle (U), Accelerate Growth (U), Control Plants (U), Dragon Breath (U).

UNIQUE SKILLS

FAIRIE COMMUNICATION: The Druid is able to communicate with all types of fairies like brownies, gnomes, fairies, leprechauns, etc. He is able to speak all their languages when they are summoned to his aid.

CREATE FAIRE CIRCLE: (Focus) You cannot just call a fairie and expect them to show up. You need to construct a "Calling Circle", first, so they know you are a friend and not an enemy. There is nothing worse than pissing off an entire army that is only 12 inches tall. It is constructed of stone in a 3 ft. radius circle with the center covered with oak leaves and the outer ring of pine needles. Then, the Druid needs to light a fire using oak and pine (oak center, pine outer) with cinnamon thrown in (who knows, maybe they just like the smell).

ACCELERATE GROWTH: The Druid has the ability to soak a seed in his bowl of water (cedar/cypress) over night and have it grow 4 times its normal rate.

CONTROL PLANTS: (Focus) There are plants that are very aggressive that the Druid can gain control over. They will defend the Druid or perform any other task it is capable of. A Focus roll is made to gain control over the plant the Druid wishes to use. There is a 1 in 6 chance the plant will attack if the Druid fails to control the plant.

DRAGON BREATH: (Focus) The druid has the choice of all 4-dragon breaths to use, each with its own capabilities.

Nature Breath creates a cloud of fog that goes forth from the Druid in a cone shape and causes zero visibility to all those caught in it along with no sound.

Earth Breath delivers a vibration that shakes the ground like an earthquake. All must make a Reflex roll (including friends) or fall to the ground taking -1 BDP every round for 1d10 rounds.

Sky Breath delivers a swirling wind that blows in front of the Druid in a cone and lifts up debris 15lbs. or less, hitting everything within the cone. Small rocks do 1d6 damage when they hit. A nice trick is to throw a handful of knives into the cone as well.

Water Breath shoots out a cloud of steam that causes everything in the path of the cone to become scorching hot and drip with moisture. All leather armor will become heavier and cause any opponent's CAV to drop -30% and Initiative by -5. Those in metal armor will take 1d6 points of damage directly to all their locations.

All breaths require the loss of 15 Essence Points to perform.

MASTERLY BARD

CAREER PATH		
TROUBADOUR›	MINSTREL ›	MASTERLY BARD

TROUBADOUR

You are a Troubadour of fine stories, ancient histories, and artifacts when you can find them. You are practicing to become a great bard but for now you understand that to achieve this goal you must have stories of your own to tell. You can make a good living telling stories at any inn or tavern but they should be your own. Stealing a bard's story so you can tell it as your own, unless you give credit to that bard, could cause you an early exit from this career path. You will adventure forth in search of stories and whatever else you can find. Your ultimate goal is to find artifacts that have a great history that you can claim as your own to make a name for yourself early in your career. You need to do this so that you can attract a minstrel willing to train you.

KNACK: Create 5 songs that will work on the emotions of the Senses to those listening to you play. The key to this emotion music is that you must be singing, playing, or storytelling for them to work. Once you stop, the effect is gone. They are considered spells and are created using the Magic Spell Creation Chart. Everyone listening to your music does get a magic save. Remember that you cannot create a spell that makes people give you money.

SKILLS: Write Music (U), Storytelling (U), History (C), Sense Artifact (U), and Play One Instrument (U).

UNIQUE SKILLS

WRITE MUSIC: (Focus) The skill at writing sheet music and having the notes form a musical score. You need to write music so that others may use it and make you famous.

STORYTELLING: (Charm) You have gained the knack of telling any type of story and having the audience never lose attention to you or what you are saying. Anyone can tell a story, but only the Bard can give it the flair it needs to be memorable.

SENSE ARTIFACT: (Sense) This unique ability tells the Collector when he is within 100 yards of an artifact. As he advances, every career will add another 100 yards to his detection. At 5th career, all artifacts within 500 yards will be detected. Spending DP on it can never raise this skill.

PLAY ONE INSTRUMENT: (Focus) Pick your instrument at this time. Every time you want to play a different instrument, you must buy this skill again. Once you leave this career, you cannot purchase another instrument. Dueling is done the same as juggling when minstrels compete.

MINSTREL

You have done well for yourself by traveling around and meeting people. Your music has become better and, now, you will be able to start creating spell songs to along with your music. You have found a Masterful Bard as a teacher who feels that you have the talent to continue your career. The Minstrel tends to stay in a town for a while so that the people will get to know him on a personal level. You will be creating 5 songs that weave magic into music and lyrics. The lyrics will be your spell and the music is the delivery. Instead of invoking the elemental powers of life, you will be creating magic out of thin air. No one else can do this but you. You can still mess up which has the opposite effect sometimes or it can be devastating to you personally. Design your spell-songs carefully for you get only 5 and you can never change them.

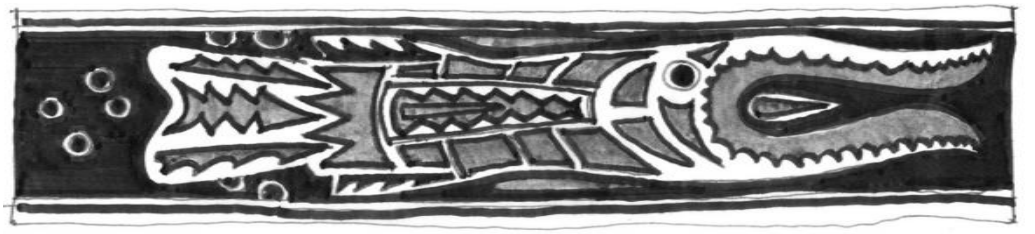
KNACK: Create 5 more songs that will work on the emotions of the Senses.

SKILLS: Songcraft (U), Acting (C), Dramatic Reading (U), Poetry (C), Seduction (C).

UNIQUE SKILLS

SONGCRAFT: The Minstrel has the art of combining the sounds of music with the elements around him. This skill must be taken before any spell songs can be created.

DRAMATIC READING: (Charm) The Minstrel can take any form of literature and read it with such emotion as to get the some response from those listening to him. This skill has gotten the Minstrel off from being incarcerated for inappropriate songs, stories, or one night stands. It can be very effective if used along with poetry.



MASTERLY BARD

You have perfected your skills to the point of greatness and everyone knows you by name. You have even played for a king so now is the time for you to find a student to teach. You can still adventure but must either stay within a certain area or take the student with you. Remember that this student will now reflect you and your greatness. He will hold every word you say and every action you perform as his own. You have done great deeds for the people and now you must learn that self-sacrifice is just as important to you. People will now expect quests done for free since the story of your adventure is reward alone for you. You still have money flipped your way at the inns and taverns but the real adventure lies in the stories that you will live to tell about.

KNACK: Create 5 more songs that will work on the emotions of the Senses.

SKILLS: Choose 5 more skills that will make your Bard unique. You still must list the 5 skills at the time you enter this career. Learning the skill still applies here.

SPIRITWALKER

CAREER PATH		
WITCH DOCTOR›	TRIBAL SHAMAN›	SPIRITWALKER

A member of a tribal society who acts as a medium between the visible and invisible spirit world and who practices magic or sorcery for purposes of healing, divination and control over the natural elements. The Spiritwalker career will test the most advanced players with its tight restrictions on the elemental spells that can be created. It also will complicate decisions with its access to all the elements but only a few that can be chosen to use. The Spiritwalker has all elements: fire, earth, air, water, metal, and wood at his fingertips. They are the only career that is able to use the void elements of spirit and nether (death). The choice is hard after first career when you will need to tailor your Spiritwalker in the direction you think they will travel. You cannot use the entire foray of elements. So, choose wisely.

WITCH DOCTOR

You have been chosen to be the spiritual healer of your people. You have been chosen to enter the path of the Spiritwalker, a path that is filled with blessing as well as hardship. You were chosen because you were born with the gift of contacting and controlling the element of spirit. Most say the spirit world is a place that cannot be touched or seen, but you know this is false, for you walk it and feel it in your own spirit.

KNACK: Create 5 Spirit Elemental Spells to use to help your people (you are to use the element of spirit to create these spells. Unlike the Holy Careers, you do not have powers but spells and use Essence to cast them). Follow the spell creation method found in the Arcane Careers section of the book.

SKILLS: Read Bones (U), Ancestral Walk (U), Read Spirit Aura (U), Protection Wheel (U), Spellcraft (C).

UNIQUE SKILLS

READ BONES: (Focus) The fallen bones of any creature or humanoid tell a tale of their final minutes. By taking these bones and holding some of them in their hands the Medicine man can decipher what the deceased was trying to say or what message they have left behind. Sometimes, they even tell the future.

ANCESTRAL WALK: (Essence) The Medicine Man can induce a trance-like state after reciting the tribal ritual of their ancestors after which they will depart their body and walk with the ancestor of their choice asking for guidance and knowledge.

READ SPIRIT AURA: (Essence) The aura of every living creature is not hidden from the Medicine Man. Every aura reveals what kind of person they might be. The aura of a person is aligned with their birth sign and their glow reveals that to the Medicine Man. The glows match the birth signs as follows: Earth=Yellow, Water=Green, Air=Blue, Fire=Red,

Bone=White, Glass=Clear (Hazy outline), Wood=Brown, Metal=Orange, Spirit=Violet, Void=black, to be cursed means you have no aura.

PROTECTION WHEEL: (Focus) The wheel is drawn on the ground in the size the Medicine Man so chooses. All within the wheel are protected from whatever the Medicine Man draws into the wheel. The wheel is activated when they can make a Focus Roll and lasts for 1d8 hours. You can leave and enter the circle as long as it stays active, but once the protection fades, a whole new wheel must be draw in a different location from the first wheel.

TRIBAL SHAMAN

After learning how to commune with your ancestors, you have been given the right of passage to travel the path of the elements. It now comes down to your choice of the next element you will learn to control. You will learn one new spell per level so that you will not be overwhelmed by the power you now control. The level in your learning will bring with it a new chance to wield the element of choice. All 5 spells must be from that single element you have chosen. You will also learn the ways of mystical medicines and the creation of magical potions and slaves to help those who do not believe in you.

KNACK: Create 5 Elemental Spells from the element of your choice.

SKILLS: Mystical Medicine (U), Protective Circles (U), Dream Walk (U), Dream Heal (U), Ancestral Aid (U).

UNIQUE SKILLS

MYSTICAL MEDICINE: (Focus) The Shaman can transform his runic wheel into a super healing circle for a single person or himself allowing that person to recover 4 points per hour they remain inside of it. It will also bring the dead back if they passed beyond the 7day stage. This requires at least 7 days within the circle and recovery time of 2 BDP/hour until completely healed. They cannot leave the circle until all damage is gone.

PROTECTIVE CIRCLES: (Essence) The Shaman can draw his protective circles on the bodies of those he wishes, or himself, but whatever you are being protected against, you cannot be hostile towards or the circle is broken.

DREAM WALK: (Focus) The Shaman has the ability to walk inside other people's dreams to get a better understanding of what they are thinking about. You can kill a person inside their dreams, but if they make a Will Roll, they counter the attack sending the Shaman into a coma with their head BDP at -5. The coma lasts the number of hours equal to the amount by which the person made their save. You have 50% and you make your roll by 30%, then the Shaman who tried to attack you is in a coma for 30 hours, but a 01 critical save kills the Shaman if he fails his own Will Roll. If they are successful, then the hour is doubled for the coma and you fall where you are.

DREAM HEAL: (Focus) The Shaman can enter someone's dream and heal them of their illness by encouraging them. This works well of things of the mind like fear or psychic attacks that leave a person in a coma.

ANCESTRAL AID: (Essence) The Shaman can call forth an ancestral champion to aid them for 1d8 hours after the appropriate ritual is performed.

SPIRITWALKER

You have entered your final career, the Spiritwalker. It is named as such for the way you will begin to handle the elements you have learned is different from others. You cannot combine the elements, for when they are mixed, they are harder to control and uncontrolled elements bring forth chaos. The Spiritwalker infuses the elemental spells that he has leaned into objects that are used as offensive weapons or protection from the very elements learned. The Spiritwalker has also been given the right of passage to walk the void and use the Nether (bone) Element for the good of nature. Understanding death is the beginning of life, so walk the path, digest the knowledge it imparts, and use that knowledge for good.

KNACK: Create 5 Elemental Spells from the element of Nether (bone).

SKILLS: Void Walk (U), Void Knowledge (U), Spirit Projection (U), Infuse Element (U), Bind Element (U).

UNIQUE SKILLS

VOID WALK: (Focus) The Spiritwalker can walk the land of the dead in search of one that has passed on before their time. The ritual must be preformed and they spirit walk to the void. A Focus roll must be made to find the person and they are at a -5% for every day that the person has been gone.

VOID KNOWLEDGE: (Focus) The Skill that must be learned before one can walk the void. This skill gives the Spiritwalker the ritual knowledge they need to complete walk it. They gain a +10% to their Tribal Ritual skill when doing a ritual to enter the void.

SPIRIT PROJECTION: (Essence) The Spiritwalker can leave their bodies for 1d12 hours and then return before the time is up. They know the time limit and if their body dies while they are absent from it, they will stay in limbo until their body is buried. Then, they go to the void.

INFUSE ELEMENT: (Essence) The ability to take a raw element and infuse it into an object for enhancement purposes. The added effect to said item is up to the Lorekeeper and what they are trying to do.



BIND ELEMENT: (Essence) The ability to bind an infused item so that the element does not escape from the item over time.

TREASURE HUNTER

CAREER PATH

RUIN EXPLORER›	ARTIFACT SEEKER ›	TREASURE HUNTER

RUIN EXPLORER

He is part fighter and thief with a little mystic thrown in for good measure. So, because he is a combination of different classes, he falls under Mystic. As a Ruin Explorer, it is your total desire to study ancient civilizations or races that might have lived 1000's of years ago. Finding lost items that were once used by these ancient civilizations fascinates you. It is not so much that you love your job; it's that you have a tendency to drag your fellow adventurers along with you on one of your great expeditions to unknown lands.

KNACK: Sense Magical Item - You just have this innate ability to detect or know that a certain magical item is nearby. You can feel the pull of the magic when you are within 100 feet of the item.

SKILLS: Archaeology (U), Rune Knowledge (U), Pistols (U), Gun Maintenance (C), Read Ancient Tongue (U).

UNIQUE SKILLS

ARCHAEOLOGY: (Focus) The study of ancient civilizations and its people and the great accomplishments that they fulfilled in their time. It also allows the Archaeologist to decipher dates and periods in history as the when and where.

READ ANCIENT TONGUE: (Focus) The ability to decipher ancient scripts and dialects that have existed or are extinct at this period of time. This includes any type of Hieroglyphics but not runes.

RUNE KNOWLEDGE: (Focus) different from the Sorcerer's skill in that this skill allows the Ruin Explorer to decipher any rune that he comes across whether it is magical or non-magical in nature. He cannot use runes for magical purposes or decipher their hidden meaning while they are still active (if any). He can, however, decipher inactive magical runes that have either expired or were activated (past tense).

PISTOLS: Your experience and knowledge of guns has paid off. This grants a +10% bonus to your RAV when firing a pistol.

ARTIFACT SEEKER

After spending so much time raiding tombs, you now have the ability to sense the wonders of an age gone by. An Artifact Seeker is the rare individual that can feel the pull or calling of an ancient item whether it is on another person or hidden away. You will now transverse the world in search of artifacts either for yourself or another party who is paying you to recover such an item.

KNACK: Sense Artifact - You have the innate ability to "feel" the presence of artifacts when you are within a mile of their location.

SKILLS: Free Climb (C), Converse with Intelligent Item (U), Navigate Ruins (U), Gunplay (U), Blindfighting (C).

UNIQUE SKILLS

CONVERSE WITH INTELLIGENT ITEM: (Focus) The ability to mentally speak with any intelligent artifact or item that the seeker touches, whether good or evil, as he will be viewed as a neutral party. If the seeker reveals that he wants to use the artifact, his demeanor will come into play. If the item or artifact is non-intelligent, the seeker can make a roll to determine the nature of the item or artifact, but not its full purpose.

GUNPLAY: Your use with a Pistol is very skillful. You gain +10% to your CAV.

NAVIGATE RUINS: (Sense) This skill allows the Artifact Seeker to make his way through a ruin, labyrinth, dungeon, etc., without losing his way. (For game purposes, if there is an Artifact Seeker in your group with this skill, make sure you have a map for them or they can actively backtrack or leave whenever they like.)

TREASURE HUNTER

You have finally made the reputation as a great treasure hunter. If there is an item to be found, others will seek your assistance in retrieving it. Of course, there are others who envy your status and will try to undermine you at every step, but you are strong. You can handle it. Why? Because you are The Treasure Hunter!

KNACK: Unexplainable Luck - You have the uncanny knack of getting into trouble but also getting out of it without explanation as to how. Trouble seems to follow you wherever you go. When trying to avoid trouble, roll a 1d10 and deduct the number rolled from the roll. When making any luck check, roll that 1d10 and add the number rolled to your Luck Score and make the Luck Roll.

SKILLS: Reputation (U), Charm (C), World Knowledge (U), Contacts (U), and Friends in High Places (U).

UNIQUE SKILLS

REPUTATION: It is the Treasure Hunter's reputation that gets him the big jobs, the wealth, and the prestige that comes with being the best. The Treasure Hunter's Reputation starts with how well known they are and how readily the bards sing about their exploits. Their starting reputation will range from 5 to 50 depending on mitigating circumstances, which are his peers. Everyone at the table (players) is to write on a piece of paper how they view the Treasure Hunters reputation and what they feel the world views him on a scale of 5-50. Add all the scores together and divide by the number of players (minus the Treasure Hunter) and the number you get is his average reputation score. From that score, he can either go up or down depending on how successful each mission is. Now everything is riding on that score. If it goes low, let the player know by people making jokes at him and praising him if it goes high.

WORLD KNOWLEDGE: (Focus) You have the knowledge of being all over the world. You do not actively need an atlas to know where a place is or who the ruler is. Even if you haven't

been there, you have probably read about it, overheard a conversation, or talked to somebody who was there. To recall any useful information about a place will require a Focus roll.

CONTACTS: (Luck) You have your own private information network set-up in all the major cities you visit. Hopefully you have been taking care to develop this network as you have been advancing through your careers. To find an informant for any type of information will require a Luck roll.

FRIENDS IN HIGH PLACES: All this skill does is give you favors from all the people you have helped or have done work for in the world: from a place to stay, to a needed horse to get you from point A to Point B. They will never turn you down. You just have to get to them so we hope you wrote their names down cause we won't be telling you.



HOLY CAREERS

ABSOLUTE PROPHET	
DEVOUT AVATAR	GUARDIAN OF LIGHT
MEGALINA BLADE	SOLARIS BLADE

The holy paths of the church are for those that desire law, order, and godliness in their lives. You do not follow a holy career path and murder people along the way. There is a code that has to be followed when in these paths. If you feel you cannot handle this code, leave the path. To continue would only result in your character's own death by heavenly means.

Your campaign may have many Deities to worship and follow or just one. No matter which way you play it, the Holy Careers have to tailor their powers after the type of Deity they follow. If you just use God, they have a vast amount of resources at their disposal. At second career, all holy classes are imbued with the power of the heavens for their steadfast devotion and are given the ability to manipulate light to be used for good. The Elfare also have the ability to harness the Luna Light of the moon for those who worship Lunaria.

These powers are created according to the same restrictions as magic except they deplete their Faith Points instead of Essence. The reasoning behind this is simple, the more you use your powers instead of prayer, the harder it is to not feel you are doing the miracles instead of your god. As your Faith diminishes from using your power and so do your chances to have prayers answered, until such time as you have communed with your god. Each hour that a holy prays in meditation, they will receive 10 Faith Points back (70 points = 7 hours of meditation). When you use powers instead of prayer, the people see you do it and not your god. For this reason, a holy career must stay faithful and be ever diligent as to delicate relationship with their god and his people.



Every level that a Holy Career advances they gain a +1% to their Faith Cap Score. This small advancement shows that even though they may falter, they are still blessed by the god they serve. All career paths go from 1 to 3 in their respected categories, but once a character goes into the Epic Path, they cannot come back to take any other careers. They must continue down the path to godhood and the finale for their character.

ABSOLUTE PROPHET

CAREER PATH

CLERIC›	SAINT ›	ABSOLUTE PROPHET

CLERIC

You have decided to become a cleric of the people. You have gained a reputation among the people during your intern studies and these same people will now become your flock. Your teacher has moved on to either another area or into the church proper. You must now take care of the people in the designated area and defend them from danger and evil. If you have to kill evil to maintain a balance, so be it. The Cleric is a friend and protector of the people. He can call in help from the church to fight if he has to or gain outside help. The church can only call in the military forces by asking help from the king. This arrangement helps the king maintain a good military force to watch the kingdom borders without having to guard the towns and villages. The major cities have both a military fort and churches. Not that they get along too well, but that is how it is. Every town or village has its own city guard, but they are comprised of townspeople. They always turn to their protector for advice. The Cleric must sit in judgment of all matters that pertain to the spiritual nature. Do you stone the adulterous or not? Being a cleric has its rewards and disappointments.

KNACK: Power Heal - This ability allows the Cleric to use his Essence as healing power to restore health back to an injured person. The Cleric can use 10 points or his entire Essence at one time.)

SKILLS: Meditation (U), Herb Lore (C), Herbalist (C), Alternative Medicines (U), Prayer (U).

UNIQUE SKILLS

MEDITATION: The ability to set one's self into a deep trance and keep their mind on holy things for a short period of time causing their body to be fully rested. Meditate for 2 hours and the body thinks it's 4. This mediation heals 2 points/hour.

ALTERNATE MEDICINES: (Focus) The use of ancient techniques when it comes to healing. These techniques have long been forgotten to the world, have recently been discovered, and are now being studied. The Lorekeeper might have different ideas for this skill in the way of the ancient arts than most do.

PRAYER: When all else fails, the Cleric can still use prayer to heal. Prayer is used to show their faith and to cause heavenly forces to intervene when mortal work is not enough.

SAINT

The path of the Saint leads to the outdoors and the realm as your church. The Saint travels the realm making sure that all of the Clerics are doing their jobs correctly and are being good protectors. They are striving to be prophets but understand that they must be chosen

by god to hold this position. Their jobs as Saints are to serve the people and the realm with open hearts and to give all they can to the well being of these people. A saint is as holy as the careers get. A Saint will try to lead people away from their evil and show them that there is a god who loves them and needs their prayers.

KNACK: Here you will create 5 more Powers that will be a signature of your sainthood to the people.

SKILLS: Detect Evil (U), Cast out Evil (U), Restore Faith (U), Divine Communication (U), Cleansing Touch (U).

UNIQUE SKILLS

DETECT EVIL: (Sense) The ability to know when there is an evil presence nearby. This includes even the slightest bit of evil emotions in the area around the Saint. He has a 30-foot radius that permeates out around him.

CAST OUT EVIL: (Faith) The Saint lays his hands on a possessed person and makes a Faith Roll. If successful, the evil is vanquished and the person is reverted back to normal. If the person does not wish to be cleansed, they too, must make a Will Roll (at -20%) to resist. If the person is unconscious, they get no roll.

RESTORE FAITH: (Faith) This power is usually done after a "Cast-Out Evil", but is used in other situations. By laying their hands on a person and rolling on Faith at -20%, the character's faith is restored, returning hope to his soul.

DIVINE COMMUNICATION: (Faith) The Saint can communicate with his god to find out specifics about people (and himself) that he comes in contact with. He cannot find out about future events, but he can learn of a person's past to prevent a distorted future for them (or him).

CLEANSING TOUCH: (Faith) By laying his hands on a person, the Saint can cleanse the person of all ill effects such as poison, possession, etc.

ABSOLUTE PROPHET

Knowing which career to choose here is easy. You already made that decision in your last career. To have yourself becoming a prophet means that god has found favor in your heart. Getting to this career is the hardest part of all the careers. The Lorekeeper has to watch you very closely and, even if you slip now and then, you can still hit this career. It is when you do wrong on purpose that will cause you to fail. Let us say that a party member decides that he wants you to fall from grace and sets you up to do something you were not aware of. Well, you did not know what was going on and god will defend you, whether in the form of angelic intervention or another person. All you have to do is wait. You cannot fall from grace unless you decide to commit adultery or kill someone, not what others do to you. As a prophet it will be your duty to meditate and listen to hear the voice of god and do what he asks. You will do the same things you did as a saint except that you will be all over the realm and will be well known for your abilities.

People will follow you from town to town and some may even worship you as god. This is where you will need patience and virtue with them. Guide your people and seek out the Avatar of god. Somewhere in the realms is an Avatar chosen by god to even the fight. He is your opposite when it comes to battle. He is the holy warrior of god and you are the holy

man of god. You need to find him and meet with him to establish a spiritual link between you both. When you or he is in trouble, you will know it through your spirit. When creating your major miracles, you can now be as elaborate as you want, and of course, as destructive as you would like to be. You can create a resurrection miracle that brings people back from the dead or one that reverses the Necromancers call to animate undead. It is all up to you, now, to do the bidding of god amongst the people.

KNACK: Create 5 Powers that would be given a Prophet of your Deity

SKILLS: Divine Sight (U), Speak to God (U), Call Divine Power (U), Restore Life (U), Fleet-Footed (U).

UNIQUE SKILLS

DIVINE SIGHT: (Faith) The Absolute Prophet is able to see limited future events of a person. It is like, "if the person does this, then this might happen". With this power he can help a person from doing something harmful to themselves or others.

SPEAK TO GOD: (Faith) As it states, the Absolute Prophet is in constant communication with his god. Good or bad, their god will correct them and let them know when he is doing something good or straying from the path with bad actions.

CALL DIVINE POWER: (Faith) The Absolute Prophet has the power to bring down the wrath of his god on any "EVIL PERSON" or "GOOD", depending on their god that goes against the Prophet. The wrath can be called down once/day and does 10d10-damage, which affects all locations simultaneously.

RESTORE LIFE: The Absolute Prophet can resurrect a person once/day.

FLEET-FOOTED: The Absolute Prophet adds +10 to his movement at all times.

DEVOUT AVATAR

CAREER PATH		
PALADIN›	PALADIN OF THE ORDER ›	DEVOUT AVATAR

PALADIN

The career path that you have now chosen will lead you into the holiest of holy directions. As a Paladin, you must not think of yourself, but of others. When something has to be done that seems impossible, it is the Paladin that takes on the task to prove that Good triumphs every time. The Paladin does not have to be religious or faithful to a god. The War-priest does that. He is faith to virtue, honor, fairness, and all the goodness in the world. Evil fears the Paladin more than it does the War-priest because the Paladin does not have his faith solely on a god but on him and his own abilities. "Others come first before self" is the Paladin's motto. The Paladin has automatic Ride Horse skill.

KNACK: Call Forth War-Mount -The Paladin has the ability to call forth his Holy War-Mount from what used to be their former mount. Your mount receives the spiritual traits

Charm, Essence, Faith, and Luck that have 5 in each and 100 points to spread across them and the other basic stats you would like to boost. Its hooves do 2d10+Might Bonus when they hit and he gets two strikes at a 5 CSV, both at the same time.

SKILLS: Meditation (U), Prayer (U), Theology (C), Church Law (C), and Literacy (C).

UNIQUE SKILLS

MEDITATION: When meditating, the Paladin refreshes himself in 2 hours where it would take a normal person 8. This includes speeding up the healing process with 1 extra per hour.

PRAYER: The ability to use prayer to conquer adverse conditions whether it would be for healing or saving a person's life. The Lorekeeper will set a ranking on each prayer. The Lorekeeper should monitor the Paladin's choice when they create their prayers considering that this class still kills without thought and tramples into battle seeking its thrill and the valor of glory it brings. The use of prayer to the Paladin is more personal rather than only paraded in front of the masses.

PALADIN OF THE ORDER

The time has come for you to choose which Paladin Order you will associate yourself with. Which order most defines your outlook on life. There are three orders from which to choose. You must choose one at this time. You can go return later and join the other orders if you so wish to. This path is solely based on the attributes which your paladin deems the most important. Stay true to your heart and follow your correct destiny.

DEFENDER OF JUSTICE SKILLS

You have become the defender of justice for the church in your town. Your order of paladins has lost one of its defenders to promotion or death. As a defender, it will be your task to make sure that all church laws are enforced and that justice is carried out within your city. You are to work side by side with the Knights of the city to make sure that both sides uphold all laws. You defend the rights of others with your life, if need be. Whenever those rights are violated, it will be your job to see that they are corrected. You will also need to quest to make sure that the church's honor is upheld throughout the realm and that all of the churches are remaining loyal to the church itself and not straying down the road of corruption.

KNACK: Call Forth Holy Weapon - As guardian of justice, you must defend church law and its honor with your life. All those who oppose goodness must be dealt with quickly and expediently. For this purpose, you can call forth your Holy Defender, Weapon of Justice, which is +6 fine and is +10 magical. Every Career that you go up, the magical damage will increase +1d10 to show that your obedience to the Light is growing. If you falter, then the damage goes down by 5.

SKILLS: Kingdom Law (C), Heraldry (C), Religious Orders (C), Occult Knowledge (C), and Sense Undead (U).

DEFENDER UNIQUE SKILLS

SENSE UNDEAD: (Focus) A Focus Roll will tell the Defender if any undead is within 1 mile of him. A second Focus roll will pinpoint the exact location for him.

PROTECTOR OF VIRTUE SKILLS

You have now taken on another role within the church. As your new role states, you will guard all that is good from the evil that surrounds it. Simplistically, this means that wherever there is goodness in need of protecting, rescuing, or defending with honor, you will be there. Virtue means "goodness, morality, and chastely" along with all of the other names that say the same thing. This Career symbolizes the Paladin that holds goodness above all else for these are the paths that lead to glory.

KNACK: Call Forth Armor - The Paladin now has the ability to call his holy armor into existence whenever he needs it. Both the armor and sword appear at the same time. The armor is full Battle-plate +5 crafted with +5 points of magic instilled within it that earns +1d10 magic with every career).

SKILLS: Heal Self (U), Heal Others (U), Sense Evil (U), Cleanse (U), and Protection from Evil (U).

PROTECTOR UNIQUE SKILLS

HEAL SELF: The Protector can heal himself of any damage with his Will in points. If his Will is 15, they can receive 15 BDP back to a specific location. Each healing drops his Will down by 1 point until it reaches 0. Then, he must rest for 8 full (uninterrupted) hours of sleep. Meditation cannot be used with this recovery.

HEAL OTHERS: The Protector can heal another person's damage with his Will in points by touching them. If his Will is 15, they can receive 15 BDP back to a specific location. Each healing drops his Willpower down by 1 point until it reaches 0. Then, he must rest for 8 full (uninterrupted) hours of sleep. Meditation cannot be used with this recovery.

SENSE EVIL: (Sense) A Sense Roll will tell the Protector of any evil living thing that is within 1 mile of him. A second Sense Roll will pinpoint the exact location for him.

CLEANSE: (Faith) A Faith roll will remove any disease from any person that the Protector touches.

PROTECTION FROM EVIL: (Focus) A successful Focus Roll envelops the Protector in a 10' diameter shield that has an ARV of 200 but diminishes with every point of damage it absorbs from "Totally Evil" opponents. All within the circle are protected but does not protect against good opponents.

CHAMPION OF HOPE SKILLS

You will go forth into the world and give all the races hope in the future and that the Light is there taking care of them every day. You must spread all that you have learned so far to everyone that will hear. You must show how this is done through example in your own life,

first. You must teach those in need how to take care of them. This includes defending one's own life as well as others.

KNACK: Call Forth Holy Shield - The Paladin can call forth his holy shield, which bears his personal crest. That is a symbol of his faith and conviction to the Light. The shield is a medium shield (10) made +5 fine and has +5 magic on it and goes up 1d10 in magic every career.)

SKILLS: Undead to Dust (U), Soul Burn (U), Swordplay (U), Shield Bash (C), and Feed the Hungry (U).

CHAMPION UNIQUE SKILLS

UNDEAD TO DUST: (Faith) The touch (an attack) of the Champion (fist damage + strength bonus) will automatically cause any solid undead to crumble to dust. Only 1 POD (point of damage) has to get past their ARV. Magic is also added to the damage like a +5 gauntlet.

SOUL BURN: (Faith) A power that causes the inner soul (chest area) to burn with spiritual fire, the damage is the Champion's Will Score in damage straight to the Chest's BDP. A Will Score of 24 would cause 24 BDP of damage directly to the chest area if the target doesn't make a Will Roll.

SWORDPLAY: Your skill with a blade (axe/sword) is unmatched by any other fighter. You gain +10% to your CAV and +5 to damage.

FEED THE HUNGRY: (Faith) This power automatically produces food & drink to feed up to 100 people. It costs 1 Essence for every person that is fed.

DEVOUT AVATAR

You have now been chosen by god himself to be his absolute avatar to the people of the realm. You are the ultimate church warrior and wherever you go the people know that god has sent you. The might of god instills your muscles and his glory flows through your veins. The Devout Avatar has the very armies of the heavens at his command if he so wishes. His power is unlimited as long as he follows the straight and narrow path. God punishes those churches that go corrupt for he will seek out every single person and kill him or her. He is the judge and jury of god. As an avatar you will have to keep a close eye on the actions of everyone you meet, especially your own. If you stray, you die. There will always be people who do slightly selfish deeds or actions that hurt others. Just your presence in their village, city, or town is enough to set them straight. Seek solitude and pray, oh avatar of god.

KNACK: Create 5 more holy powers.

SKILLS: God's Law (U), Heavenly Might (U), Incredible Speed (U), Banishment (U), and Divine Judgment (U).

UNIQUE SKILLS

GOD'S LAW: The Devout Avatar gains full knowledge of right and wrong and where a person is supposed to be walking. All the laws set down at the creation must be followed. Remember, not everyone believes in what you are preaching, especially the church. Some in the church do, but the majority doesn't.



HEAVENLY MIGHT: (Faith) This skill works, as do all of the others listed below, if you make your Faith roll. If you fail, it the ability does not take effect. That is why it is so important to follow the light. This ability will enhance the Devout Avatar's strength by +15 points to ensure that he is stronger than the average person.

INCREDIBLE SPEED: (Faith) This ability will allow the Devout Avatar to increase his speed and agility. When rolling for initiative, he gains a +5 bonus to his roll, and he gains the ability to strike one extra time during his attack.

BANISHMENT: If he makes his Faith Roll, and the other person fails to make their Faith Roll, they are banished to a random spot some 200 miles away. The catch is that all of their possessions stay in the spot they were banished from. If a Faith roll is made, that person can never be banished, again. Banished friends make great enemies.

DIVINE JUDGEMENT: (Faith) This ability can be used on anyone or anything, but be careful. If a target does not make their Faith roll, that person will be consumed in holy flame. If they are innocent, the fires will not hurt them but you will lose 1 point off your Faith score, permanently. The item in question does not get a roll unless held by said person. If the item is consumed out of rage or sheer folly, you will lose 2 points from your Faith score, permanently.

GUARDIAN OF LIGHT

CAREER PATH		
PATRON›	WAR-PRIEST›	GUARDIAN OF LIGHT

You will be starting off in the service of the church as a soldier. It is a bit easier than being directly in the military. You get all of the same training but the duties are easier. You get to walk the entire church grounds and you can leave the church for only two reasons: one, if you need to go into town or are off for a day or two, when there is need of the church militia to walk a patrol.

PATRON

You are a patron of the church, which is the mounted cavalry of the church. These are the heavy fighters and the ones who are mainly called in to take care of evil when it is afoot. The Patron is another name for church knight or protector. Your job is to secure the church, making sure all within are protected. When there is an outbreak of evil, it is up to you to defend the church, the city and the people. If a religious argument leads to war, then you will take the front lines to defend the church's honor. You are more visible to the people and it is they who will seek your advice, guidance, and help if trouble arises.

KNACK: Heightened Shield Defense - you are able to increase your shield defensive roll by 15% three times per battle. That means that if you miss your roll and you really needed the defense, you could change the roll if it was within the 15 points.

SKILLS: Lance (U), Marksmanship (C), Heraldry (C), Shield Block (C), Dodge Blow (C).

UNIQUE SKILLS

LANCE: The ability to use a lance to charge in on a target and not get thrown off the mount or have your chest broken from the impact.

WAR-PRIEST

The War-Priest path leads to a straighter lifestyle, but yields far better abilities for keeping your faith where it belongs. The War-Priest travels about the countryside defending the people of the kingdom with his blade. He will not tolerate the evil or vile creatures from the netherworld. His major enemy is the Dark Mage who never lets the dead rest or must torment a sleeping soul. The War-Priest is always at the ready to assist the Cleric if he is called to do so. With his sword, his faith, and his prayers, he is by far a better fighter than most. Though he cannot kill without proper motives, he still can take a person down in one swing. He is not someone that you want to inspire into leading a quest as he is relentless to complete it. Stealing is out when he is around also.

KNACK: Create 5 prayers (spells) that will be unique to your War-Priest. These prayers are like spells, are created just like a wizard does, but are created around battle and god.

SKILLS: Detect Lies (U), Church Law (U), Church Privileges (U), First Aid (C), Prayer (U).

UNIQUE SKILLS

DETECT LIES: (Sense) The ability to watch a person to see if they are lying to you. There might be quick movement of the eyes or just the way they move their body but you will find out. You receive a +15% bonus to detect a person lying.

CHURCH LAW: (Focus) The knowledge of all the moral and ground rules that the church puts forth for its people and the people of the kingdom to follow. The church has a tendency to turn a blind eye to what its own people do until it is brought to their attention.

CHURCH PRIVILEDGES: (Charm) This skill allows the War-Priest to obtain whatever he needs as long as it pertains to the church. He can requisition room and board at an inn or a horse from a local farmer because he is on a church mission. The Lorekeeper dictates the privileges that the War-Priest is allowed to get away with.

PRAYER: (Faith) This ability gives the War-Priest a direct line to god. His ability to pray is the focal point of his career. This is not to say that the War-Priest should not do things on his own. On the contrary, he should use this skill when all else fails.

GUARDIAN OF LIGHT

You have reached your final destiny. You are now a full-fledged Guardian of the Light. The highest position within the church is knighthood. You are now the person that all paladins come to get their missions from. As Guardian, you will travel the countryside seeking to do justice wherever it is needed. You are the one they call when the big jobs are at hand that the paladins cannot handle. At times, you may have to sit in on the church court or even

be asked to make a decision based on the evidence at hand. The Guardian must take his duties very seriously for everything he does has an effect on someone's life besides his own.

KNACK: Radiates Justice, Virtue, and Hope - The Templar himself puts forth a field of justice, virtue, and hope and all those whom he chooses the field to benefit will receive +20% to CAV, RAV, RDV, CDV, and all Saves. The field extends out in a 20' radius from the Templar.

SKILLS: Mental Shield (U), Iron Will (U), Wall of Truth (U), Symbol of Hope (U), Word of Comfort (U).

UNIQUE SKILLS

MENTAL SHIELD: This power protects the Guardian from all mental spells, possessions, fear, or the like. There is only a Critical Fumble roll for them to actually fail.

IRON WILL: (Will) This power makes sure that no control spells will work against the Guardian. A Will Roll determines if the Guardians's mind is up to it.

WALL OF TRUTH: (Focus) Once this power is in place, all lies are turned into truths before the Guardian of Light. A simple Focus roll is made to create the wall.

SYMBOL OF HOPE: (Faith) When this power is activated and the symbol is drawn on the forehead of the target, they are immune to any despair that may be affecting or might affect them. This symbol lasts for the Guardian's Will in hours then fades. A successful Faith Roll must be made to activate the power.

WORD OF COMFORT: (Might) When this power is in place, the 6 walls of the spell form a barrier 10' x 10' x 10' x 10' and bring comfort to all within. Sleep yields the recovery of 10 BDP/hour within these walls. It will last the Guardian's Will in hours. A Might Roll is required to activate this power.

MEGALINA BLADE

CAREER PATH

INVESTIGATOR›	LIGHTBRINGER›	MEGALINA BLADE

INVESTIGATOR

You have joined either a Nunnery or a Monastery because sometime in your life the world did you wrong. Either your parents died, somehow, or people forced you to become reclusive so you decided to devote yourself to Lunaria. You have joined the dark side of the church, the side that knows and understands that not all of the chaos from the Age of Shadows was destroyed and that it still does hide in the world, now. With your training, you will become one of the most highly skilled chaos hunters in the world. You will become a Megalina Blade. Founded during the Age of Shadow the Megalina Blades have devoted themselves to the hunting down and exterminating of Nocturnalis' creatures.

It was Helena Megalina that decided that the church was too closed-minded for its own good. They refused to look into the real world and see what had become of it.

Nocturnalis had taken away the will of the church and any hope that Lunaria would intervene and save them. She, herself, hunted down and killed the vile Nocturnes wherever she could. Soon, more and more women were flocking to her to teach them how to fight back. She trained them and they became the largest secret women's society in the world; until one man came forth and asked to be trained. At first, he was refused. It was not until Jonathan Vargo proved himself by alone seeking out Nocturnes and killing them that Helena Megalina decided to train Jonathan so he could train other men. Each group calls themselves Megalina Blades, but most of the times they are known as Luna Blades.

You are to be trained in the art of investigation. Here, you will learn to hunt down Nocturnes by following their trails to their lairs. When you find their lairs, you need to report back for assistance in killing the Nocturnes. As an Investigator, you will be equipped for the job with special weapons that will aid you in your fight against the Nocturnes: the Megalina Long-blade (1d12+1), Hand Crossbow (as/book) and holy water-filled crossbow bolts (20).

KNACK: Sense Taint - A good investigator must be able to feel where the presence of a Nocturne might have been for not all murders are Nocturne driven. If a Nocturne has been in the area, you will be able to sense it with a roll of 65% or lower.

SKILLS: Literacy (C), Iron Willed (+2 Will), Enhanced Reflexes (+15% to Reflex Roll), Investigation (U), Enhanced Recall (+10% to Focus Roll).

UNIQUE SKILLS

INVESTIGATION: (Spot) The ability to track down clues to any problem that the average person will overlook. If you fail a Spot Roll, ask for an investigation roll to better your chances. This skill provides a +10% bonus to the Investigator's Spot Roll

LIGHTBRINGER

The time has come to step into the light and be known for your deeds within the church and the Nocturne army. They will come to hate you as not many have ever achieved what you have. Many have died along the way or decided that this life was not to be lived by them. The Lightbringer wields light as if it were a weapon against the world. Her body glows with the power of Lunaria as she is infused with the light of holiness. Through this career, the Lightbringer must stay chaste and devoted to her god. If she is married at this time, she must leave her mate and stay abroad until such time as she progresses out of this career. The light she wields is pure and it cleanses even her own sins away. When she leaves this career, she will be pure, once again, to the world.

KNACK: Searing Light – The Light that you can produce from your body to protect yourself and others that are around you can be pulsed out in a circular wave of burning light. It will burn all within the circumference causing up to 20 points of light damage directly to all locations and will set fire to wood, paper, and cloth that are within the ring. The light has no friends except those within the circle. It costs 15 prayer points to use so be careful if you need a prayer answered.

SKILLS: Essence of Light (U), Blade of Light (U), Armor of Light (U), Shield of Light (U) Word of Cleansing (U).



UNIQUE SKILLS

ESSENCE OF LIGHT: (Faith) This skill allows the Lightbringer to enhance their essence glow so that it burns bright enough to light up the darkness around them. It will also keep any light-fearing creatures back within the shadows outside of the light's ring. The Lightbringer cannot see into the shadows outside of their essence's circle because if its intensity. This skill requires a Faith Roll to activate.

BLADE OF LIGHT: (Focus) This skill allows the Lightbringer to send their essence into their weapon to increase its attack by 20% and damage by +5. This skill requires a Focus roll to activate.

ARMOR OF LIGHT: (Focus) This skill allows the Lightbringer to send their essence into their armor to increase its ARV by +4 to every location there is armor. This skill requires a Focus roll to activate.

SHIELD OF LIGHT: (Focus) This skill allows the Lightbringer to sends their essence into their shield to increase its SDV by +4. This skill requires a Focus roll to activate.

WORD OF CLEANSING: (Faith) The Lightbringer need only open their mouth and speak a soft word to their target and any disease upon them shall be lifted. A Faith Roll must be made for this to happen.

MEGALINA BLADE

The time has come to take your rightful place as a Megalina Blade whose whole life has been devoted to cleansing the world of the Nocturnes. You have left a trail of blood throughout your career, some innocent, most not. Upon leaving the Lightbringer Career, you have been cleansed by the light of Lunaria and so are able to see life in its true form: corrupt and incapable of true love, for crime and depravity abound everywhere. As your sisters take up where you left off in fighting back the dark tide, you will now be given a different course of action. You will now go out into the world and try to save it from itself. Wherever inhuman crimes upon humanity exist, you will be there to dismantle it. If a sister needs assistance, you will also go and aid in whatever way is possible. The light is yours to command, now. Make sure that the world is given a chance to redeem itself before passing judgment upon it. For those who heed not your warning, Lunaria save their souls.

KNACK: Create 5 special fighting techniques that would enhance the fighting prowess of your character. These special techniques have been developed by you over the course of fighting the Nocturnes. You are well known and hated by the Nocturne army and they now send their best to combat you. Your death would bring relief, but for this reason you are more equipped to deal death than they are.

SKILLS: Divine Sight (U), Speak to God (U), Call Divine Power (U), Restore Life (U), Fleet-Footed (U).

UNIQUE SKILLS

DIVINE SIGHT: The Megalina Blade can see into the spiritual realm where aid may be coming from. Some evil creatures' walk the spiritual realm. Demons exist within this realm and flee here when leaving the mortal realm.

SPEAK TO GOD: (Faith) The ability to call upon their god to get answers or to ask for help. They have reached the point where they are blessed by their god in their service.

CALL DIVINE POWER: (Faith) The ability to call down the power of the heavens to empower them and their allies by increasing their Might by 10.

RESTORE LIFE: (Faith) The Megalina Blade must lay their hands upon the creatureto which life will be restored. They must sacrifice 1 week of their lives and half their BDP (all locations) to perform this miracle.

FLEET-FOOTED: The Blade can move much faster from a career of staying on the edge with their senses. This skill empowers them with a +5 to their CDV.

SOLARIS BLADE

CAREER PATH		
SENTINEL›	GALLATIER ›	SOLARIS BLADE

SENTINEL

Starting off in the service of the church as a Sentinel puts you in a special elite order that will teach you disciplines that no other church official will ever know. Not only will you be taught the inner workings of the church but you will be instructed in the ancient ways of light manipulation. Here, within this secret side of the church, it will be up to you to follow the path that leads to the enlightenment of cleansing so you can receive the abundant infilling of Solaris' Light. With this light you will burn the souls of the wicked as your judgment will be strong upon those who walk the path of evil. First, you must pass the rigorous duties of the Captain. You are the one in charge of making sure the grounds are secure and that every wish of the Churchl is fulfilled.

KNACK: Heightened Attack - You are able to increase your attack percentage by 10%, three times per battle. That means that if you missed your attack roll by 10% and you really needed to hit, then you hit, but only three times in on battle.

SKILLS: Fencing (U), Two-Weapons (U), Disarm (U), Pistols (U), Daring Dexterity (U).

UNIQUE SKILLS

DISARM: The ability to disarm an opponent if a Might vs. Might roll is made. A person with this skill gains a +10% advantage when making their disarm challenge.

FENCING: (Battle Stance) This skill ups your Critical Strike by 10% and your Mortal Wound to 3%. If you are using two weapons and roll a 1%, you may add both weapons damage together for a devastating fencing strike.

2-WEAPONS: (Battle Stance) The ability to use two weapons at the same time in a Florentine Style of fighting. Whether it is two fencing swords or a fencing sword and dagger, you can attack with both in the same attack.

PISTOLS: The ability to use a pistol more effectively than the average person. When shooting a pistol, the Sentinel receives a +10% to do so. Practice makes perfect.

DARING DEXTERITY: You are very nimble on your feet and gain a +10% to all Reflex Rolls that must be made.

GALLATIER

The Gallatier is a unique individual who has passed all of their training and is now on the path of enlightenment to Solaris. They have passed beyond the inner workings of church life and have been given their freedom to venture forth into the world to find out who they are and follow where Solaris wants to lead them. Their attitude is that of freedom and of being carefree about life's road to enlightenment. Their path now leads to the discovery of what Solaris and life are all about and how they both are tied together. The power that the Gallatier receives is from the world around them as everything has the warmth of Solaris within it. Every living being, every non-living material, everything around them has the light of Solaris radiating from it. They are to learn to feel this energy to absorb it and let it grow within them for. Once they reach the point of knowing, they will be able to step over into the Light of Solaris and become his champion, they will become his Light Blade.

KNACK: Radiant Burst - The Gallatier is able to absorb the light around them and expel it in a radius burst that burns those that are surrounding them for damage equal to half their FAITH SCORE).

SKILLS: Sense Inner Light (U), Absorb Light (U), Resist Darkness (U), Convert Light (U), Light Manipulation (U).

UNIQUE SKILLS

SENSE INNER LIGHT: (Sense) The Gallatier has the ability to sense the inner warmth of light of a being, creature, or object. The reason for knowing this is to measure the amount of light or goodness within to be able to make a judgment call as to a person, creature, or even on object's intent toward the Gallatier.

ABSORB LIGHT: (Focus) The ability to absorb the light around them and store it within to replenish used power that they have expelled. The amount that a Gallatier can absorb is equal to ¼ of their Faith Score per minute. To convert the light being held, the skill "Convert Light" must be taken as well.

RESIST DARKNESS: (Will) The Gallatier has the ability to resist any and all attempts of the darkness to infiltrate their mind or soul. They resist all darkness attacks at +20% whenever a roll must be made.

CONVERT LIGHT: (Will) The ability to convert the light that has been absorbed and held within the Gallatier to holy power to replenish any used for their powers. Without this skill, the light only stays within for twenty-four hours then fades away.

LIGHT MANIPULATION (Will) The Gallatier has the ability to shape the light around them using it in whatever fashion they wish. The light can be manipulated to create almost anything virtuous for light can only be one thing and can never be used for something unjust against its

will. Any attempt to use the pure light to harm another when being manipulated will cause a retaliatory strike. Only the Lorekeeper can measure the damage.

SOLARIS BLADE

You have reached the final path of your travels to enlightenment. You have learned in your last career how to manipulate the inner light of Solaris and now understand what it is to be filled with the inner burning. You have vanquished many an unjust person and evil creatures fall to your very presence. Solaris has led you and many a journey that has opened your eyes to the godhood of Soluna. Now, it is time to walk a different path, a path chosen for you by Solaris himself, that of his devout Light Blades. As a Solaris Blade you will be the will of Solaris for, now that you have found enlightenment, you can see that Solaris desires only the best for his children. You will become the mediator, the peace bringer, the chancellor of justice as you try to teach the nations to walk the path of peace. Where there is strife, you will bring comfort. Where there is war, you will bring peace. Where there is evil, you will bring the light for you are now Solaris' Champion.

KNACK: Create Solaris Blade - You have the ability to generate a solar blade of light from your hands that you can wield as a single or two handed sword. The light can be shaped into any type of sword you wish. A Solaris Blade uses the inner burn of the wielder to deliver its damage to an opponent. The damage caused is your Faith Score converted to a dice roll. A Faith Score of 40 will yield a 4d10 damage attack. Consult your Lorekeeper for their conversion of your Faith Score to damage.

SKILLS: Mind Manipulation (U), Read Thoughts (U), Read Lips (U), Detect Essence (U), Solaris Touch (U).

UNIQUE SKILLS

MIND MANIPULATION: (Will) This skill allows the Solaris Blade to perform slight mind control on those who are of weaker minds than they are. A successful Will Roll allows the Solaris Blade to make their thoughts the other person's thoughts. Yet if the target makes their Will Save, they will know who was trying to do the manipulation. If the Solaris Blade just fails, none are the wiser.

READ THOUGHTS: (Focus) This skill allows the Solaris Blade to read the surface thoughts of their intended target. This is very helpful in not only understanding a person but to know whether or not they can manipulate the person's mind.

READ LIPS: (Spot) This skill allows the Solaris Blade to read the lips on any person or conversation that is within their line of sight. This is a very important skill for the blade to have. They can mingle into a group and understand all of the conversations even when they are not part of them.

DETECT ESSENCE: (Sense) With this skill the blade can see the outer essence of a person and tell their true intentions toward them; not of any situations except those pertaining to them.

SOLARIS TOUCH: (Might) This skill allows the Solaris Blade to expel their held light from within to another person converting it to healing. Every point of body healing the Solaris Blade does is equivalent to one point of light energy held. This healing is location activated and cannot be expelled to the entire body at once.

ARCANE CAREERS

BATTLEMASTER	**GRAND ILLUSIONIST**
PRIME ELEMENTAL ELDER	**SAPIENT SORCERER**
VILE NECROMANCER	**WISEN WARLOCK**

The Arcane Careers will lead down the path of magic and will teach you to weave spells out of the world around you. Each career has the same beginning skills and the path allows you to pick the skills you want for each career. Since mages spend all their time studying, each magus will study different skills.

The Battlemage might not study chemistry, but instead study the art of war. You must mold your arcane career carefully and choose the right skills. You have the flexibility to create spells that make your Arcane Character unique. When you are creating the spells for your character, it is important to allow the Lorekeeper to have their input. Spell creation allows you to use your imagination. There are no spells for you to pick from; the slate is clean. All spells are tailored to the way you envision your mage. Spell creation follows a set of guidelines, but it does not define vision; you do. As your character advances, they will gain SCP, (spell creation points), that are used to increase or create new spells. There is no limit to the power a single spell can have, its growth and limit is set by you.

Spells themselves are unique to every individual arcane career. You are taught how to draw from the essence to shape your own spells. You can learn spells from books, scrolls, and other arcane. A Focus Roll has to be made in order to successfully learn the spell you desire to know. The magic section will explain how Broken Swords & Battered Shields uses a unique system of "self-creation" for its spells. The magic system is built so that you could focus your power on one or two offensive spells while having the rest secondary or mundane. No two arcane careers will be created the same.

ACQUIRING FREE SPELLS

The arcane careers have multiple paths open to them for acquiring spells. They have the option to share their unique spells with others, for a price or maybe through bartering. Most arcane practitioners will keep their spells in a spellbook. Since they have to create spells on their own, they will need a way of keeping track of how they grow and transform, getting larger and more powerful over time. By having an arcane spellbook, the person's own spell library is there for the learning. More ways to learn spells are listed next.

SPELLBOOK: The arcane spellbook is full of individual spells ranging from the basic to the god-powerful spells. Any arcane can cast from their spellbook without any incident, but to read from another's book will take practice and luck. Every spellbook begins to become magical with every spell that is logged on its pages. A spellbook uses the caster's essence to initiate the spells creation. It draws the power from the wielder and imbues it in the spell formation, giving life to the spell. Over time, the spellbook takes on an entity-like existence, knowing the essence of its wielder. Anyone attempting to pull their own power though another person's spellbook, might find the experience quite distasteful. The book will read the essence of the caster to determine if their essence is similar to its owner. If the essence is similar the spell will act normal, but if the essence is not, the spell will become wild and uncontrollable,

becoming something unknown. At this time, the spell is lost and the result is chaotic. Attempting to copy a spell from another person's spellbook without permission, will yield the same result. This protection ensures caster's that their personal arsenal of spells remains secret.

To determine if a caster's Essence is similar to the original owner, a successful -25% Luck Roll will need to be made.

SCROLLS: The arcane scroll is the easiest way to acquire spells. These magical items are created for common use, having their own power written into the scroll. The essence is drawn from the world around the reader. These are harmless to use. A Focus roll is needed to read the scroll and have the effect happen. A person who reads scrolls and dramatically fumbles, the scroll just burns up, hurting nothing.

Copying the spell from the scroll requires a -15% Focus Roll. A successful roll will give the copier the full spell, but not the power. The scroll will still be useable. If the roll was failed, the scroll burns up, hurting nothing.

It is possible to add your own power to the scroll, increasing it beyond its original intentions. Anyone attempting to do this, must state how much essence they intend to add, to push the spell higher. The spell on the scroll is then read at a -25% Focus Roll. If the roll is successful then the spell goes off without any problems with the scroll burning up after. The danger in attempting a maneuver like this is the repercussions if failure occurs. Failing the Focus Roll will give the scroll more power than it can handle causing the scroll to immediately explode. The blast radius and damage, depends on the extra power that was given. For every 10 points of extra damage, the radius grows 10 feet. The damage received, to all locations, is equal to the extra damage given. Take that amount of damage and roll any dice that equal the amount. The result is then given to all locations equally, to all within the radius; friend and foe.

SPELL GEMS: These are unique items, different from "Focus Stones" in that they actually have the spell or spells imbedded in them. They are gems that contain infused essence. They are very valuable and dangerous. Some have been around since the Age of Creation. Their essence supply is pure. A caster should handle a power gem with extreme care. Breaking one can have catastrophic results.

To "crack the gem", (an arcane term), and remove them spells without releasing the essence takes skill that only high arcane have. The power gem must be held in the caster's hands and placed against the forehead. As strange as this may seem, intense concentration is required to perform this. The gem will glow brightly when this attempt is made. Once the caster is focusing on the gem, they need to attempt a mental link with the gem. A -50% Focus Roll will need to be successfully rolled. If successful, the spell is required and the gem will go dark, all essence leaving it.

If the roll is failed, the caster must roll on the spell fumble chart, excepting whatever the consequences are. Some gems have their own protection built in. If this happens then you are at the mercy of the gem. No roll on the fumble charts will be required.

These are a few of the ways to acquire spells. More might be discovered as time goes by. These are the commonly known ways, besides going to a teacher. There is one additional item to make note of that is essential to an arcane.

SPELL BATTERY: The spell battery or power stone is just what is says. It is a storage item that a caster can imbue their essence to use later. These are life savers when their essence runs



out in combat of extremely unforeseen circumstances. Spell batteries can be practically made of any object that an arcane user wishes or they can purchase one. The cost of an item is quite simple. The amount of essence that the battery has is 1 per 10. For every 1 point of essence storage, it costs 10 Denari. A 10 point essence storage battery would cost 100 Denari. This is a base cost, some places charge even more for these items.

BATTLEMASTER

CAREER PATH		
WARBLADE›	BATTLEMAGE ›	BATTLEMASTER

The Battlemaster is a unique class in itself, for they do not use any of the common natural elements until they reach the Battlemage path. They have learned to harness the sub-element of earth: metal. The Battlemaster, also referred to as a Battlesmith by the Dulklakan and Woodmaster by the Elfare, has learned how to manipulate the element of metal or wood forming it to their needs. You must be born with this ability. Their spells follow the same creation path as every other arcane career does. They do start off with the knowledge of both elements; metal and wood. The Battlemaster can learn to use these elements after they have entered second career. To become formidable on the field of combat, the Battlemaster will mix Battle Stances and Combat Moves with their spell casting to create a unique form of fighting for any of the Arcane Careers. Remember: to learn a spell you must have SCP free to acquire it.

WARBLADE

This career path will lead to the battlefields of war. This career path is dedicated to aiding soldiers and regiments in the conquest of death in war. Most of the spells that you will learn later on in this career will be tailored toward supporting your troops, enhancing yourself, and combat oriented spells of destruction. You will need spells that cause damage and provide protection to others as well as wide spread destruction to the ground and those who walk upon it, if you are to survive warfare. For now you will study the basics. Even though many feel that war is senseless, there is still a lot we can learn from it. Why men become brave when faced with death is a question that is still being discussed throughout the college. Remember to tailor your spells according to your idea of the character. Their main focus is in their Battle Stance and the Combat Moves that are dedicated to that particular stance.

KNACK: Create one unique Battle Stance and 3 Combat Moves that defines your character in combat.

SKILLS: Basic History (C), Heraldry (C), Warfare (C), and 2 Combat skills tailored to your character.

BATTLEMAGE

You have created a Battle Stance and have incorporated spells into the moves. This was a feat all to itself. Now I am going to ask you to learn the art of war and, when you are done, your battlemage will be ready to seek out combat and still be standing after the dust settles. You will be taught the art of war and how great armies lost to their opponents. It will be up to you to lead the regiments to victory on the field of battle. You will be looked up to for guidance from your spells to your knowledge of warfare. If you want to add more spells to your style go right ahead.

KNACK: Create 5 more Battle Spells that will enhance your already incredible Battle Stance (gaining 1 spell per level).

SKILLS: Literacy (C), Arcane Language (U), Spellcraft (U), Alertness (C), Cast Spells (U).

UNIQUE SKILLS

ARCANE LANGUAGE: (Focus) The advanced ability to read and write the tongue of the elements, the language of creation.

SPELLCRAFT: The knowledge and ability to form spells from the elements that surround, hold, and make up the universe.

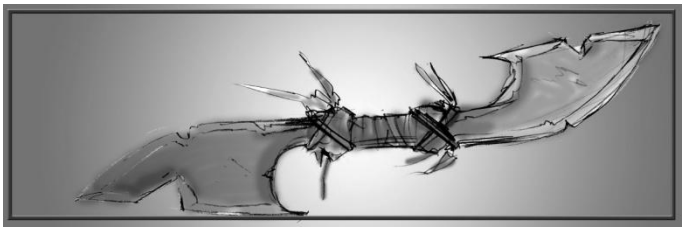
CAST SPELLS: The ability for a non-magical career to be able to cast spells with the knowledge of how they function.

BATTLEMASTER

Amazing, you have reached the end of the career and have survived many battles to claim the title of Battlemaster. This new career takes you off of the battlefield and places you in the college as a teacher and historian. You will counsel the other battlelords on tactics if a war breaks out or you might be called to help the King on matters of the state. A Battlemaster is most admired for his wisdom and quick thinking. A man that can cast spells, fight, and dispatch troops all at the same time is well respected and most wanted in a king's court. As a Battlemaster, you will now have to begin your research to develop 5 spells of mass destruction or power that will set you apart from all of the other battlemasters. You can take an older spell and add to it or twist it into something new, or you might have wanted to create a certain spell but were afraid it would be too powerful. Now is your time to do it. Remember that you can either change careers, now (by going and starting over again).

KNACK: Create your final 5 Battle Spells (gaining 1 spell per level).

SKILLS: Choose 5 skills that fit your character's new career or what you feel the character needs.



GRAND ILLUSIONIST

CAREER PATH		
MAGICIAN›	CONJURER ›	GRAND ILLUSIONIST

MAGICIAN

You will learn to weave the spells of illusion or tricks, which will dazzle those that watch you, causing them to wonder how they were done. You are the master of illusionist's tricks. You will use these skills to work the inns and town stages to make a reputation for yourself and a name amongst the people. To become a great magician, you must first think about how you want to create your stage show. You still have to use the Spell Creation Chart but the style of spell is illusionary, not harmful or destructive. Each spell should be one that will cause people watching to stand there open-mouthed when it is over. Think of a great magician and duplicate their tricks or create new ones. Remember to think carefully on each and every spell.

KNACK: Create 5 Illusionary spells.

SKILLS: Create focus wand (U), Knifemanship (U), Literacy (C), Spellcraft (U), Cast Spells (U).

UNIQUE SKILLS

CREATE FOCUS WAND: The Magician's real power comes from a wand that he can pull from anywhere on his body. If the wand is dropped or taken from him, he just reaches into his coat or other area and pulls out another wand. He can only pull another wand if the one he has is taken or dropped from reach. His supply of wands is endless. The wand has no true power but the Magician would disagree.

SLEIGHT-OF-HAND: (Focus) This skill is used to make objects appear and disappear from the sight of people by distracting them with the other hand. We all know how it's done. We just can never catch them at it. When 1 or 2 people are looking then a -10% Focus Roll must be made, but if there are more than 3, then the roll is right at the Magician's Focus roll. The more people there are the easier to distract them.

SPELLCRAFT: The knowledge and ability to form spells from the elements that surround, hold, and make up the universe.

CAST SPELLS: The ability to be able to cast spells with the knowledge of how they function.

CONJURER

Becoming a conjurer is just another step towards mastering the illusions of life. As a conjurer, you will begin creating magical items, like a coat pocket, hat, or bag that you will use to conjure things through. You might carry your magical item into combat, pulling knives from it to throw at someone or you might even pull out healing potions. The item that you create when you become a conjurer is very special. If the item is lost or destroyed, it can be

recreated by spending all of your magic points to do so. If the item is stolen or lost, it will cease to function immediately upon leaving the conjurer. The item comes with a trunk or chest that is 4' long x 2' wide x 3' high. You can put whatever item you want into the trunk and pull it out later. This trunk is always locked, so no items can be put into it normally, but you can put things in, through you item.

KNACK: Create 5 spells of Conjuration (gaining 1 spell per level).

SKILLS: Animal Handling (C), Item of Conjuring (U), Dimensional Pull (U), Magical Words of Uselessness (U), Bag of Tricks (U).

UNIQUE SKILLS

ITEM OF CONJURING: The item, such as a coat pocket or a hat, comes in very handy when attempting to pull a rabbit from it or anything else. The Conjurer uses it during his show of magic to impress those watching. He can pull small animals out of it or place small objects in it to make them disappear. There is nothing like a magical thief to steal that valuable of yours.

DIMENSIONAL PULL: (Focus) This is used to bring bigger animals or creatures into his act such as a tiger into a cage. He can make them disappear, as well but he has no idea where they come from or where they will go. There have been times when people have been used but not many are around to tell about it. To perform a Dimensional Pull, the Conjurer must make a Focus Roll (at -15%).

MAGICAL WORDS OF USELESSNESS: (Charm) Just the ability to say whatever comes to mind and have people think they are magical words. This is why the Arcane College frowns on Conjurers for they flaunt their magic like a cheap suit.

BAG OF TRICKS: (Luck) This bag is made out of carpet and from the Conjurer can pull whatever he wishes (mundane items, not magical) from it as long as a Luck Roll is made. If he fails the roll, it is then left up to the Lorekeeper to decide what comes out.

GRAND ILLUSIONIST

You have reached the pinnacle of your career. You are now probably well known around the realm as a great illusionist. Here, you will develop and create the grandest illusions your mind can think up. These are the awe-inspiring feats that will entrance people, maybe even the enemy. You have the ability to create things that are not real or to have those spells that you like enhanced to become grand illusions. You are a true arcane no matter what the other magic-users call you. It will be up to you to develop 5 skills that will set your illusionist apart from all the others. In addition, you will have to create 5 final illusions or enhance the ones you already have.

KNACK: Create 5 Illusionary Spells (gaining 1 spell per level).

SKILLS: Acting (C), Escapology (U), Contortionist (U), Picklocks (U), Sense Secret Doors (U).

UNIQUE SKILLS

ESCAPOLOGY: The Illusionist is able to escape from any type of rope, trap, or lock (with the picklock skill) that has him held. He is the master of escape and as such needs no roll unless escaping involves a puzzle or thought.



CONTORTONIST: The art of twisting one's body into different positions to fit into tight spaces. There is no roll required unless there is immediate danger to the Conjurer.

PICKLOCKS: (Focus) The ability to pick any lock that has the Conjurer held. He is at a +20% to pick the lock that is holding him even if it is magical in nature.

SENSE SECRET DOORS: Just by passing by a wall the Illusionist will know that there is a secret door around. There is no roll for it is in their nature to understand illusions and concealment.

PRIME ELEMENTAL ELDER

CAREER PATH		
ELEMENTAL APPRENTICE›	ELEMENTAL MAGE ›	PRIME ELEMENTAL ELDER

ELEMENTAL APPRENTICE

This is a career where you will learn to control the elements that make up life. These elements swirl around us every day and are part of everything we touch and see. As an apprentice, you will not be casting powerful elemental spells the first time you enter your classes. The Elemental Apprentice will still be taught the basic spells as every other apprentice does. This is to teach them how to control magic as well as a learning experience on casting spells. You must choose which single (1) element of the four that you will start with. At each new career you will be able to choose another element to learn. There is no deviation from this path for the Elemental Apprentice must learn to control one element at a time or else he could destroy himself.

CONTROL: Controlling the elements of life is difficult in itself. You must remember that you are disturbing the very fibers of life to mold them into something you want them to be. You must be very careful what you do and how you do it. Take this time to think about the spells that you may want to create in your future careers.

KNACK: Create 5 spells that coincide with the element that you have chosen.

SKILLS: Literacy (C), Arcane Knowledge (U), Arcane Language (U), Spellcraft (U), Cast Elements (U).

UNIQUE SKILLS

ARCANE KNOWLEDGE: (Focus) The knowledge of how the elements were formed and what part they play in the creation of spells. This also prevents any magi from destroying himself for lack of knowledge.

ARCANE LANGUAGE: (Focus) The advanced ability to read and write the tongue of the elements, the language of creation.

SPELLCRAFT: The knowledge and ability to form spells from the elements that surround, hold, and make up the universe.



CAST ELEMENTS: The ability to cast the elements that have been combined together and are considered unstable to all the other arcane careers.

ELEMENTAL MAGE

You have reached your second sphere of elemental control as you work your way up to mastering 4 of the elements. The career name may have changed but now you must make your second choice as to which element to control. Now, you can decide to stay with one element for the entire career path or only master two elements. This may give you more spells of the same element to play with but it doesn't yield the versatility of mastering 4 full elements. Your path will yield some of the greatest results as you follow this path.

KNACK: Create 5 spells that are from your chosen element (gaining 1 spell per level).
SKILLS: Element Knowledge (U), Mathematics (C), 3 skills of your own choice.

UNIQUE SKILLS

ELEMENTAL KNOWLEDGE: (Focus) The full knowledge of how the elements work and how they can be interwoven to form different spells that have different effects when cast.

PRIME ELEMENTAL ELDER

You have now reached your ultimate goal: to control all of the elements. You will now learn how to create spells combining one element with another and you will learn how to create spells using 3 or more of the elements. It will require some thought on your part when trying to combine so many elements together. This is what sets the Elder apart as a spell caster from everyone else. No other spell caster can combine elements together to form spells.

Once you have created a number of spells using 2 or more elements, you will then be challenged with your ultimate test. To become a true elemental lord, you will have to create a spell using all 4 of the elements. Once you have created a powerful ultimate spell, you can truly say you have mastered the elements. Make sure your casting percentage is high with this spell or else it could kill you.

It will be up to you how many will be ultimate spells. I would say 1-3 since the first one will be hard enough. The choice is yours. After you have created the ultimate elemental spell, you will be required to create an elemental golem (or elemental). Since the elements flow through everything, they do have a limited aptitude. When an elemental is summoned forth, you will be required to roll a 4-sided die. This will determine the aptitude of the elemental by taking the number rolled and dividing it into you Focus score. Say, for example, your Focus is 20 and you rolled a 3 on a 4-sided die, then you would divided the 3 rolled into your Focus score of 20, giving the elemental an aptitude of 6.6

CREATING AN ELEMENTAL PET

1) *Essence Points* = Body Points
2) *Focus* = your Focus Score ÷ 1d4.
3) *Height* = Body Points ÷ 12
4) *Might* = (Character's Might ÷ 4) If an Elementalist has only one element then it has their full Might. The number of elements one learns only modifies it.



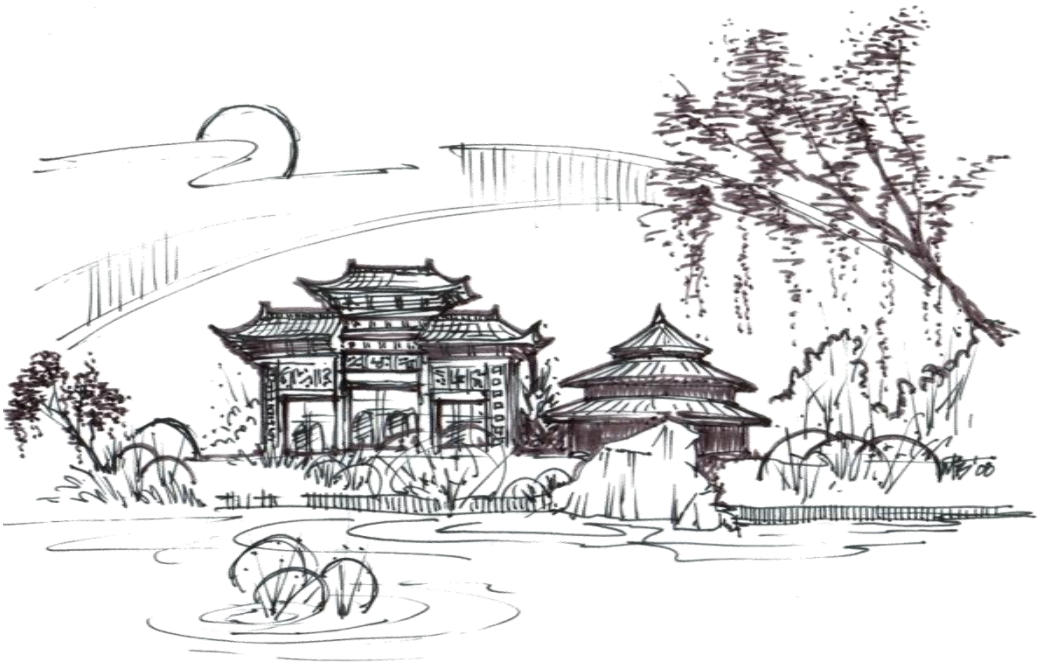
or 7, after rounding up. If you had rolled a 2 it would have been a 10, but rolling a 1 would have given it a 20 Focus, making it extremely intelligent. This helps the Lorekeeper develop a fighting, learning, and listening style for the elemental. If it has a 6 Focus, it might just not listen to you and attack everything, not understanding why it was summoned here. Do not worry as your Focus goes up, and so does your ability to summon more intelligent elementals, which will listen to you. You might even meet your match.

The Elemental has to have might if they plan on destroying things for you. First we have to find out how tall the elemental is. To determine their height, we take the number of Body Points you gave the Elemental (say 100) and divide that number by 12. This will give us 8.3 or 8'-3" tall. We now have to determine their Might. To do this we take your character's Might and divide it by 4. Then, you multiply it by the height in feet. Your Might is 17 and you divide it by 4 gives you 4.25. We then multiply 4.25 by the 8' (no inches) to arrive at Might of 34, and consult the Might bonus chart in character creation to find its damage bonus. So our elemental has a Focus of 6, a Might of 34, and a height of 8'-3". His body was already determined by spending 100 power points. The Elemental's Might is his damage (34 = (3d10+4+might bonus). So, for every 10 points of Might, they receive 1d10 in damage. They can do massive amounts of destruction if they cannot be trained. You must also determine their duration.

EFFECT: Create Elemental Pet from your chosen element(s).

KNACK: Create your last 5 spells, combing the elements you have learned (gaining 1 spell per level).

SKILLS: Create Elemental (U), Control Elemental (U), Combine Several Elements (U) 2 skills of your choice. Remember the restrictions.



UNIQUE SKILLS

CREATE ELEMENT: (Focus) The knowledge and skill to create a living and fully functional being from the elements and have full control over them, hopefully. This skill gives the Elemental Lord the ability to call forth an elemental of one particular element to do his bidding.

CONTROL ELEMENT: (Focus) The ability to control the elemental in question to do what you wish it to do. Some elementals are stubborn while others are very willing to help. The Elemental Lord must make a Focus roll to control his creation and if he fails it runs lose. The elemental will never attack the Elemental Lord but it might his friends.

COMBINE SEVERAL ELEMENTS: (Focus) This skill must be learned before any attempt can be made to create elemental spells that have all of the elements combined into them. This skill helps the Elemental Lord combine the elements correctly and in the right order for the spell to function safely.

SAPIENT SORCERER

CAREER PATH		
RUNEMANCER›	DELINEATOR ›	SAPIENT SORCERER

RUNEMANCER

The Runemancer is considered a "general Magic-user" when it comes to casting spells. He can use any type of spell as long as it is in rune form. The Runemancer begins his career by tracing the rune in the air in front of him or on any object. The rune can be traced backwards for a reverse effect of the spell. The tracing of the rune must be done in line-of-sight of the person or object he is trying to affect. The Runemancer does not have the ability yet to carve runes into objects with his fingers and have them activate either instantaneously or some time later. He will develop a keen sense of runic manipulation as he progresses up through his career path and into Delineator, where he will begin to develop his runic skills into magical tattoos. The spell creation standards apply to the creation of runes as well.

KNACK: Create 5 Runes of Power.

SKILLS: Rune Design (U), Remove Rune (U), Rune Knowledge (U), Rune Casting (U), Sense Rune (U).

UNIQUE SKILLS

RUNE DESIGN: (Focus) The ability to design runes of power and have them function properly. This skill is used when designing rune spells for each spell should have a visual rune for all to identify it with.



REMOVE RUNE: (Focus) This skill gives the Runemaster the ability to disarm an active rune by tracing the rune backwards and drawing out its power. The question still stands how he knows where it begins and ends. A Focus Roll will be made to make this decision.

RUNE KNOWLEDGE: (Focus) This gives him the knowledge of how runes' function and what part they play in the creation, forming and capturing of the elements. This is the first skill that you will need to acquire before any of the others listed below.

RUNE CASTING: This skill is needed to be able to draw and place the elemental power into the rune being drawn. The skill works like Spellcraft but is used to draw power from runes.

SENSE RUNE: (Sense) This ability tells the Runemaster that there is a Rune in the area that is still active. Drawn runes that are set in place as traps are not detectable to the average person, but to a Runemaster they stand out like a flashing light. The Runemaster has a +15% bonus when having to detect a rune.

DELINEATOR

Now, you will learn why all of these careers have led you toward Sorcerer. The Delineator studies the intricate design of tattoos. After he has studied the ways of designing runes, he is now ready to enter the career where the casting of a runic tattoo is just by thought. The Delineator does not even have to wiggle finger to cast a spell. All he has to do is think about the tattoo, at a particular place on the body, and it activates. When you create the tattoo design you will also have to choose where on his body it will be put. The power of the tattoo is drawn into it at the time of its conception. Every little line has a purpose in releasing the power of the tattoo. An example would be a tattoo of a racing jaguar. When activated, the Delineator is able to now run as fast as a jaguar wherever he is. The Delineator can even intertwine the tattoos to create mixed reactions when activated. All this is up to you. The Delineator can now draw the tattoos on other sorcerers or just plain tattoos on common people. It is a good business and you can charge what you want.

KNACK: Create 5 Tattoos of Power for your body, which intertwine throughout your body (gaining 1 spell per level).

SKILLS: Design Tattoo (U), Draw Tattoo (C), Create Magical Tattoo Ink (U), Create Magical Tattoo Pen (U), Tattoo Knowledge (C).

UNIQUE SKILLS

DESIGN TATTOO: (Focus) The ability to sketch a tattoo and have the intricate parts of the design able to channel its power through their bodies. No one can just draw a tattoo and have it work.

CREATE MAGICAL TATTO INK: (Essence) This magical ink is used to only draw tattoos on himself and other Delineators. This ink is useless if used for anything else. They can use normal ink to draw tattoos on other people.

CREATE MAGICAL TATTOO PEN: (Essence) This special pen is used to pierce the skin and place a drop of magical ink there to create a tattoo of power. The pen can be used for nothing else other than this purpose.

SAPIENT SORCERER

Sapient: showing great wisdom or sound judgment. The Sapient Sorcerer will continue to use his tattoos and runes as his spells. Here, within this career, he will be able to ascertain what magical items are and what rune activates or powers the items. To evaluate runes on items, you need to understand why they were drawn in a particular pattern or design. You will continue to develop more tattoos or to enhance the ones you already have. You can now remove runes from items that are cursed to allow them to be reused. You can put a new rune on the item but not over the spot where you just erased the other one. This career has made you think about the designs and you are just about done. The rest is up to you.

KNACK: Create a total of 5 more spells or "Tattoos of Power" (gaining 1 spell per level).

SKILLS: Evaluate Magic Item (U), Remove Cursed Rune (U), Re-magic Item (U), Immunity to Cursed Items (U), Combine Tattoos (U).

UNIQUE SKILLS

EVALUATE MAGICAL ITEM: (Essence) With an Essence Roll the Sorcerer can determine the magical properties of any magic item. For every magical property on the item the Sorcerer must make an Essence Roll at –10%. The first property will be at -10%, the second at -20%, the third property at -30% and so on until one property is missed ending any chance they have of determining the other properties. The more properties that are on an item the harder it is to determine them. It is very possible for the item to be harder to identify (artifacts) for they may have defensible barriers placed on them that start the Sorcerer off in the negatives. An Artifact sword may have a base defensive magic of –30% so the Sorcerer would start to evaluate at -30% instead of -10%.

REMOVE CURSED RUNE: (Focus) All cursed items have, somewhere on them, a cursed rune. The Sorcerer is able to remove them by adding an extra line here and there to render them useless. Once a cursed item is on a person then the church is needed to have them removed by prayer first.

RE-MAGIC ITEM: (Essence) The Sorcerer is able to restore a magical item that uses charges (like a wand) by placing his own power back into the item at 1 AP = 10 power. A wand that has 100 AP would only cost the Sorcerer 10 of his own AP to restore it to full use.

IMMUNITY TO CURSED ITEMS: No cursed item can or ever will affect the Sorcerer so no save is ever required by the Sorcerer when handling such items.

COMBINE TATTOOS: The ability to intertwine his tattoos to cause greater effects.



VILE NECROMANCER

CAREER PATH		
SUMMONER›	DEMONOLOGIST	VILE NECROMANCER

You have just chosen an arcane career that may leave you feeling a bit lonely. Following a path into the dark arts is something frowned upon by many people. Tales of the dead walking just seem to destroy any good feelings for people like you. You can't change, just accept that they will, at sometime, try to stone you, imprison you, or even murder you. They just don't understand how death can be such a cold friend. Embrace your challenge and prove them all wrong, unless of course, you want to really prove them right. You are not the same as other arcane careers; you do not need to learn Spellcraft to summon your dark allies. Your mage derives from chants and dark ritualistic magic. You don't have time to sit in a classroom for years to study, your talents is learned through trial and error.

SUMMONER

Your first step is to learn to summon normal creatures and some monsters to aid you in your tasks. Even in the heat of battle, a monster would do just nicely to help finish off the enemy. Do not stop there. Whenever you need a little help, summon a worker. You must learn to view them as extensions of yourself and try to remember that they can die, but that there are more where they came from. The summoning of creatures and monsters is not a random thing. Though you do have to have seen one to create the summon spell that will bring one into existence for you. You cannot summon a dragon if you have never seen one. Use what you know and also keep in mind that even when you leave this career, you still can create summon spells when in another career, as long as you don't leave this path.

KNACK: Create 5 spells of summoning (gaining 1 spell per level).

SKILLS: Summon Creatures (U), Control Creatures (U), Summon Monsters (U), Control Monsters (U), Communicate with Summoned (U).

UNIQUE SKILLS

SUMMON CREATURE: (Essence) The ability to summon animals to do your bidding. They must be mundane animals and not unnatural creatures like lizard men and the like. These summoned creatures are foxes, bears, ferrets, etc... This skill must be learned before you can learn Summoned Monster.

CONTROL CREATURE: (Will) This gives you the ability to control the creature that you have summoned. Failure to do so will result in the creature wandering off and it cannot be summoned again that day. A Will Roll will be needed to gain control over the creature.

SUMMON MONSTER: (Essence) Now you can summon monsters or non-mundane creatures. You had to start small but now you get to summon forth lizard men, and other monsters that you have seen.

CONTROL MONSTER: (Will) Here is a catch to monster summoning, if you fail they will only attack you until you are dead or they are dead. To take control over a summoned monster a Will Roll (at -25%) must be made or else.

COMMUNICATE WITH SUMMONED: You have to be able to communicate with the creatures and monsters you summon. You communicate with them mentally and not verbally.

DEMONOLOGIST

After learning how to summon creatures and monsters, it is time we move on to the big stuff. You will need to know about the underworld before you can dabble in it. Here you will learn how to contact, summon, and control demons from the underworld to do your bidding. You will first have to know how to draw a protective circle. You may also have an item made that will do the same thing. Once you have this protection, you must decide whether you are going to use the demon or talk with him. This determines where you will stand, inside or out of the protection. If you are wearing the protection, you can only summon them to do work. Talking with one of intelligence will enlighten you on the way the underworld works so you do not break any laws in your next career. Breaking underworld laws will result in your death. If you cannot control the demon once you summon him, he will either try to kill you or run off into the world. This could cause some problems that you will have to clean up. You may be a loner, but not everyone hates your chosen career.

KNACK: Summon Demon (with this ability you are able to call forth a demon to do your bidding. As long as you have a protective device, it will not harm you. If you summon a demon into a protective circle, you can talk with them).

SKILLS: Draw Protective Circle (U), Summon Demon (U), Control Demon (U), Demon Communication (U), Demon Lore (U).

UNIQUE SKILLS

DRAW PROTECTIVE CIRCLE: (Focus) The knowledge of which to draw a pentagram or some sort of designed protective circle so that the demon you summon cannot attack you or take you to the netherworld: alive. That would not be pleasant, but has happened on occasion. The circle is used for protection. It takes the Demonologist about 1 hour to draw the circle correctly and remember it is bad to break the circle.

SUMMON DEMON: (Essence) The ability to call forth one or more demons from the netherworld to either do your bidding or talk with. Knowledge is the key to power and to understand the netherworld will help you advance quickly into the necromancer career.

CONTROL DEMON: (Will) Sorry about this but, you knew it was coming. Failure to control a demon will result in one of three things happening. First, if the demon summoned is within the circle it will disappear back to the netherworld never to be summoned again. Two, you are in the circle and the demon is outside of it. It will wait for you to die within the circle from lack of food, kill you when you leave the circle, or just take you back to the netherworld alive to feast on. A Will Roll (at -35%) must be made to control a demon- remember what you are dealing with here. They are not small creatures, which make them harder to control. You are attempting to control, what should not be controllable.

DEMON COMMUNICATION: The ability to talk with the demons that are summoned from the netherworld.



DEMON LORE: (Focus) The knowledge of how demons function and where they came from. Remember that other demonologists, who are no longer around, gathered this knowledge.

VILE NECROMANCER

Here you are in the class that does nothing but dabble with the undead. You will learn all about the dead and how to animate their decaying bodies. You will even speak with them from time to time. You are a re-animator of negative life forces. If a party member dies, you have the ability to animate their bodies and walk them to a church if you wish. You could just have them fight for you until their body falls apart. Either way, they become your slave character for as long as you want.

ANIMATION: To animate undead you either need a body or a skeleton. The amount of undead you can have under your control is determined by your Essence Score. If you have a 20 as your Essence score, than you can animate 20 undead skeletons at one time or 10 recently dead bodies. If you decide to control a wraith or shade, only 1 is possible at a time. Though, others might follow the one you are controlling. Imagination is the key to a successful career in the Dark Arts.

KNACK: Create 5 spells that deal with the undead (gaining 1 spell per level).

SKILLS: Create Undead (U), Control Undead (U), Speak with Undead (U), Sense Undead (U), Protection from Undead (U).

UNIQUE SKILLS

CREATE UNDEAD: (Essence) The ability to give life to that which has lost it. This skill allows the Necromancer to rise up skeletons, dead bodies, and even fallen comrades to either fight or do whatever bidding he wishes. He instills the power of the netherworld to reanimate their bodies whether flesh or bone.

CONTROL UNDEAD: (Will) To instill life into something that had a soul and spirit recently, like a fallen comrade, and want them to fight for you. A Will Roll (at -15%) must be made. When creating other undead a Will Roll (-25%) is made to gain control over them. If failed, they fall apart and twice the power needed to cast the spell is absorbed from the Necromancer.

SPEAK WITH UNDEAD: The ability to communicate with all undead whether your creations or others. This does not mean you can prevent them from killing you but at least you'll know who sent them. You can communicate with fallen comrades, too, with this ability.

SENSE UNDEAD: (Sense) The Vile Necromancer has the uncanny ability to know that undead are near. His range is up to 200 yards away from himself in a full radius. The sensation causes the Dark Mage's hair on the back of his neck to tingle and stand up.

PROTECTION FROM UNDEAD: (Focus) The Vile Necromancer has learned the ability to draw up all of his nether-power to form a shield of psychic energy around him. He cannot attack through the shield but can walk around or just watch. He can hold up this shield for as many hours as his ethereal score is. This may seem like a long time but once the shield is either dropped or goes down, it cannot be put back up for as many hours as it was used. If the shield was up for 5 hours, it cannot be used again for another 5 hours.

WISEN WARLOCK

CAREER PATH		
WIZARD›	MAGUS ›	WISEN WARLOCK

FOCUS STONE: The Warlocks focus stone is their main ability to cast spells. The difference between the Warlock and other arcane careers is they need a gem, called a "Focusing Stone" or else they have a -50% chance of casting a complete spell. If they cast without their focus stone, there is a chance the conjured spell will revert to a chaotic state and become uncontrollable and extremely deadly to all within the casting area. This stone is vital to the Warlock, for their power resides in this stone. The stone channels the Warlock's essence, using it to create the spells. The Warlock must recite the words to the spell. The stone can be placed in a staff, worn as an amulet, or even a large ring.

The cost of a focus stone is dependent on the spells they know. Every focus stone has the ability to focus 6 spells through it. If more spells are desired to be cast, the focus stone needs to be replaced with a larger one. Focus stones cost 50 Denari for every spell it can focus. A 12 spell focus stone would cost 600 Denari. The more spells a Warlock desires to have, the larger the focus stone they wield will have to be.

WIZARD

Your pursuit for magic begins here as an apprentice to an arcane teacher. By joining a College of the Arcane Arts, you have signed over to intense study into the realm of essence manipulation. Here you will learn what holds the universe together and how essence is weaved into the very fabric of life. Essence or magic is comprised of the 5 main elements of life which are; air, earth, fire, water, and spirit. Each of these elements play an important role when it comes to creating spells. There is a set of rules that govern the way spells are created.

A potential Wizard is born with the unique ability to cast all of the 5 elements without having to learn them individually. As the Wizard advances in the Warlock Career Path, they must replace the stone at every new career. This new stone will bond with the Warlock, combing with their essence and higher knowledge. They can never create higher spells until they do. If they steal or find another arcane spell book and cast one of its spells. If this attempt is made, they have a greater success chance then a normal arcane does. They gain a +10% to attempt to cast or steal another's spell. Because they need a focus item to cast, it is easier then directly channeling the spell through them. So, study hard and learn everything. All 5 elements are available to you.

KNACK: Create 5 Spells of any element.

SKILLS: Literacy (C), Arcane Language (U), Arcane Knowledge (U), Spellcraft (U), Cast Spells (U).

UNIQUE SKILLS

ARCANE LANGUAGE: (Focus) The advanced ability to read and write the tongue of the elements, the language of creation.

ARCANE KNOWLEDGE: (Focus) The knowledge of how the elements were formed and what part they play in the creation of spells. This also prevents the Wizard from destroying themselves from lack of knowledge.

SPELLCRAFT: The knowledge and ability to form spells from the elements that surround, hold, and make up the universe.

CAST SPELLS: The ability for a non-magical career to be able to cast spells with the knowledge of how they function

MAGUS

You have now reached the next level of your training. You are now considered a magus. You will need to purchase a larger Focus Stone before you can create any of spells available in this career. The Magus has only a -40% to cast spells without their focus stone. They also receive a -15% penalty to read from another arcane spellbook. You will learn to not only manipulate, but combine spells. By combing spells you will be able to cast a fireball and ice dart spell together, creating a combined spell with combined effects. It costs the essence from both spells to cast.

KNACK: Create 5 more spells (gaining 1 spell per level).

SKILLS: Spell Creation (U), Spell manipulation (U), Copy Spell (U), Spell Combining (U), Mathematics (C).

UNIQUE SKILLS

SPELL CREATION: This is the knowledge that gives the Magus understanding on where spells come from and how the drawing of elements affects him and the world as a whole. Drawing large amounts of Essence can cause rifts in the Void nexus.

SPELL MANIPULATION: (Focus) The knowledge of how to handle the Essence once it is drawn from the space around the Magus. This is the ability to expand a spell by increasing the essence being put into it. A successful Focus Roll will allow the Magus to increase their spells. This does not work when reading from spellbooks.

COPY SPELL: (Focus) This is the ability to copy down a spell that works for you into a spellbook to be used later. A spell can be spoken from a book, but the containment part of the spell is missing. This means that a spoken spell from either a book or a scroll does what it says it does and nothing else. A scroll has limited power and, once spoken, burns up.

SPELL COMBINING: (Focus) The knowledge to combine one effect with another to create more powerful spells. The ability to cast two spells at one time, combing the effects. To cast a combination spell, the lower MAV applies to the cast, but both Essence cost is used. The MSV of the spell is taken from the larger cost of the two spells. The Magus must know how this is done so he can intertwine them so they work together not against each other.

WISEN WARLOCK

You might say the Warlock dabbles in the arts of transmutation and enchanting items. They will not be able to enchant items until they have taken the skills that will allow them to. They can then enchant items up to +10 values in either attack or defense. The Warlock can also put any spell they have created into a wand, rod, or staff of their choice. All they have to do is buy use power stone or spell battery that will contain the spell and the power to cast it. The item does not need to use any of the Arcane's own power, unless the stone's power runs out. Once the stone is out of power, it will restore itself over a period of time, but an arcane can influx their power through the item to cause it to work. While this is happening, the stone will continue to charge. The wand, rod, or staff cannot be used with the stone until the stone has fully recharged. The Warlock can also hold an item and drain its power to recover theirs faster.

KNACK: Create 5 more spells (gaining 1 spell per level).

SKILLS: Enchant Item (U), Identify Item (U), Power Manipulation Flux (U), Drain Item (U), Restore Power (U).

UNIQUE SKILLS

ENCHANT ITEM: (Essence) The ability to put magical pluses on an item. For each +1 that goes into an item it costs the Warlock 500 Essence Points. This can be done over a period of time but a +2 would require 1000 Essence Points and so on. This is why it is easier to find magic items than pay a Warlock to do it.

IDENTIFY ITEM: (Essence) The Warlock is the only person who is able to hold an item in his hands and be able to identify what it is and the properties that are associated with it. The identify roll is an Essence Roll and each consecutive roll to determine the properties of the item is at –5% for each.

POWER MANIPULATION FLUX: (Focus) The ability to use a drained item, by running your own power through it, to cause the same reaction as if it had power. This works best when a power stone has run completely dry and the Warlock wishes to use it. Power Stones are used to cause different effects in weapons and jewelry. Each item has a set number Essence Points or charge that is expended.

DRAIN ITEM: (Focus) The ability to hold any magic item and drain its power to restore your Essence Points. This includes any pluses that might be on the item. They restore theirs plus amount in Essence points. Wand and stave are good sources of power as well as power stones.

RESTORE POWER: (Focus) The ability to put magic back into an item that was used up or drained. You restore power the same as when you drain it. It is accomplished by filling each charge with the set number of Essence points that is required. Every magic item does not require the same Essence points to fill its charge. Remember that wands, staves, and power stones have a set number of charges. An example would be: say a fireball wand has a total of 12 charges and each charge requires 10 Essence Points, it would cost the Warlock 120 of his own Essence Points to restore the item to full working order.



SIDEKICK CAREER

There are no skills for this career, only a special ability that is received every time you enter a new career in your main path (choose one). This is a tag-on career the character doesn't actually know they're in. The Sidekick career is for those of you who might be playing a career and would like to add the comic relief to a game. The only way to leave this career tag-on is by completing your 3rd career, totally and advancing either into your 4th career or by taking a new career path. The Sidekick career is meant for the player who will join another player as their buddy or tag-a-long companion. For this class to work, you will have to choose a player who you will follow as your own hero or "I want to be like you" syndrome. You will never leave this character's side for the 3 careers that you two will be together. The abilities or "real shameful advantages" only work if you are with that person. When you are by yourself, it doesn't work. As a matter of fact, when you are by yourself you are totally confident about life, but once that person comes back, you become an idiot again.

STINKING LUCK KNACK: When you are with your partner, you seem to have the greatest luck in the world at finding and doing things right. This is the reason that he overlooks all the encounters you "not knowingly" bring with you. You gain a +15% to all your luck (fate) rolls when you are with your hero, so you look good. Everyone else around you (except your hero) is penalized with a -15% to his or her fate rolls. The Luck Roll comes into play whenever something dangerous has to be done so they are the ones that look like the idiot even thought you are.

DANGER MAGNET KNACK: This is not what you would call a skill that benefits the party you are with. It might be by the warriors, who gain EP from the mass amount of encounters you bring wherever you go and no one is the wiser. The Lorekeeper adds 25% to his encounter roll every time he makes a check. Even when you are listening at a door, secretly trying to peak into a room, or just not wanting to be noticed, the Sidekick's essence is so strong it pulls the enemies head around to see what is there. They may not want to look but they just feel compelled to do so. Isn't this a great ability? You'll never be bored.

DANGER BOND KNACK: The Hero and his sidekick have formed a bond that lets the other sense when that person is in danger. If the hero is captured (or visas versa), the Sidekick gets a heightened 6th sense roll of +25% to know that the other person is in danger. They will also know where they are for some strange reason. Their bond has grown to the point that each knows the other will come and rescue them sooner or later).

HEROIC BOOST KNACK: The hero gains +10% to all his rolls and the Sidekick has a -10% to all of his rolls when they are together. This ability makes sure that the Hero always looks good in front of everyone while the Sidekick just isn't as good as his partner. The Hero should always look good in front of his peers. Now, when the Hero goes anywhere without his sidekick partner, people will ask where he is. This is so the Hero doesn't think about abandoning the Sidekick any time soon.

KNACK: Teamwork - Whenever the Hero and his sidekick are together fighting or formulating a plan, it will always seem to work out. Here the two add +10% to all of their rolls giving the hero +20% and the Sidekick and everyone else returns to normal. It might seem like a great bonus for the Hero, but then again, he is best.

CHARACTER CREATION

Now you will start the process of creating your hero. The pages that follow will guide you through creation step by step. There are a few things that you will need to know as you move forward. There are some mathematical calculations that will need to be performed in determining the basic attributes used. There will also be different bonuses that will be added to these calculations. We suggest that you hold off any calculations until all bonuses have been applied. Broken Swords & Battered Shields uses a point build system to create your character. You start with a set number in each attribute and then build on top of that. You will determine the number for each attribute. There are no dice rolls for this. The choice lies with you. This will help you create the hero that you are imagining.

When you start building your character, make sure that you add all the bonuses to your attributes before totaling them. You can add and subtract each bonus to the attribute before you start your build or you can do your build then adjust the attributes, the choice is always your. There is no right or wrong way to build a character. The small circle is for your build total and the larger circle is for your attribute percentage. This is the number you will use most often. We suggest you chose a race, pick a career path, and follow the rest of the character creation. Make sure you have all bonuses before you make a grand total. Each attribute and their totals are beneficial to the characters overall build.

HERO POINTS

As your character grows and earns motes they will move through their chosen career paths. Within each path are a number of levels that when achieved the character is rewarded with different benefits. One of those benefits is the Hero Point. The Hero Point is the players' way of moving Fate in favor of their character or playing fates hand against the Lorekeeper, who also has these points in the form of Anti-Hero Points. It's like a game of cat-n-mouse placed within a role-playing game. Each player has a set amount of Hero Points (HP) and the Lorekeeper has the same number of Anti-Hero Points (AHP) at their disposal, but only the same amount as one single player, the highest player total.

The scales are already tipped in the players favor but the Lorekeeper always has the ace up their sleeve where the players don't. This is the way to at least help in that area. Each character starts off with 3 HP as will the Lorekeeper. As the player advances their character up in levels they will gain 1 HP for every level they achieve. Since motes are based solely on role-playing this in itself is a dramatic feat. At the end of your first career you should have roughly 8 HP to use. These are replenished weekly and do not roll over like phone minutes do. The Hero Point is used blindly when being attached to anything offensive such as an attack roll or an Attribute Roll and must be declared before the die is rolled. Once the die is cast no Hero Points can be used. This is where trust comes into play with your Lorekeeper.

For every 1 Hero Point that is activated into an offensive roll the die can be modified +/- 10% and must be stated before any die is cast. Once the die hit the table all chance is over to affect the roll.

The Hero Point can also be used defensively to affect the damage caused by combat. Melee, Ranged, Spell, and Divine Powers all fall into this category. This type of activated Hero Point is played after the roll is completed and the result has hit the table. For every 1 Hero Point that is activated it negates the effect of the damage done to the character. To eliminate 12 points of spell damage would cost the player 12 Hero Points. It can get expensive and in a lengthy combat I guarantee that you will expend almost your entire Hero Points. Hero points are distributed as tokens to the players. (Don't use the same tokens as the motes). Then, use something that the player and Lorekeeper both can flip the token into to declare it in use. Using a container shows that once the HP is cast it cannot be returned or recalled by the player or Lorekeeper.

BIRTHSIGNS

Solaris and Lunaria created Soluna. Even now, their presence can be felt in everything natural on the planet. Each person, with rare exception, is born under both their influences. The essence that helped them create this world runs through your veins. Small gifts, minor talents, come from this essence. You do not have to believe or follow Solaris or Lunaria to receive these gifts, they were there from birth.

ROLL 2D10 TO FIND YOUR BIRTHSIGN	
01	DIVINE CHAMPION
02-09	DAWN
10-17	SUN RISE / MOON WAXING
18-25	SUN RISE / MOON FULL
26-33	SUN RISE / MOON WANING
34-38	LUNAR ECLIPSE
39-46	SUN ZENITH / MOON WAXING
47-54	SUN ZENITH / MOON FULL
55-62	SUN ZENITH / MOON WANING
63-67	SOLAR ECLIPSE
68-75	SUN SETTING / MOON WAXING
76-83	SUN SETTING / MOON FULL
84-91	SUN SETTING / MOON WANING
92-99	DUSK
00	EMPTY SKY

Roll on the chart to the left. If you get Dawn, Dusk an Eclipse or the Empty Sky; follow the separate instructions for them. Otherwise:

Pick either the Sun or the Moon to determine the strength of your gift. Zenith or Full means your gift is very powerful. Rising or waxing, means that your gift is average. Setting or Waning means your gift is less powerful than most.

Whichever remains, determines how often you are able to use your gift. Zenith or Full, means every round (or constant), Rising or Waxing, means once every 6 hours, and Setting or Waning, means only once per day.

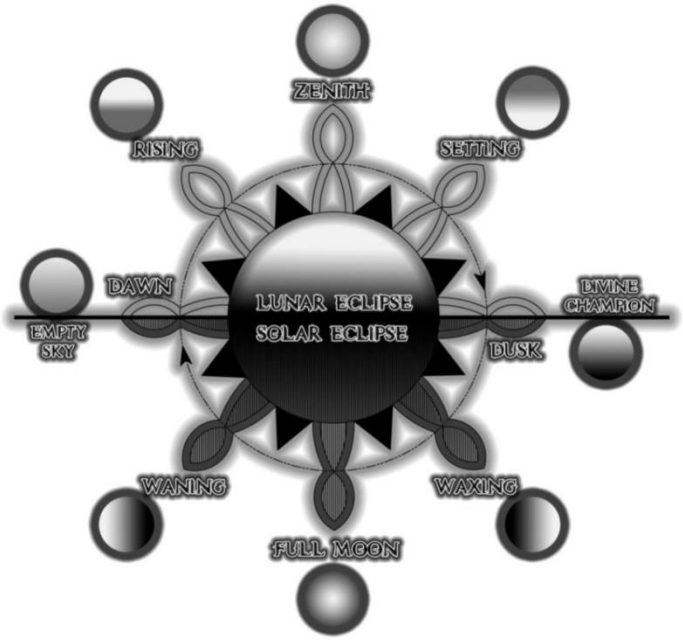
It is your job to determine your gift. Examples would be a "constant", but weak power, could be that you can

go large amounts of time without food. A strong power that can be used every 6 hours could be the ability to mend weapons and goods, just by spending 1-essence point per item that is damaged. Talk to your Lorekeeper about what levels they would like "strong", "average", and "weak" to be in the game. The Lorekeeper, of course, has the final say on "gifts".

Dawn or Dusk: Both Solaris and Lunaria have a mild interest in you. Pick 2 weak powers that can only be used once per day. They can be similar or completely opposite.

Lunar Eclipse: Lunaria was not present for your birth. Solaris alone gives you gifts. He tries to make up for it by keeping an extra eye on you. You have a Strong gift that can only be used once a day. Keep in mind that Solaris alone is in this gift, and he is not one for subtly.

Solar Eclipse: Solaris was away when you were born. Lunaria alone looks after you and gives you her gifts. Lunaria grants you a Weak power that can be used every round, or is constant. Remember that Lunaria is the Goddess of Night and the Moon when creating this gift.



Divine Champion: Like it or not, both Solaris and Lunaria have decided that you are the champion of their strength. You have two gifts, both to be determined by the Lorekeeper, and both stronger than any other. However, as their champion, you will be called upon often to carry out any tasks the gods determine needs doing. A Lorekeeper must think carefully before allowing a Divine Champion or an Empty Sky (see below) into their adventure. Please note that the character has no choice in these tasks, the gods will make sure they are set out on the path that needs to be followed one way or another.

Empty Sky: You are gift less. For some reason at the moment of your birth, the sky was empty of influence. Neither god sees you and you are unable to make this character a Holy Career. However, being a hero, unseen by the gods, means that on occasion you can change fate, thwart destiny, and conquer Divine Will. This character is very special indeed and a Lorekeeper may want to keep that in mind.

BIRTHRIGHTS



n Broken Swords & Battered Shields, a character's birthright is the gift they receive at their birth by Solaris and Lunaria. This birthright determines the path you will take in life either for good or for evil. The choice of how you use this gift is up to you. The Birthright that you receive is not for your choosing but is a random event played out at your birth. Since you were not old enough to choose such a gift, one was chosen for you whether you wanted it or not. So, get yourself a d20 and roll it to determine the Birthright you will receive. After you roll, check below for the results.

There are 3 different style campaigns that can be created within Broken Swords & Battered Shields. They are realistic, fantasy, and high fantasy. Each style yields higher points to create tougher characters. Below you will see how the points are given under each style of campaign. Before each attribute is a (+) or (-) and it is the style of campaign that will give you the actual number of either positive or negative in value. It is always the same based on the style of campaign. Roll 1d20 and consult the chart below.

REALISTIC = (+1)
FANTASY = (+2)
HIGH FANTASY = (+3)

BIRTHRIGHT CHART		
1	AGILE	Your ability to react fast has saved your life many times.
		(+) Reflex, (-) Might
2	BURLEY	You're stronger than most but not as fast.
		(+) Might, (-) Reflex
3	CAUSTIC	The things you say amaze even you at times.
		(+) Charm, (-) Sense
4	CUNNING	The ability to find the loop-hole around things.
		(+) Focus, (-) Sense
5	DARING	You are always going to the extreme to finish things
		(+) Speed, (-) Focus
6	DISCIPLINED	You know what has to be done and when, and do it
		(+) Your Choice, (-) Your Choice
7	FIERCE	You have a temper for the dramatic and use it
		(+) Might, (-) Spot
8	FIT	Your body is well toned and others always notice it
		(+) Might, (-) Focus
9	GRACEFUL	You move in a fluid manner with your own style
		(+) Reflex, (-) Vigor
10	GRIZZLED	Hardened from a rough life so far, not phased by much
		(+) Vigor, (-) Speed
11	MYSTERIOUS	You are the silent loner type that people seem to avoid
		(+) Luck, (-) Charm
12	PERSISTANT	You stay the course no matter the odds, no failure
		(+) Will, (-) Charm

13	RELIABLE	You will always be there for those that need you
		(+) to lowest attribute, (-) to highest attribute
14	RESOLUTE	Once you make a decision you follow it to the end
		(+) Sense, (-) Reflex
15	ROWDY	Trouble just seems to follow you everywhere
		(+) Vigor, (-) Will
16	SHREWD	You know how to make situations go your way
		(+) Sense, (-) Vigor
17	VALIANT	Brave to the end, fear is kept in your back pocket
		(+) Might, (-) Charm
18	VIGILANT	You can sense trouble before it happens to you
		(+) Sense, (-) Charm
19	WITTY	Your humor is lost on most, but you do know funny
		(+) Charm, (-) Might
20	ZEALOUS	You do everything with a little more gusto all the time
		(+) Charm, (-) Luck

SOCIAL BACKGROUND

Now you can create your own background for your hero with the Lorekeeper, filling in the holes and giving you a few starting skills. You can pick one from the chart below or you can roll for a quick and easy background. Your social status is intertwined with your own upbringing. The path you were raised from has led you to this part of your life. So, after you roll and receive your social background, you will be asked to expand it backwards to how your character was raised and what lead them to this point in their lives.

To find social status for your character, roll 1d20 and consult the chart below. This shows that sometimes a character is dealt a bad set of cards and starts off at the bottom of the pile. Nothing in life says that he can't better himself as life goes on. Even the rich can fall to earth and take his place at the bottom.

CHILDHOOD CHART	
1	**BORN INTO NOBILITY** You have grown up amongst those who uphold the law in the kingdom. Or perhaps your family simply helped *create* the laws, but didn't necessarily follow them. They may have been so high ranking as to have simply been above the law entirely. **Skills:** High Society and Literacy. *In addition, choose one language outside your own culture that you have studied extensively. But be prepared to provide a reason why.*
2	**SON OF A STAR** Your parents performed for kings and dignitaries throughout the kingdoms as entertainers along with having you in the act until you decided to go out on your own. You are still recognized wherever you go, drawing large crowds. (Reputation +2) **Skills:** Play Instrument, Sing, Dance, Mime, Acting, Acrobatics *(Choose two)*
3	**GUARDIAN** You took it upon yourself as a child to defend those unfortunates who couldn't defend themselves. So often, in fact, that you started gaining a Sixth Sense about when it was going to

	happen. Have you continued to fight the good fight? (Sense +2) Skill: Alertness or Negotiation (*Choose one*)
4	**CHOIRBOY** You grew up in a deeply religious family. One of your parents may have even worked for the church. As a result, you know a great deal about the inner workings of the faith. (Faith +2) **Skills:** Theology, Regional Religion, Sing *(Choose one)*
5	**BEHIND BARS** Either you or your parents (maybe both) spent a large portion of your childhood in a prison cell. You had very few good influences on you growing up, and it showed. Have you changed your ways or are you still running from the authorities? (Speed +2) *Gain one black-market contact. One of your underworld friends is still up to his old tricks.*
6	**SCAPEGOAT** Young and naïve, you were an easy target. Buddies at school and siblings at home always put the blame on you. Why? Because you'd simply take the punishment and never tell what *really* happened. (Will +2) **Skill:** Running or Sneak *(Choose one)*
7	**ACADEMIC** Your parents sent you to the best school that money could buy, hoping you would make them proud. Did you? If not, it's of no fault of the academy. (Focus +2) **Skills:** History, Theology, Mathematics, Politics, Astronomy *(Choose two)*
8	**MAMA'S BOY** You were very protected as a child, and didn't get out much. As a result, you're not very knowledgeable about the ways of the world. But you *can* cook a mean pot of stew. **Skills:** Cooking, Baking, First Aid, Sewing, Pottery Making, Origami *(Choose three and add 10% to initial percentage)*
9	**OCD** (OBSESSIVE CHILDHOOD DISORDER) People thought you strange as a child. You were always tinkering with something, and that something always related to your favorite element. You rarely knew what you were doing, but as you grew up, those singed eyebrows or frozen fingers eventually produced results. Sometimes. **Element:** Fire, Air, Water, Earth *(Choose one and gain +10% to all rolls involving spells and items using this particular element.)*
10	**MARTIAL SCHOOLING** The military academy raised you to be a strong warrior. Noble. Proud. Courageous in the face of adversity. Was this the path you chose for yourself, or was it forced upon you? (Might +2) **Skills:** Heraldry or Military Knowledge *(Choose one)*
11	**CRAFTSMAN** You picked up a useful trade in your younger years. Was it from a skilled parent, or were you sent away to be the apprentice to a master craftsman? Either way, skills learned early are not easily forgotten. **Skills:** Smith (Armor, Gold, Items, Leather, Silver, or Weapons) or Gem Cutter *(choose only one, but add +10% to initial percentage). In addition, you still retain one legitimate business contact. This may be anyone from a valued customer to the master craftsman you trained under.*
12	**ORPHANED** Unfortunately, your parents were either killed or abandoned you at a young age. As a result, you grew up on the streets. It is up to you whether or not you turned out for the better or worse. **Skills:** Evaluate and *either* Begging or Pickpocket *(choose one at +10% to initial percentage)*
13	**OUTDOORSMAN** Your father liked to go off into the wilderness from time to time dragging you with him.



	Whether you enjoyed it at the time or not, you learned something from the experience (Spot +2). Skills: Skin Animal or Bowyer/Fletcher
14	**MUCH MALIGNED** Whether by the hand of an angry, drunken father, a sibling, or a local bully, you took more than your fair share of beatings. Someone had it out for you, and you quickly learned when to dodge that right hook. More often than not, your best plan of attack was to run away. (Reflex +2) **Skill:** Street Smart
15	**STOWAWAY** You managed to slip onto a ship and might have even ended up a cabin boy. Or perhaps your own father was the captain. Regardless, you know your aft from your stern, and the sound of the sea still calls to you from time to time. **Skills:** Swimming, Orienteering Water, Climb Ropes, Rowing, Cooking *(choose two at +10% to initial percentage)*
16	**DAREDEVIL** It all started with one dare. And then another. Pretty soon, you were willing to tackle anything and everything thrown your way. And incredibly, you're still alive to talk about it today. Maybe common sense got the better of you, or maybe you're still getting that danger fix to this day. (Luck +2) **Skills:** Pick 1 extreme skill
17	**TOOLS OF THE TRADE** Your father was some type of store owner and sold some type of goods that people wanted or needed. On slow days, he would teach you about the business, and on busy days, he would put you to work. (Charm +2) **Skills:** Haggle or Trading
18	**ARCANE SCHOOLING** They must have seen something very special in you, because only those flowing with Essence are accepted into the arcane schools. Unless of course, money was passed through the right avenues. Then the classes became more "open enrollment". However you got in, the fact that you were trained by Academy mages is nothing to sniff at. (Essence +2) *Character gains +2 SCP at character creation*
19	**LARGER THAN LIFE** Your entire childhood, you were always bigger than the other kids. Maybe that got you more friends. Maybe you were the brunt of all the jokes. Are you still so big now, or has everyone finally caught up to you? (Vigor +2) **Skill:** Intimidation
20	**SIDEKICK** Your parents always told you that you wouldn't amount to anything when you grew up. And for some reason, they made sure they were right. Always in the shadow of a sibling or friend, ever the perennial wingman. (as per sub-class Sidekick, page 168)



CHARACTER ATTRIBUTES

CHARACTER ATTRIBUTES



n Broken Swords & Battered Shields you have 12 main attributes. These are divided into 3 separate categories, which make up your character's physical, mental, and spiritual nature. Each attribute has a specific purpose. Each is important in how your character comes together. The way we create a character is by using these twelve base attributes and then adding a set amount of points to them. You will begin to create your character the way you want by adding a number of Character Creation Points, (CCP), to a base number of 8 in each attribute.

As you move through the Character Creation Process, you will be able to gain extra Character Creation Points by decreasing Attributes yourself and by taking on handicaps that your character might have developed over the course of his life, such as a phobia or even paranoia.

For every 1 point that you decrease an Attribute negatively, you gain that 1 point positively to add to a different attribute.

For example, you want your beginning Essence to begin at 6 instead of 8. So, you deduct the 2 points from your 8 Essence making it 6, which now allows you to add those 2 points elsewhere. You can do this before, during, or after you have used up your CCP. But, once your CCP are used up, the attributes can only be changed during advancement or game effects. Different Campaigns will have different CCP to be added. The choice will be the Lorekeeper's for the best fit to his game. The basic CCP is set in the middle at 80 points. The maximum attribute score for a beginning character is the 25 hard-cap with bonuses all applied.

Realistic (Gritty) = 80 points to add with no score above the 20 point hard-cap.

Fantasy (Standard) = 100 points to add with no score above the 25 point hard-cap

High Fantasy (Epic) = 120 points to add with no score above the 30 point hard-cap

All characters begin Character Creation with the score of 8 in each Attribute. You have 80, 100 or 120 CCP to use to increase these attributes to where you want them. Remember that there are 3 main factors that can change these numbers: Birthrights, Social Backgrounds, and Racial Adjustments.

Your character has 3 main attribute categories, which are Physical, Mental, and Spiritual; each category is composed of 4 attributes.

Physical = Might – Speed – Reflex – Vigor
Mental = Focus – Sense – Will – Spot
Spiritual = Charm – Essence – Faith - Luck

Now follow the rule above (8 base points per attribute with 80 points to add) and create your characters main attributes. Each attribute has a description next to it on how it applies to the game and below the description is the characters secondary attributes that are affected by the number you place in their main attributes. You may find that you will have to

When starting to create you character, first get a mental picture of what you desire to play. Next choose a race and write down their bonuses next to the corresponding attribute and add their skills to your skill list. The next choice will be what career path they will follow, taking all skills and their starting Knack. From there you can start character creation, following the process to the end. This will allow you to accumulate all the bonuses you will need for a complete character. When you do you character build, place the attribute total in the small circle and the attribute percentage in the larger circle. You will use this more often.

add a few attributes together and divide them to get a final number. This process is mainly to show you how different attributes affect each other in creating the whole character. Do not total any stat scores until all modifiers have been applied!

Stat Rolls will be called for when a character must perform an action that might require a roll to see if they did the action well or failed. These rolls are called by their stat names like Might Roll, Vigor Roll, and Speed Roll and so on. When a stat roll is needed just pick up your percentile dice and roll them. If the number rolled is less than or equal to the number you have in the percentage circle above the stat associated with the roll, you were successful. There may be a positive or negative applied to the roll by the Lorekeeper from time to time.

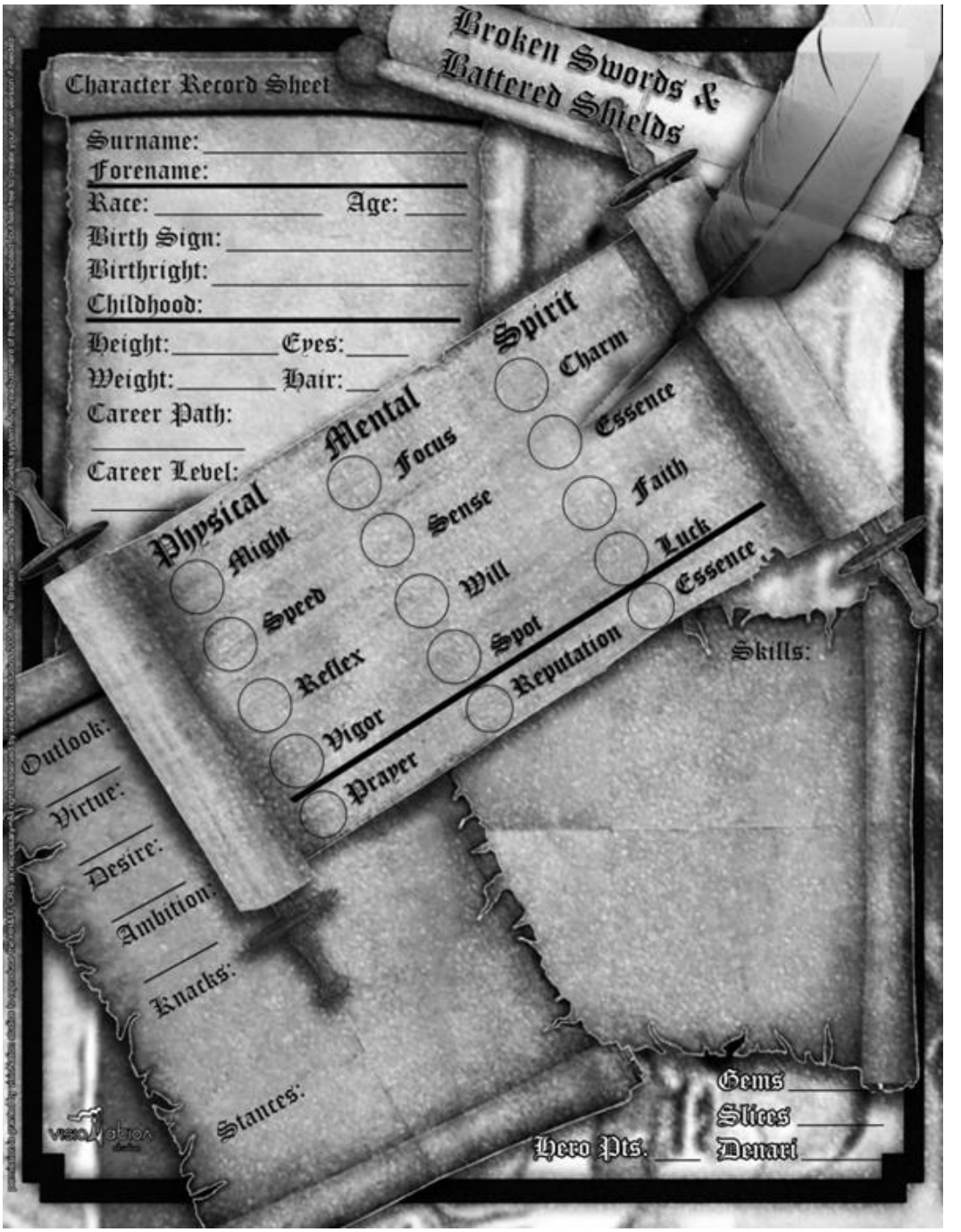
Challenge Rolls are made the same way as a Stat Roll, with the exception that the Lorekeeper or another player will roll against you to see who gets the lower score. When a challenge Roll is called for, all involved will roll their percentage dice, with the Lorekeeper determining who the winner is. All challenge Rolls must be made in the open for all players to see, this includes the Lorekeeper's roll as well. A challenge Roll can include 1 or more players or a player and the Lorekeeper or the Lorekeeper rolling against a player for something as simple as opening a lock. Anytime the Lorekeeper determines that a situation calls for a challenge Roll then one must be achieved.

ERV & SRV (Elemental Resistance Value and Senses Resistance Value) are used whenever a character is hit by magic of any kind, whether in a cast spell or by a weapon. These are based on, not only the elements, but also on the Senses. A character starts the game with 2 points, one of which is placed next to an element and the other next to a sense. A character gains 1 point every time they go up in a level to place wherever they see fit, to increase one of these elements and senses. See Sense and Will for additional points based on their attribute score. Your ERV and SRV come into play also, whenever you acquire or purchase any type of elemental or senses protection for your character.

A ring of +5 fire protection would increase the ERV of Fire by +5 points. So, if a Fireball spell hit you for 15 points and you have a total of +8 (+3 for natural and +5 for the ring) then you would deduct the 8 from the 15 and you would only receive +8-damage to that location instead of 15. The ERV and SRV scores protect on any elemental or Senses critical as well.

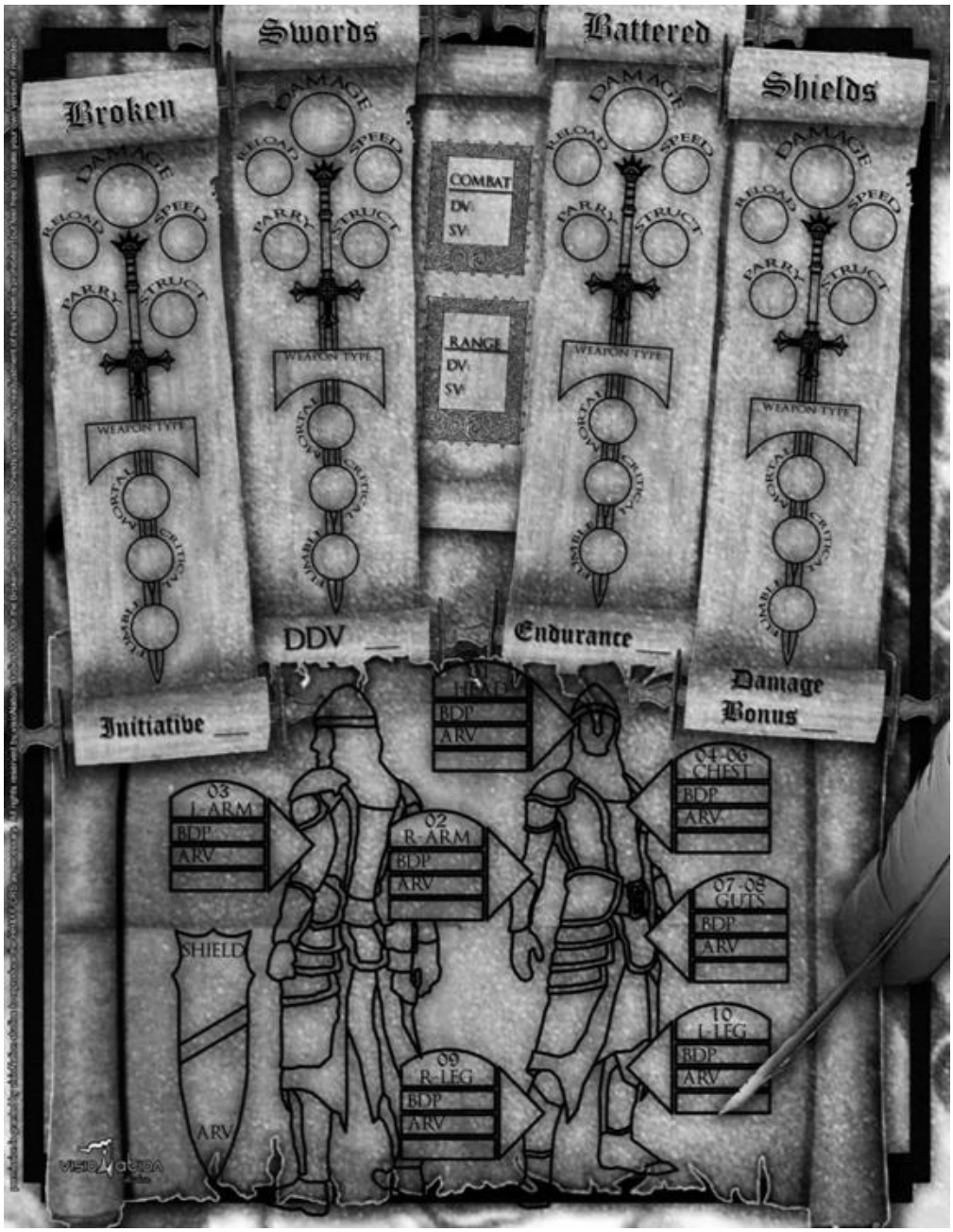
If a long sword hit you for 16 damage and had a +8 Fire damage bonus attached to it, you would apply the front damage of the blade first and then the fire damage, if the blade passed through any protection. If you did receive any damage, then the fire is applied, of which you stop 8 of the fire damage. So your resistance negates the effect of the blade, but if another foe had a +10 then you would receive +2-damage every time the blade penetrated your armor.





Here is the Broken Swords & Battered Shields CRS, (Character Record Sheet), which you will use to create your character. As you advance through the creation process you will

find everything you need located on these sheets. Look through the first and second sheet so you will know where everything is located. When you are ready, move forward with the creation process, filling in the blanks with the number you will create. The front of the CRS is your character's Physical attributes, skills, and knacks that will be used to enhance the vision of your character. The second page (shown below), is everything you will need to survive combat in the world.



PHYSICAL ATTRIBUTES

MIGHT

(MT) The muscular structure or strength of a person: which determines what type of weapon they can use, the type of armor worn, and the amount of raw damage that is dealt out when a weapon hits something. Consult the chart below for your Might damage bonus.

Any Development Points spent in Might after creation will raise your Might damage and PDV (parry defense value) bonus according to your new stat, once again, listed on the chart.

A Might Roll is used whenever you have to perform any type of physical exertion that is related to the strength of your character.

MIGHT ROLL (multiply Might Stat x3) place score in the percentage circle.

MIGHT DAMAGE & PDV BONUS CHART							
STAT SCORE	BONUS	STAT SCORE	BONUS	STAT SCORE	BONUS	STAT SCORE	BONUS
05	-2	16-17	+5	28-29	+12	40	+19
06-07	-1	18-19	+6	30	+13	41-42	+20
08-09	0	20	+7	31-32	+14	43-44	+21
10	+1	21-22	+8	33-33	+15	45	+22
11-12	+2	23-24	+9	35	+16	46-47	+23
13-14	+3	25	+10	36-37	+17	48-49	+24
15	+4	26-27	+11	38-39	+18	50	+25

SPEED

(SD) A character's fast or quick ability to react at the precise moment to avoid a hazardous situation. It also represents your ability to move fast in combat to out maneuver an opponent; to strike first. Consult the chart below for your initiative bonus.

Any Development Points spent in Speed after creation will raise your Initiative bonus according to your new stat, once again, listed on the chart.

A Speed Roll is used whenever you have to perform any type of physical exertion that is related to the movement or quickness of your character.

SPEED ROLL (multiply Speed Stat x3) place score in the percentage circle.

SPEED INITIATIVE BONUS CHART							
STAT SCORE	BONUS	STAT SCORE	BONUS	STAT SCORE	BONUS	STAT SCORE	BONUS
05	-4	16-17	+3	28-29	+10	40	+17
06-07	-3	18-19	+4	30	+11	41-42	+18
08-09	-2	20	+5	31-32	+12	43-44	+19
10	-1	21-22	+6	33-33	+13	45	+20
11-12	0	23-24	+7	35	+14	46-47	+21
13-14	+1	25	+8	36-37	+15	48-49	+22
15	+2	26-27	+9	38-39	+16	50	+23



(RX) This attribute determines how agile your character is in performing amazing features of physical dexterity. This will determine if you get the first swing or the last swing against your opponents in combat. Consult the chart below for your Natural Combat Defense Value (CDV) and Dodge Defense Value (DDV) bonus.

Any Development Points spent in Reflex after creation will raise your CDV/DDV bonus according to your new stat, once again, listed on the chart.

A Reflex Roll is used whenever you have to perform any type of physical exertion that is related to the strength of your character

REFLEX ROLL (multiply Reflex Stat x3) place score in the percentage circle.

REFLEX NATURAL CDV & DDV BONUS CHART							
STAT SCORE	BONUS	STAT SCORE	BONUS	STAT SCORE	BONUS	STAT SCORE	BONUS
05	-4	16-17	+2	28-29	+9	40	+16
06-07	-3	18-19	+3	30	+10	41-42	+17
08-09	-2	20	+4	31-32	+11	43-44	+18
10	-1	21-22	+5	33-34	+12	45	+19
11-12	0	23-24	+6	35	+13	46-47	+20
13-14	0	25	+7	36-37	+14	48-49	+21
15	+1	26-27	+8	38-39	+15	50	+22



(VG) This is the health, body, or stamina behind your character. This score, plus any racial adjustment will determine how much physical damage a character's body can take before he is incapacitated or dies. See the Vigor Endurance Bonus chart below to determine you're starting Endurance Bonus. The second chart determines you're starting Body Points and how many are in each location.

Any Development Points spent in Vigor after creation will raise your Endurance bonus according to your new stat, once again, listed on the chart.

A Vigor Roll is used whenever you have to perform any type of physical exertion that is related to the stamina or constitution of your character.

ENDURANCE SCORE = Vigor Score + bonus below

VIGOR ROLL (multiply Vigor Stat x3) place score in the percentage circle.

VIGOR ENDURANCE BONUS CHART

STAT SCORE	BONUS	STAT SCORE	BONUS	STAT SCORE	BONUS	STAT SCORE	BONUS
05	-2	16-17	+3	28-29	+10	40	+17
06-07	-1	18-19	+4	30	+11	41-42	+18
08-09	0	20	+5	31-32	+12	43-44	+19
10	0	21-22	+6	33-33	+13	45	+20
11-12	0	23-24	+7	35	+14	46-47	+21
13-14	+1	25	+8	36-37	+15	48-49	+22
15	+2	26-27	+9	38-39	+16	50	+23

Creation Note

You have completed adjusting your Physical Attributes. Before moving onto the phase of creation, you will need to adjust your Body Points. Body Points (or BDP) in Broken Swords & Battered Shields; represent the total life of your character, broken down into ten different locations. It is possible to fall below zero BDP where you will begin to die very quickly. There is more in the combat section under "bleeding." You will be asked to distribute you bonus BDP, either from increasing you Vigor Attribute or from a racial adjustment, this is all under your own discretion. There is no right or wrong way to do it. As you move further along into the creation process, all of the choices are yours alone to make. The only correct way to build a character is how you envision the final product.

BODY POINTS

The term "hit point" has become standard for how much damage a character can absorb before he dies. We have changed this, giving it the name "body points". There are also ten (10) different locations that have Body Points associated to them. This is the amount of bodily damage your hero can withstand before one of their limbs is rendered useless or they are killed. They do not have to die if they are restored to life by another character, spell, wish, or a miracle.

These are the numbers your hero starts out with and will add extra BDP as he goes along. Body Points increase 1 per location every time your Vigor Score increases. Consult the chart above whenever you increase your Vigor Stat.

Each career class uses this same chart to calculate the BDP that they start with. The chart below contains your base Body Points that you can write down in the corresponding locations on the reverse side of you Character Record Sheet.

BIPED CHARACTER BODY POINT LOCATION CHART

VIGOR STAT	8-10	11-13	14-16	17-18	19-20	21-23	24-25	26-27	28-30
1 HEAD	14	16	18	20	22	24	26	28	30
2 RIGHT ARM	10	12	14	16	18	20	22	24	26
3 LEFT ARM	10	12	14	16	18	20	22	24	26
4-6 CHEST	18	20	22	24	26	28	30	32	34
7-8 GUTS	13	17	19	21	23	25	27	29	31
9 RIGHT LEG	17	19	21	23	25	27	29	31	33
10 LEFT LEG	17	19	21	23	25	27	29	31	33



MENTAL ATTRIBUTES

These attributes will determine the make-up of your character's mental state of mind or his ability to reason, think, sense, or for that matter, coexist within the frame work of life itself. Some races are inherently smarter than others are and some have larger attribute numbers because of their ability to use magic. Some are resistant to magic and therefore have lower attribute scores to show that they do not actively use magic. You can change this by distributing your CCP differently to build up your character. There is also the route of buying or finding magical items that will boost these attributes to a total worthy of your acceptance. Whichever way you choose, remember that it is a building process of the character through many adventures he will follow that is the heart of *BROKEN SWORDS & BATTERED SHIELDS.*



(FC) This attribute determines how smart you are to the ways of life. It also tells you how many spells a wizard can learn in his career or his mental capacity to hold tons of information. A low score can mean he's slow when it comes to mental calculations. Find your SCP and use it to create any spells you have to create. Focus also determines the amount of starting skills a character begins with (3+Focus Bonus in starting skills).

Any Development Points spent in Focus may potentially increase your skill aptitude and allow you to learn additional skills. If your bonus goes up according to the chart, a new general skill may be learned.

A Focus Roll is used whenever you have to perform any type of mental concentration that is related to spell casting, thinking or the thought process of your character.

FOCUS ROLL (multiply Focus Stat x3) place score in small percentage circle.

SPELL CREATION POINTS (SCP) Focus Score + Essence Score + Bonus (chart below).

FOCUS SPELL CREATION POINT BONUS CHART							
STAT SCORE	BONUS	STAT SCORE	BONUS	STAT SCORE	BONUS	STAT SCORE	BONUS
05	-4	16-17	+2	28-29	+9	40	+16
06-07	-3	18-19	+3	30	+10	41-42	+27
08-09	-2	20	+4	31-32	+11	43-44	+28
10	-1	21-22	+5	33-33	+12	45	+29
11-12	0	23-24	+6	35	+13	46-47	+30
13-14	0	25	+7	36-37	+14	48-49	+31
15	+1	26-27	+8	38-39	+15	50	+32



(SE) This is your character's sixth-sense or his ability to sense the unnatural going on around him. If something is strange about an area, it is this attribute that will help him find or understand the situation, such as sensing a secret door or trap. This attribute is also to sense anything weird that the character has never seen or experienced before. It also helps in "about to surprise you" rolls. Sense also helps you to resist magic that deals with the senses. See the chart under Will for your bonus and apply it to any of the Sense Magic's found on your character's magic record sheet.

Any Development Points spent in Sense after creation will raise your SDV (shield defense value) and Sense Magic Resistance bonus according to your new stat, once again, listed on the chart.

A Sense Roll is used whenever you have to perform any type of listen or awareness reaction that is related to the changing environment going on around your character and their sixth sense about things that might happen or be happening.

SENSE ROLL (multiply Sense Stat x3) place score in the percentage circle.

SDV & SENSE MAGIC RESISTANCE CHART

STAT SCORE	BONUS	STAT SCORE	BONUS	STAT SCORE	BONUS	STAT SCORE	BONUS
05	-4	16-17	+3	28-29	+10	40	+17
06-07	-3	18-19	+4	30	+11	41-42	+18
08-09	-2	20	+5	31-32	+12	43-44	+19
10	-1	21-22	+6	33-33	+13	45	+20
11-12	0	23-24	+7	35	+14	46-47	+21
13-14	+1	25	+8	36-37	+15	48-49	+22
15	+2	26-27	+9	38-39	+16	50	+23



(WL) This attribute determines whether or not the hero has the inner strength to resist temptations that come along. It is also their inner ability to ward off mental and magical attacks when overcoming adversity. Your Will Roll also determines Natural Magical Resistance. See chart below for bonus. Add this bonus to your magic resistance wherever you like.

Any Development Points spent in Will after creation will raise your Elemental Magic Resistance bonus according to your new stat, once again, listed on the chart.

A Will Roll is used whenever you have to perform any type of willpower, magic or mental resistance that is related to the internal struggle of your character.

WILL ROLL (multiply Focus Stat x3) place score in the percentage circle.

ELEMENTAL MAGIC RESISTANCE CHART							
STAT SCORE	BONUS	STAT SCORE	BONUS	STAT SCORE	BONUS	STAT SCORE	BONUS
05	-4	16-17	+3	28-29	+10	40	+17
06-07	-3	18-19	+4	30	+11	41-42	+18
08-09	-2	20	+5	31-32	+12	43-44	+19
10	-1	21-22	+6	33-33	+13	45	+20
11-12	0	23-24	+7	35	+14	46-47	+21
13-14	+1	25	+8	36-37	+15	48-49	+22
15	+2	26-27	+9	38-39	+16	50	+23

MAGICAL RESISTANCE

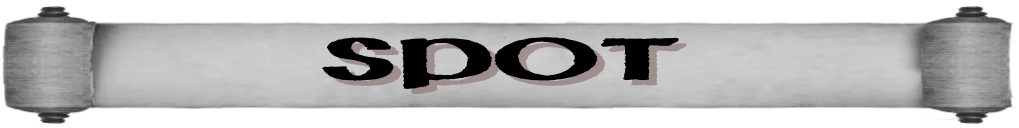
All characters have the ability to gain resistance to certain forms of magic. Some races even have a natural resistance to particular elements. With training and experience, the intrepid adventurer can slowly learn to withstand more and more as they grow stronger and stronger.

Each character starts with a single point of Magical Resistance (MR). This can be applied to any of the following: Air, Earth, Fire, Water, Spirit, Void, Sight, Sound, Smell, Touch, or Taste. With every additional level gained, another single point of MR is obtained and again may be applied to any of the mentioned elements and senses.

Magical Resistance works akin to how ARV works against physical attacks. The resistance is subtracted from the magical damage to determine the damage inflicted on the target. If that damage is less than or equal to 0, no damage occurs.

Magical Resistance is also beneficial to stop magical damage from weapons. A sword with a +3 Fire Damage bonus on it, striking a foe that has 2 Fire Resistance, would only do +1 Fire Damage. The natural, physical damage of the weapon remains unaffected by anything but ARV.

Magical Resistance to particular elements may also be applied to pieces of armor. But keep in mind, pauldrons which protect shoulders from all the elements, would cost a hefty fortune, more than pauldrons which protect from just a single element. Protection from both the elements and the senses would not only require a master armor smith adept with high level magic, it would likely also break the bank of a small kingdom. But you're an adventurer and who knows what treasures you may unearth.



(SP) This attribute is the ability to see what is going on around your character at all times. Like finding tracks or seeing the gold coin under a bed. Without a high attribute in this area your character will not notice too much that going on. Your perception in life is based on this attribute. The bonus chart below reflects a person's ability to be aware and avoid objects shot or hurled at them.

Any Development Points spent in Spot after creation will raise your RDV (range defense value) bonus according to your new stat, once again, listed on the chart.

A Spot Roll is used whenever you have to perform any type of search or observation that is related to tracking or finding anything in the world around your character.

SPOT ROLL (multiply Spot Stat x3) place score in the percentage circle

SPOT RDV BONUS CHART							
STAT SCORE	**BONUS**	**STAT SCORE**	**BONUS**	**STAT SCORE**	**BONUS**	**STAT SCORE**	**BONUS**
05	-4	16-17	+2	28-29	+9	40	+16
06-07	-3	18-19	+3	30	+10	41-42	+17
08-09	-2	20	+4	31-32	+11	43-44	+18
10	-1	21-22	+5	33-33	+12	45	+19
11-12	0	23-24	+6	35	+13	46-47	+20
13-14	0	25	+7	36-37	+14	48-49	+21
15	+1	26-27	+8	38-39	+15	50	+22

SPIRITUAL ATTRIBUTES

The last 4 attributes that make-up your hero, are the inner attributes that will determine the godly, magical, and how fate plays a hand in his life. Each one of these attributes is important to your character, unless you do not care about the gods, magic, and what happens to you in the course of the hero's life. These are the only attributes that can rise and fall during the course of the game by the Lorekeeper based on events that may take place within the story.

CHARM

(CH) This attribute represents your essence of persuasiveness or charisma. It is how your character presents themselves to others and is what your base reputation is on a scale of 01-100. It is also your ability to meld with your companions or your mounts or in getting them to perform tasks or even making them go into dangerous situations. This is a very important attribute when it comes to getting paid well, being recognized, and attracting the attention of prominent nobility where you will need to get deals on equipment and epic quests.

A Charm Roll is used whenever you have to perform any type of personality, attraction or public appearance that is related to the interaction of your character with the people, animals, creatures and the world around them.

(CHARM SCORE = Base Reputation)

CHARM ROLL (multiply Charm Stat x3) place score in the percentage circle

When a person's charm score becomes very high, their beauty, personality, and persuasiveness become very hard to resist. This bonus represents how influential a person becomes as they increase their persuasiveness abilities over others. This bonus is actually a

positive or negative number that is added or subtracted from a person's charm roll when trying to resist another's attempt to dominate them with their charms.

Any Development Points spent in Charm after creation will raise your Seduction bonus according to your new stat, once again, listed on the chart. Each point in Charm also raises a character's Reputation by one point.

SEDUCTION REDUCTION BONUS CHART							
STAT SCORE	BONUS	STAT SCORE	BONUS	STAT SCORE	BONUS	STAT SCORE	BONUS
05	-4	16-17	+3	28-29	+10	40	+17
06-07	-3	18-19	+4	30	+11	41-42	+18
08-09	-2	20	+5	31-32	+12	43-44	+19
10	-1	21-22	+6	33-33	+13	45	+20
11-12	0	23-24	+7	35	+14	46-47	+21
13-14	+1	25	+8	36-37	+15	48-49	+22
15	+2	26-27	+9	38-39	+16	50	+23

REPUTATION

01-15 = unknown, except to family and relatives
16-30 = known around you birth place.
31-40 = known in your kingdom for your adventurous spirit. *(10% discount on equipment)*
41-55 = the king has recognized you as a vital influence in his kingdom.
56-70 = recognized in nearby kingdoms as either an ally or a threat. *(25% discount)*
71-85 = the bard's tell your tales and sing songs of your heroics for you are loved or hated.
86-95 = you have reached heroic status amongst the people everywhere. *(50% discount)*
96-00 = you have reached legendary status; your name has been entered into history.



When your Reputation goes beyond 100, you start to be revered as a demigod amongst the people. Whether you are good or evil you have the respect that is due you through you station. You receive all goods at 75% discount, unless you are having items purchased or crafted by someone above your Reputation. Also, for every 25 Reputation points below yours that person will give you a 25% discount on crafted items. Reputation is very important as to how much respect is given you. When your reputation is high and you are very visible to the world, one must watch what one does.

ESSENCE

(ES) This attribute determines how much the character is in tune with the elemental side of life. How much power he can harness from the elements to cast his spells and how much forceful damage he can get out of those elements to cause damage. A low score here world mean that the character can use magic, but has not mastered the elements enough to produce powerful effects with them.

Any Development Points spent in Essence after creation will raise your Essence Point bonus according to your new stat, once again, listed on the chart.

There are a few Mystic Careers that receive a full set of Essence Points and those are the Grand Druid Master, Master Bard, Mystic (potions), Terrasculptor, and Spiritwalker. Everyone else besides the Arcane Careers is considered a non-Arcane.

An Essence Roll is used whenever you have to perform any type of magical awareness or activation that is related to spell casting, item activation or magical interaction of any type that involves your character.

(ESSENCE SCORE) = Non-Arcane Essence Points

(ESSENCE Score x2) + Essence Attribut Bonus = Full Essence Points

ESSENCE ROLL (multiply Essence Stat x3) place score in the percentage circle

ESSENCE MAGIC POINT BONUS CHART

STAT SCORE	BONUS	STAT SCORE	BONUS	STAT SCORE	BONUS	STAT SCORE	BONUS
05	-5	16-17	+4	28-29	+10	40	+17
06-07	-4	18-19	+5	30	+11	41-42	+18
08-09	-3	20	+6	31-32	+12	43-44	+19
10	0	21-22	+6	33-33	+13	45	+20
11-12	+1	23-24	+7	35	+14	46-47	+21
13-14	+2	25	+8	36-37	+15	48-49	+22
15	+3	26-27	+9	38-39	+16	50	+23

FAITH

(FT) This attribute determines how much faith a character has in his/her deity or to determine how fearful you are when confronted with the unknown and/or strange. This stat will fluctuate up and down as the character has successful and non-successful answered prayers from his/her deity.

A Holy Career will always have a greater chance of receiving their god's ear than a non-Holy Career. Anyone can pray, just those that are Holy receive more answers. Faith also involves how much trust you have in a person or animal and how much they trust you.

If the character is a Holy Career, then their faith to their god/goddess will increase their faith score, by having their god grant their prayers according to the Faith Activation Chart. By raising your Faith Stat, this will also increase the faith percentage for the character.

A Faith Roll is used whenever you have to perform any type of faith based reaction or trustful situation that is related to the interaction of your character towards their deity or another person, animal, creature, or even the world around them.

FAITH SCORE (multiply Faith Stat x3) place score in the percentage circle

Prayer is the attribute that all requests of your deity are asked upon. When you desire to pray to your deity to have something miraculous happen like healing comrades near death, you make a Prayer Roll and consult the prayer activation chart to see if your deity actually heard you. Follow what the chart says and continue on.

The chart below is a bonus to this roll and affects only when rolling on the chart. This bonus does not apply to your prayer roll. The bonus number that is obtained is placed in the little 'MOD' bubble next to your prayer score on the CRS.

PRAYER ACTIVATION BONUS CHART

STAT SCORE	BONUS	STAT SCORE	BONUS	STAT SCORE	BONUS	STAT SCORE	BONUS
05	-5	16-17	+4	28-29	+10	40	+17
06-07	-4	18-19	+5	30	+11	41-42	+18
08-09	-3	20	+6	31-32	+12	43-44	+19
10	0	21-22	+6	33-33	+13	45	+20
11-12	+1	23-24	+7	35	+14	46-47	+21
13-14	+2	25	+8	36-37	+15	48-49	+22
15	+3	26-27	+9	38-39	+16	50	+23

PRAYER SKILL FOR HOLY CAREERS (multiply Faith Stat x3) placing score in the large circle

PRAYER SKILL FOR NON-HOLY CAREERS (multiply Faith Stat x1) placing score in the large circle



(LK) This is probably the most important attribute out of them all. It determines how life or fate deals your hero the deck he has to play. A high score in this attribute means that everything seems to go the hero's way, even in bad situations. A low score means that a dark cloud of bad luck and devastating circumstances hangs over his head all the time. The Base Luck Roll is for situations where the Lorekeeper is torn between decisions as to what is going to happen to the character.

Any Development Points spent in Luck after creation will raise your Hero Point bonus according to your new stat, once again, listed on the chart.

A Luck Roll is used whenever you have to perform any "what if" situation that is related to the lucky aspects of your character and how unforeseen events play out for or against their favor with forces around them.

LUCK SCORE (multiply Luck Stat x3) place score in the percentage circle

HERO POINT BONUS CHART							
STAT SCORE	**BONUS**	**STAT SCORE**	**BONUS**	**STAT SCORE**	**BONUS**	**STAT SCORE**	**BONUS**
08-15	0	26-30	+3	41-45	+6	56-60	+9
16-20	+1	31-35	+4	46-50	+7	51-65	+10
21-25	+2	36-40	+5	51-55	+8	66-70	+11



Creation Note

You have completed the Primary Attribute adjustment phase of the creation process. If you glance at your character record sheet (or CRS, you will be looking at your final attributed character. This would also be a good time to choose you character's remaining skills, located in Chapter 6. The next phase of the creation process will be taking the attribute totals and combining them together (mathematically), to form your character's Combat Attributes. These are the attributes that are used in all forms of combat related rolls. The mathematical formulas are quite simple to follow. The final outcome is written down on your CRS, in their predetermined location.

COMBAT ATTRIBUTES

It's now time to turn your Character Record Sheet (CRS) over to the Combat Record section, so we can continue with your hero's creation. This is where you will be looking during most of time you are fighting. Below are the base starting values for your character's Combat Attributes and their formulas are listed so grab your calculator. When you find the calculated values write them down on your CRS in the combat section, which is the second sheet if you are following along.

COMBAT ATTACK VALUE

(CAV)

Your percentage chance to hit an opponent in combat with a melee weapon. Your CAV is located in the center of the tri-circle ring on your weapon matrix. See Melee Weapon Matrix to locate the circle where the value is placed.

This value increases when a successful attack is made (see weekly advancement).

Speed Score (x2) + Your Choice of Sense or Spot Score = Adjusted CAV

RANGED ATTACK VALUE

(RAV)

Your percentage chance to hit an opponent in combat with a ranged or thrown weapon. Your RAV is located in the center of the tri-circle ring on your weapon matrix. See Ranged Weapon Matrix to locate the circle where the value is placed.

This value increases when a successful attack is made (see weekly advancement).

Spot Score (x2) + Your Choice of Reflex or Focus Score = Adjusted RAV

MAGICAL ATTACK VALUE

(MAV)

Your percentage chance to hit an opponent in combat with a spell. This is used for all spell casting including passive spells or buffing spells. You find the bubble to place this number on your magic sheet.

This value increases when a successful activation is made (see weekly advancement).

Focus Score (X2) + Your Choice of Sense or Luck Score = Adjusted MAV



POWERS ATTACK VALUE

(PAV)

Your percentage chance in combat to unleash a Power. This is used for all power activation. You find the bubble to place this number on your power sheet.

This value increases when a successful activation is made (see weekly advancement).

Faith Score (X2) + Your Choice of Sense or Will Score = Adjusted PAV

COMBAT DEFENSE VALUE

(CDV)

This is your innate ability to react in combat. This number is subtracted from your opponent's attack percentile roll. This value can increase weekly if the attack missed hitting because of your CDV.

This value may increase 1% only when Reflex Score is increased, see Reflex Chart.

(Reflex Score + Sense Score + Luck Score) /10 = Adjusted CDV

RANGED DEFENSE VALUE

(RDV)

This is your innate ability to react instinctively when a thrown or missile weapon is headed toward you. This number is subtracted from your opponent's attack percentile roll. This value can increase weekly if the attack missed hitting because of your RDV.

This value may be increased 1% only when Spot Score is increased, see Spot Chart.

(Reflex Score + Spot Score + Focus Score) / 10 = Adjusted RDV

PARRY DEFENSE VALUE

(PDV)

Your ability to get your weapon in the way of an incoming attack. There is a chance of damaging your weapon from the attack if it is a critical. You declare you want to parry the blow and you roll percentile die against this number and if you score the exact number or lower you parry (see Combat Section). See 'Weapon Matrix' on the right side of CRS for PDV location. It costs 1 Endurance Point every time you actually parry a blow.

This value may increase 1% only when Might Score is increased, see Might Chart.

Might Score + Sense Score = Adjusted PDV

DODGE DEFENSE VALUE

(DDV)

Your ability to move your body out of the way of any attacks coming at you from your front. Sometimes a Luck Roll can be made to see attacks from the sides if the roll was close to missing you. You just declare you wish to dodge and roll your percentile die. Even if you make or you don't, dodging still costs 1 Endurance Point.

This value may increase 1% only when Reflex Score is increased, see Reflex Chart.

Reflex Score + Spot Score = Adjusted DDV

SHIELD DEFENSE VALUE

(SDV)

Your ability to use a shield to deflect an incoming attack from an opponent. It cost 1 Endurance Point every time you block an attack (You must have the skill "shield Block" to use a shield well).

This skill may be increased by 1% when your Sense Score is increased, see Sense Chart.

Sense Score (x2) + Your Choice of Might or Reflex Score = Adjusted SDV

Non-Skilled characters are at Sense (x2) base SDV to use a shield

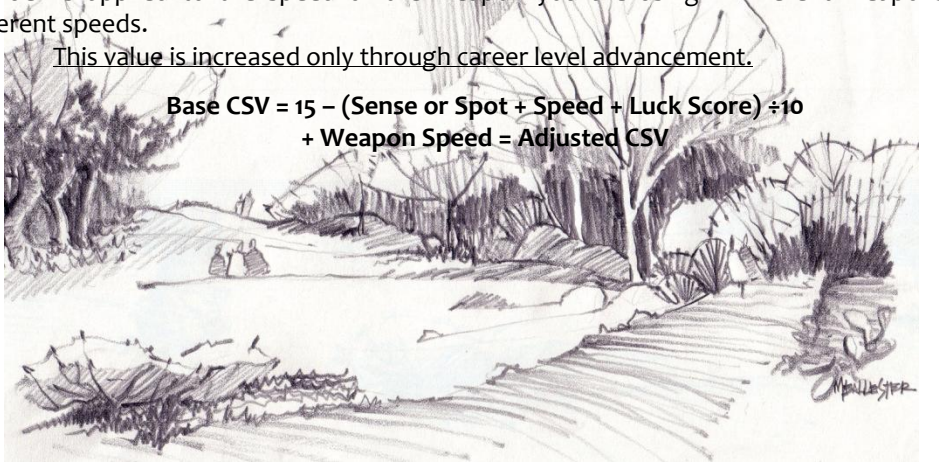
COMBAT SPEED VALUE

(CSV)

Your CSV is how many seconds it takes you to able to swing your melee weapon one time. This adjusted value may be altered further based on your particular weapon choice. To calculate, see the formula below to get your CSV base. Then, whenever you use a weapon just deduct the weapon speed from this number for each weapon. Remember that this number is applied to the speed of the weapon you are using. Different weapons have different speeds.

This value is increased only through career level advancement.

Base CSV = 15 – (Sense or Spot + Speed + Luck Score) ÷10
+ Weapon Speed = Adjusted CSV



RANGED SPEED VALUE

(RSV)

Your RSV is how many seconds it takes you to pull back your bow string, crank your crossbow taunt, or throw a weapon one time. This adjusted value may be altered further based on your particular weapon choice. To calculate, see the formula below to get your RSV base. Then whenever you use a weapon just deduct the weapon speed from this number for each weapon. Remember that this number is applied to the speed of the weapon you are using. Different weapons have different speeds.

This value is increased only through career level advancement.

Base RSV = 15 – (Reflex or Sense + Speed + Luck Score) /10 +
Weapon Speed = Adjusted RSV

MAGICAL SPEED VALUE

(MSV)

Your MSV is how many seconds it takes you to cast your spell one time. This adjusted value may be altered further based on your particular spell you have chosen to cast. To calculate see the formula below to get your MSV base. Then, whenever you cast a spell, just add the spell cost to this number. Remember that this number is applied to the speed of the spell you are using. Different level spells have different speeds.

This value is increased only through career level advancement.

Base MSV = 15 – (Will or Sense + Focus + Luck Score)/10
+ (Spell Cost ÷ 2) = Adjusted MSV

POWERS SPEED VALUE

(PSV)

Your PSV is how many seconds it takes you to activate your power one time. This adjusted value may be altered further based on your particular power you have chosen to cast. To calculate, see the formula below to get your PSV base. Then, whenever you activate a power, just add the power cost to this number. Remember that this number is applied to the speed of the power you are using. Different level spells have different speeds.

This value is increased only through career level advancement.

Base PSV = 15 – (Focus or Sense + Will + Faith Score) /10 +
(Power Cost ÷ 2) = Adjusted PSV



RACIAL MOUNTS

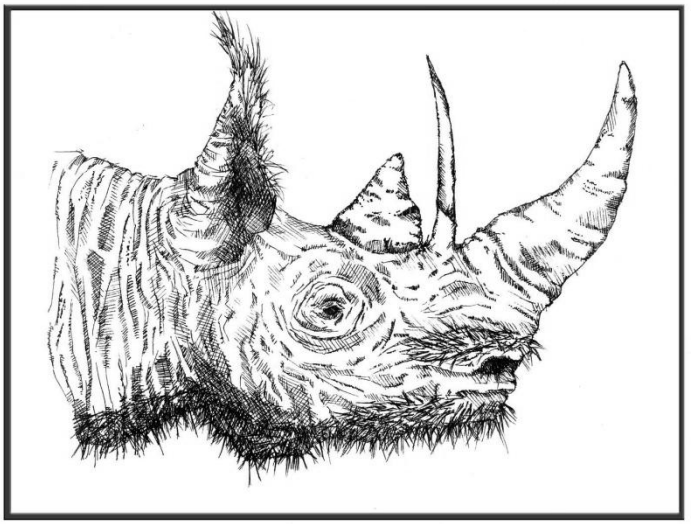
The races that are listed in the next section all have their own exclusive mounts that they use as part of their daily lives. The uniqueness of the mount is that it is used in its own environment where it functions perfectly with the surrounding world. Your character starts out with a bonded mount that they have had for a short period of time. This depends on your Lorekeeper and their world. Just because we say its okay, doesn't mean its set in stone when it comes to individual worlds. If it is okay to have a Grizzer and a Megapede riding together without one eating the other then that's fine.

There are two ways to create your racial mount. The first is to have your Lorekeeper give you one that they have already created and all you have to do is name it. This is for those who do not wish to create anything but to quickly get their character into play or their first mount dies and they need to buy a new one.

The first mount you create is considered to have been trained by you, along with its main trainer standing by. If your first mount perishes, you will be forced to purchase a new mount wherever you are, and learn how to ride it if you do not already know. You cannot create another personal mount, which you can ride, unless you have the Denari lying around in the bank and one month of free time for a round the clock training period with the mount. Every day you must make a charm roll. If you fail, it extends the training period for one more day, plus 50d extra for feed and lodging for the animal. At the end of that time the creature is your personal mount and you can now draw them up as your own. Follow the outline below to create your mount.

Mounts have the following stats, each with a starting base of 5. These are filled in by using 50 points to determine how much goes into each stat. There is no right or wrong way to build a mount. There is a Character Record Sheet (CRS) just for your mount.

Might – Speed – Reflex – Vigor – Focus - Sense – Spot – Will



There is more information under the mount's race that will give you more information on their particular mount. We suggest that you complete the creation of your character first, so you understand the creation process before getting into mount creation. There are some races that do not have racial mounts. These races have their own abilities: flying, changing capabilities, or they are their own mount. Mounts are not sentient beings unless an exception is made by the Lore-keeper.

COMMON SKILLS



he first section deals with the common skills that are available to any class or career. When you are asked to pick skills for yourself or you purchase a skill with DP, it is from this list that you will choose. Now, since *Broken Swords & Battered Shields* is a creative game, you can invent a skill or choose one from another game to incorporate into this one (if it is permitted by the Lorekeeper). As long as it is not far-fetched or offsets the game, why not? When developing your own skills for your character, try and visualize what skills your character will either need or what will go along with their career path. When you create your own skills you are tailoring the character to your vision which will not only make them different, but special. When you take any type of smith skills, you automatically learn how to treat the material you are knowledgeable with. You have the ability to produce quality items that require the use of natural materials that are imbued with special abilities.

To determine the starting percentage of any skill acquired (if it requires a percentage) you just find the Character Trait Score that is associated to the skill and multiply it x3. Learning the skill a second time counts as a +10% to the skill and is considered an advanced level of the skill (i.e. - First Aid 2).

COMMON SKILL DESCRIPTIONS

ACROBATICS: (Reflex) The ability to perform leaps, tumbles, and jumps better than the average person.

ACTING: (Charm)The charade wouldn't be complete without the ability to act like someone other than your true self. With acting, the character can assume the role of someone totally different from himself to fool the people.

ADMINISTRATION: (Focus) Knowing how to navigate bureaucracy, finding loopholes in contracts and laws. Dealing with the paperwork of governmental bodies and organizational procedures.

ALERTNESS: Adds +10% to any Spot Roll that has to be made.

AMBIDEXTERITY: The ability to use both of your hands equally. This skill lessens the off-hand penalty by 10%.

ANATOMY: (Focus) This skill of understanding the physical make up of the race from which the Witch Doctor came. They are the Healer for their tribe and race. They can learn of other racial anatomies as they study. With a race that is similar to their own, they can have a Sense Roll at -30% to understand their anatomy.

ANIMAL HANDLING: (Charm) You can train common animals such as falcons, dogs, and horses to be tame and to fight in battle. The character must spend at a minimum of 6 weeks with a falcon, dog, or horse and must spend an extra 6 weeks to train them for battle.

ANIMAL KNOWLEDGE & LORE: (Focus) As a hunter you understand the way an animal hunts and travels throughout the land. You know how they roam from one place to the next and certain animals you will understand better than others. You start with 5 animals you know without a roll. All others you will have to make an Animal Knowledge skill check to understand all the habits of that animal.

ASTRONOMY: (Focus)The knowledge of where the stars are located in the sky during all the seasons and how to navigate a ship by them.

BAKING: (Focus) The ability to create pastries, breads, and cakes from ingredients found or bought. Once you have made some they can be sold for a profit. When making a roll, the Lorekeeper will do it so that you won't know whether or not your baking was successful.

BALANCE: (Reflex) Ability to maintain your footing on even the most precarious of locations.

BASIC HISTORY: (Focus) The knowledge of what has gone on in the past 10 to 15 years since his birth. There is no need to study all of history just the important military ones.

BEGGING: (Charm) The art of getting people to feel sorry for you so that they reach deep into their pockets and give you money or food. Remember to look pitiful.

BLIND-FIGHTING: (Sense) The ability to fight in complete darkness by using the sounds of their feet and breathing to locate them. You ignore any darkness penalty with this skill.

BOWYER/FLETCHER: (Reflex)The ability to make bows and arrows from the wood in the area that the character may be in. You must purchase the arrowheads and the feathers are from birds. You can retrieve the arrows you have fired and repair them as long as the heads are not missing.

BRAWLING: The ability to use your fists to pummel someone into a bloody pulp. You are more experienced than the average person or soldier with this skill. When you hit someone you do an extra +2 with your fists, but your kicks only do +1-damage.

BREAK-FALL: (Luck) This is the ability to break your fall from whatever height. The character uses their body to hit a wall(s) the right way to slow their descent. If the character falls from up to 50 feet, they will take no damage. If the fall is from 60 - 100 feet they must make a roll. If the roll fails, they will take half of any damage the Lorekeeper dishes out. For every 100 feet thereafter, the character's skill drops by 5%, but they still only take half damage from the fall.

BREWING: (Senses) The ability to produce a good quality beverage. You need all the ingredients and the equipment to do so, but if the roll (by the Lorekeeper) is made, you can sell it for a good profit. A high quality beverage will fetch a good price and you will remember the recipe for it as well.

BRIBERY: (Charm) This skill gives the character knowledge of how a bribe functions. The bribe must be role-played out in a plausible and realistic fashion. If your Lorekeeper needs for a character or NPC to make roll to resist the bribe, a Will Roll must be made for a possible change of attitude.

BUSINESS ADMINISTRATION: (Focus) The knowledge of how a small business is run. You will need this skill if you ever decide to open up your own business in the world. It is not good to rely on strangers to run it for you.

CALLIGRAPHY: (Reflex) The artistic use of letters to make a poem or writing look pleasant. The use of this skill is especially import to the Runemancer who writes his runes on paper and either throws them at his enemies or leaves the paper behind if he wishes not to be discovered.

CAMOUFLAGE: (Sense) The ability to use the natural surroundings to hide yourself from anyone trying to observe you. If you make your Sense Roll to disappear into natural cover, anyone looking for you has a -20% to their Spot Rolls to actually locate your position. When you chose this skill you must also say what type of natural surroundings you are an expert in camouflaging with (desert, jungle, forests, etc.). This skill can be taken multiple times for different environments.

CANNON KNOWLEDGE: (Focus) The ability to load, fire, and maintain a cannon. Without this skill you are at a -50% off a roll required by the Lorekeeper to fire any cannon.

CARTOGRAPHY: (Focus) The character has the ability to look at a map and understand what everything written there means. This could be a map of the outdoors or a dungeon.

CHARM: (Charm) Their ability to charm the opposite sex has been noted down through history. When they look into the eyes of the opposite sex (they must tell the Lorekeeper they are doing so), that person being charmed must make a Will Roll to avoid being charmed. If that person makes it they cannot be charmed again for 1 full year by that same person.

CHURCH LAW: (Focus) The knowledge of all the moral and ground rules that the church puts forth for its people and the people of the kingdom to follow. The church has a tendency to turn a blind eye to what its own people do until it is brought to their attention.

CITY KNOWLEDGE: (Focus) The knowledge of where to go for what you need in a city. You acquire this for a specific city so you know where to find the local church, government offices, and other places of interest in that particular city. You have a -25% to your roll in other cities since most cities are generally laid out the same.

CLIMBING: (Might) This skill allows the person to be able to climb large objects such as trees and walls without making a roll.

CLIMB ROPES: (Might) The ability to climb ropes with or without armor. You need this skill to successfully climb any rope by yourself. With this skill, all light armor has no penalty, Medium armor has a -5% penalty and heavy armor is -10%.

COMBAT NERVES: (Will) You must be in control at all times of what you and your mount are doing during combat. If you begin to lose control, so will your mount. If you are required to make any kind of roll to stay in control of your surroundings, then you can do so with a +10%.

CON-ARTISTRY: (Charm) Named after the title of this career, this gives the Con the ability to fleece the people out of their money using some get-rich-quick scheme. You must have this skill before you can create a scheme.



CONCEAL ITEMS/OBJECTS: (Speed) The art of hiding items on your person so that whoever searches you they will not find them. Anyone searching the character for items is at a -25% to find anything.

CONSUME ALCOHOL: (Vigor) Drink four times the amount of the normal person without getting drunk. This does not mean you wouldn't get drunk. It means that it takes longer to get drunk.

COOK: (Sense) The skill of making something that looks gross taste great by the use of spices and other natural ingredients. You will make a roll to see whether the food you cooked is edible, tastes bad, or is toxic to the group.

COURTLY GRACES: (Charm) The ability to mingle with high society without being detected that you were raised on the streets. There is a -25% Focus Roll to be detected by anyone intently watching you.

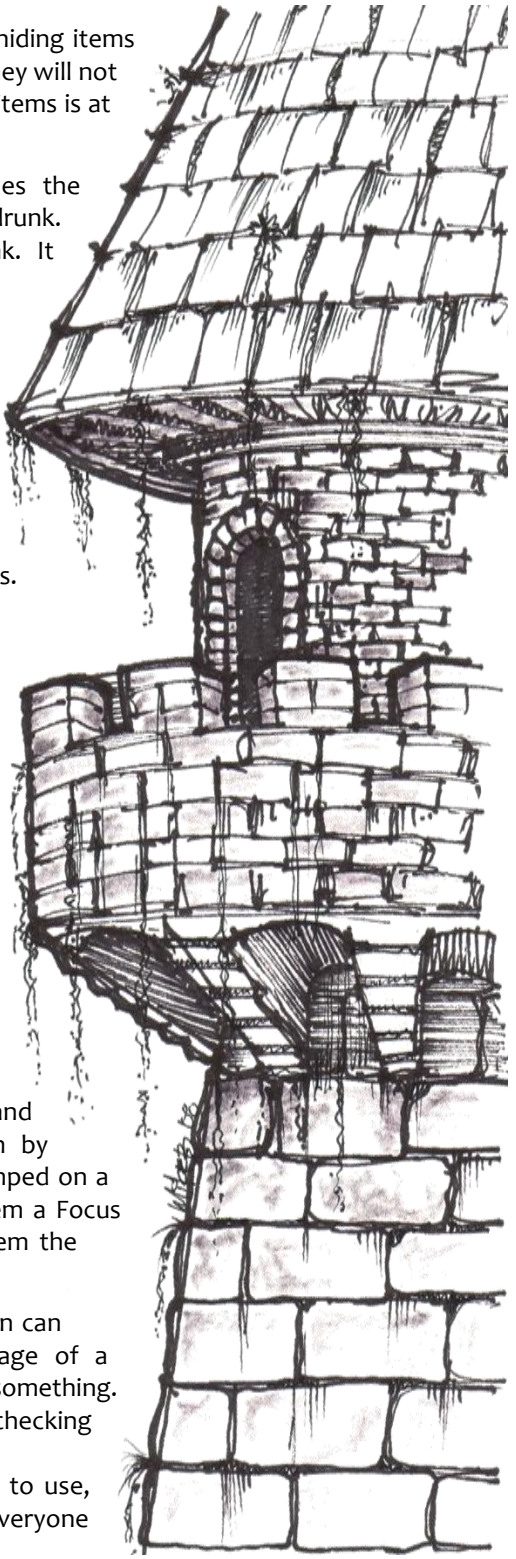
CREATURE KNOWLEDGE & LORE: (Focus) The ability to know what type of creature (non-common animal) is in the area just by the prints found or the way the air smells. Understanding the lore behind a creature gives a character distinct knowledge of its particular habits and behavior, as well as any well known history associated with the creature.

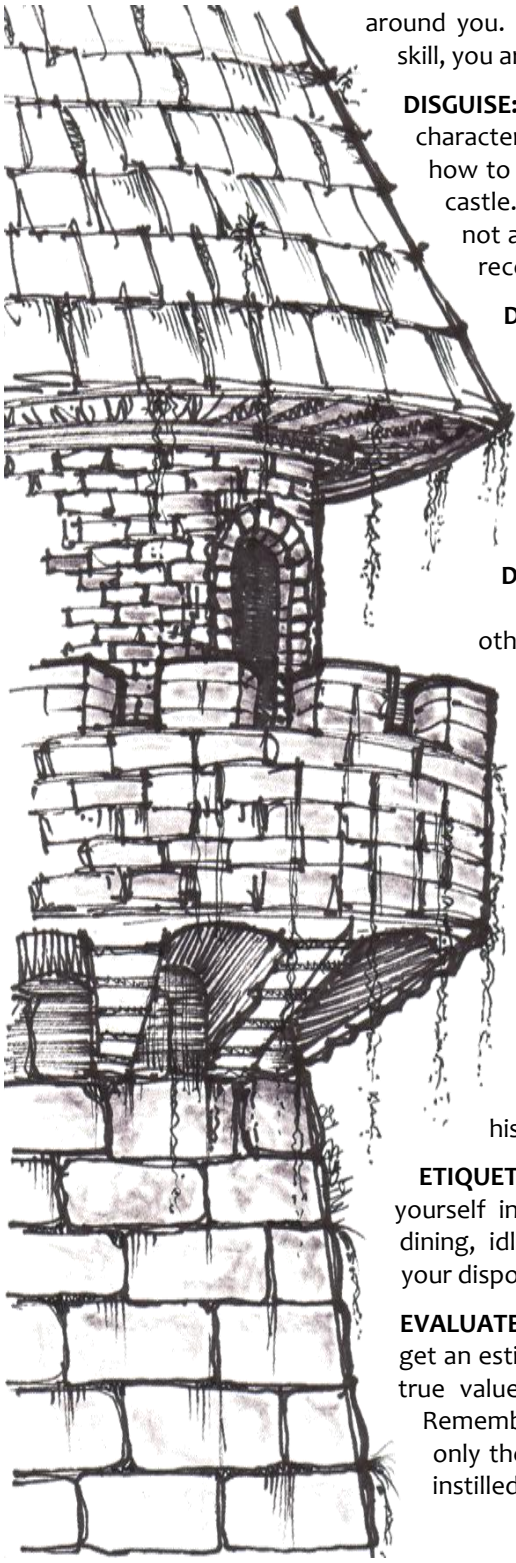
DANCE: (Reflex) The ability to perform the latest steps that go along with all the dances. You are the highlight of the King's Court Ball.

DEDUCTION: (Sense) The ability to find clues and solve puzzles faster than the normal person by knowing what to look for. If the player is stumped on a puzzle or clue, the Lorekeeper should give them a Focus Roll. If they succeed, then he should give them the answer, by way of a note.

DETECT LIES: (Sense) The skill in which a person can watch the eye movements and body language of a person and know that they are lying about something. You are increased +10% in your Spot Roll when checking a person for lying.

DEMOLITION: (Reflex) The knowledge of how to use, store, and handle explosives without killing everyone





around you. If you attempt to use explosives without this skill, you are at a -50% to your attempt roll.

DISGUISE: This skill is used just to enhance his different characters he uses to sell his cons. He would never know how to use it to replace someone else or to infiltrate a castle. He is good at becoming his own characters but not actually becoming the copy of someone living or recently dead.

DISARM: (Might) If a Might roll is made and your opponent does not make his Might roll, you have disarmed them. No bonus applied.

DODGE BLOW: You can dodge an incoming blow by ducking out of the way. Just declare your dodge and make a +10% Dodge Roll and you did it.

DRAW TATTOO: (Reflex) The ability to draw a tattoo onto a person, provided all inks and other tools are provided.

DRIVE TEAM: (Sense) This skill gives the character the ability to hitch up and drive a team of horse no matter what they are attached to. He can stop a runaway team just as easily.

EMBEZZLEMENT: (Focus) A strange skill to have but a nice way to earn extra income when working for someone else. The Fence can use this skill to skim a little extra profit off the top of a transaction. All he needs to do is make their Embezzlement roll and he takes home more money. If he fails the roll, the person expecting the money notices the skim of his profit.

ETIQUETTE: (Charm) The knowledge of how to conduct yourself in any possible situation. The ins and outs of dining, idle conversation, and common courtesy are at your disposal.

EVALUATE: (Focus) The character can look at an item and get an estimated value. This value will be within 85% of its true value. This is automatic and no roll is required. Remember that when evaluating magic items they get only the value of the metal and/or gem, not the magic instilled in it.

EXTRA LANGUAGE: (Focus) Learn another language of your choice, which you will be able to read and write.

FANCY FOOTWORK: This weaving and bobbing back and forth earns you a +5 to your CDV.

FAST DRAW: (Reflex) The skill of pulling your blade from its sheath before your opponent does. If you would like to pull your sword and strike the target, all in the same motion, you would have a -5% your CAV to do this.

FAST TALK: (Charm) The ability to make your customer buy something without thinking about it because he is distracted by the words you are speaking. Without this skill the merchant is just a sidewalk vender selling fruit to old ladies. A Fast Talk roll is needed to talk your customer into buying the item you want them to. If you fast-talk them too much they will begin to catch on.

FEARLESSNESS: (Will) You do not need to make a Will roll in the face of grave danger or facing powerful enemies like dragons. Unless you have a weak Magical Resistance, nothing should you fear. Your save vs. fear magic has a +10% bonus to its roll.

FIRST AID: (Focus) The knowledge of treating cuts, bruises, fractures, and broken bones. This skill gives the user the ability to give 1d10 points back to the person being treated. Every time this skill is taken there is a bonus of an additional d10 to the damage restored.

FISTICUFFS: You're so good with your fist that you get a +10% to CAV when fighting with them.

FLORA KNOWLEDGE: (Focus) The knowledge of how plants, shrubs, and trees grow. You know the ins and outs of maintaining a forest. You can find the plant, shrub, or tree you are looking for. Also known as horticulture.

FORGERY: (Focus) Need an invitation to the King's ball? Find a fence! Not the type that keeps the cows' home, the kind that takes your stolen items and finds them a home, for a small commission. This ability allows the Fence to create an exact duplicate of any type of paper that comes his way. All he has to do is make a Focus roll and the document is perfect. For every 10% over the Focus roll, a person looking at the document gets a +10% to spot it as a phony. For every 10% under the Focus roll, a person has a -10% chance at spotting it as a forgery.

FREE CLIMB: (Might) Allows the character to climb the sides of stone buildings and rock faces with ease. Since they grew up in the wilderness, it is second nature for them.

ESCAPOLOGY: (Reflex) The ability to escape from ropes by way of stretching and moving to loosen them enough to escape. This applies to being held by someone, like in wrestling. With this skill the person gets to make a +25% Reflex roll to escape from any situation where he is imprisoned. If he makes it, he escapes somehow.

GAMBLE: (Luck) This gives him the knowledge of all aspects of games of chance. These include poker, blackjack, dice, roulette, etc.

GEM CUTTER: (Sense) You need to be able to take the rough gems and cut them into gemstones worthy of a princess. You have the ability to cut and create beautiful gemstones out of their rough beginning.



GEOGRAPHY: (Focus) This skill is needed so that the you will remember where you have been or are going by the way the ground is shaped and by land marks in the area. Is very useful with Orienteering skill.

GOVERNMENT LAW: (Focus) This is the knowledge of the rules and regulations that local governments have set forth for all people of their town/region, including the church, to follow.

GREAT BOW: This skill gives the user a +10% to use the Great Bow.

GROOMING: (Charm) The knowledge of how to care for horses, including, feeding, brushing, and specific exercises.

GUNPOWDER USE: (Reflex) The knowledge of how to store, handle and portion out the right amount of gunpowder for pistols, cannons and any other item that uses it.

HAGGLE: (Charm) The ability to argue the price of something and bring it down to cost less. The roll depends on whom you are trying to haggle. The better the crafter the higher the penalty will be. For you can't cheat an expert.

HAND TO HAND: This skill adds to your ability to fight with your hands. You gain a +10% bonus to all attack and parry rolls in or out of combat.

HERALDRY: (Focus) The ability to distinguish symbols worn by troops or individuals who are important to the realm or the King. Each symbol is like wearing your name on your shirt today.

HERBALIST: (Focus) The ability to take herbs and convert them into balms, salves, and potions that are used to heal wounds and cure diseases. All the Druid has to do is have the correct herbs and the potion is made, with no roll required.

HERB LORE: (Focus) The knowledge of where to find herbs that can be used in healing. These herbs might be used straight out of the ground or sold to make balms, salves, or potions of healing.

HIGH SOCIETY: (Focus) You can mingle with royalty because you know what to say and what not to say in front of them.

HISTORY: (Focus) The knowledge of what has happened in the realms from the founding to the present. A good add on skill would be rumors or myths. This would let the character know if he has heard something about anything.

IDENTIFY EDIBLE PLANTS: (Sense) The character is able to determine which plants are edible or poisonous.

IDENTIFY POISONS: (Sense) Sniffing a glass, or slightly tasting an arrow tip, this skill allows a person to determine what poison was used in the kill. He can also open bottles and tell by the smell what poison it is. If there is a poison that he has never come across before, he at least has a chance to determine its compound structure.

IMPORT-EXPORT: (Focus) This skill is needed to trade goods between cities and countries by knowing the taxes that are required when doing so. There is an export tax when using shipping to deliver your goods and every city has an import tax that must be paid. You could



always hire a smuggler to get the goods in but then they become hot. You have to trust a fence and since you know you wouldn't trust yourself, then you pay the tax.

IMPROVISED WEAPONS: The skill of using any object as a weapon and doing full damage with said object. Without this skill, anything used would be an -8 damage.

INTERROGATION: (Will) The ability to get information out of another person by asking them questions. The use of force is not used here unless you have intimidation as well.

INTIMIDATION: (Charm) You have the ability to use your brawn and tough personality to intimidate anyone you wish as long as they fail their Will Roll. Intimidation sometimes yields a better combat advantage or information from wimpy informants.

INVESTIGATION: (Focus)This skill grants the Bounty Hunter the right to go into certain private areas that are off limits to other player characters. If he is working around the law to achieve what is best for the law, than he carries papers just for this purpose. This skill also gives him the ability to properly conduct an investigation when he must.

JUGGLE: (Reflex) The art of throwing small objects up into the air and keeping them up or rotating in a circle for the amusement of the people. You can throw up to 8 objects into the air without fear of dropping any. If they happen to be sharp or those of the exploding kind, a Reflex Roll would have to be made. If you must perform a competitive roll to see who the best juggler is, both should roll. Start at -10% and then keep going down -5% after each roll until someone fails.

JUMPING: (Might) The average person can only jump half their body height in feet upwards and a maximum of 10 feet in any given direction plus their Might bonus. With this skill you can jump your body height and a half. When leaping any distance, a character may jump an extra 10 feet, for a total of 20 feet plus their Might bonus. With this skill all light armor has no penalty, Medium armor has a -5 foot penalty and heavy armor is -10 feet. When leaping, you need at least half the length of the jump in running distance.

KINGDOM LAW: (Focus) You know all the laws of the kingdom. So, if you break one, you'll know why they locked you up. Ask the Lorekeeper for a list of law governing his kingdom.

KNIFE-FIGHTING: (Speed) The ability to use a knife in hand-to-hand combat and survive. The person knife-fighting with this skill gains a +10 % to their Critical Strike while they are using a knife.

LAW: (Focus) The study of all the laws which govern the lands and how to represent a person in court to defend their life.

LEADERSHIP: (Charm) You are a born leader and as such take control of every situation. The player who has this skill must use it wisely or he will find out that they lead their comrades to their deaths.

LIGHT SLEEPER: (Will) You get a restful sleep every night, kind of like a dog. You can be awakened at the slightest sound and be up and with your weapon out. Before an attack is aimed at you or when you know a rain of arrows is coming your way, you get to dodge 10% higher than everyone else.

LITERACY: (Focus) You can read and write the language you were born with. Languages are learned through hearing and reading.



LONGBOW: This skill gives the user a +10% to use the Longbow.

MARKSMANSHIP: (Sense) Your ability to fire your bow or rifle into combat and not hit anyone if you miss. Anybody else trying to do this might shoot his or her own party member. When aiming, you receive a +5% to RAV for that shot.

MANUFACTURE POISONS: (Focus) You can make your own poisons if you have the right ingredients. You have to purchase, steal, or find the ingredients you need for each poison. There is no roll required as long as you have the skill, "Use Poisons", first.

MATHEMATICS: (Focus) The ability to perform mathematical calculations. Everything has a mathematical equation attached to it and without this knowledge one could not count money.

METALLURGY: (Focus) This skill helps the character know which type of metal was used in a gemstone setting, the metal a sword was made out of, and how that metal adds to the value of the item. If any carvings are in the metal, the value goes up. This does not mean he knows how to make weapons. He knows what metals look and feel like to the touch.

MILITARY KNOWLEDGE: (Focus) The expert knowledge of the workings of the military. How many are on guard duty, where the commander sleeps, how many men are in a regiment and so on. You might have served once, or a family member, did for you to acquire such information.

MIME: (Charm) The ability to be a mime fits in with the clown class but this time you are considered a silent clown. The children love you and the adults find you annoying, oh the life of an entertainer isn't easy.

MIMIC VOICE: (Luck) The character can impersonate another person's voice if they study the voice (without doing anything else) for 10 minutes. For every 10 minutes longer they study the voice they gain a +10% to their roll to deceive.

MONSTER KNOWLEDGE: (Focus) The character may not be able to sense monsters but he certainly can identify them when they appear. This is useful in finding weak points on them to defeat them. Your knowledge of monsters allows you to understand their habits and regions where they live.

MOUNTAINEERING: (Focus) The ability to scale mountains by using harnesses, pitons, ropes, and hammers to cross any type of mountains. Make sure that you have the proper clothing when crossing cold-frigid mountain peaks.

MOUNTED COMBAT: (Sense) The character can use their mount in melee combat and even order the mount to fight: if the time comes. This is the art of controlling your mount with your knees and steering him around while fighting. This would be a good time for the character to buy a mount that is trained for combat. Riding mounts just don't cut it half the time. You must have the skill "Ride Mount" associated with this specific creature before you can learn this one.

MOVE SILENTLY: (Reflex) The ability to creep along very slowly without making a noise. There is no roll if you move at 10 feet per turn. Anyone else attempting this will be at a -20% penalty to do so. If they wear metal armor then they will have a -15% penalty to their roll to be quiet.



NAVIGATE: (Focus) The ability to navigate a ship by the use of latitude and longitude. Any roll that has to be made will be determined by the Lorekeeper.

NEGOTIATION: (Charm) The character uses this skill to attempt a diplomatic resolution to a dispute. Their intent is to provide a favorable outcome for all parties involved.

OCCULT KNOWLEDGE: (Focus) There are many strange cults and odd things out in the world and you know about them. Your Lorekeeper should give you any information on a particular cult in the world if you are planning on going near them. He does not have to give you all information or even any if it is a new one. You are also sensitive to the strangeness of life.

ORATOR: (Charm) Different from public speaking for the Orator knows how to pronounce his words clearly and has the ability to persuade the masses. Anyone hearing an Orator speak needs to make a -10% Focus Roll to see if they believe what he is saying.

ORIENTEERING: (Sense) The skill of being able to travel over land by foot, horse, or cart and find your way to where you are going by looking at the surrounding landscape. You get to reroll any one roll that might have you get lost.

ORIENTEERING WATER: (Sense) The ability to direct your course while on any body of water, utilizing natural landmarks and the position of the sun. You get to reroll any one roll that might have you get lost.

ORIGAMI: (Focus) The art of designing sculptures out of paper.

PARRY, ADVANCED: You have the skill to place your weapon in front of an opponent's weapon and stop damage just like using a shield. The weapon has less surface area to stop damage on, but nonetheless it works. See weapons for parry stoppage. This advanced ability adds +10% to your PDV roll.

PERIPHEREAL VISION: You have the ability to see all around yourself in a 360° radius. You're very good at looking out of the corner of your eyes.

PLANT KNOWLEDGE & LORE: (Focus) The character understands that there are plants in the world that are malevolent. This skill gives the knowledge of them, as well as understanding all benign plants, both natural and magical.

POETRY: (Charm) The ability to write poetry that is actually good. They are the type of poems that stand the test of time and I do not mean the "roses are red" garbage either. The character puts his heart and soul into any poem they create.

POLITICS: (Charm) You know the ins and outs of the political structure of the realm and the kingdom. You should know, you're always against what they are doing. With this skill you could run for office.

POTTERY MAKING: (Reflex) The character can make pots that can be sold for a profit. You can make the Haggle roll here but the money comes from the Lorekeeper.

PUBLIC SPEAKING: (Charm) The ability to get someone's attention by the fluxing of your voice up and down in a dramatic sense. You know what to say to people when speaking to them.

RELIGION: (Focus) The knowledge of the in and outs of the religion you have chosen.



RELIGIOUS HISTORY: (Focus) The study of the religions that exist in the present day. All of the ups and downs that the religions have gone through, and those that have given their lives in full devotion to that history.

RELIGIOUS ORDERS: (Focus) The understanding of all the religious orders that are within the continent that you live.

RIDE MOUNT – LAND or AIR: (Reflex) This is the skill of riding a creature or animal at a pace, trot or at full speed. The only thing you cannot do is fight while mounted, since you would need Mounted Combat to do this. Without this skill there is a -15% penalty to fall off on a full out run. You must specify what one creature or animal you are able to ride upon taking the skill.

ROPE USE: (Reflex) This gives the character the knowledge of how to use a rope and grapple correctly. He knows different types of knots that are used to secure the right type of weight.

ROWING: (Might) The ability to handle a small boat that uses oars to steer it through the water. Without this skill there would be a -25% difficulty roll to row a boat.

RUNNING: (Vigor) This gives the character the ability to run long distances without getting tired. He can run 3 miles at a jog and 1 mile in a full out run, without having to make a Vigor Roll. If being chased, it is the best defense.

SAIL SHIP: (focus) The ability to pilot a large sailing vessel, which is bigger than a rowboat. A character would need to know this skill to sail his ship through storms or to distant lands.

SALES ADMINISTRATION: (Focus) The ability to sell your company or guild's product to other people or Guildmasters throughout the country. This skill lets you sell-off large quantities of items without the fear of being cheated.

SCRIVENER: (Reflex) This skill gives the character the ability to draw up documents, agreements, etc., which he will use with his business partners. You need this skill to make them official. He could copy them if he wanted, but these are his documents. He might even put a hidden mark on them so he can detect a forgery much more quickly.

SEDUCTION: (Charm) The ability to seduce a person, playing on their emotions to have them accomplishes a deed for you. The person seducing must make their Seduction Roll to succeed, and then the seduced must make a Will Roll to avoid being seduced. If the person already knows and hates you, the attempt automatically fails.

SENSE CROOKED DEAL: (Sense) A Sense Roll will let the Guildmaster sense that the person he is setting a deal with is on the up and up. Of course, it is interesting if you are wrong with your assumption. The Lorekeeper may want to make this roll to add some spice to the game.

SENSE DANGER: (Sense) You gain a +10% when having to make a normal Sense roll to sense if anything is about to happen to you directly. For an ambush (those lying in wait), you will gain a +20% Sense roll to sense that there is one ahead of you.

SHADOWING: (Reflex) This skill allows you to tail somebody without them knowing you are. Anyone trying to spot you is at a -10% Spot Roll for during the day and -30% if at night.

SHIELD BLOCK: The skill at placing your shield in front of an opponent's weapon to deflect the blow and absorb damage. Each shield has a damage factor according to its size.

SHIELD SLAM/BASH: (Might) This skill gives the character the ability to use his shield as a weapon and achieve greater results. The character can either use the flat face (slam) or the edge of the shield (bash) to do damage to an opponent. Consult the shield chart to determine the base damage your shield can do. A Slam does +2 damage and the Bash does +4 damage when used. Bashing with a shield prevents you from blocking with that shield until your next action.

SING: (Charm) The ability to use your voice in a clear and effective manner to entertain people. Your voice has been trained to near perfection so as not to be annoying to anyone. A voice like nails dragged across a blackboard would not make you popular.

SKIN ANIMAL: (Reflex) The ability to cut the skin off an animal without damaging the hide. Animal skins are used for clothes and are worth large sums of money if sold undamaged.

SMITH, ARMOR: (Might) The ability to produce fine quality metal armors. Metallurgy is needed as a prerequisite skill before this one can be used, also will allow you to repair metal armors as well.

SMITH, COMMON: (Focus) The character can work as a Blacksmith with this skill for they know how to create wheels, horseshoes, or any other object from iron or metal. Metallurgy is needed as a prerequisite skill before this one can be used.

SMITH, GOLD: (Focus) Ability to carve, mold and create objects out of gold. You know the inner workings of being a goldsmith. Metallurgy is needed as a prerequisite skill before this one can be used. If Gem Cutter is taken as well, the goldsmith can create jewelry to sell.

SMITH, LEATHER: (Focus) Not actually a smith that works in metals but listed here because a leatherworker has to attach studs and rings to his leather as well as making buckles. The leather smith knows how to tan hides as well to get the best possible leather from the animals. Metallurgy is needed as a prerequisite skill before this one can be used and Skin animal is handy if you plan on killing your own furs.

SMITH, SILVER: (Reflex) Ability to carve, mold, and create objects out of silver. You know the inner workings of being a silversmith. Metallurgy is needed as a prerequisite skill before this one can be used. If Gem Cutter is taken as well, the silversmith can create jewelry to sell.

SMITH, WEAPONS: (Might) The weapons smith needs a forge to produce his weapons. The character understands the working of a forge and how to create weapons of quality. All you need is a forge and the skill metallurgy to make those weapons you crave. Making fine weapons take years of practice.

SNEAK: (Luck) The ability to perform actions quietly, cautiously, and secretly; taking great pains to avoid being spotted. This includes both sleight-of-hand and secret observation of people and places.

STALKING: (Speed) A character can follow or stalk a target over an extended period of time. Every time the target disappears from sight, the character must make a Focus Roll. The Lorekeeper will determine other bonuses or penalties based upon the situation.

STEALTH: (Reflex) The character can glide along at normal speed without being spotted, as long as he is not wearing any metal armor. If they wear metal armor then they will have a -15% penalty to their roll to be stealthy.



STREET-FIGHTING: (Sense) The ability to cheat correctly when fighting in the street. You can use dirt or any other substance and not have a penalty to hit.

STREET-SMART: (Luck) In your home city, you know where every street and alley is, to use to your advantage. In an unfamiliar town or city, you have a -10% Sense Roll to know the city, based on the setup of yours.

STREET-WISE: (Focus) The character knows about everything that goes on in the streets of their city. There isn't an event that goes by that he is not informed about in one way or another. If the character goes to a new city it will take him just three days to set up an information network to keep him informed.

SURVIVAL: (Luck) The ability to find the basic needs of food, water, and shelter in a given environment. You must specify a particular region type (forest, mountain, etc.) each time you take this skill.

SWEEP ATTACK: The ability to hit up to three targets, using a two-handed weapon, that are standing in front of you during combat. There is a negative of -10% for the second target and -15% for the third.

SWIMMING: (Might) You can swim in water without armor on and not drown or tread water in your armor for about 2 minutes before tiring. You can only swim with up to soft leather armor on (and that's pushing it).

TRIBAL RITUALS: (Focus) The knowledge and understanding of how tribes operate and the different rituals that are used for calling rain or for talking to their ancestors. Without this skill there is no way to understand what a person is seeing.

TACTICS: (Sense) You have an innate Sense for knowing what your opponent will do next in battle. Before every combat, you must make a Sense Roll to see if you can determine what their next move is. Roll only once before you begin each round.

THEOLOGY: (Focus) The study of divine things or religious truths that have to deal with the gods, their attributes and their relationship to the universe.

THROW ITEM: The skill of using throwing weapons to hit their intended target. A thrown weapon will have a -10% chance of hitting its mark when you do not have this skill.

TRADING: (Charm) The ability to barter with people when money is needed. Trade a skill for a skill or a little work for some goods. Sometimes, money does not have to lend to the situation between two or more people who are looking to trade off their skills to one another, canceling out all monetary transactions.

TRAPS & SNARES, RURAL: (Reflex) In any wilderness setting, using rope and a counter balance uses snares to trap smaller animals as well as dumb creatures and unaware adventurers. Traps are bought and are made of steel with jagged teeth at the top. They are used to catch larger animals and injure the animal when it snaps shut. Snares are passive traps while hunter traps are aggressive.

TRAPS & SNARES, URBAN: (Reflex) In any indoor or city setting, using trip wires and more elaborate counter balances to trap or injure intruders. Traps are constructed and include pressure plates, breakaway floors, and other instruments of death. They are used to protect homes, dungeons, and treasure troves from the unwelcome.



TRICK RIDING: (Reflex) You need to have ride mount before you can take this skill. Trick riding is useless without the knowledge of how to ride. With this skill, the rider can hang from underneath the mount, jump into the saddle, or any other crazy action that the rider deems possible from the mount.

TRICK SHOOTING: (Sense) The skill at which a person is able to ricochet a bullet or arrow off a couple of objects and still hit his target. The Lorekeeper will determine if there are any penalties to the shot depending on the difficulty he sees it to be.

TUMBLING: (Reflex) The ability to tumble over long distances without getting dizzy or hurt. You can tumble continuously up to a maximum of 60 feet.

TWO WEAPONS USE: The ability to wield both fists or a 1-handed weapon in each of your hands effectively for combat. This skill negates the -30% penalty by -10%. Can be combined with the Ambidexterity skill for better effectiveness.

URBAN CAMOUFLAGE: (Sense) The ability to disappear from sight while in the city. Camouflage means not being able to see due to the blending into of the surroundings by the person. A person trying to find you has a -20% to their Spot Roll. This skill is using the man made elements of city life to fade into.

USE POISON: (Focus) This skill allows a character to use poisons without injuring himself in any way.

WARFARE: (Focus) This skill gives the character the full knowledge of how warfare was, and still is, used and what styles of military tactics have worked in the past and why.

WENCHING: (Charm) The ability to just pick up a companion for the night with just one line or comment; getting them to laugh is a winner every time.

WEAPON CATCH: (Reflex) The ability to catch a blade with your hands when it is swung at you without taking damage. The Bodyguard needs to make a Reflex roll to be successful.

WHIP USE: The ability to use a whip properly without injuring yourself. You know how to whip for various parts of the body and either bind them or inflict damage. A whip inflicts 1d10 points of damage, needs strength of 14 to use, a CSV of 5, and a WSV of 5. With this skill comes the knowledge of how to make your own whips.

WORLD HISTORY: (Focus) The study of world events and what has transpired since record keeping started. This would date back to when the apocalypse took place that reshaped the world, as they know it today. Any records that were kept before then were lost.



DEFINING YOUR CHARACTER



fter you have determined your character's Birth Sign, Birthright, Social background, and after you and the Lorekeeper have defined its impact on your character, it is time for some writing.

Right now take a piece of paper and write a description of the character you want to create. Then in the next paragraph describe what they look like. Include details like locations of any scares or tattoos.

The third paragraph will be about their childhood. This will define where they grew up, how they grew up, and what happened in their childhood that caused them to turn out the way they have. This description should cover from when they were born up until they left home. Also describe any friend or enemies they grew up with and what might have become of them over time.

In your fourth paragraph you are to describe what happened after they left home which will account for the time period that took place from when they left up to one year ago in your characters life. Be precise on this account for it will define your characters attitude, beliefs, and the path that they now follow.

The fifth and final paragraph will contain all the information about your character from one year ago till now. You might need a little help from the Lorekeeper on where they are starting the adventure so you can detail how you got there. If you need two years to do this then by all means adjust your descriptions.

This whole process is twofold. First, it helps the player to define who their character is beyond a piece of paper and since you cannot always run your characters past, this will help lay the foundations to a well rounded character. The second reason is it gives the Lorekeeper a foundation for creating a story that will gather all of the players in to his group and see if any storylines over lap. If more than one person has an enemy from their childhood then the Lorekeeper might group those together into one encounter. This pulls characters together for a main cause and tightens the bonds of friendship in gaming terms. Don't just make up a fake history to get it finished so you can play. This is a very important process in Broken Swords & Battered Shields. Remember that the history you write cannot be changed for any reason. Even going back in time to fix something you did will have enormous and even catastrophic repercussions on the future.

There are some questions that we have supplied that you might ask yourself about your character to help you determine a background for them.

Take the "Character Concept Record Sheet". If you look toward the top of the sheet you will see a list of words. These words are your characters personality. You will need to set a value in the circle beside the word ranging between 01 and 20. This is a set value that shows what type of character you are with one being the lowest and 20 being the highest. A 1 in

Bravery is a coward and a 20 in Bravery is the fool hearty heroic type. At the bottom of the page you can write a brief history or character description.

Where was your character born? (Ask Lorekeeper for a map and pick the place.)
Who were your parents and did any of your parents die?
Were you the only child? If not who are your brothers and sisters? Do you know where they are now? (Give names to them so they too will be part of your history.)
Did you have any friends? (Give them names too.) Do you know where they are now?
Did you have any enemies? (Yes you get to name your enemies.) What happened to them?
Did you have grandparents? (Name them too.)
What did your parents/guardian do and what did they teach you? (Name 3 skills you want to have and discuss them implications with the Lorekeeper. Their percentage will be 65% +1d10 since you have been using them). These skills are what define your future career or what lead you toward it. You can pick general skills for this or make up three new skills that you imagine your character having. Remember that whoever taught them these skills must have a reason why they knew them. These skills are separate from the bonus skills that you receive from your Focus Score.
Where did you go after leaving home?
What do you like in foods?
What is your favorite color?
Do you like animals? (Do you have one now?)
Did you meet any friends after leaving home? Who are they and what are their names? Where are they now? Does one travel with you now? (Might be another PC in the game or an NPC the Lorekeeper will play for a while).
Did you find any enemies since leaving home? Who are they? Are they hunting you? (They have names too).
Are you or were you married? Do you have children? (Name them if you do along with your wife's name).
Are you working for someone now? Are you on a Mission? Who are they?
What creatures have you fought? How did you survive the encounters?
What was your last adventure? (Describe it for the Lorekeeper).

These are just a few of hundreds of questions you should ask yourself about your character's background. All of this is important to your character as it is to our own lives. If you think about your own life and about everything you have done so far in it, see how the decisions you have made have lead you to this exact time. The same applies to writing a background story for your character.



THE EMOTIONAL SIDE

We will first create the emotional aspect of your hero. This will take the place of what other games label as 'Alignments'. Here, we use a distinct set of character traits to form the foundation for character's emotions. These may change the course of your heroes' lifetime due to circumstances or traumatic experiences that may tarnish their outlook on life. This is fine. Nobody is the same as they were 10 years ago for all of our experiences change us in one way or another.

There are 4 distinct personality traits associated with creating a character. Proceed further on to the chart containing examples and pick one trait and put your choice next to each of the following:

Outlook: The driving factor or predominant force behind a person's view on their life and the world around them.

Virtue: A person's moral strength (temptation) or endurance.

Desire: A person's attitude toward the effect of one's course of action they intend to follow to achieve their goals they want to accomplish.

Ambition: an earnest desire for some type of achievement or distinction, as power, honor, fame, or wealth, and the willingness to strive for its attainment.

This section is after character creation for a purpose. It has been located after the skills chapter, for it is now that we wish you to define your character more. It is here that you will develop everything about them that is not related to rolling dice. Here you will begin to outline the role-playing aspect of your character. This is what the other players will see when you play your character. This is everything that will help you earn the motes you will need to advance to higher levels. From this point on you must view your character from your imagination. Attributes and rolls are good for the mechanical part of the game, but if your character doesn't become real, you will never achieve the full potential that your character can reach. Everything relies on role-playing experience in Broken Swords & Battered Shields.

Think carefully, for it is very rare that these traits will ever change. Once you have chosen they stay with the character for life. These 4 attributes are the makeup of your hero and how he perceives the world, what drives him forward, his secret ambitions and his mental stability. These 4 simple attributes are what you the player are going to use to role-play your hero and these 4 attributes are what the Lorekeeper is going to base your experience on. If you play your character correctly then gaining experience points from the Lorekeeper should be easy.

Below is the list of traits that you will select from and write your choice beside the Emotional Personality Traits on your hero's sheet. Remember that these traits are what you perceive your character to be and the guidelines that you now will set for role-playing him. If you choose a set of personality traits that you are not satisfied with, you should discuss them with the Lorekeeper. He might let you work toward changing one or two by role-playing your character differently, but you cannot change them on your own. These are not the definitive list of traits, you can add to this list from other personality traits that you think of that are not listed below.

The second possible way to have your traits changed is by circumstances, wishes or curses, or events that miraculously redirect your hero's life. These are all part of the story and have to be set by the Lorekeeper. Choose wisely and think about each one very carefully before selecting. This is where two fighters emerge differently in the end.

Commanding	Fierce	Calm
Merciful	Distant	Cunning
Domineering	Belligerent	Inspiring
Tyrannical	Sensible	Compassionate
Thorough	Brave	Aggressive
Egotistical	Realistic	Self-centered
Careful	Unimaginative	Impulsive
Inquisitive	Simple	Observant
Cautious	Inventive	Authoritative
Just	Deliberate	Vigilant
Roguish	Cynical	Courageous
Lazy	Prejudiced	Scrupulous
Artistic	Thoughtful	Contemplative
Shrewd	Bigoted	Vain
Eccentric	Wrathful	Conscientious
Clever	Ruthless	Sadistic
Honest	Kind	Aggressive
Brutal	Dictatorial	Honorable
Grandiose	Resolute	Stout-hearted
Relentless	Independent	Deceitful
Mysterious	Strategic	Nosy
Opinionated	Loyal	Tightlipped
Confident	Decisive	Cowardly
Obsessive	Scheming	Vengeful
Murderous	Serious	Happy
Open-minded	Prying	Pessimistic
Dishonest	Immoral	Lustful
Modest	Practical	Studious
Timid	Absent-minded	Stubborn
Rash	Crafty	Reasonable
Valiant	Motivated	Bashful



CHARACTER ADVANCEMENT

Now that your hero is almost completed, we now have to choose what their career will be or which career they will begin their life in. As the character gains in experience he will be able to change careers by choosing a direction in life and following it through. Each class starts out at the same level but later they will grow into stronger careers.

After each description of the class, there are attribute enhancements and skills that are designed to make that class an individual class above the others. Write down the skills that come with that class and increase any attributes that the class tells you to. You do not lose attributes when you switch careers.

CHARACTER DEVELOPMENT

After you have picked your career(s) and have taken the appropriate skills that are in the career, you will then begin to advance through the career by role-playing and winning awards called Motes. These Motes accumulate and are traded-in on advancements as you progress through the career.

As you gain levels in each career, you will gain Development Point Motes (DPM) that are used to raise your stat scores which not only can raise its associated score, but some have more than one type of advancement. You can only take one-advancement per each DP spent.

A character's advancement is based on the role-playing of the player. At the end of each session you will be given a 30-minute period to award DPM and do any advancement that might have taken place. All DPM are used in conjunction with the stat score boxes that were used during creation. All of the stats and their associated traits may be raised when the stat is increased. Look at each stat chart to see if the progression advancement has yielded any increases.

You can leave a career level anytime after and can return to finish out that career as long as you do not advance into your second career within that career. Say you want to leave the Bodyguard Career Path to take some Seahawk skills and then return to Bodyguard to finish out the career. Since both are under Fighter Career, then one is in jeopardy of being incomplete. Since only one of those two can be advanced to the second career.

You can only gain certain benefits once per career path until you reach your next career path. If you were in the Legendary Hero Career Path and acquired the single benefits for the path of Fighter, you cannot take those benefits again until you were to advance into the career path of Warrior. This is the same for every career path.

Lorekeepers should avoid compromising or stretching the rules you have chosen to use, unless you can tame the beast later on. All characters in Broken Swords & Battered Shields will become very powerful on their own and don't need much help in the beginning. At times, it will seem like they do, but like in real life, over time they will emerge as the heroes they were meant and destined to be.

MULTI-CAREER DEVELOPMENT

You might consider building a dual-career character either from the beginning or later after playing them for a while. This can be done but it is extremely difficult to gain even advancement through the careers. By choosing two careers at the beginning of character creation you will have to determine which career is prominent. You will be limited since you are being skilled in two careers and not one. There is always an advantage to proceeding through one career at a time. A dual-career character must divide his or her experience points between their two careers by giving 60% to the prominent career and 40% to their secondary one.

If you decide to have your character start out tri-careered, then their Motes are awarded to the character career that was most dominate when the Mote is awarded. If seeking to dual or tri-career in magic, you are limited to only 3 and 2 spells created per career compared to the 5 a full mage receives. Though there are limitations on multi-career characters, bonus abilities should evenly make up for what is lost.

WEEKLY DEVELOPMENT

During the course of the adventure each week it is up to the player to keep track of how many times they land a successful hit with their weapon, makes a certain type of Attribute Score Roll or use a skill successfully. You can do this by putting a tick mark next to the percentage that was successfully used; up to the maximum of 5 ticks per week.

You will have 1 to 5 rolls against any of your ticked percentages. You roll the percentile dice against the percentage of the skill or attribute, and you must roll over that number. Rolling the number or below is considered a failure and therefore, no advancement. If you do roll over the percentage number, you will increase that number by 1% to show you have gained a small amount of knowledge or innateness. You can achieve a total of 5% for all the abilities that are ticked for that week. When using a tick to mark off the individual advancement, remember that each weapon and every skill counts as a separate roll, as well as each Attributes Percentage Score.

CHARACTER KNACKS

Every character career helps the character develop special knacks that define one career from all of the others. These are special knacks related to the career level they are currently in. The character never loses these knacks and can use them whenever they feel the need to. Each career will allow you to acquire a new Knack(s) that goes with that career. Each career has been specialized so that when you have completed that career path, your Knacks will be specialized to your career and your character.

There might be two different Knacks for that career, but you can only acquire one. This is so two heroes will not be the same. You cannot spend any extra motes to acquire the other ability. You just can never have it. You can only acquire the knacks in your current

career. Once you leave, say, Hero Career, you cannot buy a second Knack while in another career at your same level. Knacks are special abilities and are considered to be part of the character's DNA. So, acquiring more than your fair share is not approved for the Lorekeeper's safety. Your character is a Hero not a Super Hero. Advancement should be carefully chosen and not wasted. The Knack must be created by you and the Lorekeeper and goes along with the career you are in. You cannot create a Knack that uses a different career as its template. The Lorekeeper must approve the knack for it to be acceptable in his game. Depending on the severity of the Knack there might have to be a limit placed on the knack as well.

(Example: A person playing a Martial Artist in the game decided they wanted to purchase a new knack called "Stiletto Kick" named after the character's high heel boots they wear. The knack would place a well aimed kick into any limb, excluding the head, chest and abdomen, which if successful would render that location useless for 1d 4 rounds and armor, would stop only half ARV. A very well thought out knack but powerful as well. I stated that I thought that doing a stiletto kick every round would be way too powerful to allow someone to have. After much discussion we agreed to limit it to only 3 times a combat. That means they can only do "Stiletto Kick" 3-times in a single combat even if that combat includes 7 enemies and takes a whole session.)

Try to think about the ramifications a knack might place on the whole game. If you don't care and want the biggest and baddest knack, don't be mad when the Lorekeeper veto's your choice. We all want uber-characters but they must grow with time. Remember that your enemies have knacks, too. So, what you create may be used on you as well. I don't like telling players they can't do this or that, but I do believe in limits as to how much one can do. Every Lorekeeper is different and all view their worlds differently, no two Lorekeepers will ever run the same game.

KNACK CREATION

You will see in the book that there are knacks for races and careers and we actually have advancement for you to create your own knacks for your characters. This goes along with our philosophy that the creative power lays within the players and not always the creators. We can only think so hard to give you a great game but with your help in the future we will have the best game developed by the players as well. I will try to lay the ground rules here for Knack Creation but the rest is up to you. We do ask that you follow the guide lines as to not unbalance the game. Remember that the Lorekeeper has the final say in all matters for it is their world and you are just visiting. Knack Creation starts within your mind for it is there that we will need to draw upon the creative powers and envision your character's potential in the world and how he has advanced. It is far too easy to build your character with entirely all combat related knacks and, if that is where you want to go, do it. But, when you are left out from the role-playing aspect of Broken Swords & Battered Shields, remember, we warned you.

Knacks are special gifts that are innate to your character that seem to show up as they get better in their careers. Those knacks are provided for you as well as the racial knack you picked during the creation process. You cannot go back and choose a racial knack, again. You only get it during the creation process. Now you can create a knack similar to those that we can allow. Try to stay in bounds when creating knacks. It may seem cool to have power



abilities early in the game but it wears thin after a while and it is like cheating when it is all said and done.

When creating your own knacks, remember that they are not official for game use until your Lorekeeper looks them over and approves them. Also, although the knacks you created may have been approved by one Lorekeeper, it is entirely possible that those same knacks may have to be altered or changed when playing your character under a different Lorekeeper. Every Lorekeeper has a different perspective on what is balanced and unbalanced in their game. If this happens, don't take it personally. Just make the necessary changes the Lorekeeper asks you to make to play in their game and have fun. Write down the altered knacks on a separate area of the Character Record Sheet (CS) with the Lorekeeper's name next to them so you know that when you play under them, you must use the altered knacks.

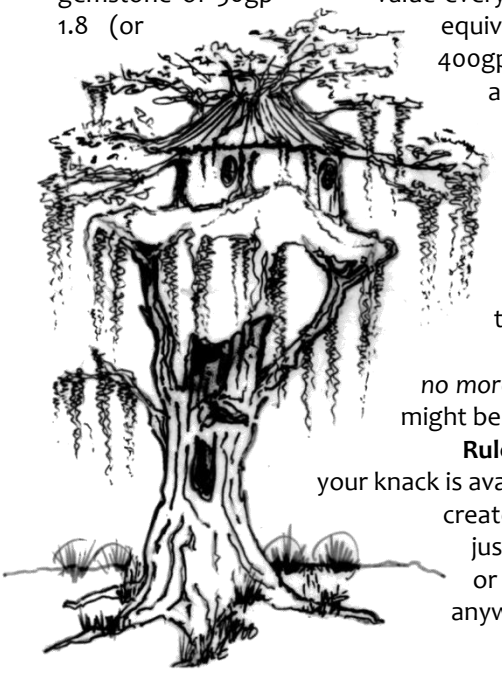
KNACK RULES

Rule One: Only use low percentage advantage at 1st Career like +5% or +10% and as you advance into your other careers and wish to build more knacks then advance those knacks by only +10% per career. You will see that progression to greatness is far better than instant success.

Rule Two: When we speak of career levels in creation there are two different ways to do this for damage or level bonuses to show that the knack will get better as the character increases.

The first is the straight career level boost. Career 1 gives x-amount of bonus until character advances all the way through the career and reaches career 2 (i.e. +5% or +1 bonus and at career 2 you get a +10% or +2 bonus.)

The second way is to have the bonus grow as you reach each individual stage of the career. Let's say that the knack Gemstone Forming is starting out. You can create a gemstone of 50gp value every 2 career stage levels you achieve. So, at stage level 1.8 (or equivalent) you would be able to produce a gemstone of 400gp value. Career stage 1.1 and 1.2=50gp, Career stage 1.3 and 1.4=100gp and so on.



Rule Three: There is no such thing as an automatic knack, unless it is flight. No knack in Broken Swords & Battered Shields is allowed to have automatic success. There must always be a roll associated with the knack with a good penalty for failure. If it is failed then maybe it just doesn't work that time.

Rule Four: All combat knacks should be limited to *no more than* three uses per combat. Some powerful knacks might be granted even greater restrictions.

Rule Five: The Lorekeeper has the final say as to whether your knack is available in their game or not. So, our suggestion is don't create them when the Lorekeeper isn't around. Doing that just means you are looking for a way around the system or you know the Lorekeeper wouldn't approve of it anyway.

THE TRAINERS



n Broken Swords & Battered Shields, you might think that having to come up with all of your own skills, knacks, spells, or Battle Stances is a bit to taxing for your brain to handle. That's where the Trainers come in. They are employed by the Lorekeeper to be available to you to instruct you in the skills, knacks, spells and/or Battle Stances they might already know. Now this will be up to your Lorekeeper to instruct them on the types of skills, knacks, or Battle Stances they will have available to teach once you actually find them. Now, the local people know who they are and usually that is all you have to do is ask. They are considered trainers and will be around if your mount dies and they are fresh out of horses, but they do a great deal on a Grizzer available. Ah, but you can't ride a Grizzer can you? You don't have the skill. Well, you are in luck for they do have a trainer that for a mere 500gp will teach you the Ride Racial Mount – Grizzer skill with one catch. You must give them a week of your time to devote nothing but 100% of your being to melding with your new mount.

Once you find these Trainers you will have to pay them or they might just send you on a quest in exchange for their services. One never knows what they might do. They serve a greater purpose of leveling the game and giving the players a second form of getting their abilities. Trainers are found all over the world wherever the Lorekeeper wishes them to be. They can be used or not used the choice, once again, is yours. We strongly feel that no one should be able to just have a skill, knack, spell, or Battle Stance out of thin air just because you get one by leveling. The whole point to the game is role-playing. If you want instant gratification you might want to switch to a computer game instead. The "d" after the amount stands for "Denari" or money which is equivalent to 1 Denari per gold or whatever the world calls it.

Skill Trainers cost = 200d per 10% trained. Trainers may only (obviously) train up to the percent that they themselves know the skill. Combat skills fall into this category.

Skill Training speed = 1 week per 10%. If a successful Focus roll is made at the end of that week, the next week may be skipped. In this way, it may be possible for dedicated learners to cut the training time in half. Combat skills fall into this category.

Knack Trainers cost = 5,000d

Knack Training speed = none. Knacks are natural abilities, so you've either got it or you don't. A successful Focus roll means you've got it. A failure means you just wasted 2,500d which is non-refundable from the trainer.

Spell Trainers cost = 1,000d per spell level.

Spell Training speed = 1 week per spell level (if Spell Mastery roll is made each level). Spells are learned by components, with high level spells containing many more components than the lower levels. So a level 4 spell has 4 components, while a level 1 spell has only 1. A

Spell Mastery roll must be made each week, or that particular component has not been properly learned and must be practiced again for that week.

Battle Stance Trainers cost = 2,500d per style level.

Battle Stance Training speed = 2 months (8 weeks).

If a successful Focus roll is made at the end of each week, the next week may be skipped. In this way, it may be possible for dedicated learners to cut the training time in half (one month).

Reputation points play a part in training costs. An unknown should expect to pay more, while a world-renowned hero gets a discount.

REPUTATION POINTS	CHANGE TO COST
0-10	+10%
11-25	0%
26-50	-10%
51-75	-25%
76+	-50%

DEATH OF A HERO

DEATH OF A HERO

In every story there is death and someone is going to die. It might not be for many gaming sessions, but sooner or later one or two of the heroes will die. Death finds its way into every character's life at some point during their adventures. There are many ways to cheat death but sooner or later the door opens and it's too late to close it.

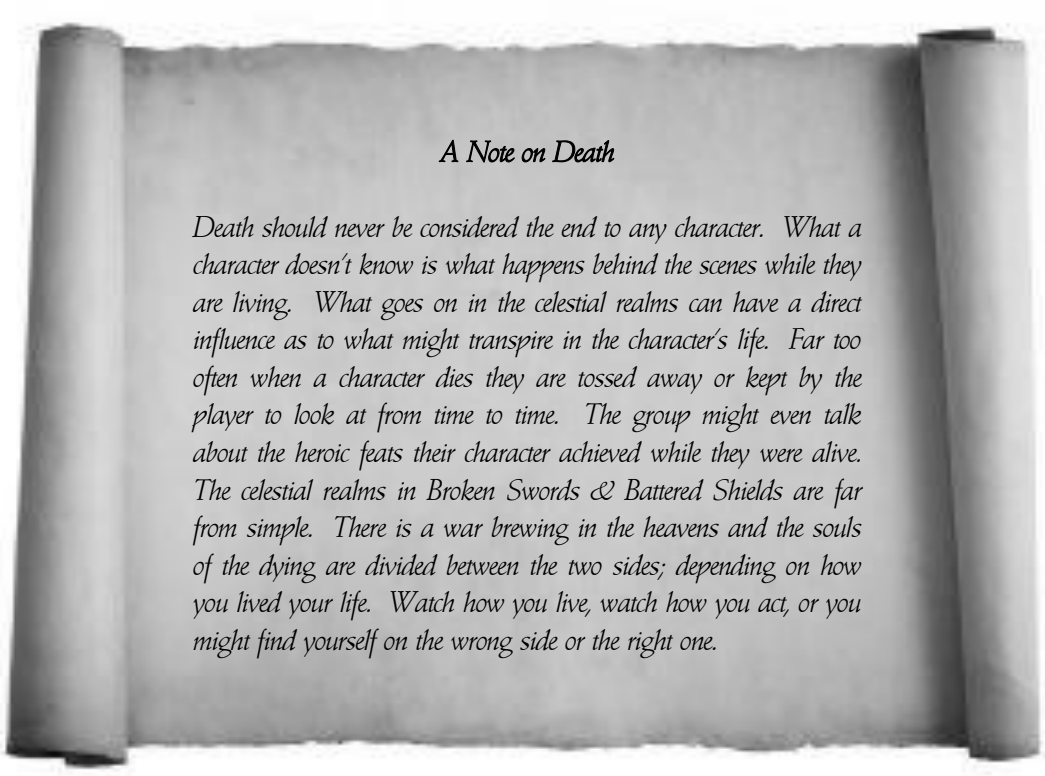
Dying in Broken Swords & Battered Shields only happens when a person's head, chest or guts locations go double below their normal body points. If death occurs then that person's body must be transported back to a church, temple, or holy site within seven days where a resurrection ceremony must take place. If the person cannot be taken there or is left at the place where they fell, then at the end of the seventh day the elements will consume them.

A person who is resurrected from their death sleep will lose random points from their 12 main stats, with the Lorekeeper or the player rolling for those stats. Either person rolls a 1d4 giving the total number of stat affected by the resurrection. Then a 1d12 is rolled to randomly find the RD (the number to the left of the main stats is what is referred to as the Random Denominator) stat that loses the 1-point by finding the correlating stat. Remember that losing points is the same as gaining them so check your CDV, RDV, etc. for point loss as well, for Might Damage and Body Points could also be lowered by this.

THE AWAKENED

It is a known ritual in some lands to perform the "Ceremony of Light" where a heroic person has fallen and is therefore given up to Solaris or Lunaria for their legendary deeds of good. The fallen then returns as an "Awaken" and then enters the eternal service of the god & goddess. There within the service of the light they will join the ranks of their ancestors that

have gone before them; who now serve in the immortal service of keeping the spiritual heavens free of Nocturnalis and his nocturnal horde.
This ritual can only be performed on a character whose reputation as reached 96 or above. Only those who are more than legendary may enter the service of the light. Once a character has gone into this service they are taken out of play. Then if the Lorekeeper wishes to, they can run a game within the Awakened Heavens. This information will become available at a later time.



A Note on Death

Death should never be considered the end to any character. What a character doesn't know is what happens behind the scenes while they are living. What goes on in the celestial realms can have a direct influence as to what might transpire in the character's life. Far too often when a character dies they are tossed away or kept by the player to look at from time to time. The group might even talk about the heroic feats their character achieved while they were alive. The celestial realms in Broken Swords & Battered Shields are far from simple. There is a war brewing in the heavens and the souls of the dying are divided between the two sides; depending on how you lived your life. Watch how you live, watch how you act, or you might find yourself on the wrong side or the right one.

THE FORSAKEN

Evil characters that die have the ritual or "Ceremony of Darkness" performed over them, sending them into the service of Nocturnalis, their will has no deciding factor in this. When their evil reputation as reached an 86 or higher; then it is mandatory they enter servitude to their god and become one of the "Forsaken". They will serve out their eternity in Nocturnalis' immortal force, bolstering his army as they attempt to defeat the Awakens and remove his parents from power.

Once an evil character has gone into Nocturnalis' service, they are taken out of play. Then if the Lorekeeper wishes to, they can run a game within the Forsaken Underworld. This information will become available at a later time.

MAGIC CREATION

The entire world is made up of elements and emotions, which when combined can create other elements. The entire *Broken Swords & Battered Shields Magic System ™* is based on this concept that elements and emotions can be used by themselves or combined with other elements to form different types of spells.

Elements are unique. Their composition is of the element they represent. They cannot be anything other then what they are. Earth is earth, fire is fire, air is air, water is water, and spirit is spirit, and so on. These elements alone contain certain creation abilities, that when harnessed, produce powerful results called spells. The elements are able to be combined, forming new elements that produce new spells. Arcane studies delve into this philosophy, that one or more elements are combined, will create spells of incredible magnitude. To combine any element with another, an arcane career must have learned to handle one or more elements. The skill of combining elements will give the arcane far greater control of such feats.

ELEMENTS OF POWER

The first of these natural elements are **Air** (life), **Water** (nourishment), **Earth** (substance), **Fire** (destruction), **Spirit** (inner-self) and **Nether** (decay). Then there are sub-elements of **Wood** (nature) and **Metal** (deep earth). By combining these elements a person can create numerous spells that he could not create with just one element. (I.e.: Air + Water = ice/snow). Each of these elements is linked to the Essence of life itself and holds the very fabric of creation together. The person who taps into this power uses it to draw his energy to create a physical form of energy or magic. The mundane name given to the drawing of essence is called casting and the physical forms of essence are called spells.

The second are senses of emotion which are **Sight** (eyes), **Sound** (ears), **Smell** (nose), **Taste** (mouth), and **Touch** (fingers). These are related to the parts of the body to give reference to the physical. Every mage draws his Essence from the ether and forms it in his own fashion making spells different in their very nature depending on the caster. Just like snowflakes, no two spells are ever quite the same even if the spell is copied from another mage; the color or effect will always be different from the next. In the *Broken Swords & Battered Shields Heroic Magic System ™* it will be up to you to create your own spells the way you want them to be. There are guidelines according to how Essence reacts to being formed into magic spells but, with much patience and lots of practice, the spells will begin to respond to your mage's very Will.

ELEMENT OF AIR

The Element of Air represents the Essence of life. It is the rain that nourishes the plants the wind that breathes life into the trees and it allows the sun to warm the lands that it looks down upon. From this Essence a young mage learns how to control the air that flows around him learning how it lifts, flows in currents, fills and encompasses all things. It is considered the breath of life itself for we breathe the air and it sustains us. Every living creature and plant needs air to survive for without it all living things would die.

The "Motions of Magic" (hand gestures that form symbols in the air) are quick sharp slices through the air, as the symbols will take form in the air lighting up and dissipating just as quickly. The casting of air magic requires deep breathes of air that allow the Essence to flow inward and then out to increase the flow of air Essence around the caster and through them. The element of air blends well with the element of spirit, for the Essence of air breaths life within the caster's body cultivating a very powerful force that can bring the very dead back from death's door. When creating Air spells you must think about how air moves, how it fills everything inside and out, and the type of force air can become when the winds of weather begin to activate air's Essence. From a small push to the swirling tornado, air is the mover of all things visible and invisible, for it is with air that one does become invisible, moving the very molecules around to produce the effect of vanishing.

ELEMENT OF WATER

The next element is also one that sustains life or nourishes all things thus producing and replenishing life. Water is a world unto its self where creatures and races hide from those who live on the land. The human body is made up of 70% water and water performs and supports the internal body functions of humans, animals, and maintains all plant life.

With this knowledge, the water mage can be invaluable when it comes to cleansing the body, giving life to animals and plants, but can also be a devastating force when it comes to removing that which gives life. Water is in the air that surrounds us and, even though you may not know how to direct air, you still have the power to extract this water vapor from the air and use it for your own means.

When creating water spells the Essence that is pulled separates the water vapor from the air giving the water mage a vast supply of his much needed component-water. There is a setback to drawing so much water vapor from the air surrounding the mage. That is the area around him will become very dry depending on the amount of Essence that is drawn from the area. Small powered spells draw little but, very powerful spells will cause vast areas to become parched and dry, even causing the water vapor to be drawn from the surrounding plant life. Be very careful with the pull of your Essence, for even your comrades could become victims of this Essence pull. They too could lose that valuable requirement for life-water.



ELEMENT OF EARTH

The Element of Earth represents the Essence of life that sustains all living things and brings forth food for all to eat. Each Essence is intertwined with the other and it is the understanding of how each one feeds the other that will eventually give great power to the mage. The Druids understand the importance of earth Essence for the world is driven by all three of these elements.

The Essence of earth will allow you to move great masses of land or just a small stone depending on what you require. The element of earth is a very powerful Essence to control and it requires great concentration to manipulate the very ground upon which all of life stands. There is more to the earth than what lies on the surface for the heart of earth lies deep within its belly where the fires of the heart dwell. The earth replenishes that which has been used by allowing everything to decompose and return to that which once gave life. All things that once lived now live again as part of the earth, and it is their Essences that give the earth its enduring power.

To master the element of earth one must respect that which once was, is now, or will be forth coming. The earth can be a friend or a destroyer depending on how it's Essence is handled. When all three elements of air, water, and earth are combined they can either bring forth life or death for their wrath is swift and merciless. Respect the element which you have chosen to manipulate and allow its Essence to become part of your own. It is not unusual for an element to turn on its wielder and consume them. You hold in your hands the Essence of nourishment, the provider of food, and the keeper of the ancients. Earth hides that which it does not want any to find and yields that which it desires you to find.

To move mountains, dig valleys, and shape the entire landscape around you, you will need the respect of earth. For not only must you respect earth but earth must respect you. Without earth's respect, you too, will disappear from existence and be buried by earth never to be found again. For that is what earth does: it takes and yields in a constantly changing environment where it rearranges itself by moving land here and there.

ELEMENT OF FIRE

The Element of Fire represents the Essence of life warmth or destruction. This Essence comes from the heart of earth and gives forth warmth that sustains all of life. It is also the bringer of destruction, the consumer of everything living or dead for fire has but one mistress who is water. The element of fire sustains life through its ability to purify that which is placed within it and yields forth a purified state of death.

Wielding the element of fire requires the heart to be purified by its Essence first. Fire does not care whether it gives or takes life; just that it is. It demands respect from all living things and fear is its badge. Every living thing that walks upon the element of earth respects and fears fire. It is those who have no fear of fire that will someday be consumed by it. It is fire that is at the heart of the life cycle.



You will learn to control fire from a small flame to a raging inferno. You can shape fire for fire will take on any form that it desires and moves in any direction. Though fire yields to no living, thing it does have a mistress, which is water. Water does not fear fire for it does not yield to its strands of consuming death. Water is life and fire is death, but when fire meets water it becomes a devastating struggle that leaves earth scorched and the air fowl. Do not let fire consume your heart or you to will be purified by its want to feed. Remember that without air fire cannot exist.

ELEMENT OF SPIRIT

The Element of Spirit represents the Essence of the inner being of all things. Just as the world around us has its own Essence, we too have our inner Essence that we can manipulate. The Essence of spirit is the most powerful of these five elements for it does not have a mistress nor will it yield to any of the other four. Though the air may blow, the waters rise, the earth consume, and fire purify, the spirit is never lost or gives up hope that there is always a way to win.

From the Essence of spirit we get inner healing: a way to purify ourselves from the world around us. You will learn how to yield your own Essence unto others that they may benefit from what they may not have. To manipulate and understand Spirit Essence you must be willing to sacrifice yourself unto it. You must remember that Spirit Essence dwells within all of us. In some, it is hidden, but in others it flourishes like a raging fire. The Element of Spirit lies at the center of all the other elements but it has a twin. Spirit is actually two elements that are joined together by conscience. So, if the Essence of spirit is within all of us, we have the ability to side with either of the twins: darkness or light. There is no gray area within a being, but there is a place where darkness crosses light and that place is called void.



If a being has fallen into the void, they are without hope and there is no conscience to lead them. This is what is called chaos: the absence of conscience. A being controlled by the void has no thought of life and its only view is destruction. Though some say that the void can be breached, there is no record of this ever happening.

To wield Spirit Essence one must be in control of their being. There can be no doubt as to what the Element of Spirit is, what its Essence can do and how it affects the world around them. Though Air gives breath, Water nourishes life, Earth brings forth Substance, Fire warms, Spirit gives inner thought to beings that live and from that thought there is knowledge and from that knowledge there is history and thus a race is born. The only mistress that spirit has is you.

ELEMENTAL KEEPERS

The elements of creation are kept sealed away within the earth itself where they continually generate the life-force that brings breath to the world. Separated the elements work in harmony with each other providing the Essence needed to sustain the life cycle. Together, they bring nothing to humanity except total chaos. The elements cannot work together. Only separated can they stay in harmony.

For this reason, Elemental Keepers are elected to guard the individual seals to make sure they are not released into the world, again. After the Age of Shadow came to an end, Elemental Keepers were trained to stand diligence over the seals. Great towers were built over the seals giving fortification to the protection of the seals. The towers are amplifiers for the Elemental Keepers powers which are strictly in the element they guard. They are forbidden to trail or know any other type of element except the one they guard. It is as if the elements themselves are alive for they will become agitated if their guardian has rival elements within them.

The keepers are considered oracles in their new positions, studying to understand all they can about the element they guard. They can see the world outside of their towers through the element they guard. If one element seal were to fail it would bring disaster to the world again. Everyone knows where the towers are it is getting to them that is difficult and then you would have to combat the guardian for even a moment of their time.

THE ELEMENTAL CYCLE

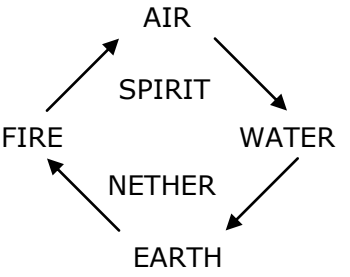
One must remember that each of the past 5 elements all have a mistress that it must bow to. This you must remember when confronting each of the elements whether to wield them or to combat them. With this knowledge you will become a very powerful arcane user.

Fires consumes Air

Air consumes Water

Water consumes Earth

Earth consumes Fire



These cycles continue onward into infinity. If the cycle ends, all life will cease to exist. This is why the one who controls the elements must respect them for the power that they yield. Each element has deeper levels of complexity that one might discover the longer they delve into it.

What if a player decides that they want to create an Air Spell that causes the oxygen in the veins of a person to bubble and explode causing massive damage? Well, common sense would lead us to believe that a spell of that complexity would only require a long time to understand and would cost a large amount of Essence to perform. So, something that complex (simple in execution) would take a mage to fifth career to even begin to dabble that deeply into a particular element. There are 2 sub-elements that must be talked about. These are products of the 5 main elements and can only be learned after all 5 elements have been mastered. There are exceptions to this rule depending on the career.

ELEMENT OF METAL

The Element of Metal represents the Essence of creation and is a by-product of earth. This element is considered one of the children of earth. Metal is a solid element and in its raw state can actually do nothing. It is considered dormant, buried in the womb of its mother earth, and is yielded up to those who can give metal life. Metal has no shape of its own but its creator gives metal the life form it will have until the day it is either reshaped or returned to its mother.

The Dulklakan are the dwellers and caretakers of earth. Because of their love and respect for earth, they have the ability to shape the very Essence of metal giving it not only life, but in some instances, a personality of its own. Earth has been known to give up the Essence of past beings that have lived upon her soils and have given them a true immortality through rebirth in metal. Metal Essence can be passive but the races have discovered that metal is much more. Metal can be used to take life for, as redundant as it is, earth produces metal so metal can feed earth.

Great and wondrous things have been created from metal: some for good and some for evil. For even metal is neutral in life's struggle, for it obeys only the one who holds it and no other. There are many different types of metals that can be found within the earth but only when earth decides that she doesn't need them anymore.

Remember that water consumes metal and the element of metal is needed to create rust. It is the prime element in Transmutation just like our next elemental child.

ELEMENT OF WOOD

The Element of Wood represents the Essence of growth. Water feeds the earth. Earth produces wood. Air cradles wood and fire consumes it returning it back to its womb. Wood covers the earth and is used by life for many different things. It is consumed by fire to provide warmth, used to shield out water and air, and it cools earth from air's hot glare. Wood grows from the Essence of all 5 elements, and therefore, has an inheritance from all of its parents.

You must understand the cycle once again to know how to use the Essence of wood. Wood breathes air and produces oxygen that sustains life. Water feeds wood so wood can grow. Earth supplies the nourishment that wood feeds upon and fire creates the nourishment



through consumption that gives earth its nourishment. Spirit encompasses all things for it is believed that all things living and non-have some type of spirit Essence within them.

The Elfare are the caretakers of wood and have the most respect for the living children of earth. Though wood comes from earth, it grows upon its surface so the Dulklakan do not hold much respect for it. Items made from wood could contain a woodland spirit within them. Dryads are beings that once lived upon the earth but now serve earth as her eyes within the living cycle. The Druids are the priests of earth and have a working knowledge of the Essence of wood given to them by earth. If left unchecked by the other elements, Wood would cover earth, separating her from the other elements and thus ending the cycle.

ELEMENT OF NETHER

The Element of Nether represents the dark Essence of decay and destruction. It is this ether that the source of the dark elements is from for it is here that evil began. The Nether was formed when Nocturnalis was locked away into his elemental cocoon. While he was there, the evil that was within him seeped out and gathered in this area. Over the course of time the swirling ether of evil began to form a lifeless place where the souls of past evil were called and gathered. As the evil of life accumulated, it transgressed itself into what came to be known as the Nether. It was here that Nocturnalis lived. It was here where he was changed to become the bringer of evil. He consumes all that is good and evil.

Those that tap into this nether Essence do so at a high price the longer they use it. As time goes by, they are changed into what is a twisted former image of themselves. Some have been known to become hideous creatures of the darkness, gnarled and reclusive, driving for power not caring about anything else. Once down this path, there is no way back as power corrupts, totally, and consumes all who catch it.

THE VOID

The Void is the place where everything elemental resides and it is here that Essence begins and ends and is reborn. There is not much known about the Void except that it has been said that great power is waiting there for the person who can go there and harness it. This documentation is from the First Age and is said to have been described by Solaris himself when asked how the elements exist. It is said that Nocturnalis went and entered the Void and tried to harness its power for himself and was made mortal. This statement of course has never been proven true since Nocturnalis was said to have been killed by his own daughter.

The one unknown fact that has stifled the arcane world is where the Void is located. Is it a place or a state of mind? Or is it everywhere? Research is still going on trying to determine what the Void really is. They know it exists but not where. If the Void suddenly did not exist, would life itself soon follow?

EMOTIONAL ESSENCE



he magical careers that use the 5 senses of emotion to create their spells are the Illusionist, the Battlemage, the Bard, and the Necromancer. Their primary source of power is the intensified emotions that are released into the world and they have learned how to harness these free-emotions to create spells. They, too, can combine emotions to create other spells. These 5 senses of emotion are **Sight** (eyes), **Sound** (ears), **Smell** (nose), **Taste** (mouth), and **Touch** (fingers), which are related to the parts of the body to give reference to the physical. There are different emotions that are yielded when two senses are activated together. Illusions play on our Sight sense causing us to believe in something that isn't there, but add sound and we are really engrossed in it.

The elements and emotions are set before their corresponding mage to blend into different spells. There is one catch to blending elements and emotions: if you do not know a particular element or emotion, you cannot use it to blend, and thus you cannot create the spell that utilizes it. Mages who use the elements start with the knowledge of 1 elements of their choice.

UNDERSTANDING THE SENSES

There is much to learn about how the 5 senses play such an important role with elemental Essences. Without the 5 senses none of the elements could be brought into existence. You would not be able to see, feel, touch, taste, or hear any of the elements that are all around us. It is the 5 senses that bring all of this together into what we call life.

Using the 5 senses as an Essence to create spells or songs based on these emotions can only be brought to bear by a few special careers. There are those who have an inward ability to understand and are able to feel the emotions in others. Their spirit Essence is more in tune with the emotional elements than the natural ones. When creating spells for the 5 senses you must understand that when you pull the Essence from another being or force Essence into them they may not like what has been done and their emotions may turn to anger and hatred toward you. Many a bard has had to run for his life when his patrons felt a tug at their purses from their music. Think wisely and above all else be careful.

ESSENCE OF SIGHT

The Essence of Sight represents the emotion of Wonder. The ability to see everything around you and to understand it is seeing. This sense is the lead to all other emotions but it is also the first to mislead the other four. What you see is not always what truth is. The eyes can be deceived more easily than any other sense. It relies heavily upon all of the other four senses to reply to whether or not something is real. There are restrictions

that must be followed when using any of the 12 Essences. You cannot make somebody cry buckets of water unless you have master the Essence of sight and water.

Using Sight for spells is creating something that has to be seen by the being and must be believed. It can be anything but it must be believable to the being looking at it. If that being believes that what they are seeing is real, then everything the illusion does is real to them. Illusions can kill if the receiving being believes it has killed them, kind of like shock and awe.

ESSENCE OF SOUND

The Essence of Sound represents the emotion of Hearing. Without the sounds of life, a being lives in their world, void of much communication. Though they can see they cannot enjoy the sounds that the natural elements bring to life. Making a being deaf is a harsh reality to them and will cause great pain. Making life void of sound is taking their world away from them.

There is another use for sound and that is to create it where nothing is. The purpose of sound is to give life to illusions where life does not exist. To hear an illusion brings credibility to that which is unreal. Creativity is what you will have to dig deep to find when using the 5 senses as magic. Learning to control sound means one must listen to everything that is going on around them.

ESSENCE OF SMELL

The Essence of Smell represents the emotion of Delight. It is the smell of life that causes the next two senses to activate. The smells of life add to the experience we have with the life we are given to live. Taking away ones smell is giving them an existence without flavor. Smells add flavor to our lives for everything around us has its own smell.

With this Essence you will learn to add and control the smells that are around you. You can create different smells that you yourself have experienced. You cannot create a smell of a creature you have not smelled before and expect it to be believed. Now, you can create a fake smell and tell someone that it belongs to a certain creature if they themselves have never experienced that smell. The one who controls smells must themselves experience all the smells they can in one lifetime.

ESSENCE OF TASTE

The Essence of Taste represents the emotion of Enjoyment. Being able to taste what life has given is one of the few enjoyments we have. To taste is to live. Earth gives forth the food that sustains life and taste brings joy to earth. You can taste everything around you if you so desired. The elements have their own unique tastes for air gives birds, the earth animals and plants, water fish, and fire brings is own flavor when all of the other gifts are cooked. Tastes can be enjoyable or they can be disgusting.

Learning to control the tastes that you experience can be rewarding when making something that tastes bad taste good. You can even change the taste of something and make it taste all together different. If creating illusions, taste can add more credibility by allowing

that which is touched be tasted. To control taste, one must learn what everything tastes like, even that which is putrid.

ESSENCE OF TOUCH

The Essence of Touch represents the emotion of Feeling. Touch brings credibility to everything we see. If we can touch it, it must be real even if it isn't. Touching allows us to feel the difference between silk and wood or metal and wood. We need to touch life to accept it for what we see. Touch allows the fabrics we wear to either be soft or coarse to our skin. A wise person who attempts to control touch must experience everything first hand. Use your finger and feel life and understand what you are trying to create. To create a type of surface you must have already touched and experienced it.

CREATING MAGIC



ou have read about the different elements and what their roles are in the creation of life. You understand somewhat that Essence is wild and a mage tames the radical elements and forces them to behave in a unified manner, thus, creating magical effects from these elements.

You will now learn about the different aspects of Essence and what can be accomplished from creating your own spells. As your Focus Score is increased, so will the number of Spell Creation points (SCP) you will receive at the appropriate level advancement.

First Career Path Levels 1.1 through 1.9 receives a total of +2 SCP/ level plus Focus Score bonus.

Second Career Path Levels 2.1 through 2.9 receives a total of +4 SCP/ level plus Focus Score bonus.

Third Career Path Levels 3.1 through 3.9 receives a total of +6 SCP/ level plus Focus Score bonus.

Fourth Career Path Levels 4.1 through 4.9 receives a total of +8 SCP/ level plus Focus Score bonus.

Fifth Career Path Levels 5.1 through 5.9 receives a total of +10 SCP/ level plus Focus Score bonus.

Sixth Career Path Levels 6.1 through 6.9 receives a total of +12 SCP/ level plus Focus Score bonus.

Seventh Career Path Levels 7.1 through 7.9 receives a total of +14 SCP/ level plus Focus Score bonus.

Eighth Career Path Levels 8.1 through 8.9 receives a total of +16 SCP/ level plus Focus Score bonus.

Ninth Career Path Levels 9.1 through 9.9 receives a total of +18 SCP/ level plus Focus Score bonus.

Tenth and Beyond, Career Path Levels 10.1+ through 10.9+ receives a total of +20 SCP/ level plus Focus Score bonus.

As you can see, there is no SCP acquired upon entering a new career path. The character does not receive any SCP until completing the first level in the new path.

If you had a Focus Score of 21, then instead of receiving only +2 SCP for your first level advancement, you would receive a +5 bonus due to your high intellect. So, a total of 7 SCP would be available for the mage to use to increase his spells.

The way magic is used in combat terms is quite simple. Every Power Level (PL) or Intensity counts as a single point of damage. It may seem like a small amount of damage when you start compared to the BDP in different locations, but this is compensated for when you see that no armor can protect against magic except magical or magically enhanced and natural armor is cut in half. If you are using a 5 PL Fireball spell and the target stops all but 2 points of intensity, you might figure that the armor in that location is too magical or magically enhanced by a spell.

When casting a single target/location spell (STS), the intensity level dictates the cost of ECP (essence casting points) that is required to bring the spell into reality. An STS will hit only one target or location on a person's body causing the damage from that spell to be centered there. The damage from the spell is then calculated into a die configuration.

A PL-5 Fireball Spell hits a location, say 7, for 1d4+1 (5) points of damage, no ARV protection. The cost to cast this type of spell is 1/PL = 5 Essence Points (ECP).

When casting a multiple target/location (splash prohibited) spell (MTS) the intensity level dictates the amount of damage being distributed over a set area. The damage from this type of spell is equally divided over the area affected by the spell. A 5-point Flame Wall will deliver 1d4+1 points of intensity damage to every location that is engulfed by the wall. The cost to cast this type of spell is 1/PL = 5 AP. Still, it is not the location being cast upon. It is just the creation of the flame wall. The damage done by this type of spell is optional. You must walk through the wall to take damage.

DAMAGING AFFECT OF SPELLS

In Broken Swords & Battered Shields, the Power Level (PL) of a spell is represented with a number that shows the maximum amount of damage or duration that a spell can do. There is a number of Damage Intensity Paths (DIP) that a player can use in creating their character's spells. It will be up to them to decide how much SCP is used and which path the spell will follow. Once the DIP is set, that spell cannot shift to a higher DIP until it reaches a crossover point where the dice are equal to each other. Crossing over costs nothing but must be stated at the table and cannot go back once the DIP is enhanced.

Let's say you create a Single Target Spell like Magic Knife and put 7 SCP into it to make it your high profile combat spell. That now gives the Magic Knife Spell a 7 PL which translates into one of two DIP, the 1d4 and the 1d6. If you use the 1d4 DIP, the damage would be 1d4+3 and the 1d6 DIP damage would be 1d6+1. Both give the same results but differently, but if you were to add another 1 SCP to the spell you would now have a choice of 3 DIP for the

Power Level would be at 8. The DIP would be either 2d4, 1d6+2 or 1d8, the choice once again is yours. We are just converting your PL number into a die roll.

You simply buy into a Damage Intensity Path (DIP) when you first create a spell. Even though we call it a DIP it only represents damage points and number affected, not duration and buffing spells. For all DIP see type of spell descriptions. If you want to advance into the next DIP, all you need to do is hit a crossover point and state you are going to do so. The DIP's are as follow with their crossover points.

DAMAGE INTENSITY PATH (DIP)	
1d4 = 4 SCP/die	Cross over Points: 8, 12, 16, 20, 24, 36, 48, etc.
1d6 = 6 SCP/die	Cross over Points: 12, 24, 30, 36, 48, 54, 60, etc.
1d8 = 8 SCP/die	Cross over Points: 24, 40, 48, 54, etc.
1d10 = 10 SCP/die	Cross over Points: 20, 30, 40, 60, etc.
1d12 = 12 SCP/die	Cross over Points: 12, 24, 36, 48, 60, etc.

You determine if and when you crossover to the next DIP. Example: You purchase your first DIP of 1d4 for your Fireball Spell. You find you have 3 SCP left after creating your other spells so you decide to add those remaining 3 to you Fireball Spell increasing its intensity to 1d4+3. The next SCP you put into this spell to raise its intensity again will not take you to 1d4+4 but to 2d4 or you can crossover to the DIP of 1d8, but must proclaim that at the table. Crossing over will force you to go to 1d8+7 before you can add a die on your 8th SCP placed in that spell giving you a 2d8 next. If you had stayed in the 1d4 DIP you would have 4d4 at this point.

Now we create a Might buffing spell. We put the minimum of 4 PL into the spell and add 1 SCP extra for a total of 5 PL or +5 Might to the person the spell is cast on. You can decide to only cast a 3 PL Might Spell but that is up to you. You cannot go any higher than +5 for the PL of that spell is 5. A duration spell is created the same way.

Using the DIP for multi-target spells works two fold. If the spell were to cause a damaging effect to a group of targets in a designated area, then you would convert your PL to a DIP roll to randomly determine how many were affected by the spell.

It is all in how you view the DIP's and which intensity you wish to follow. The lower the DIP the quicker the increase in die will be, but the more die that must be cast. You could have started with a 1d6 instead or even crossed over to the 1d6 DIP earlier if you liked. The choices are yours to decide. This works with all DIP's. You can either start in a higher set or lower and work your way higher to save SCP. This will give players who sacrifice stats for more SCP a higher DIP potential from the start.



STARTING TO CREATE SPELLS

An arcane career can create the same spell using less damage if they so desires but, to alter it beyond their knowledge of the spell, they must learn the skill "Alter Spell" which is learned separately. If an arcane wants to increase the damage of their fireball, they must make an Alter Spell roll to succeed. If they fail, the spell goes off as normal. They can never try that alteration again on that spell until his next career. This applies to all arcane, mystics, and their spells.

Soon, you will find how to determine the number of Spell Creation Points (SCP) that you have to create your first spells for your arcane. These SCP are used to build your spells from the ground up. You must remember that everything, including your spells, starts as a little acorn before it becomes a mighty oak. A beginning arcane must learn to control their newly developed spells by practicing and learning how they react before they can be increased to higher proportions. The power limit is set so a starting arcane will not be overcome with more power than they can handle.

You will read about all the different types of spells there are to create, each being a sort of guide line to the direction of the type of spell you would like to make and how much it costs. You will start off with a few good spells and, over time, you will increase the spells you have or create new ones. The course of your arcane's spell book is in your hands and one should never share spells with other mages unless you want them to have the exact same spell as you. Each spell is supposed to be unique and tailored to the arcane that created it. The spells that you create will be unique for you and only you will be able to fully control them. Essence is wild and trying to control what doesn't wish to be controlled takes a lot of will and determination. You can control small amounts of power and add to it as you grow in the knowledge of your spells and the creation of them.

Every arcane and mystic draws their energy from the elements in their own way, with their own color and style. Some are controlled while others are wild and exotic. You will be able to buy, barter, find, steal, and every other way there is to acquire spells without having to spend any SCP to create them. Just remember that spells that you haven't created will be harder to control (-20% to cast) and cost double the norm in power points to cast.

VISUALIZING YOUR SPELLS

Now that you have learned something about the elements, sub-elements, and the senses, it will be up to you to use your imagination to create different spells. You will need to visualize these elements to achieve the desired effect you are looking for. It is with common sense that you combine element with element, or element with emotion when creating spell or song.

Every user of the elements, sub-elements, and the senses has been taught at graduation of their arcane and mystical schooling to combine elements. Below is a short list of different types of elemental effects that achieved by blending elements and emotions.

Sand Spells = Air, Earth, Fire	*Ice Spells* = Air, Water
Electrical Spells = Air, Earth, Sound	*Nature Spells* = Earth, Water, Wood
Light Spells = Air, Fire, Sight	*Heat Spells* = Fire, Metal
Creation Spells = All Senses + whatever elements	

Then, there are the different spells that can go with these sets of elements and emotions. It is not just getting the set right but each spell may need to have and adjustment as well. Say you want to use your flame to burn doors. You would need to add the element Wood to your Essence knowledge. To burn wood just right, you need to understand its properties. It is a way to control mages from becoming the all powerful class but it also teaches that there is so much more that goes into creating something from nothing and knowledge is the power for, without knowledge power is useless.

Below is a template for creating your spells, it defines what your spells are comprised of. One has to visualize their spells to get them to come into existence. The elements do not just jump into your hands because you are a person who thinks they can control them. You must know you can. You must dominate your will over them to get them to form what your will wishes. If you do not have a template to create your spells, you will not be able to get them to work correctly.

A spell starts out as an idea or a "What if" in a caster's mind. Then, they must use every part of their being to make their spells exist. See the template below and create your spells using this base idea, for the Lorekeeper will need to know this for each of your spells.

These are the questions you need to find answers to when creating your spells. Below each question is a brief clarification to the question being asked?

WHAT ELEMENTS WILL BE NEEDED TO CREATE THIS SPELL?
list them in order you will need them
What does it look like?
What form does it take colors it uses, etc?
What does it sound like?
every spell has a distinct sound or is it silent
What does it smell like?
if it has smell then it needs to be noted
What does it taste like?
Does it leave a residue in the air around it before, after or both
Can you touch it?
does it burn or cool or is there wind, can you feel it

Once you have answered these questions, you will now visually see the spell you are trying to create. If there are more questions that you feel your spell needs answered then write them down. The more defined you make you spells the more visual they will become to not only you but the other players at the game as well. The better description you can develop the more defined the story will become.



HOW TO CREATE SPELLS

This is where you will learn how to create spells of your own. There are none to pick from, so you will have to imagine the spell you want. That was already discussed previously in the chapter, so now you have to bring those imagined spells into reality. You already know how many SCP (spell creation points) you have. These are what you will spend to create your spells. Be aware that the more SCP you place into a spell, even though it has great damage or a long duration, the recovery time from casting the spell will be great as well. Long recovery spells will put you out of the action for extended periods of time. It is nice to have great damaging spells, but it's not fun to watch combat take place when you could be in it.

Think about what you want your Arcane Caster to be. What type of spells will they have in the beginning? Will they be all offensive or defensive? Will they have just enhancing spells and a single offensive spell? The choice is yours.

The Heroic Magic System for Broken Swords & Battered Shields is totally creative. There are no spells to choose from. No limit to the power a spell can be. An Arcane's arsenal of spells is only limited by the player's imagination. This is where true creativity begins.

MAGICAL TERMS

Power Level (intensity) the destructive power of a spell, the duration it lasts, the distance it travels or the enhancement bonus it delivers is covered under this.

SCP (spell creation points) the base number of points a character has to develop their spells at base creation.

Focus Score + Essence Score = SCP

All remaining development points can be converted to SCP evenly, if there is any left over from creating your character.

When a spell has multiple functions to its makeup such as effect, duration and targets, the mage must decide with one or all that they will increase when using SCP to raise the spells characteristics. Only one aspect of the spell can be raised at one time.



DAMAGE SPELL

A base damage spell is defined as one that does 1 point of damage to 1 body part from 50' or less range.

To increase a damage spell, use the following:

INCREASE	SCP COST
DIP 1 point	1
Range 10 feet	1
Full Location	X2

Full Location hits target the entire body. However, the cost to increase damage is considered double that of a single location.

For instance, a player may choose to create a spell from scratch that does 1d4+2 points of damage all over a single target's whole body. That would cost him 6 points for damage times two: 6 x 2 = 12 SCPs to create this spell.

What if a character has a single target; single location spell already created and wants to expand it to hit full location? Jim has a mage with an ice needles spell. His role-play indicates that his Mage is increasing in power and will soon be able to fire those ice needles to multiple locations. He wants his spell to indicate that. So, he takes a look at his current spell, which does 2d6+2 damage to a single location. To increase this spell to hit everywhere, Jim knows it costs double the SCP.

Adding up the DIP, he finds that 2d6+2 = 14. At full location, he now only has 7 DIP (14 / 2 = 7). While Jim has the freedom to drop back down to 1d4+3, he decides he likes his d6 and makes this new full location damage 1d6+1. The next time he increases his spell damage to 1d6+1, it will cost him 2 SCP to do so.

INCREASE	SCP COST
Area Effect	X2 (save is for no damage
Damage Radius 5 feet	1

Area Effect spells does exactly what they say they do. The damage affects an entire area. As with Full Location spells, the cost to increase damage is double that of a single target, single location spell. Base damage radius for an Area Effect spell is 10'.

Mary has a particularly burly dwarf named Garzan who's fond of rocks. So, it's no surprise when Garzan decides to learn how to heave a magical boulder onto his enemies. Mary has 19 SCP with which she'd like to build Garzan's spell. She starts by making the spell worth 1d8 damage: 8 x 2 = 16. That leaves 3 points. Mary figures Garzan would want a large boulder, so she uses 2 points to increase the damage radius to 20'. The final point she spends increasing Garzan's throwing range to 60'. Mary must also remember that since the spell is an area effect spell, any saving rolls made against Earth (Garzan's Boulder Throw base element) results in the character taking no damage, rather than half.

Mary's last step in creating this spell is choosing what type of Area Effect spell this is to be. Her choices are as follows:

Area Target- This spell targets an area around a chosen target some distance away.

Area Essence- This spell centers on the caster and the radius of damage expands outward from them.

Area Visible- This type of spell affects all visible targets within a base area in front of the caster.

Mary decides that Garzan's Boulder Throw spell should be an Area Target spell.

INCREASE	SCP COST
Splash Effect	10
Splash Range (2 body parts or 10' radius)	1

Splash Effect is a special customization that can be added to a spell at higher levels. Splash effect is defined as residual damage occurring outside the normal target area. If a spell with splash effects hits successfully, additional damage is rolled for the affected parts or areas at a rate of half the initial damage. Base splash effect should be considered as the two surrounding body parts or 10' beyond the normal radius.

Ben's pyromancer, Falstoff, has been perfecting his firebomb spell. Right now, it is an Area Visible spell that does 2d8+3 damage in a 30' area in front of him. But to add the final touch, Falstoff would love to see those firebombs rolling through a larger area and creating smaller pockets of fiery goodness. Having 10 SCP to spare, he decides to add the splash effect to his firebombs. This has the effect of still doing 2d8+3 damage in a 30' area in front of him. But now, for the next 10' beyond that, the bombs do 1d8+2 (Half initial damage and remember, always round up).

What a wonderfully scorched path that will create! Now, Falstoff is able to increase his splash range by 10' for every 1 SCP he uses. What Falstoff loses in damage, he can more than make up in a cheaper splash range.

SUMMONING SPELL

A base summoning spell is defined as 1 miniature creature summoned for 10 minutes or 1 hour (non-combat only).

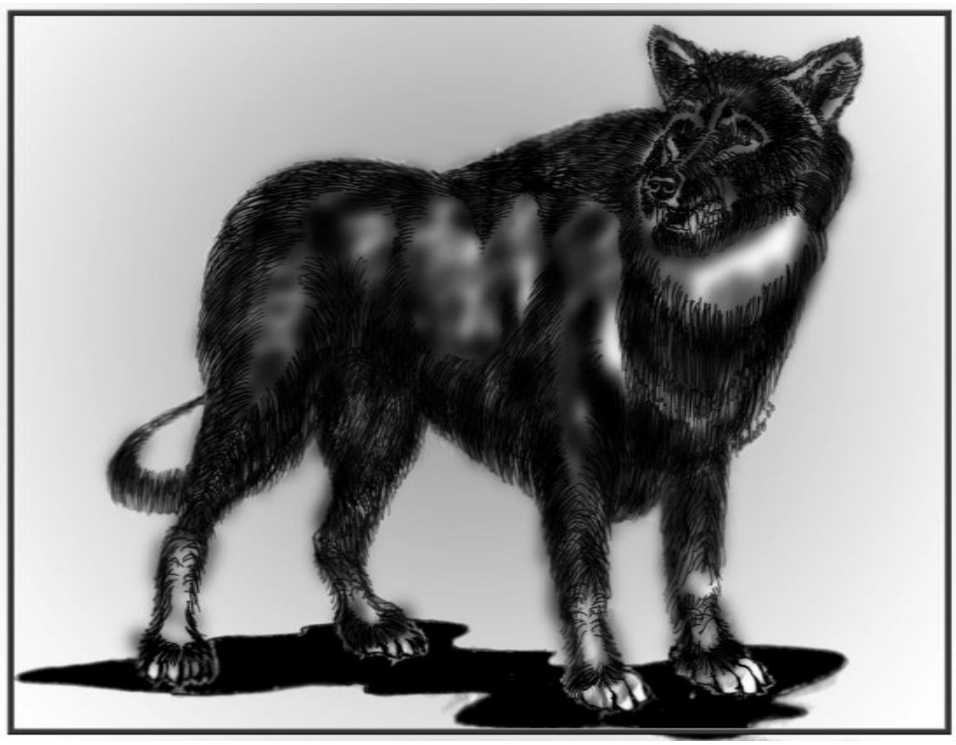
INCREASE	SCP COST
Creature Size	4 x Size Modifier
Duration (10 minutes or 1 hour)	2
Number of Creatures	Number multiplied by Size Modifier
Entire Day	6 x Size Modifier

Creatures are broken down into 6 sizes: (1) miniature, (2) small, (3) medium, (4) large, (5) huge, and (6) gigantic. Ask your Lorekeeper for sizing if you are unsure for a particular creature. Summoned creatures typically last 10 minutes for a combat creature, and 1 hour for

one that is non-combat. Spending 2 SCPs on a Summoning Spell will increase that duration to 20 minutes (or 2 hours).

If you wish to increase the number of creatures your character can summon in a single spell, find the size of the creature you are summoning, multiply that size by the number of creatures you wish to summon. Summoning spells that allow a creature life on this plane for a full 24 hours are built by multiplying the size modifier by 6.

Rachel's Hydromancer wants to create a spell that summons a Water Elemental. This particular elemental is decided to be a large size, which has a modifier of 4. She then multiplies that modifier times 4. That's 4 x 4 = 16. She also wants this elemental to be around for the entire day. With a modifier of 4, that's another 20 SCP added to her cost: (4 x 5 = 20). This brings her total up to 36 SCP. That's far too much of her Essence than she wants to spend every time she casts this spell. Rachel makes a note to learn the Alter Spell knack soon. This will allow her to make these types of spell modifications only if she needs them. But for now, Rachel decides simply to spend 4 more points (2 x 2) to make her elemental last for 30 minutes. The total Essence cost when casting this spell is 20.



Justin has what he believes to be an incredible idea for his necromancer, Zer'Nga. Picking through the fallen on the fields of combat, he wants Zer'Nga to be able to reanimate creatures that have fallen. Now, Zer'Nga already has the Alter Spell knack, so he has the added convenience of being able to shape his spell based on his needs. But for a base spell, Justin chooses 3 medium creatures. Medium has a modifier of 3: 3 x 4 = 12. And to summon 3 medium creatures costs 3 x 3 = 9. So, for Zer'Nga to cast this reanimate spell, it costs him 21 SCP. And that's only for them to last another 10 minutes. But Justin figures that's enough. Already entrenched in a fight, they're not likely to last much longer than that anyway.

CONTROL SPELL

A base control spell is defined as having 1 target and lasting for 1 round (or 10 minutes non-combat only).

INCREASE	SCP COST
Duration (1 round or 10 minutes)	1 (per target)
Number of Targets	1
Lower Resistance	1(per -10%)

Tim has created a smooth-talking caster that wants to have a soothing effect on those he speaks to. So, Tim creates a basic Charm spell to affect 2 people for a full hour. Adding a target makes the spell cost 2 SCP, and having the duration increased from 10 minutes to 60 adds 5 (50 minutes) * 2 (targets) = 10 SCP. So, the final spell cost is 10 SCP.

The target gets a full Will Roll to avoid being charmed. If the arcane or mystic chooses they can add to a control spell, lowering the targets resistance. For every -10% used to lower the targets resistance, cost 10 SCP/1 target.

ENHANCE OR WEAKEN SPELL

A base improvement spell is defined as a 1 point increase in any attribute, roll, defense, or ability for 1 round or 10 minutes (non-combat only).

INCREASE	SCP COST
Targets	1
Duration (1 round or 10 minutes)	1 (per target)
Enhancement +1	1 (per target)
Weaken -1	1 (per target)

Enhancing/Weakening Spells cover a wide variety of spell types. Anything from increasing your character's strength, to bolstering an ally's ARV, to stunning an enemy- all are types of Enhancing/Weakening Spells.

Sam's wizard is hoping to prevent becoming mincemeat by crafting a spell that gives him some basic armor enhancements. Having a particular affinity for Air, he decides on a spell called Cyclonic Defense. Sam wants this spell to last 5 rounds, and grant him 5 points of natural ARV. The calculation is simple. A 5 point enhancement that lasts 1 round costs 5 SCP. Adding 4 more rounds makes this Cyclonic Defense a 9 point spell.

To Sam's left sits Tara, whose mage wants to help the front line in a fight. Tara makes a spell she entitles Weak Arm that gives -2 strength bonus to 5 enemies for 2 rounds. 5 enemies mean 5 points. 5 enemies also mean 10 points for 2 rounds, as well as 10 points for weakening them all -2. (5 * 2 = 10)

Add that all up, and Tara's spell, Weak Arm, takes 25 points to create and cast. On the other side of Sam sits David. His Battlemaster wants spells to benefit his uncanny prowess with the sword. So, David decides to give his Battlemaster a spell he names Chilling Blade. The mage casts it on his sword, and for 3 rounds, it does an additional 5 points of cold damage. The 5 points for 1 round would be a 5 point spell. Add two more rounds for a total of 7 points. It is quite beneficial for a cheap, low level spell.

RESTORATIVE SPELL

A base restorative spell is defined as a 1 point of healing, dispelling magic, poison cure, or absolution done to a single location/target from touch range.

INCREASE	SCP COST
Restoration +1	1 (per target)
Number of Targets	1
Internal Healing or Area Effect	x2
Range + 10'	1
Difficulty Modifier	* the modifier

Restoration magic appears at first to be a cheap spell type. But, when a healer is looking at a party full of half dead allies, casting that +5 healing spell across 5 different characters, all who need help to stop multiple wounds, the task looks a little more daunting. Especially, if that spell is a touch spell.

James Ravenloft is a fortune-seeking caster who has detected some trace of dark magic encasing the chest he'd like to open. Though James has no idea what the curse may hold for him, he is confident when he casts his Dispel Magic spell, that curse will be gone for good. The Lorekeeper informs James' player that the Difficulty of this curse is a 3. His player knows he should have no trouble with this. When he created the spell, the player made it able to dispel a single target at +4 from 20' away. With a range of 20', the spell cost James 3 points. Increasing the difficulty modifier to 4 makes the spell cost 12 points: (3 x 4 = 12).

And that healer we mentioned before? His spell wasn't a touch spell, it was a 10' range spell. But the 5 characters with multiple wounds sets the bar at 10 points: (5 x 2). But that spell would only give him 1 point of healing for each ally. Adding an additional 4 points of healing makes the spell cost 40 (10 * 4). And to top it off, the range of 10' adds a final 1 SCP to the build cost. The healer's spell weighs in at 41 points.

Healing spells are determined from the start as to their intent. Do they affect one location, multiple locations, or the all locations at the same time? This must be determined at the creation of the spell, but can be altered to fit the caster's desire as they gain levels and increase areas of the spell.

TRAVEL SPELL

A base travel spell may come in two different forms. For a distance-based travel spell, it can be defined as 10' traveled or 1 mile, depending on how the spell was written. For a time-based spell, it is defined as the effects lasting 1 round or 1 hour, again, however the spell was written. Travel spells are also more complex than many spells offered and cost *double* the spell's original SCP to cast.

INCREASE	SCP COST
Number of Targets	1
Distance + 10' or 1 mile	2 (per target)
Time + 1 (round or hour)	2 (per target)
Additional Special Effects	2 (per target)

Travel spells come in many different forms. Teleportation, flight, increased jumping, portals, and calling steeds are all forms of travel spells.

Consider first, a multi-classing thief who is also on the arcane path. The witty rogue wishes to have a spell he calls "Pop out and Say Boo". In Essence, it is a teleport spell that allows him to appear behind an enemy, allowing him to use his backstab ability. But how much does it cost? He is targeting only himself. So, the base cost is 1. Just to be safe, he makes this spell able to transport him 20'. He knows he doesn't have to go that far, but the option is available for him. Had he decided upon 1 mile, his short, 10 or 20' jumps would be irregular and inaccurate. So, adding another 10' to the spell is 2 SCP, giving the spell a grand total of 3 SCP. But remembering that travel spells cost double to cast, this will take 6 Essence to complete the spell. This works perfectly for the thief.

A more adept caster currently has the spell 'Walk on Water.' It allows him to walk freely on the top of any water surface for one hour. He wishes to expand the spell and allow up to 2 companions to share the effects. He also wants to speed up their travel time, which would be considered another special effect. His original spell is simply the base spell, valued at 1 SCP. Adding two companions increases this to 3. The additional effect costs 2 per target, which means it costs him 6. That makes the total at 9 SCP. But remember, travel spells cost double to cast. So, it will take 18 Essence when casting. The effects are that the caster and two friends may walk at twice the normal walking speed across water's surface for the period of one hour.

Now that you have just about completed the spell creation process, don't you feel like your character is unique? There is no other way to personalize a character more than to have their entire spellbook made up of spells that no one else knows. They might be similar now, but as your character grows in power and knowledge, think about how each spell will grow with them. You have total control over how each spell will take form as it grows. Some will stay small while others will become all consuming in their power. Realistically each spell is unique in its own development, diversified by the users own personal attributes, mental control and imagination. How a spell takes form is set in motion by a single thought; that is how it becomes reality. It is draw from the ether and made manifest by the caster, who, gives it shape, form and power.

OBJECT SPELL

A base object spell is defined as transporting (10'), reshaping, recharging (+5), or creating a single inanimate object weighing 10 pounds or less.

INCREASE	SCP COST
Number of Targets	1
Distance + 10'	1 (per target)
Weight + 10 lbs.	1 (per target)
Recharge +5	2 (per target)
Enhancement +1	4 (per target)

This is the type of spell that enchanters use to enhance items and make them magical. It is also what those adept with Terrastones or focus objects will use to recharge those that have been depleted. This also takes into account magical transportation, such as levitation, as well as transmutation (changing one object's shape and structure).

An adventurous mage has found two treasure chests piled full of gold and gems. He is too weak to carry them alone, but his cart is just outside the cavern, a mere 40' away. So, he mutters a few words, waves a wand, and the two chests rise up to waist level and began floating toward the entrance. How much did this cost him? Well, the basic spell allows transporting a single item of 10 lbs., 10'. These chests were 50 lbs. each and he moved those 40'. Two chests, moving 10' is 2 points. Two chests moving 40' is 8 points (3 for distance * 2 per target = 6. Add that to the base 2 points.) To top that off, each chest is 40 lbs over the base limit. That's another 8 points (4 for weight * 2 per target = 8). That gives a total cost of 16 SCP (8 + 8). Not bad for two chests full of loot.



STRATEGIC SPELL

A base strategic spell is defined as having some special ability granted to a single target with the duration of 1 round or hour (as always, depending upon how the spell was worded). In some cases, the spell will have an area it affects. If so, base area is considered to be 1 mile. Finally, strategic spells are usually highly complex and cost *double* the original SCP cost in order to cast.

INCREASE	SCP COST
Number of Targets	1
Affect Inanimate Objects	1 (per target)
Duration +1 Round or Hour	1 (per target)
Area Affected + 1 mile	2

Strategic spells also have a wide variety of types, ranging from invisibility and magic lighting to telepathy and detecting life or evil. If you are unsure how to craft your strategic spell, ask your Lorekeeper for help or ideas.

Two spell casters in a party have unique invisibility spells. One has a basic spell that affects him, alone, for the period of one hour. He doesn't even bother taking anything but the clothes on his back when he goes invisible. A spell like that affects 1 target with 1 effect for 1 hour. Looks like a base spell there. But remember, strategic spells cost 2x the SCP cost to cast. So, for this spell, he spends 2 Essence and goes invisible.

The second spell caster has a much more complex spell. She wishes to take 2 other members of her party with her as well as all their gear. That's 3 targets, total, and taking inanimate objects cost another 1 point per target (3). The total SCP cost is 6 for this spell. But remember, you pay 2x the SCP to cast strategic spells. So she uses 12 Essence to cast her invisibility spell.



A druid approaches a forest and wishes to see what kind of life lurks inside. He casts his Detect Life spell which gives him a clear view of sizes and locations within a 2 mile area. He's targeting only himself, but adding an additional mile to the detection. (1 + 2 = 3) That's only 3 SCP to create. But keep in mind, in order to cast, the spell cost is double. So, this detection costs the druid 6 Essence.

PRAYERS & POWERS



he Holy Careers in Broken Swords & Battered Shields are different from their Arcane and Mystic counterparts by the way they are set apart in the world from magic. They are able to astound the people of the world with their small to grandeur miracles that seem to happen wherever they go. Miracles seem to follow them. They do not use magic nor do they need to study to obtain these miraculous results. They are weighed and measured not by their peers but by their faith. They walk a very tight path in life for their deity; neither can they sway to the left or right without adverse penalties happening to them. They can call forth food for the poor, heal the sick, and even change the course of rivers. They do not meddle in the affairs of state unless pushed to do so and, depending on their deity; do not call forth the death of innocence at random. No deity would ever outright kill for their servant for it is their strength that moves the world and calls forth the fates to determine who lives and dies upon it.

As you adventure forth into the world as a Holy follower of your deity, remember, that the world lies in your hands not at your fingertips as the Mages see it. Your path within the world lies beyond the Essence of life.

HOW PRAYERS WORK

The performing or bringing about of miracles is based on your god and faith, and is a more highly dedicated path than magic. Prayers are based solely on the (PC's) Player Character's faith and not their ability to harness, control and cast spells. A PC's faith determines the magnitude of the prayer and what the character is going to request from his/her deity. On the CRS (character record sheet) is an attribute called 'prayer', which has a percentage located after it. Every time a PC prays to his deity for a miracle to happen, he rolls against this percentage to see if his deity is aware of his request. If a prayer attempt is failed, each attempt for the same request is rolled at a –20% chance to be denied by their deity.

(Example: a cleric with a 60% prayer skill can make the same request 3 times, once at 60%, the second one at (-20%) 40% and the third one at (-40%) 20%.

The more spectacular the miracle the larger the negative modifier will be for the next request. Also, your "Faith Stat" will increase according to each success and decrease according to each failed attempt. A PC is measured by their faith alone as to how influential they are in the world. Once a prayer % is rolled (adding in your faith modifier), the PC must consult the affects chart. Either the PC or the Lorekeeper can roll this. The Lorekeeper must keep track of how well the player role-plays their character within the guidelines of the deity. They will also be graded on their personal goals or limitations that they set in the beginning.

Failure to follow the guidelines will result in negatives that will affect the roll on the chart downward while going beyond one's deity duties will yield positive results on the chart.

There is one type of personal power and two types of prayers available to any holy career. This power is granted to the Holy when they reach their second career. The first is a personal power that can only be used on themselves and requires a PAV, (Power Activation Value), Roll to accomplish, but is also affected by the actions of the character since all power comes from their deity. (Example: Tao has the ability to summon a bladed-staff but has been slacking off on his duties of protecting the innocent. After the innocent is roughed up, he decides to intervene and summons his deadly bladed-staff, but only a quarterstaff appears. He has lost favor with his deity at this time and must make repentance at some point soon).

The second two prayers are minor and major miracles, which must be prayed for to activate. Even then you might not be in your deities favor to answer. This is when you will use your prayer stat to roll under and if successful, you must then roll on the deity chart to see what the answer is. Playing a Holy Career is a dedicated process and isn't just having magical powers that work when you pray for them every day. It is all based on the players' ability to role-play their chosen profession exactly like they have written it. Below is the chart that is rolled on when activating your prayer power to perform minor or major miracles such as healing everyone in battle, raising a fallen comrade, etc.

FAITH ACTIVATION CHART	
01-05%	Your prayer goes unheard by your deity. You are out of favor from your deity. You can attempt to roll at 5% (a number of times equal to ½ Faith Score) and if successful, you can only seek forgiveness from your deity and lose -2% to Prayer Score.
06-15%	Your heart goes unchecked and your deity is mad at you while you are walking outside of their shadow. You walk your own path and not theirs: No ill effect; do not attempt another prayer until tomorrow. Seek restitution through prayer tonight and lose -1% to Prayer Score.
16-85%	Your prayer is answered with normal effect; you are in good favor with your deity. Your deity is satisfied with your personal devotion to them.
86-95%	You are in above favorable status with your deity for they are extremely pleased with your devotion to them and their love shines down on you. Your prayer is granted with double the effect of a normal answer and gain +1% to Prayer Score. (Minor Miracle)
96-99%	You are walking in the true path of your deities' favor as they watch your every move. You have gained your deities' favor in your request. Your prayer request is doubled and you can pray immediately with another request for the same effect without rolling and gain +21% to Prayer Score. (Major Miracle). Your prayer request has been personally answered by one of your deity's servants.
100%	Your Essence shines with your deity's glow of blessing. All of your comrades receive +10% to CAV/SDV, +2 to ARV, and +10% to all Saving Throws (this is not cumulative). All enemies are at –10% to attack you. Your deity has personally come to answer your prayer request and appears to show all how pleased they are with your devotion to them and gain +3% to Prayer Score. (god effect of prayer)

Remember that the Lorekeeper may not have you roll on the Prayer Activation Chart every time a prayer is done. If they feel your request is normal to your deity, they can just let it happen. The chart is for when you are requesting above normal means or are walking out of the path you set for your character and his deity. You may also have a moral code of conduct that goes with your deity as well. All effects are not cumulative if you roll on the chart more than once. You may roll to see if you can continue to pull off miracles. Also, remember that your score will continue to decrease as each request is answered.

DIVINE POWERS



he Holy Careers also receive a special potential given to them from their god or goddess which are called "Divine Powers". The Divine Powers are created in the same way as Arcane Spells. The difference is that the Holy Career Character must sacrifice their Prayer Skill total to receive that number in PCP (power creation points). This might not seem like much but their powers are granted to them by their deity and thus actually become part of their Faith. It will take a Holy Career the same amount of days as the power cost to recover their lost prayer score sacrifice.

Creating a Divine Power is quite simple. You sacrifice your Prayer Skill total in the amount of your power and receive that number in PCP that is used to create the power, the same way that arcane spells are created, except that you do not need to follow a particular element. Your sacrifice is your creation. Once you have created the Divine Power, the percentage chance for success is ½ of your current Prayer Skill, not counting the PCP deduction. From this creation point forward, that Divine Power will increase at the rate of +1% or -1% depending on how successful or unsuccessful it is.

The Divine Power levels can be increased after sacrificial creation by applying 1 DP to your Faith Score. Advancing your Faith Score by 1 point gives you +1 Divine Power Level (DPL) in any Divine Power you wish. Don't forget to follow the spell creation formula for power levels, they pertain to the type and number of dice you will need to roll for healing, damage, or whatever the elect of the power is.

There is no limit to what a Holy Career can create from their deities. They can create Divine Powers such as the example below:

Holy Fire (spirit-fire) Power Level 10 (1d10) – The person's body is engulfed in a violet flame that scorches their very soul (1d10 direct damage to all body locations) attempting to burn away the impurities that have manifested themselves within causing the person's soul to become black with evil.

Cleansing Rain (spirit-water) Power Level 18 (2d8+2) – The persons in the immediate area of 10 feet surrounding the Paragon, who are chosen by them, are gently rained upon and healed for the divine power level in Body Points, dice are rolled accordingly.

MARTIAL COMBAT

"If you know the enemy and know yourself, you need not fear the result of a hundred battles. If you know yourself but not the enemy, for every victory gained you will also suffer a defeat. If you know neither the enemy nor yourself, you will succumb in every battle."

–Sun Tzu, The Art of War

This combat system might seem complicated but in all actuality, it is quite simple. As the player you will be in complete control of how your character reacts during any given fight. The one thing you do not have control over, is FATE, the roll of the die, the outcome of damage that is done, or how the other player characters will react.

THE MARTIAL EXPERIENCE

Let us tell you right up front, that combat in *Broken Swords & Battered Shields*™ is more toward the realistic, than the fantasy. Combat can also be very short or very long depending on the Lorekeeper and the difficulty of the encounter. This combat system has 10 potential body locations to score a hit on and the armor that protects those locations reduces the damage done before allowing any damage to penetrate through. It is the realistic feel that fits the game, making combat more of the strategic encounter that it should be, instead of the random sword swinging and "I Hit. Here is the damage. Next person please".

Combat is all in the imagination of the Lorekeeper and his players. It can be a swing and hit encounter up to "I tumble forward between the giants legs and stand up behind it, stabbing it in the back". Broken Swords & Battered Shields utilizes a unique battle system that uses a Battle Board to keep track of combat. Here, the players and Lorekeeper can see how combat is progressing and who goes next. This is the style of combat that the play-testers demanded I return to after trying different styles and systems.

Actually, combat is very simple to learn. I have tried to keep combat as simplistic as I could so it would not drag on and on. The first item to learn is that it is possible to fight in combat without lots of heavy armor and come away alive. The second is that you will always come away bleeding from one area or another unless extremely lucky.

Combat is divided into 60-second rounds. In real combat things go very fast and there is little time for hesitation. When we use the term 'round' it stands for 60 seconds of combat. One round of combat equals a minute of real time. Most battles started fast and furious and soon everyone was growing tired, slowed down from over exertion.

On your **CRS** (character record sheet) you will notice **CAV, RAV, DDV, PDV,** and **SDV.** These are the prime fighting scores for fighting without magic or powers. The CAV (Combat Attack Value) or RAV (Range Attack Value) is what you roll to hit an opponent and the DDV

(Dodge Defensive Value), PDV (Parry Defensive Value) or SDV (Shield Defensive Value) is the number you roll to dodge, parry or put a shield in the way of their return swing. See, easy!

At the start of combat everyone involved (all players and the Lorekeeper) will start off with a 20-sided die. This is your initiative die. On your CRS you will find an Initiative Adjustment Score that will determine whether or not you will add a number to the roll or subtract. Initiative is covered more completely later on.

Now, let's throw that 20-sided die and add or subtract your modifier from the number rolled. Let's say you rolled a 17 and your modifier is +3. Your initiative (when you react) for this combat is 20. After everyone involved in the combat has rolled their initiative, including the Lorekeeper's minions, the Lorekeeper will ask for the highest score. The player with the highest initiative will go first declaring what action they will do or what minion they will attack. Once their actions or attacks have finished, they will add up their CSV (base CSV score + weapon CSV + any actions) and count down the Battle Ring that number of spaces. This is where they will go in the combat segment. You only roll initiative at the beginning of every combat, not during the combat rounds.

You can attack multiple times in a round (if you possess the skill) if you decide to do so by adjusting your location on the Ring using your CSV and any action adjustments, until all attacks are finished. Don't forget to mark off your Endurance in the process for each swing of your weapon. This is covered more in depth further on. The more Endurance you lose the quicker you become tired and the sooner your defenses start to dwindle.

On your turn, you roll against your CAV Score on percentiles, (2) 10-sided dice, one is read as tens and the other ones- like 2 and 0 = 20. You must roll the CAV number or below to hit. So, let's say that you do. Good! Now, you roll the damage that your weapon does, plus the Might Bonus, and any other bonus, magical or otherwise. Once you have this number, take a 10-sided die and roll it again to determine in which location you hit your opponent. The damage is applied and it is determined whether or not you actually drew blood. His ARV (Armor Resistance Value) is deducted from your damage along with his SDV (if a shield is used) and the rest goes through (penetrating the armor) and is deducted from the BDP (Body Points) in the location you rolled on the 10-sided die. When your opponent attacks you, roll percentiles against your SDV Score (if using a shield) to block. A number of damage points is done, say 16, your shield stops 6 and your ARV is 4 in your right leg (16-6-4 =6). So, 6 points of damage are deducted from your BDP in that leg location and 6 point of damage goes through the armor and is deducted off of the Body points of that location.

Easy, simple, deadly; the way combat is supposed to be. Remember that the more party members are attacking one target the less chance of dying there is. Read further to find out about Critical Strike (CS) and Mortal Wounds (MW).

EXPERIENCING COMBAT

First, either the Lorekeeper or the players declare combat. At this point, the Lorekeeper tells all players involved in the combat to roll their Initiative. Each player will tell the number they rolled so all know when their action will take place. The Lorekeeper rolls for his creatures too, either as a single unit or separately, depending on his choice. The Lorekeeper will now consult the Battle Board, starting with the highest Initiative (or the character furthest back on the ring) going first and so on until the round is over.

Our group of characters has stumbled upon a cranky old Cave Bear and has made it angry. The bear decides to attack the group out of pain from an old arrow wound. The

Lorekeeper declares the bear will attack and combat begins. The Lorekeeper shuffles the deck of combat cards and counts out 6 cards. Since there are 3 characters in the group, there are 2 cards for each, placed on the board face down. These are the event cards that might affect combat if someone lands on the number. The Lorekeeper secretly decides which numbers will correspond to the 6 cards and combat begins.

Player 1 has an initiative of 23 with his thief. He decides to attack the cave bear from a distance; throwing a Mythril knife at it. His CAV is 51% and he rolls 10%. This, for the Thief, is a CS or Critical Strike, showing that his throw was almost perfect, and hits the target for almost maximum impact. A CS bypasses half the natural armor on the bear. The Mythril adds +4 to the knife's damage of 1d6+1 and he rolls a 3 on a 6-sided die. So 3+4 = 7 points of damage and the Thief's Might Damage bonus of +6 is added for a total of 13 points damage to the bear's 1 or head. It has a natural ARV of 6 there. So the bear loses 10 BDP in the head. Player 1 then moves his thief down the Battle Line on his thief's CSV of 10 plus the "throw a non-standard weapon" action of +3, for a total of 13, starting with 60 he counts down to 47 where his next attack will start.

Player 2 goes on a 19 and rolls a 01 against his CAV with his warrior doing a MW (Mortal Wound) to the bear. A MW allows the player to bypass all ARV doing rolled damage directly to BDP for this one attack. The Warrior uses a 1-handed Mythril Battle Axe (2d8+4), has a Might damage bonus of +10, so he rolls a 12+4+10= 26 points of damage straight to the bear's 4 left front leg, causing 26 points BDP damage to come off that location. Player 2 moves down the line based on their CSV of 15 to number 45.

Player 3 goes on an initiative of 15 and casts a fireball spell at the bear. He rolls against his MAV (magical attack value). He deducts the spell's cost from his Essence Points and rolls. He just makes his MAV of 64% and the fireball explodes into the bear's 1 (head) for 2d10 points of fire damage. Luck is with the mage today as their die turns up on a "1" and a "6" or 16. Minus half the bear's natural ARV of 6 (magic goes straight through armors except natural armor does protect) so the fireball spell does 13 points of BDP damage directly to the head location on the bear. The spell's CSV is 20 so they will move down the line to 41 for their next attack.

The bear attacks on initiative 12 and is now in a state of fury from pain (a bad position for our heroes) for it will now automatically attack with a CS (this is the bear's knack). It has a 55% chance to hit and does against the warrior since he is the only one engaging the bear hand to hand. The warrior automatically rolls against his SDV and succeeds in putting his shield in the way of the bear's claw. The damage from the bear's claw is 2d12+12 for Might Bonus damage. The Lorekeeper rolls good for a total of 18, plus the bear's Might damage of 12, for a total of 30 points to the warrior's number 3 location: the left arm.

The Large Round shield he uses has a 6 ARV but only absorbs half for 3. His doublemail armor; which usually stops 16, now stops 8 for a combined total of 11 ARV, letting a total of 19 points go through into his left arm. The damage of 19 BDP is deducted from his total of 35, leaving only 13 left in the 03 location: left arm. Still functional, but another mad blow there could have his weapon arm useless. The mage shudders knowing his arm would have come off. The bear's CSV is 18 and moves down the line to 42.

From this point on, the player whose character closet to 60 goes first and then once again uses their CSV to move within the ring. Fumbles and event cards can alter this location but you will always use your CSV + weapon speed + any action to make your move.

This is how the combat is experienced in Broken Swords & Battered Shields… nothing fancy; just plain real. The characters in the example were a higher career and had a



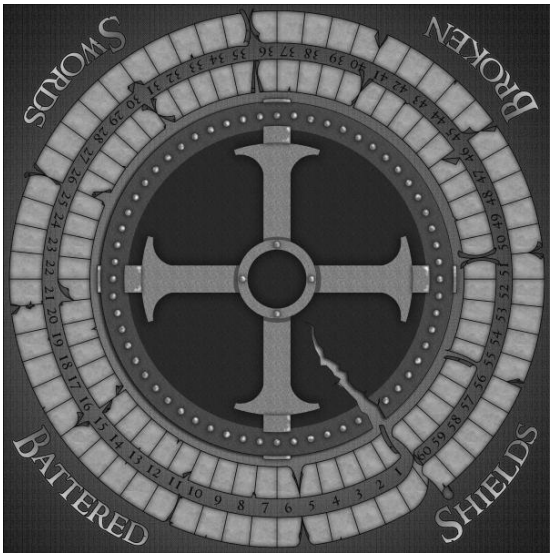
few magical toys to demonstrate the combat. Lower career characters would have fled from the bear or thrown food down hoping to escape. What might happen next in the example lies in the Lorekeeper's hands, for only they know where the story will go? How a creature or humanoid will react to a given situation also lies in their hands. Every Lorekeeper experience will be different. Never hold a Lorekeeper to a set value of rules, let their story flow.

THE BATTLE BOARD

Broken Swords & Battered Shields boasts a unique combat system that utilizes a Battle Board, Battle Cards, and an Arena. An alternative to the Battle Board is our Battle Line. It works the same way, but instead of round it is an extended line.

The Battle Board and Battle Cards can be purchased separately from our website www.visionationstudios.com. Simplified versions of the Board, Cards and Battle Line can be found on the Download section of our website.

Broken Swords & Battered Shields utilizes what we call the Battle Board which is where all combat is calculated. The board is approximately 36" x 36" and houses two separate rings and an inner-field ring called the "Arena" where miniatures can be used to demonstrate the actions taken in the combat. The furthest ring out is called the "Player Ring"



and the spaces within the ring are blank. This is where the player's figures, color pawns or playing pieces are placed to represent their place in combat as you count down the rounds. As you change weapons, hold attacks, or get ready for another attack, you will move that piece down toward 01 and the end of the round. The second ring is for the Lorekeeper's minions in combat during each round.

Action: An action is anything that the character might attempt during combat such as a shield block or tumble maneuver. These come with CSV action points that are added to the character's CSV either immediately or after their attack.

Round: A Round consists of 60 seconds of combat time and equals 1 minute of regular game time. A Round starts at 60 and counts down to 1. The round begins after initiative has been complete and the characters are circling the Battle. Every time 01 is passed a new round has begun.

Second: The number that represents each second in a round that you are counting down from 60 to 01 is considered a Second of Time in game terms.

EVERYTHING TAKES TIME

Every action will cost the hero a certain amount of time to complete. Some of this will be discussed in detail later, but below you will find most of the time costs related to battle.

Attacking: This is based on Character's CSV and the Weapon Speed they are currently using. Consult the Weapon Speed charts for details.

Changing Weapons: A hero actively engaged in hand to hand combat wouldn't feasibly be able to sheath one weapon and draw another. No enemy would grant that luxury. So, in most situations, the hero is forced to throw down his current melee weapon and draw the one he wishes to wield during combat. This full action is based on half your CSV + that Weapon's Speed in seconds. If he is in a situation that allows him to sheath and redraw unabated, both actions are calculated the same (CSV/2 +WS).

If a hero at range wishes to shoulder their bow and draw their sword, it is also your CSV/2 +WS for the second action. The Lorekeeper may then decide it takes them time to charge into the fray. Characters moving from melee back to range not only have to retreat a safe distance, but it takes them multiple seconds to sheath and unshoulder their ranged weapon of choice. The Lorekeeper may also wish to add additional seconds on for stringing the bow, loading the rifle/crossbow, etc.

Spell Casting: A newly learned spell (same career level as the caster) takes half their MSV plus the spells power level in seconds to complete. As an example, a level 1.1 (career 1, level 1) mage takes +16 seconds to cast his new fireball spell. With his MSV at 10 and his fireball spell power level set at 12, they total +16 seconds between casting times. Each spell will have a different MSV total between casting times. As their power levels increase so will the time between their spells. A spells MSV can be lower when advancing in levels if the caster wishes to.

Called Shot: In short, this action takes (+10 seconds) extra time to perform, and there is no Endurance recharge during this time. (Endurance and Called-Shots will also be covered further on.)

Movement: Your hero may be at the entrance of a long hall and want to charge to the far side. How long does this take? There is a simple formula to determine how far he moves every second.

Movement = Feet per second = 10 + Initiative Bonus – Armor Penalty

Dodging: While there is no Endurance cost to dodge, it also takes a full +10 seconds to recover. You may have stumbled into a compromising position, or even dove out of the way. Back on your feet, soldier!

Essence Recharge: A mage in a heavy battle is bound to run out of Essence with which he uses to cast his spells. Even a fighter with a magical amulet may be using Essence to keep its effects working. They may take +10 seconds to focus on regaining their inner strength, and recover 1 Essence.

Endurance Recharge: Endurance is discussed in the section below. Essentially, your hero *will* get tired while fighting. Taking a quick breath before attacking again is a good way to recover Endurance. Waiting +10 seconds recovers 1-Endurance.

BATTLE BOARD ACTIONS

There are numerous actions that can be taken on the Battle Board and every one of them has a CSV cost attached to them. If you want to reach into your pack, or change weapons, they have a CSV penalty to them. See below to find the appropriate action you wish to take.

These actions are cumulative to your CSV for numerous attempts during combat. If it is not your turn and you are defending against an attack with your shield or parrying with your weapon, each attempt moves you down the ring regardless of whether you were successful or not. All actions have a cost to them; any that are not listed will be given by your Lorekeeper, with a set speed associated with them.

Actions that are listed here do not require you to subtract an Endurance Point when attempting them. They already have a penalty adjustment associated with them and are not considered over exerting oneself. These are actions that are performed daily so they are considered easy but time consuming. There are actions that are cumulative when you perform the same action over and over consecutively and there are actions that stack, two different actions performed simultaneously.

Some actions happen before a CSV action takes place while others happen after your CSV action and are stacked. This is up to the Lorekeeper and their view of the action taking place. Not everything has to be used or you might think of actions we have not accounted for. That is fine, just add it to your group and move on.

ACTION DESCRIPTIONS

ADVANCE INTO COMBAT: (+5 seconds) This is the action performed when you intend to advance on an enemy who is out of your reach.

APPLY FIRST AID: (+30 seconds) When you need to give first aid to a fallen compatriot during battle.

ATTEMPT TO GRAPPLE: (+5 seconds) When you are planning to attempt to grapple a person during combat for unarmed combat, then this action is added to your CSV before the action actually happens.

BLOCK WITH A SHIELD: (+2 seconds) Every time you block with a shield, you move down the board +2-seconds, this number is cumulative and immediate.

BREAK OFF AN ARROW: (+5 seconds) When you need to break an arrow off at the shaft after it has struck you to continue fighting or to deliver first aid. These actions do stack.

CLIMB UP: (+5 seconds) How long it takes to climb up to a higher position. The Lorekeeper can add additional seconds on to this if they believe it will take longer to reach.

DEFEND A POSITION: (+20 seconds) A combat action that means you are in a totally defensive position where you cannot attack or recover health, essence or endurance. When in this position your CDV is increased by half again.

DISENGAGE: (+15 seconds) When leaving combat to go and hide or the need to recover health, essence or endurance.

DODGE: (+10 seconds) This action is accumulative to how many attacks you dodge. A successful dodge avoids all damage.

DRAW A WEAPON: (W-CSV seconds) To pull a weapon from a secure position on your person cost the weapon's CSV in added seconds.

DRINK A POTION: (+5 seconds) How long it takes to swig down a potion in combat.

DROP A WEAPON: (+2 second) To drop a weapon to pull a different one, the actions do stack

DROP PRONE: (+2 seconds) To fall prone to avoid an attack or for any other personal reason.

ENGAGE A BATTLE STANCE OR SHIFT A COMBAT MOVE: (+15/+5) These actions add +15 seconds onto your action when engaging from one Battle Stance to the next or +5 seconds when shifting to a different Combat Move.

HOLD AN ATTACK: (+10 seconds) To hold an attack to wait for an opening advantage or for combat to progress further in your direction.

JUMP DOWN: (+3 seconds) How long it takes to jump down from a higher position during combat.

KICK OR THROW DIRT: (+5 seconds) To play dirty one must use what is around them.

LEAP FORWARDS: (+3 seconds) Leaping forward cost this many actions to be added to your CSV or more depending on the Lorekeeper's decision.

LEAP BACKWARDS: (+2 seconds) Leaping backwards is the same as leaping forwards.

LEAP FROM A MOUNT: (+3 seconds) If you are attacking while mounted and need to dismount in a hurry. This action does stack with actions like "Draw a weapon" which would be +3 seconds and +5 seconds for a total of +8 seconds at the minimum.

LEAP ONTO A MOUNT: (+5 seconds) If you need to get onto a mount quickly in combat it is not done gracefully. This does stack if you are running to the mount which falls under "advance to new opponent".

PARRY AN ATTACK: (+2 seconds) When parrying an attack with your weapon, you move down the board +2-seconds, this number is cumulative, and does occur immediately.

PAUSE & LOOK AROUND: (+5 seconds) To stop what you are doing and look around the battlefield to get your bearings. This helps reposition your thoughts as to what is going on around you.

PULL A POTION: (+3 seconds) To take a potion out of you belt pouch or some other quick grab area. If your potions are in your pack then see "Reach into pack" action.

PULL & THROW: (RSV+WS in seconds) When you need to pull something off your person and throw it at someone or something quickly.

REACH INTO PACK: (+15 seconds) When you really need to scourer through your pack in the middle of combat for that special item you have that you forgot to equip ready before combat began.

REST: (+10 seconds) This is how long it takes to stop and rest, out of combat, to regain Body, Endurance or Essence points.

SHEATH OR SHOULDER A WEAPON: (+modified CSV seconds) This action is added to the "Draw A Weapon" action when replacing one weapon with another for a total stack of the weapons CSV factor.

SNEAK ATTACK: (+10 seconds) This is how many additional seconds it takes to position yourself for a backstab on an unexpected person. This is stacked onto your normal CSV with the weapon you are using.

STAND UP: (+20 seconds) If at any time you are considered prone, move +20-seconds down the board to stand up. Unless otherwise stated, you can still defend.

STRIKE WITH A SHIELD: (+ Shield's WS) This action is added to your CSV, just like any weapon would.

THROW AN ITEM: (+3 seconds) To throw any weapon at something, this is the pull, throw, and recovery time.

TUMBLING: (+5 seconds) To attempt a tumble this represents the total roll performed so this is applied before the action is taken showing that you are in the process of tumbling.

BATTLE BOARD ACTIONS

ACTION	CSV	ACTION	CSV	ACTION	CSV
Advance to new opponent	+5	Drop a weapon	+2	Pause & look around	+5
Apply First Aid	+30	Drop Prone	+2	Pull a potion	+3
Attempt to grapple	+5	Engage a stance or combat move	+15/+5	Pull & Throw	RSV+WS
Block with shield	+2	Hold an attack	+10	Reach into pack	+15
Break off an arrow	+5	Jump down	+3	Rest	+10
Climb up	+5	Kick or throw dirt	+5	Sheath/shoulder a weapon	CSV+WS
Defend a position	+20	Leap Forwards	+3	Sneak attack	+10
Disengage	+15	Leap backwards	+2	Stand up	+20
Dodge	+10	Leap from a mount	+3	Strike with a shield	+WS
Draw a weapon	CSV+WS	Leap onto a mount	+5	Throw an item	+3
Drink a potion	+5	Parry an attack	+2	Tumbling	+5



SETTING THE CARDS

At the beginning of any combat, the Lorekeeper will hand out (2) markers to each of the players. They will then place their (2) markers next to a number (01-60) on the board. They are considered to be setting their own fate. Every time a character or opponent lands on that markers number, they will draw a Combat Event card. The card is read immediately and any event is handled as the card states. All markers are cleared and replaced before every new combat.

There are many combinations of how to handle the marker and card placement. This is only one of the ways you can play. No matter how you handle the combat experience, the result is the same, fun.

THE FIRST RING

At the beginning of the first combat round, you will determine your initiative as will all the other characters, including the Lorekeeper's own minions. The highest Initiative goes first, on down to the lowest to begin each round. After player finishes their action, (in which they attacked), they move down the Battle Ring the number of spaces equal to their combat speed value (CSV) + the weapon's combat speed (CS). A CSV of 15 with a sword would cause the character to move down the ring 15 spaces; this is applied to all speeds for any form of attack.

Once all characters have taken their first attack, the character closest to 60 goes next, and then the next, and so forth. There may be an instance where one character has 2 or even 3 attacks in a row before another gets the chance. Such is the case with faster characters.

The first ring is used as a launching point for the special Combat Cards that are placed on their designated spaces on the board and is called the Combat Ring. The players' characters use the outer ring to travel around. When a hero makes it all the way around past 1 on the board, they continue going around until combat is finished. Initiative is thrown only once at the start of combat.

THE SECOND RING

This second ring may also be used for any number of things that the gaming group wishes to have in view. This may range from the Lorekeeper's minions having their own ring, to placing markers to remember your Initiative roll, to even a countdown timer. A group with only 30 minutes of air in an old tomb would surely want to know how much time has elapsed.

THE ARENA

The center of the Battle Board is called the "Arena" which can be configured to have a map, hex-grid for figures, or any other idea the Lorekeeper might have. The Lorekeeper can associate some of the combat cards to the combat ring or to the arena. The choice is theirs. The purpose of the Battle Board is to keep combat fresh and exciting with nobody knowing what might happen. The arena is used when you have miniatures to represent what is going on in combat and the locations of opponents and allies. It helps to see what is taking place

and to strategize what will happen next. You can set the arena up however you like with columns, furniture, walls, whatever you use when you game. The arena area is not very large so choose wisely what you place within it.

COMBAT EVENT CARDS

This is where the fun begins in combat. The set of cards used in Broken Swords & Battered Shields are labeled Combat Advantage, Combat Hazard, Combat Event, Combat Treasure, Combat Dramodey, Luck of the Gods, Hand of Fate, Kiss of the Goddess, Act of God, and Random Encounters. The optional set of cards is the Dramtic Fumble deck. These can be used to replace the fumble charts in the back of this book.

The Lorekeeper might want to determine before the session, which cards he intends to be allowed to be used in the game or how many random cards of each category. You can use all some or none of the cards. They add to the games uniqueness, but are not required to play combat.

When a player's pawn finishes movement on a marked ring number, they get to pick the top card from the deck. They immediately need to read the card either out loud or quietly (card tells you) and do what it says. Everything takes place as it happens, unless the card can be held till later. The cards favor no one on the ring. Not even the Lorekeeper's minions are safe. They face the same fate as everyone else. If the enemy is grouped as one, then the card affects all of them the same. Fate plays no favorites.

The number of markers that are placed on the Combat Ring, Arena or both is based on the type of game you are running. The number after the type of game represents the number of markers that can be in play at a single time.

Realistic Game = 1/player
Fantasy Game = 2/player
High Fantasy Game = 3/player

The better equipped the character is, the better they should be able to handle more randomness in combat. Remember that the Lorekeeper may not get all of the cards into play.

CARD DESCRIPTIONS

Combat Advantage: These cards give the player's character an immediate advantage over their opponent.

Combat Hazard: An unlucky break has happened for the player's character that picks this card.

Combat Event: This is an event that is takes place immediately. Be creative with the event.

Combat Treasure: during the shuffling around of combat, something of value has been found.

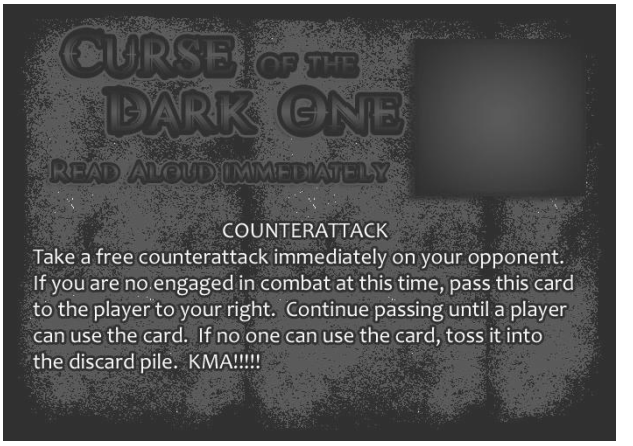
Traumatic Moment: This card has the players at the table interacting in a comedy or drama moment of combat.

Kiss of the Goddess: Drawing this card calls forth an event from the goddess. Her answer will affect everyone on the ring, she plays no favorites.



Act of God: Drawing this card calls forth an event from god. His answer will affect everyone on the ring, he plays no favorites.

Hand of Fate: This card affect the person drawing the card, but their fate is in the hand of someone at the table, other than the Lorekeeper.



Curse of the Dark One: This card affects everyone, but their fate has already been determined by the dark god and the Lorekeeper.

Dramatic Fumble: This card affects the character that fumbled instead of rolling on the charts inside the book you can use a dramatic fumble, applying the results instantly.

COMBAT INITIATIVE

When combat is declared each player and all of the Lorekeeper's minions (rolled separately) roll a d20 and add their Initiative Bonus to this roll. Your Initiative Bonus is found at the top of your combat record sheet. Once all rolls have been completed the player with the highest score goes first. They now will perform an action or an attack, after which they will move down the Battle Ring based on their CSV + weapon speed + any actions that might add to this number. The number that they land on is when they will go again in the combat order. The least number you have to move means a faster attack pace, the larger the number the longer.

Each player performs their action or attack at their initiative score or turn in the combat order. Initiative is only used at the start of combat, after that, a character's CSV and weapon speed play the part in combat movement. On top of their CSV and weapon speed, there are actions that will add to CSV before or after actions take place. Combat continues until one side is victorious or an event card causes the combat to abruptly end. Every combat round starts with 60 and ends with 01. This span of time is considered 1 minute of combat time.

Initiative: A d20 is rolled before combat begins and the number rolled, plus your IB (initiative bonus), determines who attacks first at the beginning of combat. This is the only time initiative is used in combat.

IB (Initiative Bonus): This bonus is added to the Character's base Initiative roll after all adjustments have been determined.

USING ENDURANCE

Everyone wears down in battle. The adrenaline rush slowly runs out. That extra caffeine just doesn't last. And the special potions are only good for so many minutes. This is represented by your hero's Endurance.

Endurance = Vigor Stat + Vigor Bonus

You may have the fastest martial master in the world, able to strike an incredible 12 times in a single minute. But if each swing saps 1-Endurance, how long can she keep up her flurry of kicks and punches? Your barbarian may wield a 3d10 Great Hammer, but that thing is heavy. He'd better have something to fall back on when he starts to wear out from the 3 Endurance it takes to swing his glaive. Endurance costs are as follows:

Attacking: If maximum damage of weapon (not including hero's damage bonus or weapon enhancements) is … then endurance cost is…

- 01-10 (example: 1d10), 0 Endurance
- 11-20 (example: 2d10), 1 Endurance
- 21-30 (example: 3d10), 2 Endurance
- 31-40 (example: 4d10), 3 Endurance
- And so on…

Spellcasting: In addition to taxing a caster of their Essence each time a spell is cast, whether successful or not, it costs them 1-Endurance/career level of the spell. Each career level spell, costs the caster the equivalent in endurance (i.e. a 3 career spell cost 3 endurance to cast). In times of great distress, the caster is actually able to sap some of their own Endurance to cast "one final spell". The cost is equivalent to double the PL of the spell that is attempted. (i.e. - A lightning bolt spell that typically cost 7 Essence may be cast using 14 Endurance.) If the mage's Endurance drops below 0 as a result, they are immediately knocked out. If the Endurance is below -5, every point beyond that results in a point of direct damage to their head (brain). No amount of ARV can withstand self inflicted mental trauma.

ALL ABOUT BLEEDING

Bleeding can be a life-threatening situation during combat. Bleeding occurs when a body location reaches 5 BDP in a location. That location will become useless. The loss of blood begins to increase, causing excessive blood loss. Body points will slip away, -1 every 30 seconds, until that location is stabilized by a first aid roll. If the location that is bleeding was caused by a critical, that location will bleed at the rate of -2 BDP per 30 seconds due to the excessive shock and damage from the critical.

Bleeding loss begins immediately at the top of the round for all that have bleeding occurring to them. Any location that goes to zero is rendered useless until that location is repaired. If the location is the head, chest, or abdomen, they are considered down, out and dying. Every -10 BDP a location reaches, the bleeding is increased by -1 point.

"Say you have 34 BDP in your chest and receive a critical strike there that drops you to 4 BDP in that area. On the next round you will lose -2 BDP in your chest and the round after that another -2 causing your chest BDP to reach 0. At the top of the next round, you are still fighting your enemy, but your chest just went to zero, so you pass out and fall to the ground. Your enemy stabs you again on their turn, adding another -10 BDP to your chest damage, which now puts you at -10 BDP in your chest location. At the top of the next round, you will lose -3 BDP in that location for trauma blood loss, this will continue at -3 BDP per round for 3 more rounds and then at the top of the round 4 your blood loss again increases by -1 for a total of -4 BDP. Your life is now quickly slipping away, because in 3 rounds, you will be losing -5 and 1 round after that you will die."

Now, this is an example of what could happen in a combat when no one is able to get to you in time. If you had drunk a healing potion or used a healing slave back at the onset of the critical, you might not have died, but all choices are yours and yours alone.

LEARNING TO RECOVER

After combat is all finished, recovering some damage that was received in combat can be done through any Endurance that is left. Not all damage is blood loss; a lot of it is bruising or superficial damage. This damage is recovered by taking any remaining endurance and subtracting it from the total endurance score to find your recovery for that combat. This amount is then applied evenly over all locations first whether damaged or not, then the remaining amount is applied again but to damaged areas only, after which any remaining is lost.

Let's say you have an Endurance Score of 18 and after the fight you have 4 remaining Endurance because you fought hard. You subtract the 4 remaining from 18 and you have 14 recovery points available and put 1 point in every location leaving you with 4 points. You have two wounds which now receive an additional 2 points each in recovery. If those wounds are now healed they were superficial, but if they are still bleeding they will need healing to recover and rest. If you had and points left over they would have been lost.

Recovery may not be the all life saving event after combat but it is a way to help healing begin. When you're Vigor Score goes up, so does your endurance for recovery, which makes your Vigor Score very important to surviving any combat.

OFF-HAND FIGHTING

There may come a time when you might want your character to use two-weapons to fight or their shield might have been off and you will need to grab a secondary weapon for fighting. Then the rules below will apply to anyone who does not have the skills Ambidexterity or Two-Weapons. All penalties described below are accumulative if the skills required for them are not learned.

1. When you use a weapon in your off-hand and do not have the skills Ambidexterity and Two-weapons, then all attacks, and parries with that weapon are at –30%. Having or learning the skills Ambidexterity and/or Two-weapons will lessen the penalty by -10% for each, they are accumulative.
2. If you pick-up a weapon you do not have listed on your weapons chart then you are considered unfamiliar with that weapon and suffer a –30% to CAV and PDV when using the weapon. By learning the weapon the penalty will be negated.
3. A character needs to learn ambidexterity to fight with their opposite hand in combat. This also is applied to those wishing to swing a weapon for offensive or defensive actions. To negate this penalty you must learn the skill ambidexterity.

PERFORMING CALLED-SHOTS

In *Broken Swords & Battered Shields* a called shot is considered a tremendous feat of expertise, because not everyone can pull it off. It is very hard to locate an opening in an opponent's defenses to place your attack or shot. There is no known skill that a person can learn that will help them accomplish this feat; it just seems that some are better than others at succeeding.

The art of performing a "Called-Shot" is locating an opening in an opponent's armor to place a vital shot or aiming so precise that your arrow or sword pierces a creatures vitals. This is solely based on the armor an opponent wears. To perform a called-shot, the player must first declare that their character will attempt the feat. They must then make a Focus Roll, minus their opponent's armor modifier for the shot (see chart below), if successful, the player then rolls for a normal attack (minus any other modifiers). If the attack is successful, then the shot by-passes all armor for a direct damage against the Body Points in that location. Magical Armor will stop all mundane called shots, but will not stop called shot damage delivered by other magical weapons. If a Critical Wound is rolled on a called shot attack, all damage is doubled (x2) for that attack, and if a Mortal Wound is achieved, that location receives triple (x3) damage from the attack. It is very possible to kill or be killed by a single called shot; such is the way in Broken Swords & Battered Shields.

A player can hold their aimed shot for the number of spaces equal to their Spot Stat in a percentage that is added to their Focus Roll when they finally do make the roll. For every 5 spaces a player holds an aim costs 1-endurance point for keeping the bow and arrow steady on the pull. You can make as many Called-Shots per round as you have Vigor ÷ 10, but if a 00 is rolled, you can never make another attempt at a 'Called Shot' on that opponent again in that combat. The person receiving the 'Called-Shot' can still block, parry, or dodge to avoid the attack; it is never a sure thing, just a chance.

CALLED-SHOT ARMOR MODIFIERS				
ARMOR TYPE	**CS MODIFIER**	**SHORT RANGE**	**MEDIUM RANGE**	**LONG RANGE**
		LIGHT ARMORS		
Soft Leather	-10%	0%	-5%	-10%
Hard Leather	-15%	-5%	-10%	-15%
+Studs or Rings	-20%	-5%	-10%	-15%
+Leather Scales	-25%	-10%	-15%	-20%
+Metal Scales	-30%	-10%	-15%	-20%
		MEDUIM ARMORS		
Light Mail	-35%	-10%	-15%	-20%
Double Mail	-40%	-10%	-15%	-20%
+Lamellar Bands	-45%	-15%	-20%	-25%
+Plate Pieces	-50%	-15%	-20%	-25%

The distance modifiers are placed on the attack roll of the called shot for the closer you are to a target the easier it is to hit them. Magic already bypasses armor so the mage can only benefit from the damage multiplier, but is still subject to the chart above.

If a person is wearing hard leather over soft leather, then the modifiers are stacked or cumulative when calculating a called-shot. If only certain locations are overlapped, then just those locations a cumulative.

CRITICAL SUCCESS & FAILURE

There are many ways that Fate plays a hand in combat. You can either fight without any mistakes, landing a few astounding blows on your opponent, or you might just barely survive, due to incredible bad luck with your blade. There are Dramatic Fumble charts in the optional chapter, at the end of the book if you wish to use them. You can also use the Dramatic Fumble Cards that come with the Battle Board in place of the optional Fumble Charts. Remember that the choice is yours.

CRITICAL STRIKE (CS): *This is what happens when a Character lands a powerful blow on an opponent, which cuts clean through an opponent's armor. A critical strike is determined when a CAV is rolled between 02 or higher depending on your base CDV Score. This can be increased through development of the character's CAV. A critical strike decreases your armor's ARV by ½ its value whether it is a physical or essence attack. If the damage rolled is a 12 and your current ARV is 14, on a Critical Strike your ARV is only 7 and what once would have stopped all the damage has allowed 5 points of damage through to that body location's BDP. The armor in the location that was hit has lost 1 point to its ARV until repaired by an armorer. A Shield or weapon*

used to block or parry a CS loses 2 points of WSV for each blow parried. A block or parry of a 01-05 negate all damage and do not lose any ARV or WSV from the attack.

A Magical CS is handled quite different because of its ability to bypass armor. A CS Scored by a magical attack will have its damage-increased x2 for the attack. If the attack would normally cause 4 points of damage, it does 8 points on this attack. Only magical armor protects, but they lose a 1-bonus point permanently. This cannot be repaired except by reworking the entire piece of armor.

The player is rewarded for rolling a CS by getting a special added roll to his weekly advancement check for that weapon; this roll is preformed immediately after combat is over. If the player rolls 3 CS strikes in that combat then they get 3 rolls. This applies to any player who rolls a 01-05 when attempting to use their SDV, PDV, or DDV to avoid the critical strike.

MORTAL WOUND (MW): *The incredible attack a Character makes when they roll a 01 on a CAV attack roll. When a MW is scored, the damage is rolled normally and applied to the hit location the attack was aimed at, but the locations ARV has been totally negated so the damage rolled is applied directly to that locations BDP. When a Character receives a MW and survives, his ARV permanently drops by 2 points in that location until repaired by an armorer. A Shield or weapon used to block or parry a MW loses 5 points of WSV for each blow parried. A block or parry of a 01 negates all damage and do not lose any ARV or WSV from the attack.*

Example: "During a major battle, we had just entered the room where the high mage of evil was sitting. We hesitated at the door not knowing how powerful he was. He raised his finger at us (we screamed) and cast his spell. His MAV rolled a 00, which is a fumble. The Lorekeeper made his rolls using the table and the great evil mage collapsed into his chair, unmoving. We attacked and killed him with ease."

A Magical MW is handled quite different because of its ability to bypass armor. A MW Scored by a magical attack will have its damage-increased x3 for the attack. If the attack would normally cause 4 points of damage, it does 12 points on this attack. Magical armor protects, but they lose a 2-bonus point, permanently. This cannot be repaired, except by reworking the entire piece of armor.

The player is rewarded for rolling a MW by getting a permanent +1% immediately added to that weapons CAV. Any player who also rolls a 01 on a SDV, PDV, or DDV roll when blocking a MW receives an automatic +1% to their SDV, PDV, or DDV.

DRAMATIC FUMBLE (DF): *The accidental mishandling of a weapon by a Character that puts himself and his friends in danger of dying. A Dramatic Fumble happens when a CAV roll ends up on 00%. A dramatic fumble is the same as a MW except that it is applied directly to the character and an immediate hit location is rolled on the fumbling character.*

Lastly, you can just outright fumble your attack causing great pain to yourself or any friends that may be nearby. You will find these charts in the back of the book if you feel like using them or create your own. A fumble can turn the tide of any major battle.

The chart below shows the increases to CS and MW and decreases Dramatic Fumble chances that occur when a character's CAV increases through the use of development points. A character that has a high CAV has an all around better fighting style. Record these on your CRS next to your weapons. Each weapon will have a different CAV percentage as you increase certain weapons above others.



CRITICAL & MORTAL WOUNDS, AND DRAMATIC FUMBLES							
CAV/MAV %	MW	CS	DF	CAV/MAV %	MW	CS	DF
01-25	01	N/A	87-00	61-65	01	02-08	95-00
26-30	01	02	88-00	66-70	01	02-09	96-00
31-35	01	02	89-00	71-75	01	02-10	97-00
36-40	01	02-03	90-00	76-80	01	02-11	98-00
41-45	01	02-04	91-00	81-85	01-02	03-12	99-00
46-50	01	02-05	92-00	86-90	01-03	04-13	99-00
51-55	01	02-06	93-00	91-95	01-04	05-14	00
56-60	01	02-07	94-00	96-00	01-05	06-15	00

BATTLE STANCES

Battle Stances – within each stance are different combat moves. In their most basic form, battle stances provide particular bonuses, and also penalties to a Hero in combat for the mere cost of a few Essences per stance. But who can have a battle stance? How can one learn a battle stance? And why would one even want a battle stance? All of this and a few examples can be found below. There are a few careers which allow you to start with a battle stance (Martial Mage, Battlemaster). A number of careers actually assign you a battle stance (Martial Master, Avant-Garde, Duelist, Bodyguard). Mounted Combat is considered a battle stance. The Dulklakan even have the option of taking a battle stance as a Racial Knack. And if that isn't enough, every Hero has the ability to create their own battle stance by spending a development point received at any level-up.

BASIC STANCES & MOVES

A battle stance is a way to enhance your character's combat techniques when they are using a particular form of fighting. Within each battle stance there are combat moves, these are the heart of the battle stance. Each stance will also cost a set amount of endurance loss as well based on the weapon or weapons you are using. Each action might also require you to add more CSV too based on a particular action taken.

If a Legendary Warrior is using a battle axe and shield she might consider creating a battle stance that enhances her use in these. The stance would be called "Smash & Slash" where she is able to go into her combat move to shield bash her opponent first and then immediately follow up with an axe slash while her opponent is off guard. This then would be considered one fluid attack or stance costing 5 Essence each time it is begun. After this attack she would check her CSV, adding in her weapon speed and her shield attack for a total movement. The disadvantage to this stance would be that she if she loses her shield then she suffers a -10% attack penalty until she recovers her shield or finds a replacement. She cannot switch stances immediately, until she does since all of these combat moves are based on axe & shield.

Another type of Battle Stance would be for a thief who decides that his knife fighting needs to be stylish to give him advantages when adventuring with his warrior friend. She wades into combat so he can support her with his throwing skills. He decides to create a

battle stance based on his dagger throwing called "Dagger Strikes". This stance gives him the ability to use his daggers uniquely his own way by gaining a +10% to hit with them and each dagger raises his CS by 1% per each strike per turn (the CS returns to normal on the next turn). The downside is if he misses with one of the daggers his fumble range drops by 10%.

Under that stance he then can create a combat move called "Tri-Dagger Strike" that will allow him to get off 3 quick thrown daggers at the same opponent and cost him 2 essence for every dagger thrown for a total of 6 essence. He decides that the bonus to this is that he can attack quickly and move away if possible to get a better shot for his next attack. The positive form of this attack is that he gets off 3 daggers but the negative side is he must add a penalty to this move as well. He decides to incorporate the "sweep attack" penalties to his rolls so the throw is at normal percentage attack, the second is at -10%, and the third is -15% to hit and he will be weaponless until his next attack. If he wishes to pull a different weapon he would add this action to his CSV and move further down the ring. He realizes that as he gets better so does his ability with this move. After the "Tri-Dagger Strike" is used he will move down the line or ring a total of his CSV +9 for the three daggers being pulled and thrown. If he had the daggers out then he would have only suffered a +6 penalty. All actions are applied to a Battle Stance.

Even a caster can create a battle stance if they wish too. Most don't because it drains their even precious Essence Points which they need for casting. Any career can create a Battle Stance for it all lies within your imagination.

A real example: Here's how a Battle Stance works. We'll use the Battlemaster as an example. Bhurzak Forgefist is a Dulklakan Battlemaster who has decided his battle stance will be a two-weapon frenzy of hammer and axe known as "Slash and Bash". It has the rather obvious bonus of allowing him to use Two Weapon fighting without any negatives to his CAV. The downside is that wielding both these weapons slows him down, and his Weapon Speed slows down each weapon by +2. In order to utilize this Battle Stance, Bhurzak must spend 5 Essence per round. Should he run out of Essence, that battle stance ends, and in his case, he must return to using only one weapon at a time.

But battle stances do not end with the simple bonus and penalty. Utilizing battle stances allows a Hero to use various Combat Moves that would otherwise be unavailable to them. In warrior's case, when he created a Battle Stance, he was also instructed to create 5 combat moves related to his stance. For example, one Combat Move he made was called "Heave-Ho". This allowed him to throw one of his two weapons using his RAV, but using the melee damage. Another Combat Move he used was "Uppercut", where he grabbed his hammer with two hands and drove it straight upward into his opponent. A successful hit did an additional ½ Might bonus damage and forced a Reflex Roll to see if the enemy was stunned.

All of those Combat Moves were available for Bhurzak as long as he was using his "Slash and Bash" Battle Stance. And that stance was available as long as he had the Essence to keep it going.



ASSIGNED STANCES

Some careers assign a stance to a Hero because it is an integral part of the career and provide their first combat move in that stance. The Avant-Garde must choose between the Curvorian and the Curvallan stance. Career level 2 Duelists learn Fencing and Florentine stance. Bodyguards learn special fighting skills for use in Kickboxing and Wrestling. A Martial Master learns a new discipline every career level. There are also many opportunities to learn and utilize Mounted Combat.

All of these are special Battle Stances that do not require Essence to be spent each round. Why? Because they are a part of you, that is how you fight. However, each time a Combat Move is used in relation to that Battle Stance, Essence is spent. The Avant-Garde's Blade Song, Blade-Weaving, and Blade-Mysticism are just a few examples. A Mounted Charge, attempting to Trample an opponent or any combo-attack with a Hero and mount would fall under this category as well.

The cost for each skill is equal to the level associated with the skill. So a Wrestler using wrestling moves would spend 4 Essence each time they used a special move. Blade Song requires 2 Essence each round it is in use. A Martial Master's Tiger Combo Rake spends 3 Essence. Any Combat Move created by the player must be assigned a value by the Lorekeeper before it can be used.

CREATING A BATTLE STANCE

So, how does one go about making a unique battle stance? Or perhaps you have a stance already, but would like to expand your Combat Moves associated with them. This is a relatively simple process. A base style provides a medium advantage and a slight disadvantage. The emphasis for a base Battle Stance is more the ability to use Combat Moves associated with the style. Each time a Hero advances to a new career path, they are able to spend a DP to advance their current Battle Stance. The reason for doing this is simple- unless stated otherwise; no Battle Stance may have more than 4 Combat Moves related to it. That is, unless the style is advanced to a higher level. Spending a DP will advance your "Path of the Silvered Sword" to a Level 2 Style, and you may now learn an additional 4 Combat Moves for the style. Advancing to a higher Style level also allows a mild increase in the bonus associated with the style itself.

Battle Stance Level	Max Skills (unless stated otherwise)	Essence Cost per Round (If applicable)	Combat Moves Cost (if applicable)
1	4	5	1
2	8	8	2
3	12	10	3
4	16	13	4
5	20	15	5

A new Combat Move may be learned by spending a DP just like learning a new skill of any type. Once the skill is created, the Lorekeeper must assign it a value based on the strength of the skill. If the skill is deemed too powerful for the style level it is associated with, the skill must be put on hold until the Hero can utilize it.

(Example- a level 3 Combat Move for a level 2 Battle Stance.) And finally, don't think that Battle Stances are only for the melee adept. An archer may wish to perfect her skill at firing the bow faster than any before her. As always, you are only limited by your own creativity.

MULTIPLE BATTLE STANCES

A Hero may know multiple Battle Stances and Combat Moves. However, only one stance or move can be active at a single time. Once in a stance, the Hero must declare the move they are using. If the wish to switch combat moves an additional +5 CSV is required to switch. If they wish to switch stances completely, then it will cost them +15 CSV to change from one to the other plus any penalties for their actions of sheathing and pulling out their new weapon. At the beginning of the next round, if they wish to deactivate the stance or switch to a new move, they may do so without any penalties. There is no way to circumvent the Essence cost of a move. The points are deducted immediately after taking the stance.

BODY HIT LOCATIONS

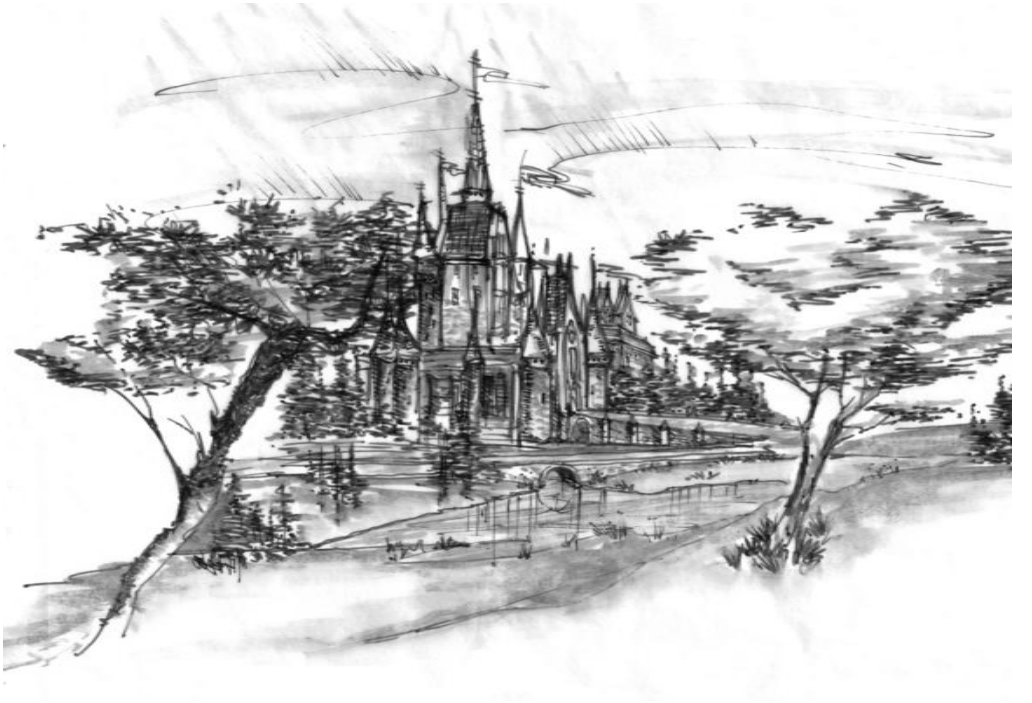
One of the most shocking things when it comes to fighting in combat is taking a devastating blow and having an arm land next to you; your arm that is. Combat in *Broken Swords & Battered Shields* is deadly. There is a good reason you must wear armor on every location you can afford and the best. There will always be someone else who is better equipped than you. Not only can you increase your armor stoppage by what is called "infusion" but weapons can also do more damage through this process. There will always be a constant struggle to achieve the best in armor and weapons. The process of "infusion" will be explained at the end of this chapter. To the right is the body location chart. All of these locations can and will be hit in combat. The only way to avoid this from happening is run away or invests in protection.

BODY HIT LOCATION CHART	
Roll 1d10	
Location Number	**Body Location Name**
1	Head
2	Right Arm
3	Left Arm
4-6	Chest
7-8	Abdomen
9	Right Leg
10	Left Leg

Armor is the life shield of any hero that hopes to survive the wilds of the world. Besides having a good weapon by your side and a comrade to cover your back; armor will in most cases save your life. Combat is deadly and you have to look at it this way. If your character has wings and/or a tail, those locations are protected by their Natural ARV at all times. You cannot put armor on a tail or wings without them becoming immobile and not useable while the armor is in place. Any Natural ARV only works when there is no armor in a particular location. If you are wearing just leather pants and boots, then locations 1-6 would be protected by your Natural ARV, but locations 7-10 would have the protection of armor. ARV and natural ARV do not stack.

There are reasons why that it is important to provide your character with the best possible at all times. You say your mage will die wearing robes and the armors above leather are just too restrictive? You are right. There are special armors that were invented just for magic-users that are able to protect them better then armor. Now, a magic-user can create a

shield spell in the very beginning that will provide minimal protection but they need more. They will need armor not restrictive but adequate in its protection against severed limbs or even death. That will soon be discussed in this book.



A HEROIC DEATH

Death is a part of the game and a character will meet it sooner or later. In Broken Swords & Battered Shields there are only 3 ways to get killed: have your head, chest, or abdomen go to zero. If your head goes to zero you automatically die. The chest needs to go to double the Body points to have a character die and loses 1 point per round after zero until that happens. Last, the abdomen can reach -10 points before death. When any body part goes to zero they are useless and played as such. When the 3 mentioned parts go to zero the character is incapacitated and falls immediately to the ground until healed. Unless a healing is administered within the time allotted, the character can or will die. Keep an eye on your fellow comrades to help them when they go down. To ignore them means death. If any limb takes twice the total amount of Body Points in that location due to damage, that limb (after armor), then comes off. A warrior has 18 points in his right armor it would take 36 points of damage straight to that limb, he loses it and it falls to the ground. Limbs can be reattached or grown for a price and that price is high.

MARTIAL ARMOR



he first thing you need to know about armor is that armor covers various locations, overlapping in other areas of the body, when you wear it. This means that when armor is purchased, there are areas such as the Guts, where the armor overlaps and the Armor Resistance Values (ARV) of the armor are added together to get the total ARV stoppage number in that location.

ARMOR TYPE: This type of armor can be crafted from the base material needed for its manufacturing.

Armor is purchased in either full suits (sets) or it is purchased as individual pieces and added to the body to protect against damage. There are 4 basic types of armor that are available to be purchased.

These are made from 2 types of, "Base Materials", which all pieces are made from. A leather hood is crafted from leather and a chain coif is crafted from metal. From these 2 types of base materials, 4 types of armors can be made.

ARV (Armor Resistance Value): The damage stopping power of the armor. This number is deducted from the total damage done by a single weapon.

For example, a leather shirt stops the same amount as a pair of leather bracers. A chainmail coif stops the same as a chain coat or pants. The difference is in the style of armor you wear for it is the armor pieces that determine what areas of the body are protected. These are base suits of armor made from base metal (steel) having all of the components required to wear them and are a good fit for your first armor purchase.

CDV MODIFIER: The cost of wearing armor. The weight of armor affects the mobility of the wearer, lowering their natural CDV. The heavier the armor the less mobility you have. Even though you may get hit more often, you stop more of the damage.

PIECE COST: The single cost of a piece of base crafted armor.

Any armor that is found or bought individually without the fitting price of 10 Denari/piece will have an automatic –1 ARV and -1 CDV Modifier for not being an exact fit. These base armors can then be crafted or fitted with additional protective pieces, which increase the ARV of each armor type.

SET COST: The cost of a full set of base crafted armor.

When you purchase a full set of armor, it includes the cost of customizing it to you. That is the advantage to spending the extra Denari on a full set. It costs more to purchase pieces or to have a piece customized to your specifications.

MATERIAL MODIFIER: The cost multiplier of the base armor when crafted from an exception quality material, such as Mythril or Jade.

A custom made suit of steel armor would be +1 ARV and a Base Cost Modifier of x2. As you read you will learn that armor can be made from over 20 different exceptional quality materials all with their own unique properties.

Leather Armors can be fitted with additional protection, such as, studs, rings or scales, which increases the ARV of the base armor.

In the chart below you will see the 4 armor types, as well as, the (ARV) of each type of armor, the CDV Modifier, Piece Cost, Full Set Cost and the Material Modifier.

HEROIC ARMOR					
ARMOR TYPE	**ARV**	**PIECE COST**	**CUSTOMIZED COST**	**FULL SET COST**	**MATERIAL MOD**
LEATHER ARMORS					
Soft Leather[1]	1	$100		$300	X1
Hard Leather[2]	3	$200		$1,000	X1
Studs/Rings	+1		+$25/piece		X2
Leather Scales	+2		+$50/piece		X3
Metal Scales	+3		+$100/piece		X4
STEEL ARMORS					
Light Mail[3]	6	$500		$2,500	X5
Double Mail[3]	8	$600		$3,000	X5
Lamellar Bands	+4	5 pieces	+$250/piece	+$1,250	X6
Plate Pieces	+6	11 pieces	+$500/piece	+$5,500	X6

As you can see the chart is broken into 2 groups: Leather and Mail armors. The first consists of leather armors that have an average stopping power. These are the armors that you will most likely be starting with since they are relatively inexpensive to purchase. CSV is important when determining armor, for the heavier the armor the slower you move.

The sets listed below show the locations of the body along with the ARV for those locations covered by the armor. Take the first total line of the undergarment armor and add the other armor total to give you the total ARV for each location. You now have armored your character and, if you later want different armor, just turn to the "Heroic Armor Coverage Chart" to find the locations covered by a certain type of armor. All wings and tails use their natural ARV when being attacked unless special armor is available for those locations.

If you decide to have studs, rings or scales crafted into your armor, just add the additional ARV protection to the base armor value below. Studs or rings would raise the ARV by +1 point, leather scales would raise it by +2 and metal scales by +3. When crafting with metal armor, you can add Lamellar Bands that will raise the ARV of the armor by +4 and plate pieces by +6. Each type of additional armor has a different amount of pieces associated with it.

Soft Leather Set: (5 pieces – hood, shirt/jerkin, pants, gloves, and boots) raw animal skins and tanned hides made into armor pieces. [1]This leather can be worn under Hard Leather.

LOCATION	H	RA	LA	C	G	RL	LL
HOOD/HAT	1						
SHIRT OR JERKIN		1	1	1	1		
PANTS					1	1	1
SOFT GLOVES		1	1				
SOFT BOOTS						1	1
TOTAL AT ALL LOCATIONS	**1**	**2**	**2**	**1**	**2**	**2**	**2**

Hard Leather Set: (7 pieces – Helmet, Cuirass, pauldrons, vambraces, thigh plates, and boots) tanned leather that has been hardened by soaking wax into it, thus making it ridged. [2]This armor can be worn over Soft Leather.

LOCATION	H	RA	LA	C	G	RL	LL
HARD LEATHER HELMET	3						
HARD LEATHER CUIRASS				3	3		
HARD LEATHER PAULDRONS		3	3	3			
HARD LEATHER VAMBRACES		3	3				
HARD LEATHER SKIRT					3		
HARD LEATHER THIGHT PLATES						3	3
HARD LEATHER BOOTS						3	3
TOTAL AT ALL LOCATIONS	**3**	**6**	**6**	**6**	**6**	**6**	**6**

Hard over Soft Leather Set: When overlapping a full set of soft and hard leathers, this is what the entire new set would look like in the chart below.

LOCATION	H	RA	LA	C	G	RL	LL
HOOD	1						
HARD HELMET	3						
SHIRT OR JERKIN		1	1	1	1		
HARDENED CUIRASS				3	3		
HARDENED PAULDRONS		3	3	3			
HARDENED VAMBRACES		3	3				
SOFT GLOVES		1	1				
HARDENED LEATHER SKIRT					3		
PANTS					1	1	1
HARD LEATHER THIGHT PLATES						3	3
HARD LEATHER BOOTS						3	3
TOTAL AT ALL LOCATIONS	**4**	**8**	**8**	**7**	**8**	**7**	**7**

The second group is your metal armors that are much more rigid, slow down mobility, but have incredible stopping power. They are very expensive and a full suit could cost a single person thousands of dollars, since it is meticulously made from your dimensions to fit just you. They are available in just about every piece of armor for every location.

Light Mail Set: (5 pieces – coif, hauberk w/sleeves, gloves, and leggings w/boots) armor that has been painstakingly woven (loop by loop) into armor made of little rings that interlock to form suits or pieces of mail. [3]This mail can be worn under Lamellar Bands or Plate Pieces.

LOCATION	H	RA	LA	C	G	RL	LL
LIGHT MAIL COIF	6			6			
LIGHT MAIL SLEEVED HAUBERK		6	6	6	6		
LIGHT MAIL GLOVES		6	6				
LIGHT MAIL LEGGINGS/BOOTS					6	6	6
TOTAL AT ALL LOCATIONS	**6**	**12**	**12**	**12**	**12**	**6**	**6**



Double Mail Set: (5 pieces – coif, hauberk w/sleeves, gloves, and leggings w/boots) thicker mail rings that are woven together the same as chainmail. ³This mail can be worn under Lamellar Bands or Plate Pieces.

LOCATION	H	RA	LA	C	G	RL	LL
DOUBLE MAIL COIF	8			8			
DOUBLE MAIL SLEEVE HAUBERK		8	8	8	8		
DOUBLE MAIL GLOVES		8	8				
DOUBLE MAIL LEGGINGS/BOOTS					8	8	8
TOTAL AT ALL LOCATIONS	**8**	**16**	**16**	**16**	**16**	**8**	**8**

Lamellar Bands over Light Mail Set: (Lamellar has 5 pieces – helmet, gorget, hauberk, bracers, and greaves) metal plates that are sewn together to form pieces of armor. The plates usually are sewn vertical for limbs and horizontal for the torso.

LOCATION	H	RA	LA	C	G	RL	LL
LAMELLAR HELMET	4						
LIGHT MAIL COIF	6			6			
LAMELLAR GORGET	4						
LIGHT MAIL HAUBERK		6	6	6	6		
LAMELLAR BRACERS		4	4				
LIGHT MAIL GLOVES		6	6				
LAMELLAR GREAVES						4	4
LIGHT MAIL LEGGINGS/BOOTS					6	6	6
TOTAL AT ALL LOCATIONS	**14**	**16**	**16**	**12**	**12**	**10**	**10**

Lamellar Bands over Double mail Set: (Lamellar Bands has 5 pieces – helmet, gorget, hauberk, bracers, and greaves) metal plates that are sewn together to form pieces of armor. The plates usually are sewn vertical for limbs and horizontal for the torso.

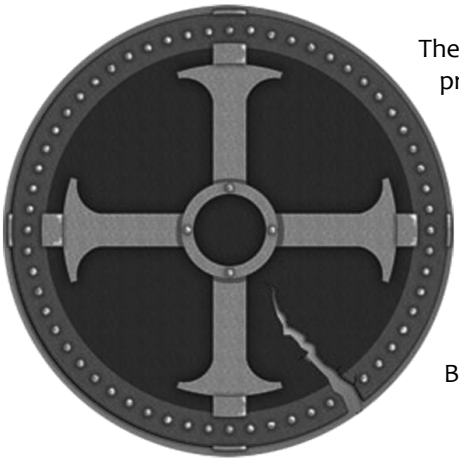
LOCATION	H	RA	LA	C	G	RL	LL
LAMELLAR HELMET	4						
DOUBLE MAIL COIF	8			8			
LAMELLAR GORGET	4						
DOUBLE MAIL HAUBERK		8	8	8	8		
LAMELLAR BRACERS		4	4				
DOUBLE MAIL GLOVES		8	8				
LAMELLAR GREAVES						4	4
DOUBLE MAIL LEGGINGS/BOOTS					8	8	8
TOTAL AT ALL LOCATIONS	**16**	**16**	**16**	**12**	**12**	**12**	**12**

Plate Pieces over Light Mail Set: (Plate Pieces has 11 pieces – helmet, gorget, breastplate, pauldrons, vambraces, gauntlets, girth, thigh-plates, and boots) plates of metal that are made into pieces of armor. They are heavy and bulky but do provide the best protection except for custom-made armors. These types of pieces are very expensive to purchase, finding them is your best bet.

LOCATION	H	RA	LA	C	G	RL	LL
PLATE HELMET	6						
PLATE GORGET	6						
LIGHT MAIL COIF	6			6			
PLATE PAULDRONS				6			
PLATE BREASTPLATE				6			
LIGHT MAIL HAUBERK		6	6	6	6		
PLATE VAMBRACES		6	6				
PLATE GAUNTLETS		6	6				
LIGHT MAIL GLOVES		6	6				
PLATE GIRTH					6		
PLATE THIGH-PLATES						6	6
LIGHT MAIL LEGGINGS/BOOTS					6	6	6
PLATE BOOTS						6	6
TOTAL AT ALL LOCATIONS	**18**	**24**	**24**	**24**	**18**	**18**	**18**

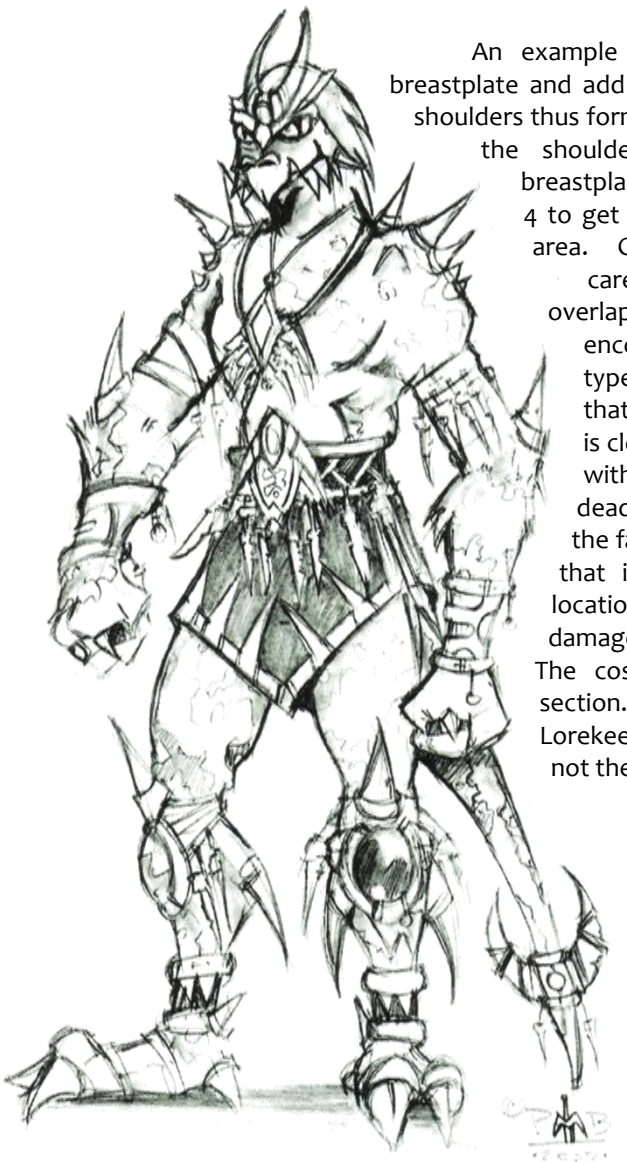
Plate Pieces over Double Mail Set: (Plate Pieces has 11 pieces – helmet, gorget, breastplate, pauldrons, vambraces, gauntlets, girth, thigh-plates, and boots) plates of metal that are made into pieces of armor. They are heavy and bulky but do provide the best protection except for custom-made armors. These types of pieces are very expensive to purchase, finding them is your best bet.

LOCATION	H	RA	LA	C	G	RL	LL
PLATE HELMET	6						
PLATE GORGET	6						
DOUBLE MAIL COIF	8			8			
PLATE PAULDRONS				6			
PLATE BREASTPLATE				6			
DOUBLE MAIL HAUBERK		8	8	8	8		
PLATE VAMBRACES		6	6				
PLATE GAUNTLETS		6	6				
DOUBLE MAIL GLOVES		8	8				
PLATE GIRTH					6		
PLATE THIGH-PLATES						6	6
DOUBLE MAIL LEGGINGS/BOOTS					8	8	8
PLATE BOOTS						6	6
TOTAL AT ALL LOCATIONS	**20**	**28**	**28**	**28**	**22**	**20**	**20**



The next item to consider is a shield. This will add extra protection to any location that is within your front vision. All you need to do is roll your SDV to place the shield in front of an attack from an opponent. The shields have Might rankings because the heavier the shield the more Might it takes to carry and swing it around to stop blows. A shield can also be used to attack an opponent with, the damage each shield does is listed next to it in the column. Don't forget to add your Might Damage Bonus when you do hit.

SHIELDS					
TYPE	CSV	ARV	MGT	DAMAGE	COST
Buckler	0	2	8	1d4	50
Small Round	+1	4	10	1d6	75
Large Round	+2	6	12	1d8	100
Heater	+3	8	15	1d10	125
Knight's	+4	10	20	1d12	150
Tower	+5	14	25	-	200



An example is you have a Hardened Leather breastplate and add Hardened Leather Pauldrons to the shoulders thus forming an overlapping section of armor: the shoulders. Here, you would add the breastplate's ARV of 4 to the Pauldron's ARV of 4 to get an OP (over-protection) of 8 in that area. Check the armor location chart out carefully to see what armors may overlap. This chart by no means encompasses all of the possible armors types that you might come up with. At that point, you just determine what piece is closest to the one you imagined and go with that location. Combat can be deadly, but you already know that from the fact that armor is done in pieces. With that in mind let us proceed on to the locations of the body and how much damage they can suffer before coming off. The cost of armors is in the equipment section. They also vary according to what the Lorekeeper says, and the cost there is a base not the exact price.

ARMOR RESISTANCE VALUE

HOW TO CALCULATE ARV

Add up your total ARV from head to toe. Divide by the number of body parts covered. (*Note, this will rarely be 10, though that is the number of hit locations on any character. Standard humanoids have 7 parts. Those with tails have 8. Those with wings have 9.*)

This will give you your average ARV for each body part. Then, consult the chart above to find your CDV bonus/penalty.

A final note is that Natural ARV and magical bonuses to ARV should not be factored in here. They do not add to your total encumbrance and the bulky weight of normal armor. In this way, a Kygar with a natural ARV of 3, wearing +5 chainmail would only have to factor in the original ARV of the chainmail. The result would end up as a total of 66 ÷7 = 9 (9.4), so after cross-referencing the chart to the right, the Kygar would have a -1 CDV penalty for wearing chainmail armor.

Anytime you add a new piece of armor, remember to recalculate your average.

ARMOR RESISTANCE VALUE CHART

ARV Average	CDV Bonus/Penalty	ARV Average	CDV Bonus/Penalty
2	+10	17	-9
3	+8	18	-10
4	+6	19	-11
5	+5	20	-12
6	+4	21	-13
7	+2	22	-14
8	0	23	-15
9	-1	24	-16
10	-2	25	-17
11	-3	26	-18
12	-4	27	-19
13	-5	28	-20
14	-6	29	-21
15	-7	30	-22
16	-8	31	-23



THE WEAPON MATRIX

On your Character Record Sheet (CRS) you will find on the second sheet your combat page. If you look to the right you will see something that looks like a honeycomb of circle with letters in them, each circle represents a specific trait of the weapon; these are described below for you. Starting with the top set of circles and working downward, the red matrix is for melee weapons and the green is for ranged. If your sheet is grayscale the top circle label CAV is for melee and the top circle that has RAV is for ranged combat.

MATRIX DESCRIPTIONS

CAV (combat attack value): This is where your attack percentage for that weapon goes. This is the number you will roll against to see if you hit your opponent when you attack with it. If you meet that number or less, you hit!

MW (mortal wound): This is the percentage number you need or less to score a major wound which was described earlier in this section.

CS (critical strike): This is the percentage number you need or less to score a standard critical which was described earlier in this section.

CF (critical fumble): This is the percentage you need to roll or over the number to have a mishap in combat. There are different types of fumbles which are described earlier in the section.

RAV (ranged attack value): This is where your attack percentage for that weapon goes. This is the number you will roll against to see if you hit your opponent when you attack with it. If you meet that number or less, you hit!

Weapon Type: This is the generic name for a weapon that fits under a certain category.

WS (weapon speed): This is how fast the weapon lets you wield it in combat. The lower the number, the faster the weapon is. On the Battle Board, you would use this number to determine when you would attack, draw, or sheath your weapon.

PDV (parry defense value): The positive or negative bonus given to a weapon when using it to parry. Add this modifier to your PDV; then roll equal or below the number and you will succeed in parrying an attack with that weapon. The damage deflected by the parry, is found by rolling the damage (WDF) of the weapon used to parry the attack.

WSV (weapon structural value): This represents the structural integrity of a weapon when it is crafted. The weapon can take damage from parrying critical blows for every time a critical blow is parried the weapon loses 1 for a critical strike and 2 points for parrying a mortal

wound. This number can be nullified by taking your favorite weapon to a weapons Artisan to have it fixed for a price. If the WSV for any weapon reaches 0, the weapon breaks.

MDB (magickal damage bonus): Some weapons you find or have made will come with a magickal damage bonus in the form of a plus number to damage. When a weapon does have a MDB applied to it this is where that plus bonus goes.

MAB (magickal attack bonus): Some weapons you find or have made will come with a magickal attack bonus in the form of a bonus to your percentage to attack. When a weapon does have a MDB applied to it, this is where that percentage bonus goes.

CDV (combat defense bonus): Some weapons will have a defense bonus when used without armor due to their quickness and nimbleness in combat to find the quick opening. Any CDV that a weapon has goes here.

WDF (weapon damage factor): This is where the damage of the weapon goes. Whatever the listed damage the weapon does when it strikes a foe is written here. We suggest that at the end of that damage you add (+) and then your might damage bonus so you do not forget it.

WEAPONS OF COMBAT

Weapons have been simplified in their names so that many different types, of the same sword for example, all are listed under one name. The damage done is the same because it does not make sense to have one sword do 1 or 2 points more damage than another. Everybody used the greater weapon of damage anyway. So, having a huge list is a waste. If you want to use a cutlass it would go under curved blades for damage. If you wanted to have a broadsword made, it would fall under 1-handed swords.

WEAPON CHART DEFINITIONS

Weapon Type: This is the generic name for a sword that fits under a certain category.

Damage: This is the amount of damage that each weapon, of that category, generates randomly. The dice combination to generate the damage is also listed.

Might: This is the amount of physical might you need to accurately swing the weapon. For every point below the required might of the weapon, the weapon will do -1 damage and -2% to your CAV with the weapon. An 18-might warrior uses a Maul to strike an opponent for -12% CAV and -6 points of damage.

WS (weapon speed)**:** This is the number that is either added or subtracted from your base CSV, depending on the size of the weapon being used. Smaller weapons are faster than larger ones. A short Sword strikes before a Great Hammer, unless the Great Hammer's user is very experienced. Some weapons have 2 to 3 different speeds attached to them. Repeating crossbows and guns have 2 speeds. The first is for a normal shot and the second is for reloading the entire cartridge. The Battle Lance has a normal and a charging speed, while other weapons like polearms have 3 speeds attached to them. The first is a normal poke-attack, the second being a swing attack and the third is their charging speed.

WAV (weapon attack value): This is a bonus to your base CAV with the weapon. A dagger will have a +25% CAV and a Great Sword has a -15% CAV when used. Increasing might be able to erase the negative bonuses. For every might point over the required the negative drops by 1 point.

WSV (weapon structural value): This is the structural damage capacity that each weapon can withstand before breaking. When new metal quality or magic is placed on the weapon, this number goes up by the amount that is used. I.E.: If you have a broadsword made of ebonite and +5 worth of magic placed on the blade, it would have a 23 WSV instead of 14. When this number reaches 0, the weapon breaks.

COST: This number is the cost in Denari (the money standard for Broken Swords & Battered Shields) to buy the weapon. When having a weapon made out of new metal or magically enhanced, take the base cost and times it by the number of pluses that you want magically put on it or by the metal quality plus it will be forged out of.

WEAPON CHARTS

Below you will see under fist that the damage you do with them is based on your size in the world and then your Might Score Bonus damage is added to the base roll. This is the damage that you do with your natural fist when you pound someone or something. You will also find a chart for your foot damage if you were to kick someone or something as well. This, too, is based on your size.

FISTS

WEAPON TYPE	DAMAGE	MGT	WS	WAV	WSV	HEIGHT
TINY	1D4	-	1	+20%	-	1 – 2 feet tall
SMALL	1D4+2	-	1	+15%	-	3 – 4 feet tall
MEDIUM	1D6	-	0	+10%	-	5 – 7 feet tall
LARGE	1D10	-	1	+05%	-	8 – 12 feet tall
GIANT	1D12	-	2	+0%	-	13 - 17 feet tall
HUGE	2D8	-	3	+0%	-	18 – 24 feet tall
GIGANTIC	1D20	-	4	-05%	-	25 – 30 feet tall
TITAN	3D10	-	5	-10%	-	31 – 40 feet tall
COLOSSAL	2D20	-	6	-15%	-	41 + feet tall

FEET

WEAPON TYPE	DAMAGE	MGT	WS	WAV	WSV	HEIGHT
TINY	1d4	-	1	+15%	-	1 – 2 feet tall
SMALL	1D6	-	1	+10%	-	3 – 4 feet tall
MEDIUM	1D8	-	0	+5%	-	5 – 7 feet tall
LARGE	1D12	-	1	+0%	-	8 – 12 feet tall
GIANT	2D8	-	2	+0%	-	13 - 17 feet tall
HUGE	2D10	-	3	+0%	-	18 – 24 feet tall
GIGANTIC	2D12	-	4	-05%	-	25 – 30 feet tall
TITAN	3D12	-	5	-10%	-	31 – 40 feet tall
COLOSSAL	4D12	-	6	-15%	-	41 + feet tall

KNIVES & SWORDS

WEAPON TYPE	DAMAGE	MGT	WS	WAV	WSV	BASE COST
HUNTER'S KNIFE	1D6	0	1	+20%	6	25
THROWING KNIFE	1D6+1	0	1	0	4	22
DAGGER	1D8	5	2	+15%	8	45
PARRYING BLADE	1D8-1	8	5	-15%	18	65
SHORT SWORD	1D10	8	2	+5%	10	80
FENCING SWORD	1D10	10	3	+10%	12	170
CURVED BLADE	1D12	12	3	0	14	100
1-HANDED SWORD	1D12	14	4	0	16	200
1 1/2 HANDS SWORD	2D8/2d12	16	5	-5%	18	250
NEXUS BLADE	1d12/1d12	16	6	-10%	18	275
2-HANDED SWORD	3d10	18	6	-10%	20	300
GREAT SWORD	3d12	20	8	-15%	24	350

AXES, MACES & HAMMERS

WEAPON TYPE	DAMAGE	MGT	WS	WAV	WSV	BASE COST
THROWN AXE	1D8	6	3	0	6	25
SMALL AXE	1d10	8	2	+5%	6	45
SINGLE BLADED AXE	2d8	12	4	0	8	100
DOUBLE BLADED AXE	3d6	14	6	0	10	150
2-HANDED AXE	2d10	18	8	-10%	14	200
1- HANDED MACE	1d10	8	4	0	7	50
SPIKED MACE	1d12	12	5	0	9	85
BALL & CHAIN	2d8	16	6	-5%	10	100
MACE & CHAIN	3d6	16	6	-5%	12	150
1-HANDED HAMMER	1d12	14	6	0	9	65
2-HANDED HAMMER	2d10	18	8	-10%	14	150
GREAT HAMMER	3d10	24	10	-15%	20	200

SPEARS, STAVES & POLEARMS

WEAPON TYPE	DAMAGE	MGT	WS	WAV	WSV	BASE COST
SLING	1d8	6	2	+5%	3	10
JAVELIN	1d10	10	3	0	5	20 each
2-HANDED SPEAR	1d12	10	3/8	+5%	7	50
SHORT SPEAR	1d10	8	2	+10%	4	40
WAR LANCE	6d10	16	0	0	12	150
BATTLE LANCE	2D10	16	3/8	0	16	250
SHORT STAFF	1d10	8	2	0	5	55
QUARTERSTAFF	1d12	10	3	0	7	75
BLADED STAFF	1d12+2	10	3/5	0	9	100
METAL STAFF	3d6	14	4	0	12	150
2-HANDED POLEARMS	2d8	16	3/5/8	0	10	225+
2-HANDED WAR FORK	1d12	16	3/8	0	7	200
FARM TOOLS	1d8	10	4	0	3	10

ZULANI WEAPONS

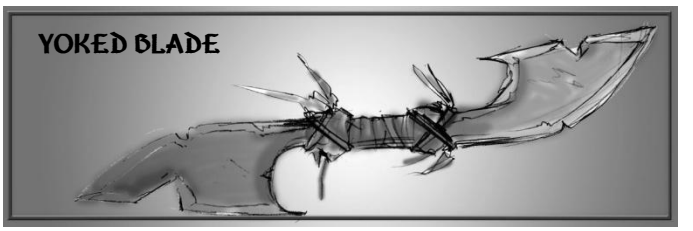
WEAPON TYPE	DAMAGE	MGT	WS	WAV	WSV	BASE COST
ZUHARA	1D10/6D8	12	4	0	16	250
ZUZARA	2d8	8	3	+5%	12	150
SHINKA BOW	2D6	10	4	+10%	8	200

UNIQUE WEAPONS						
WEAPON TYPE	**DAMAGE**	**MGT**	**WS**	**WAV**	**WSV**	**BASE COST**
KNUCKLEDUSTERS	1d6	6	1	0	4	50
HAND BLADES	1d8	6	2	+10%	6	65
HEAVY CESTUS	1d12	6	2	0	8	85
NET	Entangle	14	6	-10%	2	30
YOKED BLADES	1d12+2	14	3	0	12	150 /pair
REVERSED BLADE	1d6/1d10	14	3	0	12	150

UNARMED COMBAT WEAPONS						
WEAPON TYPE	**DAMAGE**	**MGT**	**WS**	**WAV**	**WSV**	**BASE COST**
BO STAFF	1d10	8	3	0	10	50
TONFA	2d8	12	4	0	24	85
NUNCHUKS	1d12	12	4	0	8	75
THROWING STAR	1d6	8	2	+5%	1	10 each
BUTTERFLY SWORDS	2d8	14	5	0	12	150 /pair
YARI	2d10	16	3/5/8	-10%	8	125
WAR FAN	1d8	10	3	+5%	8	150
THROWING SPIKES	1D6	6	2	+15%	10	25 EACH

AVANT-GARDE WEAPONS						
WEAPON TYPE	**DAMAGE**	**MGT**	**WS**	**WAV**	**WSV**	**BASE COST**
CURVANA	2D8/2D10	12	4	0	16	250
CURVIA	1d10	8	3	+5%	12	175
CURVALLA	1D12	10	4	0	16	225
CURVA KNIFE	1D6	6	2	+15%	8	85

BOWS, CROSSBOWS & GUNS						
WEAPON TYPE	**DAMAGE**	**MGT**	**WS**	**WAV**	**WSV**	**BASE COST**
BLOW GUN	1D6+poison	6	8	+15%	3	35
SHORT BOW	1d10	10	3	+10%	5	65
HUNTER'S BOW	1d12	12	4	+5%	5	100
COMPOSITE BOW	2d8	14	5	0	5	150
LONG BOW	2d10	16	6	-5%	7	200
GREAT BOW	2d12	20	8	-10%	9	300
REPEATING CROSSBOW	4d6	12	2/10	0	8	200
LIGHT CROSSBOW	5d6	16	6	0	10	100
MEDIUM CROSSBOW	6d6	20	8	-5%	12	150
HEAVY CROSSBOW	7d6	24	12	-10%	14	200
HAND CANNON	5d12	24	60	-15%	18	2,025
SCATTER GUN	6d8	22	10	-15%	3	350
CYLINDER PISTOL (6s)	2d12+2	14	2/16	-10%	2	225
CYLINDER RIFLE (6s)	3d12+2	16	5/16	-15%	4	300



EXPLOSIVES, CANNONS & SIEGE						
WEAPON TYPE	**DAMAGE**	**MGT**	**CSV**	**WAV**	**WSV**	**BASE COST**
FIRESTICK	3D10	5	5	0	1	200
SPIKED PETARD (SML)	4D12	8	6	0	2	325
LARGE PETARD	6D10	12	8	0	3	500
EXPLODING BOLA	2D10X2	10	5	0	1	200
ACID SLING BALL	2D8	0	0	0	1	60 each
MOUNTED CANNON	6D10X1D4	0	12	0	25	4,500
INFANTRY CANNON	6D10X1D10	0	12	0	25	5,500
SHIP CANNON	6D10X1D8	0	12	0	25	5,500
BLOCKBUSTER CANNON	6D10X1D12	0	16	0	25	8,000
ARBALEST	5D10	0	12	0	16	1,875
CATAPULT	7D10	0	12	0	16	2,250
ROCKS W/FIRE	6D8+2D8	18	0	0	0	OIL+FIRE
HOT OIL	8D10	16	0	0	0	10/GAL+FIRE

There might be other weapons that you will want, from time to time, just fit them in where they work the best. Saving up for an item is the best way to let the characters use their money. Since the money is worth so much more, finding 25 Denari is a prize all to itself. It also makes adventuring all that more profitable.

WEAPON DESCRIPTIONS

KNIVES & SWORDS

HUNTER'S KNIFE: The Hunter's Knife is used for small tasks like skinning an animal. The knife does not do much damage because it was not used against heavily armed foes.

THROWING KNIFE: Same as the knife but balanced to be thrown. They come in a sheath of with 6 to 12 holders and it is worn over the shoulder or around the hips.

DAGGER: The dagger is used for piercing flesh and thick armor. The dagger is the last defense when all other weapons are broken. It is also easier to wield than a sword for those less experienced in the ways of combat.

PARRYING BLADE: This weapon is usually used by a Fencer to block an opponent's attack. This blade is invaluable since it will parry any blow allowing the blade to take no damage. The Blade is only affected when a MW is blocked or a fumbled parry occurs.

SHORT SWORD: The favorite sword of thief careers since it is easy to hide from sight. The blade of the short sword is around 29" and weights about 3lbs.

FENCING SWORD: This is the only sword that can pierce armor along small points that regular weapons may not puncture. This sword is a masterpiece in action as it is light and agile in the hands of the Fencer. Because of its fast maneuverability, this blade causes more damage

when puncturing vital points on an opponent. The length of its blade is about 45½" and weights 2½ lb.

CURVED BLADE: Pirates, lancers, and the desert dwellers, the Budani, use these swords. Much lighter than the common broadsword, these blades could strike an opponent before a two-handed blade could even be raised. History shows that the desert warriors cleaved off the arms of knights when they raised their great swords to strike.

1-HANDED SWORD: These are your typical broad and light swords that are standard in all RPG's. Their styles and makes are what set them apart from each other.

HAND & A HALF SWORD: Also called "the bastard sword," these blades can be swung either one handed (with a shield) or with two hands for a more powerful swing. It is very versatile and the favorite of all adventurers. When swinging it one handed, the damage is 2d8 and with two hands 2d12. The blade is a standard 51" long and weights 5½-lb.

2-HANDED SWORD: The claymore and flamberge are just two of the different styles of 2-handed swords. These swords have a blade of about 56" to 58" and their sheaths are worn across the person's back. Used for cleaving an opponent, these blades were not meant for thrusting.

GREAT SWORD: The sword's blade can measure up to 72" in length and is normally swung by those who can handle the massive weight of the blade at almost 9½ lb. This sword will tear limbs off if the swing is just right. An opponent wielding this weapon is a formidable foe, even if you get the first strike. These swords do not have sheaths and must be carried as is.

NEXUS BLADE: Similar in craftsmanship to the hand-held Yoked Blade, the Nexus has two curved blades, each facing the opposite directed, which is joined at a center grip. The blade can only be wielded by someone trained in its use. Trying to use a Nexus Blade untrained will add an extra -20% penalty to an attack or parry. The Nexus Blade can be used with a shield, if first trained in its use. This blade was first developed by the Cheetara to allow their warriors to fight with sword and claw. Since then is has been seen in many different racial designs. The Nexus Blade has a single center grip for use with one or two hands, which has two 36" blades on either end.

AXES, MACES, & HAMMERS

SMALL AXE: The small ax or hatchet was used in close combat like a dagger. The ax could deliver a more powerful chopping blow than the puncturing arch of the dagger. The ax could be thrown much more easily, too.

SINGLE-BLADED AXE: The battle-ax is one of the main choices of the knight for its cheapness and reliability in combat. The ax has more power behind it when it chops than a sword. The ax delivers more of the blow along a short edge rather than the long edge of a sword. The battle-ax comes in a variety of styles, as does the shape of its edge.

DOUBLE-BLADED AXE: This is considered a battle-ax as well; just that it has an extra blade for multiple opponents combat. It is a much better weapon for fighting two or more opponents because of its backhand capabilities.

2-HANDED AXE: The "broad ax" has a massive blade on the top with a much larger edge. This ax is used to drive opponents to the ground from the powerful blows it delivers.

MACE: The metal head of the mace is used to put dents in the metal armor of opponents and causes the amour to become useless. It is also a favorite weapon for destroying skeletons.

SPIKED MACE: Also called the "Morning Star", this is a regular mace with a larger spiked ball at the top. It is used for not only denting but also piercing the armor as well causing as much damage as possible.

BALL & CHAIN: This weapon has a single-cast metal ball at one end which is connected to the handle by a length of chain. When using this weapon, your opponent has to roll his SDV at ½ his standard number because this weapon was made to go over it. The buckler is the only weapon that can be used to block this weapon and allows for a full SDV roll.

MACE & CHAIN: This weapon has all of the same capabilities as the ball & chain except that the ball is fitted with ½" to 1" spikes all over it.

1-HANDED HAMMER: The hammer was invented to deter plate from being worn. This weapon, when used against plate, would put small dents in the armor because the force of the blow was centered at such a small point. The hammer is a favorite amongst cavaliers. The top of the hammer has a spike to deliver small holes to the armor.

2-HANDED HAMMER: As you can see by looking at these hammers, the 2-handed one is a larger hammer and has a much bigger spike. This is for more penetration of the armor and creating far greater damage to an opponent.

GREAT HAMMER: The Great Hammer is a large metal hammer that requires two hands to wield. The head of the hammer is 28" – 30" in height and has a width of 12" – 16" for brutal pummeling damage. The Great Hammer has been known to crush a man's head in one swing. Some Crafter's have added spikes to the hammer's flat head, increasing the damage as much as +1 to +5, depending on the quality of the craft and the metal used.

SPEARS, STAVES, & POLEARMS

SLING: The sling is a piece of leather stripping that has a small leather pouch in it where a stone can sit. The user twirls the sling around his head and lets' go of one end sending the rock towards an opponent.

SPEAR: A long wooden shaft that has a metal point on the top. The spear is used for thrusting at an opponent that might be a few feet away from him. By charging an opponent that is 10 or more feet away, the attack (if successful) will cause double normal damage.

JAVELIN: This weapon is a special spear that is balanced to throw. It is not used to fight off opponents since it is too light to withstand a direct hit. The javelin can be thrown in yards to achieve normal damage (your strength score X3).

WAR LANCE: The primary charging weapon of all mounted fighters. The lance delivers a mortal wound if it hits an opponent. Only really tough opponents are left standing after a



direct hit from a lance. A lance is a single shot weapon if a direct hit is scored. When jousting, a direct blow will also break a lance. If a fumble occurs while in a charge, the rider is jolted off their saddle and onto the ground.

BATTLE LANCE: The Battle Lance is a recent addition to the arsenal of the realms. It was first crafted after the knight Sir Kurt Michael was left weaponless on the field of battle and used his broken lance to defeat his remaining 5 opponents. The Battle Lance looks like a one handed version of the mounted War Lance but is crafted of metal. It has an extremely sharp tip that extends out from the shaft up to 36 inches depending on the height of the person using it. Some versions have been seen that extend greater, especially when used by a Repticus or Gillander. There is a release switch inside the grip. Pushed forward, the front shaft springs out, and pulled back, it springs back inside. It is a good idea to clean the front shaft before sheathing it.

SHORT STAFF: This staff is just a walking stick with a metal cap on the top and a small spike on the bottom. They are no bigger than 3 to 4 feet in height depending on the size of the person using them.

QUARTERSTAFF: This staff is made from the finest ironwood in the land. The wood is fire-hardened so that it becomes as strong as iron. Before being hardened, the staff is carved to meet an individual's design specifications. Once all of the carving is done, it is then hardened. This staff can have a cap of any design and a point on the bottom or another cap. The staff is used for fighting and is a favorite of spell-casters. The quarterstaff can be used to parry blows as well as attack all in the same round. The quarterstaff adds +5% points to PDV when used to parry.

BLADED STAFF: This staff is made from redwood and has two spring-loaded blades in its ends. The staff is used like a spear and can be used to attack two opponents at once as long as they are in front and behind.

METAL STAFF: Made of the metal of your choice, this staff is mainly used to enhance the spell capabilities of the magic-user. Any spell that is conjured by the use of a metal staff gains the extra damage from the metal used. Built the same as a quarterstaff but far more versatile.

POLEARM: The pole-arm has a wooden shaft of about 5 to 6 feet in length with a distinguishing head on it. The style and design is once again a personal choice.

WAR FORK/TRIDENT: These weapons may look strange but they are used for piercing all types of armor and even the face slots in a full helm. There is nothing worse than having a thin blade pierce your helms front faceplate. The trident is like a military fork but used one-handed with a net in the pits.

FARMING TOOL: Your basic pick, hoe, or rake that a farmer might use to bash-in your skull.

UNIQUE WEAPONS

KNUCKLEDUSTERS: The common term for these is "brass knuckles". They were first used in the pits to get an upper hand on an opponent if you lost your weapon. The knuckle-dusters add an additional 3 points to all damage done with your fist.

HAND BLADES: These strap on to your wrists and allow three blades to extend out over the top of your hand. The blades themselves have a length of 8 inches and are 1" thick.

HEAVY CESTUS: These items slip over your arms and then are buckled down. On the top of them are either small swords or spikes which you are to drive into your opponent.

NET: The net is used to capture an opponent's weapon or the opponent himself. The net has small weights and barbed wire on them. This is to keep the opponent down without killing them.

REVERSED BLADE: The reversed blade was crafted to allow the user to slash, parry and stab with a blade that extends the length of the arm. The reversed blade is held like a normal sword except the blade extends backwards down the arm with only a small spike sticking out the front of the pommel. The reversed blade can be used solo or one in each hand. The use of two blades does require the skills ambidexterity and two weapons combat.

UNARMED COMBAT WEAPONS

BO STAFF: This is just a plain stick, about 2-ft. in length, that is made from ironwood and can be used two at a time.

TONFA: This little weapon looks like an officer's stick. It has a small handle close to one end and it can be spun in circles. The tonfa is a versatile weapon that you can parry with (add +10% to PDV) or, if you spin it, it will add and extra 5 points to ARV.

NUNCHUKS: Two 12" sticks that are held together by single thin leather strips. These sticks can be spun around in circles and used as defense as well as attack all in the same round. As you are fighting an opponent, if he wins initiative on you, you can add +5 to your ARV immediately when he attacks and then attack him after the initial assault. This does not work if you attack first. If you roll a CS with an attack, you immediately get to take another swing at the target. If by chance it is another CS, nothing happens.

THROWING STARS: This is a small multi-point weapon that is no larger than 1" in diameter and when thrown has a greater chance of sticking in the target. The difference between a knife and a throwing star is that you can throw up to 4 stars in one hand at one time.

BUTTERFLY SWORDS: These swords are used in pairs and, while one attacks, the other is in constant parry mode. The swords are light and meant to be used on lightly armored opponents. The use of two blades does require the skills ambidexterity and two weapons combat.

YARI: This is the special spear of the martial artist. It has three points at the top and has an extra foot of length tacked on to it to make it bounce more. All spear rules apply here.

WAR FAN: This is a collapsible, metal fan that has had its edges sharpened to allow the wielder to either parry and strike all in the same action. They are usually used in pairs to allow the wielder to parry and strike without the penalty. The use of two blades does require the skills ambidexterity and two weapons combat.



AVANT-GARDE WEAPONS

CURVANA: A sword with a thin blade that has a curvature to it as it extends its full length of 42". The sword is Elfaren crafted and takes a year to forge through a process called "metal folding".

CURVIA: The short sword of the Avant-Garde. This short sword is used in conjunction with the Curvana to act as a parrying weapon and, when paired with its mate the Curvana, the style is called "Curvorian Style".

CURVALLA: This sword is 32" long and must be paired with a second Curvalla or the sword will not achieve its full potential in the hands of an Avant-Garde. This twin blade Battle Stance is called the "Curallan Style".

CURVA KNIFE: The blade is 12" long and curved like the Curvana and is used mainly for slicing an opponent up close. The blade is sharp enough to carve through thin bones. It is sharpened using a special stone called a "Cuva Stone" found only in the rivers of the Autumn Wood.

BOWS, CROSSBOWS, & GUNS

The Ranges for bows, crossbows & guns falls under 4 such categories: short, medium, long and extreme, for even the skilled archer can make the impossible shot sometimes. The ranges show a base number that represents the highest amount of feet from you to the target. If a Short Bow has a medium range of 20 feet, medium range for that bow is actually 11 ft. to 20 ft.

The damage fluctuation and penalties for the ranges is as follows:

SHORT	MEDIUM	LONG	EXTREME
+1 damage	Normal	-1 damage	-2 damage
+5% to hit	Normal	-5% to hit	-10% to hit

MISSILE RANGES				
TYPE	**SHORT**	**MEDIUM**	**LONG**	**EXTREME**
Short Bow	10 ft.	20 ft.	40 ft.	75 ft.
Hunter's Bow	15 ft.	30 ft.	50 ft.	100 ft.
Composite Bow	20 ft.	50 ft.	100 ft.	150 ft.
Long Bow	30 ft.	50 ft.	150 ft.	300 ft.
Great Bow	35 ft.	100 ft.	300 ft.	500 ft.
Repeating Crossbow	10 ft.	20 ft.	30 ft.	40 ft.
Light Crossbow	20 ft.	30 ft.	45 ft.	50 ft.
Medium Crossbow	30 ft.	45 ft.	60 ft.	70 ft.
Heavy Crossbow	40 ft.	50 ft.	75 ft.	90 ft.
Hand Cannon	10 ft.	20 ft.	50 ft.	100 ft.
Scattergun	5 ft.	10 ft.	15 ft.	25 ft.
Cylinder Pistol	10 ft.	25 ft.	50 ft.	100 ft.
Cylinder Rifle	20 ft.	50 ft.	100 ft.	200 ft.
Thrown Weapon*	20 ft.	30 ft.	40 ft.	50 ft.
*Note: +1 foot for every 1 point of Might Stat you have				

SHORT BOW: The short-bow is chiefly used on horseback because of its compact size. It is also the main weapon of the Harveyren military.

HUNTER'S BOW: Used for hunting small game animals, this bow has earned its name because it is of medium height and it doesn't get tangled in the branches of most trees.

COMPOSITE BOW: This bow is made by gluing strips of wood together to give the bow a much stronger pull. Different types of wood are used in this process.

LONG BOW: The longbow stands roughly 6 feet in height and can shoot up to a mile away. The pull of the long bow is great enough to pierce the strongest plate money can buy. This bow is so large that it must be used in an open area and cannot be shot sideways.

GREAT BOW: The same size as a long bow but built like a composite bow. The bow itself is thicker and only strong people can effectively use the pull. If your height is not over 6 feet, forget about it.

REPEATING CROSSBOW: This crossbow was constructed to self-loading after every shot. The user can get 2 shots off a round and the crossbow holds 12 bolts.

LIGHT CROSSBOW: One size up from the repeater and delivers a greater impact even though it only gets one shot per round.

MEDIUM CROSSBOW: This crossbow uses a crank to pull the crossbow back into the ready position. An experienced crossbow user can get off one shot every other round.

HEAVY CROSSBOW: This crossbow has to be cranked into position and can be fired every two rounds because of its tremendous pull.

HAND CANNON: This smart piece of weaponry is held by two hands and fired by placing the cannon on the ground and lighting the short fuse. The hand cannon can be reloaded and fire every other round because of its ease of use. The balls that are used in the cannon are 2½" in diameter and weight 1½ lb. The average person can carry up to six shots. This includes gunpowder and the fuses.

SCATTERGUN: This is a sawed-off shotgun but the shells are paper and cost a small fortune to buy. For the full effect of the scattergun, the user must be within ten feet of their target. For every 10 feet distance away they are, 10 points drop in damage.

CYLINDER PISTOL: The pistol has to have its hammer drawn back every time a person wishes to fire it. The gun resembles an old "navy colt revolver" from The American Civil war period. Feluken Clawnite, a Furotti inventor who lived some 200 years ago, invented the gun. It started as a powder gun or muzzle-loader and has progressed to this stage. Everyone feels the gun is off setting the weapon style of combat, but most adventurers feel that six shots doesn't compare to a sword cleave. The range of a pistol is 100 yards.

CYLINDER RIFLE: The rifle is built the same way as a pistol except the range is longer. The range of a rifle is 500 yards.



EXPLOSIVES, CANNONS, & SIEGE

FIRESTICK: The firestick is an 8 inch stick with the inside hollowed out that has a small metal cap on the top filled with gunpowder. On the bottom of the handle is a metal ring which must be pulled and turned once clockwise to activate the spark. Once turned, you throw it where you want it to go and it blows up. You can tie up to 7 together for a bigger bang.

SPIKED PETARD (SMALL): This petard has a fuse that must be lit and then thrown. When it explodes it sends out the spikes that were around the outside of the petard. The petard has same ¼" to ½" spikes on the outside that are used to slam into wooden doors. They were first invented to destroy wooden doors but other uses came along.

LARGE PETARD: Looks like a traditional cartoon bomb. It is a very large (12" diameter) metal ball with a fuse at one end. It is used to take down walls instead of climbing over them.

EXPLODING BOLA: Light the fuses and throw the bola. Roll CAV attacks and apply damage to the target. It can be used for just about any object that can have rope wrapped around it.

ACID SLING BALL: These little babies are loaded with acid so that when it hits an opponent, the pellet breaks, causing the acid to spill out.

MOUNTED CANNON: The mounted cannon are the same as a hand held; just mounted down for easier use. It does the same damage.

INFANTRY CANNON: The infantry cannon is used for ground support with the heavy infantry. It will disperse a charge with ease. The problem is that once the cannon are in place, you either run away or die when the enemy gets to you.

SHIP CANNON: These are the standard ship-to-ship cannon. These cannon are stuck in one place and are usually on a rail or track so it can be yanked into position with rope.

BLOCKBUSTER CANNON: The blockbuster or "Howitzer," as the dwarves call it, can deliver the largest explosion and cause the most damage but has the shortest range. The blockbuster fires a 24" diameter metal ball for up to 150 yards away. You have to light the fuse on the cannonball before firing.

ARBALEST: This is a large crossbow that fires bolts out that are 3" in diameter and can pin a man to a stone wall easily.

CATAPULT: This machine will catapult rocks at the walls of a castle, trying to knock them over. Where cannons might only put holes in walls; the rock thrower takes them down.

ROCKS WITH FIRE: Add oil to the rocks, a little fire, and presto! Flaming rocks!

HOT OIL: Build a large fire and put the oil in a metal cauldron and cook. Swing out over attacking enemy and pour.

CATAPULT ROCKS: Find them and drop them on the enemy from above. They come in many colors and sizes.



CRAFTING & MATERIALS

CRAFTING & MATERIALS

The age old question is "How do I get better armor or a nicer weapon without searching dungeons and tombs?" In *Broken Swords & Battered Shields* you can have Crafters of different abilities craft you better armor and weapons. It only costs time & money to get the job done; you just need to find where they are. There are common crafters, expert crafters, master crafters, legendary crafters, and immortal crafters who can get the job done. They range from common to extremely rare and there are modifiers for die rolls to discover their locations from the common people.

The chart below describes the crafters and their ability to make the perfect set of armor or weapon for you. You can have magick imbedded in your armor or weapon as well as have it made with a rare metal. You can find bars or chunks of rare metals in your travels to collect up enough it to help offset the cost of the armor or weapon.

There is a chart of Material Construction that describes the different types of material armor or weapons can be made from along with the ARV bonus and Base cost of the material itself. The base cost is the standard amount of money you must have in order for an artisan to use this material in the crafting of your armor or weapon. Some of the materials have special properties associated with them and are an added benefit for using them. Just remember that an artisan, living in the mountains, does not craft from coral or items not found in his area. He is a master when it comes to his specialty, which includes the type of materials he favors using.

CRAFTER CHART

TYPE OF CRAFTER	CRAFT BONUS	COST MOD	LUCK MOD
COMMON	+1 - +2	NORMAL	-0% common
EXPERT	+3 - +5	+100/bonus	-10% common
MASTER	+6 - +8	+500/bonus	-25% rare
LEGENDARY	+10 - +12	QUEST	-50% rare
IMMORTAL	+13 - +15	QUEST	-85% impossible

According to the Crafter Chart, a common crafter can produce a +1 or +2 quality weapon or armor without a cost modifier and with a Luck Roll to find one. A Legendary Crafter can produce a +10 to +12 quality weapon or armor, you will have to perform a quest for him to do the job, but first you must make a Luck Roll with a -50% modifier just to find one. Crafter's can add magick to any weapon or armor that is hand crafted for the purchaser as long as you supply the Arcane Spellcaster who knows the spell you are looking for. Since magick is more personalized in Broken Swords & Battered Shields, it is harder to find spells you want. So, you will need to find the caster with what you want. Now some crafters have casters living in the area or they know where one lives with the power to achieve what you want.

The special material list below adds to the cost of the item you wish to create. One thing to remember is that casters do require payment too, for expending their power on items people want. A good formula for caster payment is about 1000 Denari/career and 100 Denari for every Essence Point that is needed for the item. If you favor a legendary caster then the price would be 4-times the standard amount and the same roll to find one. The standard craft time is 1 week/+1 bonus and 1 additional week for the plus-bonus for any special material that is used. Casters do not add to crafting time unless you do not have one handy.

TREATED MATERIAL CONSTRUCTION CHART

Type	ARV/DAM	Base Cost	Special properties
Bamboo	Per +1	1000	protection vs. arrows
Iron Oak	Per +1	2000	protection vs. arrows
Redwood	Per +1	3000	protection vs. arrows
Teak	Per +1	4000	protection vs. arrows
Silver	Per +1	1000	damage or protection vs. lycanthropy
Gold	Per +1	2000	damage or protection vs. evil
Adamantium	Per +1	3000	x2 structural value of item
Mythril	Per +1	4000	-2 combat speed value of item
Ebonite	Per +1	5000	damage or protection vs. nocturnes
Breggamite	Per +1	6000	damage or protection vs. metal magic
Jade	Per +1	7000	damage or protection vs. wood magic
Pearl	Per +1	8000	damage or protection vs. water magic
Sapphire	Per +1	9,000	damage or protection vs. air magic
Emerald	Per +1	10,000	damage or protection vs. earth magic
Ruby	Per +1	11,000	damage or protection vs. fire magic
Diamond	Per +1	12,000	damage or protection vs. Immortals
Bone	Per +1	15,000	damage or protection vs. undead
Ivory	Per +1	18,000	damage or protection vs. Immortals
Elemental	Per +1	20,000	Protection vs. element (fire, earth,etc.)
Prismatic	Per +1	25,000	protection vs. Sense Magic
Translucent	Per +1	30,000	damage or protection vs. Invisibility
Dragon Hide	Per +1	20 - 60,000	damage or protection vs. all elements

Your Lorekeeper might have other ideas on the rarity of these items and they can even veto any one of them. Remember that this book is a guide, not a definitive set of rules. All numbers represent the minimum.

MAGICAL PROTECTION

The Arcane classes have it a bit tough when it comes to combat and wearing armor. They have the big firepower in their arsenal of spells, but if confronted by a fighter's weapon, their limbs just fall off. That is why the arcane, to deal combat, invented Personal Power Shields (PPS). The power stones are set into an item such, as a medallion, which is tapped to activate. It covers the mage in either a shimmering field of energy or a suit of pristine armor that looks like armor, but is light. The PPS can be purchased to look like just about any armor, all it takes is Denari. You purchase the PPS in stages, only purchasing those stages you want.

PERSONAL POWER SHIELD		
PPS Base Gemstone	**ARV**	**Cost**
Mazonite	4	2,000
Tygress	8	4,000
Rubite	12	8,000
Galdorn	16	12,000
Ezmerald	18	16,000
Silver Eye	20	20,000
Sappherite	25	25,000
Diazmond	30	30,000
Cosmite	40	35,000

ARMOR STYLE	COST
Cloth/ Robes	50
Leather	100
Ring/ Studded	200
Hard Leather	300
Metal Scale	400
Chain Mail	500
Lamellar	600
Plate Mail	800

The Arcane Classes can wear clothes, robes, wood, or leather under their power shields but metal will cancel the field out if worn. It is not affected if another person is holding the metal. Their option is to have their Personal Power Shields come with the look of clothes, robes, wood, leathers, and even metal armors since they are just a magical appearance. They could be wearing just a robe but, when their PPS is activated, they now appear to be wearing a full suit of Light Mail. This is a very expensive but intimidating way for an Arcane Career to adventure. The cost of buying PPS armor is as stated below and that cost is added to the PPS cost for a final price. It is of course, cheaper to buy and wear material clothing or armor.

ANTI/MAGICAL PROPERTIES

The last section of the armor system deals with the ability to have magical protection/damage added to your armor or weapon in two different ways. The first way is to have what's called "Physical Magic Properties" added to your armor or weapon by an Enchanter. The Enchanter is the only mage that has the ability to fuse "Permanently" magical properties to natural leathers or metals and woods. The price is high but the outcome can be life saving.

The first will deal with Physical Properties, which is the adding of magic to your armor or weapon to increase either your ARV or your weapons (physical) damage. This increase allows you to absorb more of the physical blows from weapons and creatures or allows you to dish out more damage to your opponents. The one drawback to physical damage is that it is still stopped by magical protection, such as magical shields, etc.

The cost of 'PMP' is $1,000 for the first point and is double each time it is applied over an existing 'PMP' fusing. Thus it only costs $1,000 for the first plus and $2,000 for the second but the third is $4,000 and the fourth $8,000, so as you can see it gets expensive. To have +5 done immediately costs only $5,000 but then to have another +1 done later to make it +6 will cost you $10, 000, and so on.

The second chart is called, "Anti-Magical Properties" and is strictly used for defensive purposes for both armor and weapons. To understand this you must have fully read about the magic system. When adding Anti-Magical Properties to your armor or weapon, you will first notice the price is cheaper. That is because you must specify which element you want to protect from or penetrate through. To have a weapon or a suit of armor stop against all



elements, just multiply the price by 4 and that is what each +1 point will cost. This has to be done at the same time so the cost is lower in the long run but the upfront cash is more.

Armor infused with AMP (anti-magical properties) protects against one, some or all elements according to what you have fused into it. The physical stops physical, where magic stops only magic. Armor infused with +10 points of AMP will stop 10 points of magic damage from *any* spell of that element. If you need to protect yourself from emotion-based spells, it costs the same but again you must specify which emotion.

Weapons infused with AMP will slice through that element or emotional shield or protection. Armor infused with +10 fire protection that is hit by +20 points from a flaming sword (infused with the element of fire) would stop 10 points but 10 are going through plus the weapons main damage. The AMP is only for magic vs. magic situations. Any AMP on a weapon that is used against an opponent that does not have AMP protection will have full AMP bonus damage done to them, which is added to the damage at the time of the hit. The cost is the same as PMP. The cost of 'AMP' is 1,000d for the first point and is double each time it is applied over an existing 'PMP' fusing. Thus it only costs 1,000d for the first plus and 2,000d for the second but the third is 4,000d and the fourth 8,000d, so as you can see it gets expensive. To have +5 done immediately costs only 5,000d but then to have another +1 done later to make it +6 will cost you 10, 000d, and so on.

There are unlimited ways for you to create the armor that you want. The only problem is cash. It costs a lot of money to achieve the high standards that every one who games desires. Remember that you will progress through many careers and levels as you play Broken Swords & Battered Shields that will help you grow. You will earn money to buy the items you wish or find items to sell or wear. You must remember that each piece must be increased when you have armor made. A character might wear a +5 breastplate, +2 bracers, etc. in an attempt to stay alive. You will only find full suits of armor with all of the same pluses on very high and powerful persons in the realms. Some of the suits are priceless and cannot be sold for money at all. There will be those who give out money from the halls of Monty, but they will only ruin the game and get bored of it within a few months and go onto something else.

Weapons are increased the same way as armor with PMP and AMP, if one so desires. A sword with AMP against fire will go right through a magic fire shield hitting the mage directly for straight damage. The ideas are endless so get on with and adventure for fame, money, but mostly money, money is good.

ELFAREN ARCHITECTURE



MAGICAL ITEMS

There are very few things in the world of Broken Swords & Battered Shields that *cannot* be infused with magical properties. As most things, the limitations are only in the creativity of the designer and fabricator of the item. In this section, we will deal specifically with Weapons, Armor, and what we will refer to as Accessories. Items can be given magical properties in three additional ways, each varying greatly in permanency and cost. The most basic way to infuse magic into a weapon is by simple enchantment, an incantation, or magical spell. These effects are mostly temporary as all spells wear off as time progresses. This is not to be confused with the work of the great Sorcerers and Enchanters of the world. Their magical effects go well beyond simple enchantment.

The second way an item may obtain a magical effect is by the use of Terrastones. Found and fashioned by the Nulkans, and infused with powers granted by Enchanters, Terrastones fit into items that contain what are called sockets. Sockets themselves come in two different forms. Some are made to hold a single Terrastone, and once that stone is placed into the socket, it is then fused to the socket. Hence the name; Fusion Socket. These Terrastones may only be removed by a talented smith who can work with the particular material used. While a much more permanent effect, it does not provide the flexibility of the second socket type. These take particular Terrastones which are actually threaded at one end. A threaded stone may be pressed into this socket then twisted, which locks the stone into place. Given the opportunity and another threaded Terrastone, the first stone may be removed and a second can take its place. This provides greater freedom for interchanging effects and powers based on need, but the cost of a Locking Socket is much higher than a Fusion Socket.

The final and most permanent way to create magical items is by inscription. This is a delicate and time consuming process that must be done while the item is being forged. Once created, the item must be completely reforged to be inscribed further. The inscription takes the form of a Rune on the item, and just as the only way to inscribe more magic is to reforge it, so is the process for removing an inscription. While these are hard to come by, and require great sorcery to accompany the forging process, the results bring the most powerful equipment in the world.

Though it may not always be the case, typically Terrastones deal only with elemental magic, and always only in the element the stone represents. One would be hard pressed to find, for example, a socketed sword (with no inscription) that gave a bonus to CAV, or a socketed breastplate (with no inscription) with a bonus to CDV. What those *would* likely have is perhaps a +2 Lightning damage bonus, or +4 bonus ARV against Fire-based attacks. Runes have little to no restrictions on what bonuses they can give. Just remember, the more powerful the effect, the more expensive such an item will cost to purchase.

One key aspect to inscribed items is that an item may only hold a number of inscriptions equal to the bonus granted by the material used. For example, a set of Silver gauntlets can only hold a single inscription, while a Mythril sword's blade may hold up to 4 inscriptions. This also means that more mundane materials, such as Iron, cannot hold inscriptions at all.

They can, however, be socketed. The only limitation to the number of sockets an item may contain is that each socket placed into an item lowers its SV (Structural Value) by one. Once an item's SV reaches 0, the item is destroyed. So, while a Spiked Mace has a SV of

9, and one could conceivably place 8 sockets into the weapon, this would make the mace extremely powerful, but also quite fragile. The owner should worry that one parry or well-placed shield could destroy the item entirely.

WEAPONS & ARMOR

Weapons are most often not just single, uniformly constructed tools of a single material. Bows have grips, frames, and strings. Arrows have heads, shafts, and fletching. Swords have grips, tangs, blades, and hilts. For the adventurous Lorekeeper and group, these components provide even more customization and opportunity for magical effects. What if you have a great axe, with an enchanted ice axe head, but you just found an axe with an incredibly light shaft that would decrease your Weapon Speed by 5? Why not take it to a weapon smith, where they can place the enchanted head on the lighter shaft- giving you the best of both worlds? Armor is a little more straightforward. Piecing together your own personalized set of armor can be an art form in the hands of the right person.

And finally, Accessories should be considered primarily as jewelry. That said, many people will come up with great uses for anything ranging from backpacks to saddles. Any of those items are also considered Accessories. Use common sense when constructing these items. Can a ring really hold all three of those sockets you're trying to cram into it? Would a fine gold neck chain really hold up to an attempt to inscribe multiple runes into it? Could it even hold one? If you are unsure, please ask your Lorekeeper for help and advice. After all, everything ultimately must be approved by the Lorekeeper before it can be brought into play.

THE COST OF ENCHANTMENTS

Let us first get one thing straight. Costs of enchantments may vary from Lorekeeper to Lorekeeper, craftsman to craftsman, location to location. With that said, here is the general process of determining the cost. It should also serve as your base system if you are using the money and equipment costs included with this book. Also, keep in mind that not every smith you come across is able to perform everything you may wish done on your equipment. To perfect their work, craftsmen must focus on particular aspects of crafting. The greatest Locking Socket Armorsmith in the world may not be able to tell you a thing about Fusion Sockets for Weapons. Sure, he could give it a try, but you stand a great chance of destroying the Terrastone or weapon.

Enchantment Style	Cost	Crafter Required	Available Crafters/Enchanters
Temporary Enchantment (Spell)	100d per +1 enhancement / day	Multiple	Common
Recharging Items containing Spells	100d per Essence spent	Enchanter (Warlock career 4)	Uncommon
Fusion Socket	500d (Terrastone not included)	Inventor (Terramech career 2)	Uncommon
Locking Socket	800d (Terrastone not included)	Gearhead (Terramech career 3)	Rare
Rune Inscripted Item	2000d minimum (very rare)	Delineator (Sorcerer career 4)	Very Rare

MONETARY TRADE GOODS

MONETARY TRADE GOODS

The monetary system in the Broken Swords & Battered Shields world is of simplistic design. There is one type of money and it is available in either coin or paper, but has the same meaning and financial value. The term used for this money is "Denari" and comes in denominations of 1, 5, 25, and 100.

The use of paper money was recently introduced by the Dulklakans for easier carrying of large sums of money. Some say it is a way for them not to have to part with their gems and jewels. Gem slices are still the main source of currency that is used. Paper money can be traded in for gem-slice currency, but the money that is used is printed by the country that bears its mark and is backed by their monetary wealth. The use of paper is for fast transactions between countries or to pay the military so they will turn it in for slices. The longer the paper stays in circulation the longer the gems stay in the vault. Easier to carry, paper currency is all the latest rage these days. Expect to see more of it in the future.

PRECIOUS METAL	VALUE MULTIPLIER
Silver	2
Gold	4
Adamantium	6
Mythril	8
Ebonite	10
Breggamite	12

When dealing with larger quantities of money, the people prefer to use gems. These gems are sometimes sliced (like a cucumber) and added to the center of the coin, which signifies the value of the coin. Say you find a Denari coin with an Amber gem-slice in the center of it; it would be worth 25-paper Denari. Below is a chart showing the value of gem-slices.

GEM TYPE	VALUE
Mazonite	25
Tygress	50
Rubite	100
Galdorn	500
Emerald	1,000
Silver Eye	5,000
Sappherite	10,000
Diamond	50,000
Cosmite	100,000

Denari money is versatile. It was created to help the average person have lots of money but, never have to carry large amounts of coin. The standard coin with the gem-slice center can be made more valuable by just upgrading its metal ring. If the coin is made from precious metals, the value of the coin is increased by the metal's multiplier in value. A coin made from Mythril (+8) and inserted with a Mazonite gem 25v) would be worth 200 Denari. If the gem was upgraded to Emerald gem (1000v), the value would be 4,000 Denari. Simple! All Denari currency can be broken down in values for you easily. Now that you have learned the monetary system of the world, let's go buy some armor and weapons to impress the ladies.

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TRADE GOODS

Now comes the time when you will wander down into the market district of the city and spend some of your money on some real adventuring equipment. The shops are usually fully stocked as the Guildmaster likes making a profit. The first place an adventurer goes (besides the weapon & armor shops) is to the alchemist to purchase his supply of healing potions and other stuff. Remember, the world uses generically titled items. So, be specific.

Now, you will want to explore the guild's district to see what mundane items they have for sale. Get yourself going and have fun purchasing the world. If you don't see an item you want just ask your Lorekeeper to match the price of the closest related product.

CLOTHING

NAME OF ITEM	COST	NAME OF ITEM	COST
FELT HAT	12	CLOAK	18
LEATHER HAT	14	CLOAK WITH HOOD	21
BRIMMED HAT	15	LONG ADVENTURERS COAT	22
JESTER'S HAT	18	LEATHER ADVENTURERS COAT	25
SCARF	11	ABOVE COAT WATERPROOFED	35
WOOL GLOVES	11	LEATHER JERKIN	22
LEATHER GLOVES	12	ABOVE WITH SLEEVES	26
THIN BELT	13	SOCKS	11
WIDE BELT	11	SHORT LEATHER BOOTS	18
WEAPON'S BELT	13	KNEE-HIGH LEATHER BOOTS	26
KNIFEMAN'S BELT (6 OR 12)	18	HIP BOOTS	34
CLOTH PANTS	12	UNDERSHIRT	11
WOOL PANTS	18	UNDERPANTS	11
LEATHER PANTS	24	CODPIECE	15

ADVENTURER'S STUFF

NAME OF ITEM	COST	NAME OF ITEM	COST
CANDLE	11	SCROLL CASE, BONE	34
TORCH	12	SCROLL CASE, METAL	20
LANTERN	16	SCROLL CASE, WOODEN	16
BULLSEYE LANTERN	20	MIRROR	16
WATERSKIN	11	MIRRIOR	45
CANTEEN	13	MATCHES, WOODEN BOX (20)	11
MONEY POUCH	12	TINDER BOX	16
BELT POUCH	15	FLASK OF OIL, 8 HOURS	13
CLOTH BACKPACK	22	25' OF ROPE	22
LEATHER BACKPACK	26	SMALL GRAPPLE	24

BACK METAL FRAME	20	FOLDING GRAPPLE	36
SACK/BAG	12	CLIMBING HARNESS	34
WOOL BLANKET	14	MOUNTAINEERING HAMMER	18
BEDROLL	22	PITON & D-CLIP	13
SPY GLASS	200	STONE SPIKES & HAMMER	18
MAGNIFYING GLASS	100	THIN WIRE/ 3 FT.	8
SADDLE BAGS	25		

MISCELLANEOUS ITEMS

NAME OF ITEM	COST	NAME OF ITEM	COST
ARROWS, EACH	2	DECK OF CARDS	26
LEATHER QUIVER	24	POKER CHIPS, 24 COUNT	22
CROSSBOW BOLT, EACH	1	HUNTER'S STAND	60
LEATHER QUARREL CASE	26	CAMOUFLAGE NETTING	45
SCATTER SHELLS, EACH	50	CAMOUFLAGE PAINT	30
PISTOL SHELLS, EACH	25	FINGER KNIFE	26
RIFLE SHELLS, EACH	25	BOOT KNIFE SHEATH	35
RING WITH COMPARTMENT	VARIES		

ANIMALS

NAME OF ITEM	COST	NAME OF ITEM	COST
HORSE, MARE	275	BEAR, TRAINED	600
HORSE, RACING	725	DOG ARMOR, STUDDED	85
HORSE, WAR	1500	OTHER ARMOR, CHAIN	1125
DOG	30	OTHER ARMOR, PLATE	3000
DOG, WAR	100	GRIFPHON	8500
HORSE ARMOR, LEATHER	235	DRAGON, EGG	6500
HORSE ARMOR, SCALE	450	DRAGON, YOUNG	16,500
HORSE ARMOR, CHAIN	875	DONKEY, DUNGEON	500
HORSE ARMOR, PLATE	1200	CAMEL	350

TRANSPORTATION

NAME OF ITEM	COST	NAME OF ITEM	COST
2-WHEELED CART	45	FISHING BOAT	500
BUCKBOARD	65	MERCHANT SHIP, SMALL	850
COVERED WAGON	78	MERCHANT SHIP, MEDIUM	1,200
CARRIAGE	325	MERCHANT SHIP, LARGE	2,000
METAL CARRIAGE, ENCLOSED	825	PATROL BOAT, 2 CANNONS	14,000
GYPSY WAGON	275	COASTL PATROL, 12 CANNONS	18,000
PAYROLL WAGON	300	WAR GALLEY, 24 CANNONS	25,000
TROOP CARRIER (12)	500	MAN OF WAR, 48-62 CANNON	50,000
BALLOON, 2 PEOPLE	550	CANNON BALLS, 12/CRATE	120
BALLOON, 4 PEOPLE	300	GUNPOWDER, PER BARREL	35
AIRSHIP, SMALL (6)	10,000	CANNON FUSES, 12/PACK	10
AIRSHIP, MEDIUM (12)	12,000	SAIL MATERIAL	16
AIRSHIP, LARGE, (24)	16,000	SAIL REPAIR KIT	12
ROW BOAT	125	BALLOON FIRE KIT	125
SMALL SKIFF	350	BALLOON SAND BAGS, EMPTY	5
CARRIAGE HORSE TACKLE	100	BALLOON ROPE LADDER	25



FOOD STUFFS			
NAME OF ITEM	COST	NAME OF ITEM	COST
1 DAYS RATION, DRIED	10	METAL CONTAINER OF EGGS	10
1 DAY RATION, FRESH	20	BOTTLE OF RUM	15
1 DAY RATION, IRON	30	KEG OF RUM, SMALL	30
1WEEK RATIONS, DRIED	70	KEG OF RUM LARGE	60
1 WEEK RATIONS, FRESH	140	MUG OF DRAGOONS BREATH	60
1 WEEK RATIONS, IRON	210	MUG OF ALE	5
LOAF OF BREAD	5	KEG OF ALE, SMALL	15
QUARTER WEDGE OF CHEESE	6	KEG OF ALE, LARGE	30
FULL CHEESE	12	BOTTLE OF WINE	50
1 PIECE OF FRUIT	2	BEEF JERKY, 6" STRIPS	2
1 VEGETABLE	2	HONEY CAKES	2
BAG OF NUTS	3	SLAB OF BACON	3
TRAVEL WAFERS, CRACKERS	5	SLAB OF HAM	3
HORSE FEED, 5 LB. BAG	60		

MEALS ON THE ROAD			
NAME OF ITEM	COST	NAME OF ITEM	COST
PORRIDGE	3	ALE, MUG	5
PLATE OF CHEESE	3	ALE, BOTTLE	10
PLATE OF FRUIT, SEASONAL	3	WHISKY, GLASS	7
PLATE OF VEGETABLES	3	WHISKY, BOTTLE	14
COOKED MUTTON	5	RUM, MUG	5
COOKED CHICKEN	4	RUM, BOTTLE	15
COOKED PHEASANT	8	MEAD, MUG	4
BOWL OF STEW	3	MEAD, BOTTLE	12
BOWL OF SOUP	2	WINE, GLASS	25
BOWL OF SALAD	2	WINE, BOTTLE	50
BASKET OF BREAD	2	WINE, GLASS (IMPORTED)	50
RACK OF LAMB	12	WINE, BOTTLE (IMPORTED)	100
SIDE OF BEEF	15	STOUT, MUG	8
WHOLE TURKEY	8	STOUT, BOTTLE	16
SMOKED DEER	6	RICE WINE, GLASS (IMPORT)	10
SMOKED BEAR	10	RICE WINE, BOTTLE (IMPORT)	20
SEASONED RABBIT	5	MILK, GLASS	1
CATCH OF THE DAY, FISH	5	MILK, BOTTLE	5
SQUIRREL PLATTER	5	DRAGOONS BREATH, MUG	15
EGG PLATTER	2	DRAGOONS BREATH, BOTTLE	30
SLICED MEAT PLATTER	3	MIND SPIKE, MUG	25
POTATOES, SIDE DISH	1	MIND SPIKE, BOTTLE	50
COOKED VEGETABLES	1	1 NIGHTS STAY AT AN INN	5
BREAD WITH JAMS	2	1 WEEKS STAY AT AN INN	50

The items listed in the above charts are only a sample of what is available to even the most equipped adventurer. If you don't see what you were looking for in the above charts, ask your Lorekeeper if what you want is available to purchase in their world. They will set the price and so shall the price be.

ALCHEMY & POTIONS

ALCHEMY & POTIONS



he Alchemist makes potions for all types of uses like medicines, poisons, and those special ones. Most of the potions are already made and sitting in large vats (kind of like a brewery) and are sold according to the dose you would like to purchase.

Potions don't have a random roll to them as there is nothing random to healing. It just heals what it is supposed to. So, you are going to buy the number of healing/endurance/essence points you want at a cost of 1 point for each Denari (1 pt. / 1 Denari). If you purchase 100 points, you can sip as much as you want until the beaker is empty. Healing/endurance/essence potions are sold in silver vials that hold 10, 25, 50, and 100 points each. You can purchase a large silver drum that will hold anywhere from 200 to 500 points and fits in your backpack.

The cost for the vials is as follows:

CONTAINER	COST
10 pt. vial	10 Denari
25 pt. vial	25 Denari
50 pt. vial	50 Denari
100 pt. drum	100 Denari
500 pt. drum	500 Denari

1 point = 1 Denari

Purchasing of a Silver container is x1 base cost

Purchasing of a Gold Container is x2 base cost

The reason that potions must be put in a silver container is so that the impure metal doesn't contaminate the healing properties of the potion as fast as normal metal. Silver only allows the potion to drop 2 pt. /week. If you want full protection from contamination, you need to use gold as your container. If you wish to use a plain metal container, the potion drops 2 points per day that it sits in the metal container and isn't used.

Remember that even gems can be used to contain any potion as well. If you want to have a unique potion made for you (like invisibility), it will cost you 50 Denari/combat round that you want the potion to last. If you are asking for characteristic enhancements, it will cost an extra 25 Denari for every point you want the characteristic on top of the 5-denari/every minute. If you wanted an invisibility potion that lasts 1 hour and increased your Might by five, it would cost you 50 Denari for a 100-pt. drum and 300 Denari for the potion.

Potions are not cheap but neither is the time that the Alchemist puts into their creation. It will be up to you to use your imagination and the Lorekeeper to calculate the cost. Potions that give the character the ability to breathe fire or even cast magic should cost 2 to 3 times the normal cost. Remember that it cost the Enchanter his time and energy to do these.

The Alchemist has to inform the Enchanter and then pay him to do the job for him. Money might be worth its value but so is the labor that is used to create magical items.

When a potion is combined with a permanency ingredient, it becomes an elixir. As an elixir, the potion retains its properties indefinitely. It may lose some potency over time, but this happens on an individual basic and is determined how the elixir was stored. Some elixirs have been known to increase in potency over time. To have any potion laced with a permanency ingredient will cost the purchaser 5-times the amount of the initial cost of the potion. A 100-point healing potion would cost 500 Denari instead of normal 100-points. There is one setback to an elixir, it works all at once. If a healing elixir is taken, all of the healing effects all locations at the same time, regardless of where the damage really is.

Elixirs are usually the type of potions that are discovered when searching for treasure hordes. Be careful, for elixirs have a funny way of reacting to sitting dormant. Their ingredients tend to separate, so when they are slackened back together, there is a 10% chance of them not quite remixing correctly. An elixir will begin to separate after years of dormancy in a cabinet or chest.

Important Note: *Alchemical healing potions/elixirs can recover lost BDP, but do not restore any sustained injuries (such as broken bones or open, bleeding wounds) unless otherwise indicated. There is a combinational way of healing broken bones, which is cover later in the healing potion/salve section of the Alchemist's Shoppe. You could find a Holy Career who could help through their prayers or powers, but remember to give a donation.*

"A healing potion is a quick jolt to the system that jump starts the healing process. Though quicker than a healing salve, a potion does work quite well in an emergency. Remember, with any type of drug, the more you take the greater the chance of overdosing on it or becoming addicted to it. This is true with any of the healing potions. If 5 or more are taken in a 24 hour period, there is a 5% chance per potion, after the 5th, of becoming addicted to that potion. Any healing potion can have a flavor enhancer put into it, even after it has been completed or use an alcohol chaser."

HEALING SALVES

There are many places throughout the land that manufacture healing products. Alchemists dabble in some healing properties even a few magickal restorative potions that they already know about. The Mystic, Holy, and Arcane Careers are the ones who manufacture the drugs that are used in the healing process. You must purchase all holy healing from a local church or monastery. The following is a description of the 3 types of wounds that one can sustain in a fight. We will leave out the fact that limbs do come off at times. These are not wounds that can be fixed with a healing potion.

1. Minor Wound = ¼ of the body points gone in a specified location.
2. Major Wound = ½ of the body points gone in a specified location.
3. Critical Wound = all body points are at zero or below in a specified location.

Using a salve to help in the healing of body parts that have been wounded or injured takes time. A salve, to perform its total healing, will take a fulleight hour of rest. The injured

person can perform light duties, such as walking, but any adrenilan exurstion will casue the healing to stop. Once the healing process stops another salve mus tbe applied. The greater purpose of the healing slave is its limb restoration properties. A salve, being an external healing balm, will not only create a better healing process, it leaves no scars.

When taken in conjunction with a healing potion of 10 points, a person can set and replace broken bones. During this time a person must stay horizontal and rest for a minimum of twelve hours, afterwhich, they can move around performing light duties for an additional eight hours. After this time of healing has passed they will be completely healed and can resume normal activites.

DESCRIPTIONS

Albane: This salve is used on Minor wounds to stop the bleeding. Gives the user back 2-5 points in that location where the salve is applied.

Cost: 100d. per application. 10,000d. for the recipe.

Millium: This salve is used on Major wounds to stop the bleeding and promote healing. Gives the user back 2-12 points in the location that was damaged.

Cost: 250d. per application. 10,000d. for the recipe.

Riotane: This salve is used on Critical wounds to stop the bleeding and fights any infection that may be present in the wound. Gives the user back 3-16 points in the location where it is applied.

Cost: 500d. per application. 15,000d. for the recipe.

Soltise: This salve is used to heal from the inside out and can be taken in addition to the salve, if used. This salve gives the applicant back 6 points to every location that is injured.

Cost: 200d. per application. 10,000d. for the recipe.

Vervaine: This salve is used to give the drinker back 8 points to every location that is injured. This is a strong healing salve that does require a Will Roll to keep from passing out.

Cost: 500d. per application. 15,000d. for the recipe.

Xernia: This is the strongest salve that money can buy. It is also the most expensive one. When a person applies this salve they must also make a Will Roll to keep from passing out. This salve gives the recipient back 12 points to every location.

Cost: 1,000d. per application. 25,000d. for the recipe.



MANUFACTURED POISONS

The poisons listed below are manufactured through the underground network of the Thieves Guild and other dark societies. They are banned from outward use in public and anyone caught with any of these substances on their person is considered an assassin and is treated as such by the law.

Poisons can be purchased the same way as healing/endurance/essence potions, but most poisons are in powder form and must be put in either a silver gold container. If gold is used, increase the cost of the container by 150 Denari.

Poisons are graded by their potency, putting them into categories. Each category determines its availability and effects.

CATEGORY A: Found everywhere, this 'poison' can do no lasting damage. It may make a person ill, may make them sleepy. It has to be ingested and has a strong smell and taste of licorice, so must be mixed with even stronger food, spices, or drink. It takes 30 minutes to an hour to take effect. This category is legal, as many times they have other uses.

Category B: Very prevalent. This potion can do lasting damage, though minimal. While it is mostly ingested, it can be turned into a gas. It cannot be used on weapons. While it still has a unique Smokey taste and smell, it is easier to conceal with food. When ingested, it takes 30 minutes, if released into the air as a gas; it can take effect as quick as an inhale. This category is legal, as most have other uses.

Category C: Common. We begin to get into the more damaging poisons. This category can do body point damage, stat damage, or even knock people unconscious. It can be ingested and start effecting a person within 20 minutes. It can be made into a gaseous form. It cannot be used on weapons. Some category C poisons are illegal in some areas.

Category D: Uncommon. This is the first category of poisons that can be added to a blade or needle. Lock traps are typically coated with this. It can do everything the earlier categories can do. These poisons tend to be found more with alchemists and within guild walls, then outside in the world. A few category D poisons are legal.

Category E: Rare. These poisons are the most common of the poisons that may be deadly. They have very little odor or smell. When ingested they take effect within 10 minutes. They can do a lot of damage and are illegal, pretty much everywhere. They have no use other than as a poison. Thieves and alchemists tend to keep these recipes to themselves.

Category F: Extremely Rare and fatal. These are the poisons that the royal tasters exist for. Within minutes of fating food containing this poison, which has no identifiable odor or taste, death is a near certainty. Added to blades, this poison damages highly that which it does not kill. The few who know the secrets of these poisons do not hand them out lightly. Just the touch against skin with this category causes damage. People found with this category poison on them, face the death penalty.



DESCRIPTIONS

Blood Root: This is not a poison but an antidote for all poisons manufactured by man. It will cure a person of the poison effects in less than 5 minutes upon ingestion.

Cost: 350d. per dose. 10,000d. for the formula.

Damiana: (Category E) This powder can be mixed with any type of food or drink. Upon ingestion the poison does 4d6 points of damage a day to chest, stomach, and vitals until victim is dead.

Cost: 600d. per dose. 12,000d. for the formula.

Death Poison: (Category F) Save vs. Vigor or die, if the save is made, the drinker takes 1d20 damage spread evenly between the chest, stomach, and vitals. This poison cannot be used as a blade poison as it must make contact with the digestive system.

Cost: 1,500d. per dose. 15,000d. for the formula.

Hemlock: (Category D) This powder is also mixable with any food substance and should be because of the strong odor that it has. Upon ingestion this poison will do immediate damage of 3d6 to the victims stomach location.

Cost: 800d. per dose. 16,000d. for the formula

High-Grade Poison: (Category B) Causes 2-6 points of damage per hour, over the course of 6 hours, when ingested, to the Guts Location. This poison will begin to react within 30 minutes of ingestion. The damage will run its course until healed or person dies. The potion cannot be used as blade poison on weapons. It must be ingested to work. It has a slight smell of roses. A person can make a -20% Sense Roll to detect the posion in any drink or food.

Cost: 1250d. per dose. 6,000d. for the formula.

Low-Grade Poison: (Category B) Causes 1d4 points of damage, over 3 hours, when ingested to the Guts Location. The damage will run its course until healed or person dies. The potion cannot be used as blade poison on weapons. It must be ingested to work. It has a slight smell of Cinnamon. A person can make a -30% Sense Roll to detect this type posion in any drink or food.

Cost: 100d. per dose. 1,000d. for the formula.

Mandrake: (Category E) This liquid state poison does 2d8 to the stomach location every hour until cured or dead. This is an odorless liquid of clear form.

Cost: 800d. per dose. 16,000d. for the formula.

Paralysis Poison: (Category D) Causes paralysis that lasts 1d4 hours if ingested. A -15% Vigor Roll can be made to avoid the paralysis. It causes paralysis for 4d10 seconds if used as a blade poison and a -10% Vigor Roll will avoid altogether. No effect on the second hit.

Cost: 200d. per dose. 5,000d. for the formula.



Poinsettia: (Category C) This flower when crushed into a powder will cause 2d10 points of damage to the chest, and stomach locations immediately upon ingestion. It is a reddish colored powder and is tart to the taste.

Cost: 1,000d. per dose. 20,000d. for the formula.

Wolf's Bane: (Category D) This paste like poison is used as a contact substance such as putting it on a blade or doorknob. If used as a contact poison it will do 2d6 points of damage to the location it touches and an extra 1d6 per day until an antidote is used. Wolf's Bane eats through the best leather gloves money can by. It is a burning paste that smokes when it comes in contact with organic matter. It does not harm metals, but does eat through wood. Comes in a jar with a metal strip used to apply the poison.

Cost: 500d. per dose. 10,000d. for the formula.

POTION FORMULAS

Prices are only guides for Alchemists to use or alter, and some Master Alchemists will trade favors, magickal items, or services for their formulas. The first price listed is the suggested retail price of the potion if your character was to buy it at a shop.

The second price listed is what the Alchemist must pay to acquire the potion formula and add it to his list. They will also need to spend an undertermined amount of time working with the potion to efectiviely reproduce it. To fully acquire the potion formula into their alchemist book, they will need to spens a week in seclusion, recreating the potion over an over.

When selling a potion, one can be guaranteed to get at least ¼ of the single dose price up to ½ the cost. Never will anyone buy a potion back for the full price unless they are in dire need of it.

DESCRIPTIONS

Accuracy: Adds +20% to the character's base attack percentage for 1 round.

Cost: 200d. per dose. 5,000d. for the formula.

Acid: This potent acid will cause 2d10 points of damage. It will remove 1 plus from magickal or fine metal armor or weapons, destroy leather armor, or destroy non-magickal armor and weapons in the place in which it is splashed. It is kept in a glass or crystal vial, Be Careful!

Cost: 400d. per dose. 6,000d. for the formula.

Adaptation: This potion will adapt the character (drinker of the potion) to his present surroundings. If they are underwater it will allow them to breathe water. If in an unbreathable gas, they can breathe it. If in an area where the pressure is too high, or the air too hot or cold, their body will adapt. The potion lasts for 1 hour per dose.

Cost: 500d. per dose. 5,000d. for the formula.

Animal Sentience: It raises the base Aptitude of an animal to that of a below average humanoid (8), and allows the animal to speak and think in the language it has heard most. This effect will last for 1 hour per dose.

Cost: 500d. per dose. 5,000d. for the formula.

Animal Transformation: Causes the character to change into the animal of his choice for up to 4 hours per dose. Only one form can be selected and all characteristics are altered as well, including powers of communication. Other stats will remain unaltered including Might, Sense, and Vigor, although the size and shape of the animal may alter Speed and Reflex as well as Movement.

Cost: 500d. per dose. 7,500d. for the formula.

Armor Resistance Oil: This oil adds 5 points to any locations ARV, after which it will wear off at a rate of 1 point per 30 seconds until it is fully worn off the armor. This oil for coating armor pieces, not digestion. If ingested it will cause servere stomach ailment, putting that person out of action for 24 hours.

Cost: 1500d. per dose. 15,000d. for the formula.

Attraction: Causes the body to secrete pheromones that the opposite sex finds very difficult to resist. A Will Roll at -20% must be made in order to resist the effects. Nothing short of utter hatred will modify this roll negatively. If a mild attraction already exists between two people the other automatically cannot resist the potions effects. The potion lasts for 1 hour.

Cost: 300d. Per dose. 5,000d. for the formula.

Battle Prime: This potion temporarily raises the characters Might damage, and Body Points by +10 points for 120 seconds per dose.

Cost: 750d. per dose. 7,500d. for the formula.

Binding: This potion allows the character to be able to find the person for whom the potion was made, using a drop of their blood, no matter where in the world they might have gone for a period of 1 month. If the connection is somehow broken the character will know only his last known location. The person who has this made gives it to another person who in turn drinks it to find out where they have gone. Works well on capturing escaped criminals.

Cost: 500d. per dose. 7,500d. for the formula.

Blindness: When drank, if mixed with permanency potion, it will cause complete and utter blindness. Without the permanency potion it will wear off in 3 hours.

Cost: 500d. per dose. 7,500d. for the formula.

Coma: When drank, the person will fall into a deep coma that will last from 2 to 4 weeks. When they awaken from the coma, they will remember nothing that has transpired from the moment they drank the potion up to the present.

Cost: 800d. per dose. 7,500d. for the formula.

Comeliness: Adds 1d20 temporarily to a character's Charm. Without the permanency potion the effects last only 4 hours. With the potion it permanently adds 1d4 to Charm.



Cost: 1,500d. per dose. 5,000d. for the formula.

Cure Blindness: Permanently restores lost sight, if mixed with the permanency potion. If the permanency potion is not added, sight will again fade after 24 hours.

Cost: 500d. per dose. 5,000d. for the formula.

Cure Deafness: Works much like the potion of Cure Blindness except that it cures Deafness.

Cost: 500d. per dose. 5,000d. for the formula.

Damage Oil: When added to the blade of a weapon, it increases the damage done by the blade by +5 extra points. Each time it is used to hit something the damage decreases by 1 point until the oil is all gone from the blade.

Cost: 500d. per dose. 5,000d. for the formula.

Darksight: Allows the character to mystically "see" even when there is utterly no light to see by. Invisible or hidden objects and people are easily spotted. This potion foils Magickal darkness. This potion lasts 1 hour per dose.

Cost: 300d. per dose. 7,500d. for the formula.

Deafness: When drank, if mixed with permanency potion, it will cause complete and utter deafness. Without the permanency potion it will wear off in 3 hours.

Cost: 500d. per dose. 5,000d. for the formula.

Deep Sleep: When drank, the person will fall into a deep sleep that will last from 2 to 4 days. When they awakens from the coma, they will remember nothing that has transpired from the moment the potion was drunk, up to the present.

Cost: 600d. per dose. 6,500d. for the formula.

Dragon Roar: Gives the character the ability to roar just like a dragon causing all persons within 80 feet radius to made a save vs. Will Roll or run away in utter fear, leaving items in their hands behind or stand there shaking.

Cost: 1,300d. per dose. 10,000d. for the formula.

Eidetic Memory: Allows the character to vividly remember any 10 minute period of his life with vivid clarity, down to the minutest detail, for a period of 10 minutes. After which the memory will fade as if it were a new memory.

Cost: 500d. per dose. 8,000d. for the formula.

Elasticity: This potion causes the character's body to become highly pliable, allowing him to stretch his limbs up to 5x their normal lengths. The character can also flatten to the point of being able to go under doors, etc. This does not allow them to assume other shapes. Armor will not stretch with the character.

Cost: 1,400d. per dose. 12,000d. for the formula.

Endurance: Allows the character to fight for up to 10 full minutes without losing any endurance. After the 10 minutes is over he must rest within an hour. The character must rest for at least 4 hours to regain all of his endurance back.

Cost: 300d. per dose. 5,000d. for the formula.

Everbond Glue: Hardens almost instantly forming a bond that can hold up to 2 tons. Only Neverbond Solvent can break this bond when permanent (or a miracle). Without the permanency potion the glue will dissolve 2 hours after bonding.

Cost: 1,500d. per dose. 5,000d. for the formula.

Explosive Oil: This potion, when exposed to air, will cause an explosion that will do damage according to the amount used. For each cup of liquid used this potion does 3d6 of fiery damage. Be careful not to accidentally break the container while it is still on you.

Cost: 1,300d. per dose. 5,000d. for the formula.

Eyebright: Gives the character the ability to see all things in the ultravision spectrum for 4 hours per dose.

Cost: 200d. per dose. 5,000d. for the formula.

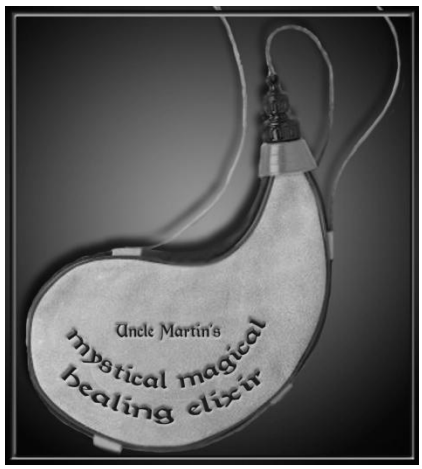
Firebreathing: Allows the character the breathe a breath of flame in a cone 5' wide and up to 20' long doing 3d10 damage to all targets in the area of effect. One breath per dose. Only at maximum range can this be dodged.

Cost: 2,400d. per dose. 15,000d. for the formula.

Fireproofing: This potion gives the character the ability to withstand flames. Whether natural or magickal, without taking hardly any damage from it. Even though all of your equipment and clothes will be burned off, the drinker will be untouched, stopping 2d10 fire damage per dose. Each dose lasts 1 hour.

Cost: 1,500d. per dose. 15,000d. for the formula.

Flame: Causes the character to burst into flames. The drinker and all equipment carried by that character are unharmed by the flames, but anyone that comes within 3 ft. of the character will receive 1d8 points of damage to all locations (no armor). All equipment capable of burning will burst into flames causing 1d4 points of damage to immediate locations. The flame lasts for 2 minutes per dose.



Cost: 1,500d. per dose. 15,000d. for the formula.

Flesh to Stone: When the character ingests this potion, all of his skin will turn to stone. He will be able to see and hear everything that happens around him. Only the spell stone to flesh can be used to turn the drinker back to normal.

Cost: 5,000d. per dose. 15,000d. for the formula.

Floating: Allows the character to float above the ground up to 1 foot, as if he were walking on the ground. If the character falls any distance, they will float down like a

feather taking no damage. If the character is hit by a strong force while floating, unless they are able to grab onto something stationary, they will be propelled up to 20' away at the same force as the blow. If they make contact with a solid object, they and the object receive the full damage of the blow.

Cost: 500d. per dose. 10,000d. for the formula.

Flying: Allows the character to be able to defy gravity and move through the air at 2x their normal movement, up to a maximum movement of 40. The potion lasts 4 hours per dose.

Cost: 1,600d. per dose. 15,000d. for the formula.

Forgery: Allows the character to be able to exactly copy any handwriting he has seen within 24 hours of drinking it. This ability lasts 1 hour per dose. The handwriting can be copied even if the character does not know the language it is in. Do not leave your spell book lying around for others to look at, you just never know.

Cost: 4,000d. per dose. 12,000d. for the formula.

Glowing: This liquid glows when in contact with oxygen. The glow will last for up to 8 hours before dimming. The flask it is contained in is airtight and costs 50d. When the seal is broken, the potion in its clear container begins to glow. If the liquid is removed from it's container, it will only glow for two hours.

Cost: 100d. per dose plus container. 2,000d. for the the formula.

Grayscale: Gives the character the ability to see in a similar manner to Dulklakans. This will allow him to see in a limited capacity even in total darkness for a period of 8 hours per dose.

Cost: 200d. per dose. 5,000d. for the formula.

Growth: Causes the character to grow in full proportions, 4 ft. in height, 4 points of Might and Vigor, and gain 10 points of Movement, per dose ingested. After 4 doses are taken at any one time the character will suffer ill effects such as dizziness, unconsciousness and finally heart failure when 10 doses are taken at one time. The effects of this potion last for a ½ hour.

Cost: 1,500d. per dose. 10,000d. for the formula.

Howling: This potion gives the character the ability to howl like a crazed wolf causing fear to all those within a 120 feet radius. All who fail their Will Roll will run away in fear.

Cost: 300d. per dose. 8,000d. for the formula.

Ice: Causes 10 sq. ft. of any liquid to freeze solid. The liquid will melt at normal pace depending on the weather.

Cost: 1,300d. per dose. 10,000d. for the formula.

Immaterialness: Gives the character the ability to exist as spirit only, without a body, on the material plane. Their body temporarily ceases to exist. During this time the character can pass through any matter unaffected by all but nonphysical magickal effects, and cannot effect his surroundings except through magickal means. The effects last 1 hour per dose.

Cost: 1,500d. per dose. 15,000d. for the formula.



Infancy: When drank this potion will regress the drinker back to his infancy both physically and mentally for 1 hour per dose.

Cost: 5,000d. per dose. 15,000d. to learn the formula.

Invisibility: Light waves bend around the character causing him to become invisible to all beings seeing light. The effect confuses most magickal senses. The effect lasts for 1 hour per dose.

Cost: 1,500d. per dose. 15,000d. for the formula.

Jumping: Allows the character to jump up to a distance of 50' forward, 30' straight up, or 20' backwards, from a standing start. This lasts for 1 hour per dose.

Cost: 300d. per dose. 5,000d. for the formula.

Lead to Gold: The aim of any true Alchemist is to turn lead into gold. This potion, when mixed with the permanency potion, will permanently change 1 sq. ft. of lead into gold. Without the permanency potion the lead will only remain gold for 1 hour. A Master Alchemist knows better than to use this potion too often for, if gold becomes common, it will become worthless.

This potion is not for sale. 500,000d. for the formula.

Lightness: Causes a character's weight to be reduced to almost nothing, allowing him to walk on surfaces that would ordinarily not support his weight. With the use of a crude glider, it will also allow the character to glide off the side of a cliff or other surface. The glider can be as simple as an outstretched cloak.

Cost: 500d. per dose. 7,500d. for the formula.

Long Range Sight: Allows the drinker to see up to 2 miles away as if they were only a few feet away. Any obstructions will block their sight. Lasts for 1 hour per dose, although during that time it will only act when the character wants it to.

Cost: 400d. per dose. 12,000d. for the formula.

Longevity: This potion will add 1d20 years onto the characters life. Depending on when it is taken, that is the age you will stay for the next 1d20 years.

Cost: 800d. per dose. 16,000d. for the formula.

Magickal Cleanser: This potion is one of the greatest discoveries known to man. When mixed with water, it will start to foam and the foam will clean any surface, of anything, that consists of dirt, stains, smells, etc. It will not take out such things as scratches and the like. A scent can be added to the cleanser by just a drop of perfume. One dose of cleanser will clean a 10 ft. x 10 ft. area or a pile of clothes.

Cost: 500d. per dose. 15,000d. for the formula.

Merfolk: Turns the character's lower torso and legs into that of a fish allowing him to move through the water with a movement of 35. It also causes the drinker to gain gills as to be able to breathe underwater.

Cost: 550d. per dose. 10,000d. for the formula.



Mind Reading: Allows the character to read any untrained mind without magickal protection, gaining all surface thoughts up to 50 ft. away and if probed for memories can be accessed if the recipient fails a Will Roll. Any one person can only try this deeper probe once per day. This ability lasts for 10 minutes per dose.

Cost: 5,000d. per dose. 15,000d. for the formula.

Morphing: Allows the character to change shape into any humanoid within 3 ft. of their original height. If the character is trying to copy a specific individual they must have gotten a very good look at them to copy their form exactly. This does not allow the character to copy their emotions or thoughts only their outward appearance.

Cost: 1,500d. per dose. 15,000d. for the formula.

Neverbond Solvent: Instantly breaks down the cohesiveness of any glue, paint, or paste known to man. If it sticks, it will not with neverbond.

Cost: 300d. per dose. 10,000d. for the formula.

Nourishment: Provides a full days nourishment, allowing the character to go without food and water for 1 day. The character cannot live on nourishment potions forever. If a character goes more than 7 days without eating real food he will become sick and have to be nursed back to health. This will take 1 week of nursing for each day over 7 that he uses a nourishment potion instead of food to regain his health.

Cost: 200d. per dose. 7,500d. for the formula.

Oil of Sharpness: This oil, when applied to any weapon with an edge, will give the blade an extra +5 (damage), edge. The oil makes the weapon finely sharp for 1 round per dose.

Cost: 300d. per dose. 10,000d. for the formula.

Oil of Slickness: This oil is so slippery that if it gets on the outside of the vial, you will never be able to pick it up. Walking on it will cause your movement to drop to 1 and with every step you must make an Reflex Roll check at -50%. If you fall you will not be able to get out of the oil yourself. It is not flammable, and will dry up within 12 hours of contact with the air. One dose of the oil will cover a 10 ft. x 10 ft. area.

Cost: 500d. per dose. 15,000d. for the formula.

Overpowering Stench: When exposed to air this potion will emit a gas so pungent it will bring tears to the eyes and cause all within 50 ft. of the potion to move away from it swiftly or pass out from the stench. If it is poured on someone, after they awaken 1 hour later, the stench (now mostly evaporated) can be washed out by nothing short of magickal cleaner or by pouring a purification potion on the area.

Cost: 500d. per dose. 15,000d. for the formula.

Permanency: Alters potion's properties so that the potion will not break down after 1 week, making the potion sellable. In many potions (where noted) it causes the effects to become permanent. An Alchemist can only get this potion's formula from a Master Alchemist, after he can prove that he has most of the other formulas and has demonstrated the responsibility for producing permanent potions.

The Master Alchemist will provide a quest for this knowledge.

Power: Completely restores a character's Essence Points. This potion can only be used once per day.

Cost: 500d. per dose. 15,000d. for the formula.

Psychedelic Dreams: This highly hallucinogenic drug causes the character to go into a trance wherein they will receive a cryptic message regarding their future in the form of a strange dream. The dreamer cannot be awoken up before the dream is complete, approximately 30 minutes.

Cost: 300d. per dose. 10,000d. for the formula.

Purification: When added to any liquid or food supply, this potion will find any impurity (poison, decay, etc.) and eliminate it, making the food or drink edible. (Affects 1 sq. ft. of food)

Cost: 200d. per dose. 5,000d. for the formula.

Regeneration: This potion gets its name from the strange properties that it has. This potion will heal all damage done to the character or to any animal that ingests the potion. It will also speed up a person's recovery by twice its normal rate. The character need only sleep for 8 hours and when he awakes, he is fully recovered. It does not bring limbs back if lost.

Cost: 500d. per dose. 15,000d. for the formula.

Resistance: This potion adds 6 points to any Natural ARV, after which it will wear off at a rate of 1 point per round until it is fully out of your character's system. It feeds off of your adrenaline and when that stops pumping so does the potion. This potion does not help if you are wearing armor.

Cost: 500d. per dose. 15,000d. for the formula.

Rest: This potion will provide the equivalent of a full nights rest (8 hours) with just 1 hour of sleep. During this 1 hour of sleep the character can only be awakened if damaged.

Cost: 300d. per dose. 6,000d. for the formula.

Restoring Lost Limbs: Restores to complete health any limb lost for any reason. If the character's head has been taken off then the head must be attached to body within 15 minutes or character is dead. The character will be in a blank state of mind with no memories, just like a newborn. Most would rather stay dead than be a vegetable.

Cost: 1000d. per dose. (restores one lost limb) 30,000d. for the formula.

Resurrection: This potion must be mixed with dirt and spread over the entire body of the dead person. After 8 hours of undisturbed absorption the character will wake up as if only asleep, fully restored to perfect health. After waking up he can then drink his restore limbs potion if any are missing.

Cost: 5,000d. per dose. 30,000d. for the formula.

Shrinking: Allows the character to control the height they will reduce themselves to, to a minimum height of ¼ of an inch tall, while still retaining their full Might. (Although the

amount of leverage they can muster at ¼ inch tall is significantly reduced.) Warning! Do not be caught where you should not be when the potion wears off 4 hours later.

Cost: 500d. per dose. 10,000d. for the formula.

Simulate Death: When ingested this potion will lower the life levels of the drinker to a state of near death. All outward signs will point to the drinker being dead and will be treated as such. The potions affects lasts for 12 hours. Be careful where and when you use this potion.

Cost: 500d. per dose. 10,000d. for the formula.

Skill Transference: If character #1 wishes to temporarily transfer a skill to character #2, then character #1 must drink ½ of the potion, and state the skill to be transferred. Then character #2 must drink the other ½ of the potion. This potion lasts for 1 day. The percentage will be the same for both.

Cost: 800d. per dose. 16,000d. for the formula.

Sleep: When this potion is uncorked and exposed to air, it will change into a green vapor that will disperse into the air, over a 20 ft. x 20 ft. area per dose. All those caught within the cloud must make a Vigor Roll or fall asleep for 1d12 hours.

Cost: 500d. per dose. 15,000d. for the formula.

Smoking Oil: When this oil makes contact with air it will begin to smoke filling a 40 ft. x 40 ft. area with a white billowing cloud. It will obscure all vision, no matter what type, for 1 hour after its release. All those walking through the cloud must make a Vigor Roll or begin coughing for 1d12 minutes after which they will be sick to their stomachs for 1 hour.

Cost: 500d. per dose. 10,000d. for the formula.

Speed: This potion decreases a persons CSV, RSV, MSV, and PSV by -6, causing them to become faster in combat. Lasts 1 round per dose.

Cost: 600d. per dose. 12,000d. for the formula.

Spider Climb: This oil, when placed on the bare feet and hands of a person, will allow them to climb vertical and horizontal surfaces like a spider. A Reflex Roll may be required when transversing difficult places, but this will be left up to the Lorekeeper's discression. The oil lasts for 15 minutes per dose. It takes one dose per location or 4 doses per climb.

Cost: 200d. per dose. 8,000d. for the formula.

Statistics: With the addition of the permanency potion, this potion permanently adds 1 point to a designated statistic, each stat is a different formula. Without the permanency potion, it adds 1d6 to that stat for 10 minutes.

Cost: 10,000d. per dose. 20,000d. for the formula for each different stat.

Stoneskin: Adds 4 points of natural protection to the character using this potion. Their skin becomes textured like stone. Lasts for 4 hours.

Cost: 500d. per dose. 10,000d. for the formula.

Telekinesis: Gives the drinker the ability to move objects around with their mind. The object being lifted cannot be more than half the drinker's weight. A successful Focus Roll must be

made to accomplish this feat. The potion lasts for 1 hour per dose. If the drinker fumbles their attempt, then they will blackout for 1d12 hours waking, with a headache for 1 hour afterwards.

Cost: 500d. per dose. 10,000d. for the formula.

Tongues: Gives the character the ability to speak any language that he hears right after drinking the potion. If he hears more than one language at the same time, and fails, his Focus Roll, he will blackout for 1d12 hours. This is for use in areas where you cannot speak the language. Lasts for 1 full day per dose.

Cost: 500d. per dose. 10,000d. for the formula.

Transparent: Makes the drinker become transparent, allowing all who see him to look right through him. The character will look much the way a ghost does, but not gaseous. Last for 4 hours, afterwhich, the drinker will become solid again.

Cost: 500d. per dose. 10,000d. for the formula.

Treasure Finding: Upon drinking this potion you will know exactly where the largest horde of treasure is within 3 miles. It does not tell you, however, who or what the horde of treasure belongs to. Lasts for 6 hours per dose.

Cost: 2,400d. per dose. 12,000d for the formula.

Utter Silence: When splashed on someone or something, this potion will absorb all sound made in a 1 ft. radius from the target making them completely silent. This includes all speaking. A person can counteract this potion by removing all clothing and washing their exposed areas with water. The effect will last for 1 hour per dose.

Cost: 500d. per dose. 15,000d. for the formula.

Ventriloquism: Allows the character to project his voice up to 40 ft. away, as if it came from that location. Lasts for 10 minutes.

Cost: 200d. per dose. 7,500d. for the formula.

Voices: Allows the character to exactly imitate any voice he has ever heard for a period of 1 hour.

Cost: 3,000d. per dose. 17,500d. for the formula.

Waterproofing: This potion is used on items such as leather jackets or boots to keep them water tight. No water, what so ever, will penetrate the item dipped in this potion unless one falls into a large body of water. The protection will last for 1 week per dose and a dose will cover a full suit of leather armor (1 sq. ft. area).

Cost: 500d. per dose. 10,000d. for the formula.

Whetstone Oil: This oil will grant +1 to the damage for 1 full day if used to oil a weapon when it is being sharpened. This effect only applies to damage inflicted by the edge of a weapon.

Cost: 200d. per dose. 6,000d. for the formula.

Wings: This potion, when drank, will cause large wings to sprout (painfully) from the persons back. They will rip through any clothes the person is wearing. This wings will allow the person



to fly. Any combat manuvers will be performed at -20% Reflex Roll for lack of flight training. The potion lasts for 4 hours per dose.

Cost: 600d. per dose. 12,000d. for the formula.

X-Ray Vision: Allows the character to see through up to 5 ft. of any form of solid matter as if it were not there. This can be used in a fine-tuned manner as to perhaps see through one layer of material and not another. It lasts for 10 minutes per dose.

Cost: 1,500d, per dose. 15,000d. for the formula.

Youth: Restores youth and vitality to one who has aged beyond his prime. Removes 5 years per dose. Lasts 1 day. When mixed with the permanency potion, the effects become permanent, making this an expensive and highly sought after potion.

Cost: 10,000d. per dose. 45,000d. for the formula.



MOTE ADVANCEMENT

MOTE ADVANCEMENT

Progressing through a career takes lots of hard work and interaction in the storyline. Each Career path has 5 levels associated with it and to advance to your next level will cost you a set number of CAM, (or Character Advancement Motes). The career path determines the number of motes it costs for each level. This is a set number for all careers, for no one class is better than the other.

"Let's take a first career, such as Legendary Hero. You will start in the first career at level 1.1. So, to reach your next level of 1.2, it will take you 20 motes, as will each consecutive level in your first career. Your next career path, you will start at 2.0 and it will now take you 40 motes to go up one single level in your second career and so on through fifth career and beyond. The number next to each line tells you the amount of motes it takes to exit that level.

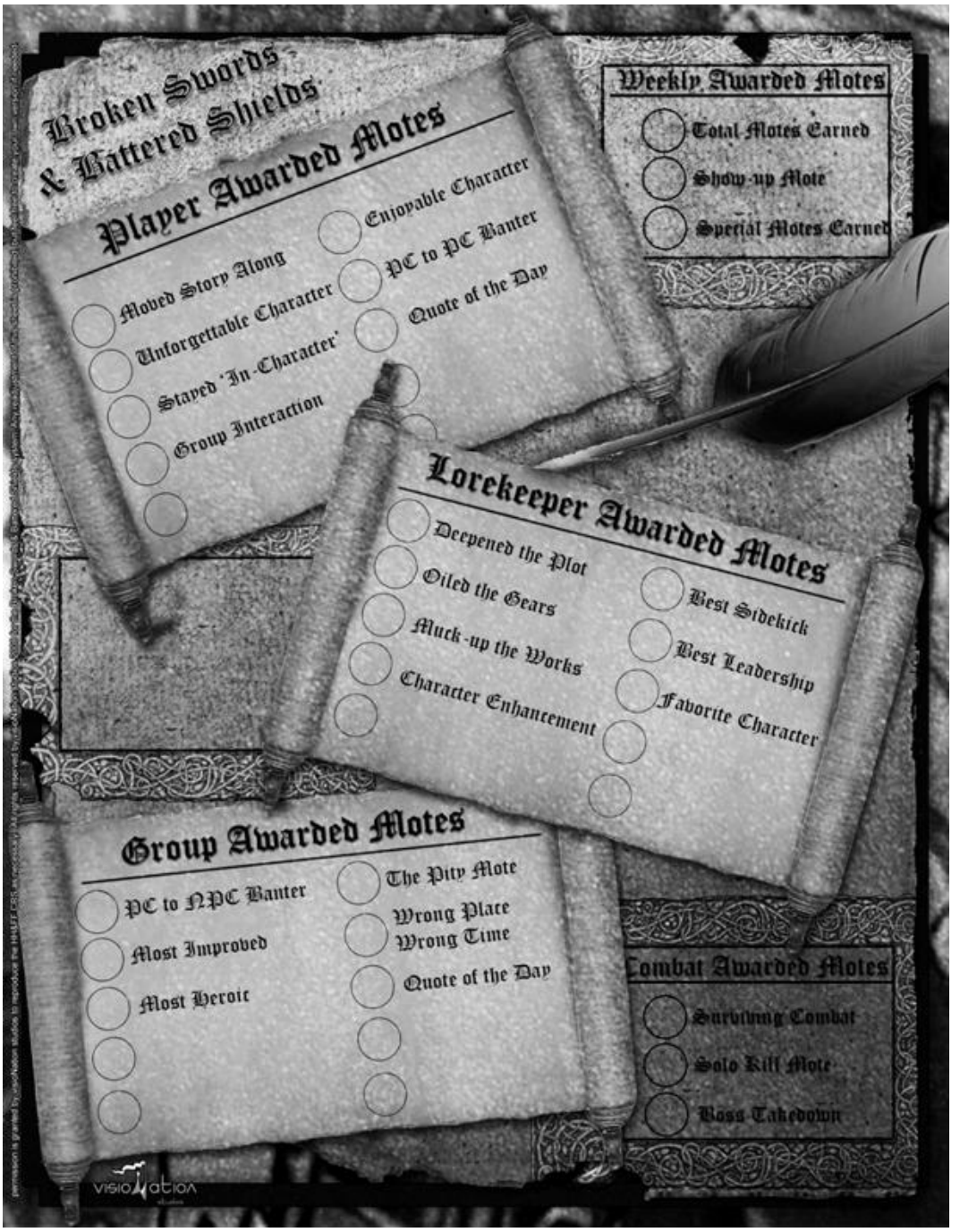
For your character to advance, you need to achieve motes. Motes are given out by the players and Lorekeeper for numerous actions your character or the party might accomplish during an adventure. Events or character involvement will bring other factors into play. Each achievement is worth 1 mote; do not give out more than is earned by the group or an individual. Advancement must be earned by the player's involvement in the game, not by sitting back and letting the group's actions advance them. You do not receive a mote for everything that is listed. The players decide who gets what, and then the Lorekeeper awards his choices for the session. The awards are divided into 3 sections below.

You will need scrap paper for the voting which should be done on paper unless you can handle the criticism and let them be argued about in the open. You will have to explain why the mote should be awarded. This whole process of motes is to help build better role-playing in the players.

These motes are rewarded at the end of each session, so stop 30 minutes before to allow enough time to give these out, for they involve all of the players. The Players and Lorekeeper will decide who is rewarded the motes. If no one deserves the mote, then it isn't given out that week; you must earn it to get it. This is to demonstrate what the group is looking for in role-playing and what the Lorekeeper requires for their game. Usually, one mote is rewarded for each below, but there are exceptions to every rule.

LEVEL DEVELOPMENT POINTS

When your character has received enough CAM to progress up one level in his career, make sure you check under their career to see what advantages are available to you. You receive 1 Development Point (DP) per level to increase any one of the 12 primary character stats under physical, mental or spiritual. Once you decide on which stat to increase, make sure you check the charts in the character creation section for any bonuses that might increase as well. Advancement may also give you a new skill, spell, or talent depending on



the level achieved. You will have to raise each spell's power level for it to become more dangerous, spread over a wider area or even last longer. All career paths go from 1 to 5 in their respected categories, but once a character advances into the Epic Path, they cannot come back to any other careers.

They must continue down the path to godhood and the finale for their character. This is the path of power and each path has only 9 levels to achieve but they are the hardest.

When you receive a Development Point (DP) for increasing a level in your career, it might give you an increase in your damage, Body Points, or some other area of your character. As you increase certain primary stats beyond the normal range there are advantages that will become available to your character. You have the ability to increase your character's main attribute stats as well. When you increase a related stat your CDV, RDV, SDV, DDV, and CSV increase as well. See the Career Path Advancement Charts below.

Now here is your big lesson in Broken Swords & Battered Shields advancement and training, don't skip ahead to another level so fast. You cannot go back and acquire knacks, fighting styles and skills that you missed by skipping the optional levels. You will not be as powerful as you could be by doing this, but then the choice is yours, we can only advise you. Remember that you gain 1 stat advancement point at every level increase, so if you intend to skip ahead you will lose out on 8 stat points you could have had. We understand the choice is yours.

MOTE ADVANCEMENT SYSTEM

FREE MOTES

***The Show-Up Mote*:** One mote is given to every player who actually shows up for that night's session and is organized, prepared and ready to play. Make sure you are prepared with your dice, paper, character sheet and books, if needed.

Combat motes are achieved through fighting in encounters, (villain or creature), that the Lorekeeper has specifically set up in their storyline. These motes are not meant for random encounters because you could do that all night just to achieve free motes. Even if you slay an entire army, you should still only achieve the three motes below. Killing is not the main focal point of the Broken Swords & Battered Shields system; it is there, but only for survival.

Surviving Combat Mote: This mote is given to all player characters who have survived the combat phase of the game, with one exception. The players have the right to decide whether or not a particular character deserves this mote, by their actions in the combat.

Solo Kill Mote: Rewarded to the player whose character single-handedly killed an opponent or opponents in combat. The more you do, the more you achieve.

Boss Takedown Mote: This mote is given out to the player characters who participated in taking down the boss of a Lorekeeper's special encounter.

PLAYER AWARDED MOTES

Moved Story-Along Mote: This mote is awarded to the one player that helped by keeping the story flowing during the session. It was they who kept the story moving along when the others were dragging their feet. The progress of the story might not have been positive, but at least it was moving.

Stayed In-Character Mote: This mote is awarded to the player who stayed "in-character" throughout most of the games session. They created a comical or dramatic visualization of their character through their game play, with accents or facial expressions.

Most Entertaining Character Mote: This mote is awarded to the player who made their character the center of attention at the session, if it wasn't for their presence, the session would have not been as enjoyable. This mote is not the same as "stayed-in character", this is about entertainment.

Most Unforgettable Moment Mote: This mote is awarded to the player whose character had an unforgettable moment in the session, which will be talked about for weeks and years to come. That one moment might have been the turning point in the session for the character, group, or the story, whether comedic, dramatic or heroic in action.

Group Interaction Mote: This mote is awarded to the Player whose character best interacted with the other player characters in the session. This would be from the many one-on-one conversations or one large event involving the entire group as a whole.

Best PC to PC Banter Mote: This mote is awarded to the best player to player banter of the night. The players, whose characters best interacted verbally or visually with each other. There will be many banters but only one will be the best and most enjoyable of the session.

The "Quote" Mote: This mote is awarded to the best one-liner, phrase or sentence spoken during the session. This is the "all encompassing, laugh till it hurts" comment that was said by a player "In Character". This is meant for the player, who while in-character, made a funny remark to another character, or for a situation that was gut-ripping.

LOREKEEPER AWARDED MOTES

The Lorekeeper does not have to give an explanation as to why they awarded a particular mote to a player if it is going to reveal any of their Storyline or plot.

Deepened-the-Plot Mote: Contrary to the belief of the players; only the Lorekeeper truly knows where the story is headed. This mote is awarded to the player who best accomplished the goal of moving the story along, from point A to point B. They may also have given the Lorekeeper a completely new direction or plot twist without even knowing it. It might even be something that has affected the future of the game and the Lorekeeper wants to run with it but should to tell you why later.

Oiled-the-Gears Mote: This mote is given to the player who helped move the story and the session along at a steady pace with their character's actions. They helped you, as a

Lorekeeper; keep the game on track and their character's actions proved to be the shining gem of the session. This mote can be given to multiple players.

Muck-Up the Works Mote: This mote is awarded to the player who completely stymied the Lorekeeper, and probably their fellow players by their actions. It might have been something they said or did that completely reshaped the course of the session, or perhaps the entire story.

Character Enhancement Mote: This mote is awarded to the player who made it possible for the Lorekeeper to gain some new insight or understanding into their character's personality. This is a hard mote to achieve, for the player needs to take their character to new plateaus, where they can show different sides of their personality.

Most Favorite Character Mote: This mote is awarded to the character, whose player role-played their heart out during the session. This is not to show favoritism to any one player character, but to show the group what the Lorekeeper is looking for when it comes to role-playing.

Best Leadership Mote: The Lorekeeper awards this mote to the player whose character best kept the group together as a whole and on task during the session. This also might encompass the interaction within the group with all characters by getting them focused on the story at hand.

Best Sidekick Mote: Unknown to the players, the Lorekeeper has kept track of their actions during the session. They have looked out for the one player who, unbeknownst to themselves, best embodied being a sidekick to another player. Their actions made the other player's character shine in their effort at role-playing. This is not a mote to label a character as a sidekick; it is just a humorous form of flattery on the Lorekeeper's part.

GROUP AWARDED MOTES

PC to NPC Banter Mote: This mote is awarded to the player whose character had the best interaction or back-and-forth conversation with a particular NPC during the session. It is for an in-depth conversation that applies to the storyline and is either serious or comical in nature.

Most Improved Mote: Sometimes a player may be having a hard time getting their character to fit into the game session every week for one reason or another. Maybe they've been relying on the Lorekeeper too much lately. Perhaps the personality of their character was lacking in depth, but through hard work and watching the other players, they now have managed to bring their character to life in the group's eyes.

Most Heroic Action Mote: This mote is awarded to the player whose character best displayed valiant actions during the session. Consider this mote for "Hero of the Day", or "Saved the Day" with their "beyond the call of duty" actions.

The "Click" Mote: This mote is awarded to all players at the session that embodied the total package of role-playing. It is given out only during those sessions where no one character or player has "stood-out" individually. Because of the efforts of all the players in



the group, they "Clicked" as a whole, everyone worked together and the session was extremely successful.

The "Pity" Mote: This mote is awarded only in extreme circumstances where a player has had a particularly hard time at the session, through rolling critical failures or consistently not accomplishing simple tasks with failed dice rolls.

Wrong Place, Wrong Time Mote: This mote is awarded to the particular player who was not able to get their character involved in the session. Most likely they were completely out of their element, which prevented them from achieving motes they would normally pile up.

The "HOUSE RULE" Mote: For all of you who feel the urge to create your own mote for your group, this is where it goes. Try not to create any single mote that just rewards a player's character, make sure they earn it. Once you create a mote, it should be permanent for your group. Motes are not candy, they are bonuses, and you get a few not the whole bag.

No motes should be awarded for role-playing opposite your character's persona. The treasure you find is reward enough. The Lorekeeper has the right to veto or subtract motes for actions that are out of character and just downright evil; like slaughtering the bartender because you didn't like his prices. This could result in the loss of 1-5 motes. The ground rules should be set before playing for what will be acceptable or not, from session to session. With ground rules in place, everyone will understand what will be expected of the group and their Lorekeeper.

ENHANCED ATTRIBUTE BONUSES

ENHANCED MIGHT

This chart is used to determine how much extra damage a character does with his fist, foot, or weapon. Every point of strength represents pounds so with a 20 for strength a person can carry 200 lbs.; lift double their carrying weight at 400 lbs.

Might 25 = Ogre strength, weapon & shield CSV drops by 1
Might 30 = Young Giant strength, use 2-handed weapons with one hand
Might 35 = Adult Giant strength, weapon & shield penalty drops by 2
Might 40 = Dragon strength, armor & shields have no more penalties
Might 45 = Titan strength, your fists can smash rock and bend steel
Might 50 = Strength of a god, doors fall to your power

ENHANCED SPEED

This chart represents your Initiative as you progress up through the chart by applying your DP to your Speed Score.

Speed 25 = gain an extra free attack every 60 segments of combat
Speed 30 = you blur when you move
Speed 35 = you run so fast you do not touch the ground
Speed 40 = gain a free attack every 30 segments combat
Speed 45 = Opponents must make a Focus Roll to even hit you
Speed 50 = When you now run you cannot be seen from the speed

ENHANCED REFLEX

This chart will gain you more CDV and Natural ARV as you advance, applying DP to your Reflex Score.

Reflex 25 = skin considered that of wood (Natural ARV +4)
Reflex 30 = increase +5 to either your CDV or RDV
Reflex 35 = skin considered that of stone (Natural ARV +8)
Reflex 40 = increase +10 to either your CDV or RDV
Reflex 45 = skin considered that of metal (Natural ARV +12)
Reflex 50 = increase +15 to either your CDV or RDV

ENHANCED VIGOR

This chart will gain you more Body Points and Endurance as you progress up through the chart by applying your DP to your Stamina Score. Your BDP (body points) increases by 1 point in every location for every two numerical increases you achieve. The numbers shown on the chart are shown as accumulative.

Vigor 25 = +10% to all natural poison and disease saves.
Vigor 30 = immune to all natural poisons (+20% to all magical poisons)
Vigor 35 = immune to natural disease (+20% to all natural diseases)
Vigor 40 = Regenerate at 5 point an hour
Vigor 45 = Regenerate at 10 points an hour
Vigor 50 = immortal like body, only a decapitation will kill you.

ENHANCED FOCUS

This chart will gain you Focus bonuses. This chart also shows the numerical increase that your Focus takes as you apply more and more DP to your Focus Score.

Focus 25 = gain a +10% to all skill checks
Focus 30 = gain a +20% to all skill checks
Focus 35 = gain +10% to CAV, MAV, and PRV
Focus 40 = all spell casting done with mind, no hand gestures anymore
Focus 45 = Incredible intellect, 3d10 mind healing points spread to all locations
Focus 50 = god-like intelligence, automatic mind teleportation



ENHANCED SENSE

This chart will gain you Sense bonuses. This chart also shows the numerical increase that your Sense takes as you apply more and more DP to your Sense Score.

Sense 25 = gain a +10% to any sense or ambush rolls.
Sense 30 = you know magic by its individual smells
Sense 35 = you can feel the earth vibration of someone before you see them
Sense 40 = can never be ambushed or sneaked up on
Sense 45 = can track a person or animal by smell alone
Sense 50 = you can name all smells

ENHANCED SPOT

This chart will gain you Spot bonuses. This chart also shows the numerical increase that your Spot takes as you apply more and more DP to your Spot Score.

Spot 25 = you can see in the dark as if daylight
Spot 30 = gain +10% to all spot related skill
Spot 35 = automatically spot secret doors
Spot 40 = can see through magical darkness
Spot 45 = can track a person or animal by smell alone
Spot 50 = automatically notices everything, no Spot Roll

ENHANCED WILL

This chart will gain you Will bonuses. This chart also shows the numerical increase that your Will takes as you apply more and more DP to your Will Score.

Will 25 = +10% to all Fear Rolls
Will 30 = +20% to all Fear Rolls
Will 35 = immune to all poisons
Will 40 = immune to all types of sleep spells, potions, etc.
Will 45 = immune to all illusions
Will 50 = immune to all mental attacks

ENHANCED WILL

This chart will gain you Charm bonuses. This chart also shows the numerical increase that your Charm takes as you apply more and more DP to your Charm Score.

Charm 25 = gain a +10% to any charm rolls.
Charm 30 = the opposite sex is -20% when near you
Charm 35 = animals automatically trust you
Charm 40 = you gain 1d10 followers
Charm 45 = monsters trust you automatically
Charm 50 = automatically loved by everyone



ENHANCED ESSENCE

This chart will gain you Essence bonuses. This chart also shows the numerical increase that your Essence takes as you apply more and more DP to your Essence Score.

Essence 25 = your Essence Roll is +10% better
Essence 30 = your Essence Points have increased by half
Essence 35 = you know all of the elements
Essence 40 = gain a +1d10 damage increase to all elemental spells
Essence 45 = you know all of the emotions
Essence 50 = gain a +1d10 damage increase to all emotion spells

This chart will gain you Faith bonuses. This chart also shows the numerical increase that your Faith takes as you apply more and more DP to your Faith Score.

Faith 25 = your prayer activation is +10% better
Faith 30 = people who meet you must make a -10% Faith Roll or be converted
Faith 35 = you move one box higher on the FAC (faith activation chart)
Faith 40 = you nullify death with just your presence
Faith 45 = people in your presence must make a -20% Faith Roll or be converted
Faith 50 = your god grants all your requests

ENHANCED FAITH

This chart will gain you Luck bonuses. This chart also shows the numerical increase that your Luck takes, as you apply more and more DP to your Luck Score.

Luck 25 = all attacks are automatically at -5% to hit you add 5% to your CDV
Luck 30 = gain +5% to all of your dodge skills
Luck 35 = all attacks are automatically at -10% to hit you add 10% to your CDV
Luck 40 = gain +10% to all of your dodge skills
Luck 45 = all attacks are automatically at -20% to hit you
Luck 50 = god-like Luck, choose when you want to attack in combat



DISPERSING THE MONEY

Money on Soluna is called “Denari” or in most systems, the "gold coin”. The name was changed so that it represents one type of coin no matter how much money a player has. When purchasing items, it is better to say “8 Denari“, instead of “8 silver”, or how much is a gold coin breakdown to in silver”. It just makes the whole process easier.

The value of money in *Broken Swords & Battered Shields* is like U.S. money. Don’t go giving out tons of money or there will be nothing left for the players to achieve. A quest offered to them for 1000 Denari is a good pay as 5000 Denari would be a risk all. Giving out small amounts is quite hard, but the players should have this system of money value explained to them, especially when they see the prices. It may take a few adventures for the players to save up enough to buy that special blade or armor they really wanted.

Give out money wisely and the game will progress without a hitch. If you find that you would rather give out tons of money, change the values of everything first. The Lorekeeper can’t satisfy everyone, so try to make the advanced gamers see a different light, they can change. There are many useful items that the player needs to purchase with money for their character and the cost goes up as their careers increase. So, as their careers increase and they head out to battle tougher foes, then their monetary wealth will increase.

One last note to the Lorekeepers, most monsters do not walk around with money in their pockets; they have no use for it. Only crazed, money hungry villains do and they hide it very well in fear of losing it. Killing creatures and monsters are worth DPM (development Point Motes). So try not give out both all of the time. Let the players understand that DPM and money are found separate most of the time.

WORKING FOR A LIVING

Why is it, that adventurers have to sit around town (on down time) and never make any money? Now, we all know that an adventurer would rather be out kicking Reptikar butt than cleaning a stable. If they don’t find enough money to pay for their room at the inn, they will be back on the road: broke! Food consumption and horse grain are expensive since both man and horse eat 3 times per day.

So, why not take a job for a week or two and make some extra money? You could possibly win a stat bonus! Every week, before the game begins (unless the game stopped out of town or during an adventure) while the group is in town, they get to make a job roll to see how well they have done during the game’s down time.

CHOOSING THE RIGHT JOB

This can also happen to the group when the group mage goes to study for any new spells at his guild. Some jobs don't require you to be inside a town to accomplish. What is the rest of the group going to do with their time? This also helps the Lorekeeper with thieves who want to sneak around and steal at night. Just have them make Stat rolls associated with the job they plan to do. At the end of every week, the player consults the *Job Acquisition Chart* to make a percentage roll, (the provided attribute), under the job success column. If successful, roll for the money they receive under the payment column.

If the Stat roll was failed, they must roll the damage that is shown under the "*Danger Damage"* column on the chart. This could mean they were discovered by guards or whatever the Lorekeeper comes up with. If the roll was successful, the character survived and receives ½ their pay for that week. There is a modifier to the damage; (it will be shown under the *Extreme* column), which is directly applied to the roll. The Lorekeeper will roll percentiles to see if they get under the number listed to see if a Critical Strike or Mortal wound was sustained. The damage is then rolled and applied directly to the character's Body Points. It is very possible for a character to die in a high-risk job, but those are the chances you take for higher pay. If the character survived their Hazard Encounter, they receive the reward: their life; but no money is earned for that week. If you want the jobs that bring in the big bucks, you'll have to take the risk.

If the player makes their roll for a successful week on the job and rolls a 01%, that character receives a +1 stat point along with triple pay for a job "exceptionally" done. If they roll a 02-05% they receive double their normal pay for that week. A job done well deserves rewards. Not all jobs are listed in the "Job Acquisition Chart". So, if you decide on a job that is not listed, just look for a job that is close to the one you wanted. This adds more flavor to the game and intensifies a thief's longing for danger or a fighters need to kill for cash. So, instead of subjecting the group to another's needed to kill creatures, let that person take a job that might get them killed and not the party.

This is a way for players to make extra money for their characters and to test the mettle of their brawn. Do you have what it takes to be the greatest Bounty Hunter or Monster Slayer? Every job done successfully will raise your Reputation Score by 1 point, but if you have continued success repeatedly in succession, your Reputation is raised by the number of the success. If you succeed a second consecutive time, your Reputation goes up by 2 points. If it was the fifth consecutive time, it would be raised by 5 points. By the time you reached your 5th straight job victory, your Reputation should have gone up by 15 points. So you can see why it is important to be successful at having a job. Word travels fast when a hero is around doing the jobs that nobody wants.

Now, there is a catch for doing the very dangerous jobs as opposed to doing the easy ones. It is all based on the Penalty Bonus which determines how dangerous a job is. The more dangerous a job the more Reputation points you get for a job well done. (See Job Chart below)

(Low 5-10%= 1RP, High 15-20%= 2RP, Extreme 25-30%= 3RP)

The consecutive success rolls apply to the higher RP received as well. A Character that has successfully completed 5 Jobs would have a received a grand total of (Low) 15RP, (High) 30RP, (Extreme) 45RP, and if you look at the Reputation Chart there is a big advantage

to have your Reputation go up. There is one disadvantage for not doing jobs once you start. For every month that goes by that you do not do a job, you lose 1 Reputation Point. Unfortunately, the world does forget its heroes if they don't continually see them in action.

JOB ACQUISITION CHART

Type of Job	Skill Required	Payment in Denari	Success Stat Roll	Hazard Penalty	Danger Damage	Extreme Bonus
Bouncer	Brawling	100	Might	-10%	2d10	30% CS
Scout	Tracking	100	Focus	-20%	2d12	25% CS
Military Scout	Tracking	150	Focus	-20%	2d12	25% CS
Hunter	Stalking	20/kill	Focus	-15%	2d10	15% CS
Bounty Hunter	Tracking	Varies	Reflex	-25%	3d12	15% CS
Entertainer	Instrument	Varies	Will	-10%	2d12	05% CS
Serving Wench		30+tips	Focus	-10%	3d10	05% CS
Physician	First Aid	30+	Focus	-15%	2d12	05% CS
Stable Hand	Grooming	20+	Focus	-5%	2d12	10% CS
Horse Trainer	Animal Handler	200	Focus	-10%	3d12	15% CS
Brewer's Assistant	Brewing	35	Focus	-5%	2d12	05% CS
Tailor	Sewing	35	Focus	-5%	2d12	05% CS
Blacksmith	Smithing	45	Might	-5%	3d12	15% MW
Weapon smith	Metallurgy	55	Might	-10%	3d10	10% CS
Armorer	Metallurgy	60	Might	-10%	3d12	10% CS
Gem smith	Evaluate	65	Focus	-10%	4d10	15% CS
Silversmith	Metallurgy	60	Focus	-10%	3d12	15% CS
Teacher	Teaching	45	Focus	-5%	2d10	10% CS
Weapon Master	CAV 85%+	300	Might	15%	3d12	25% CS
Village Guard		50	Might	-20%	3d10	10% CS
Town Guard		100	Might	-15%	3d12	15% CS
City Guard	City Knowledge	200	Might	-10%	4d10	20% CS
Personal Guard		200+	Might	-20%	4d10	25% CS
Mage Guard		220+	Will	-20%	4d10	25% CS
Mage Consort	Focus 23	300	Focus	-10%	3d10	15% CS
Treasure Hunter		Varies	Luck	-20%	5d10	25% CS
Explorer		Varies	Focus	-20%	4d10	20% CS
Thief	Pickpockets	Varies	Reflex	-25%	6d10	25% MW
Burglar	Picklocks	Varies	Reflex	-25%	5d10	30% CS
Assassin		500/kill	Reflex	-30%	7d10	30% MW
Mugger/murderer		Varies	Reflex	-30%	6d10	25% MW
Pirate		Varies	Reflex	-20%	5d10	30% CS
Village Militia		30	Might	-15%	3d10	20% CS
Town Militia		80	Might	-10%	4d10	25% CS
City Militia	City Knowledge	150	Might	-10%	5d10	30% CS
Monster Slayer		Varies	Might	-25%	8d10	35% MW
Beggar	Begging	Varies	Luck	-15%	3d12	25% MW
Highwayman	Ride Horse	Varies	Reflex	-15%	4d10	30% MW
Outlaw		Varies	Reflex	-15%	4d12	30% CS
Rustler	Ride Horse	100/horse	Reflex	-20%	5d10	35% CS
Protection Racket		Varies	Might	-20%	4d10	35% CS
Gambler	Gambling	Varies	Luck	-25%	4d10	30% MW
Fence		Varies	Luck	-25%	4d10	30% MW
Undead Hunter	Theology	Varies	Will	-10%	10d10	15% CS

LOREKEEPER COMPENDIUM

LOREKEEPER COMPENDIUM

If you are not planning on running a *Broken Swords & Battered Shields©* game, you should not read this section. Since I know how the average player is, when you read this you will find that some things are left up to the Lorekeeper to figure out and not the players.

You must first, read through this section for it will help you understand how to create a great story in which the players are the central characters and your NPC's are extras, supporting actors, or just walk-ons. Make sure you view the game as a movie script. When writing up your adventure, tackle it as a movie and you will see a drastic change in the game and the players. Now let's get on with your training.

THE ART OF STORYTELLING

Think back to all of the movies and stories you have read about dwarves, hobbits, and elves and what you imagined them to be. There is no harm in capturing an idea or two from them to form a story on your own. It helps to have at least an outline of the story written as well as the main characters and NPC's (Non-player characters) drawn up as well.

To create and run a successful story you must first have a setting or world and know how the area or world you choose runs. There must always be a great background for a great story to begin. Think in the terms of a story and not in the adventure terms. It is easy to shift around a story but it is far more difficult to shift around a set adventure. You can never predict what a character will say or do during the story when they are thrown into different situations. If you have the entire story written before they have a chance to write it, it is only going to make you mad or they will begin to hate the game. Watch how they react to situations that are sent their way or how the personality of a person will creep into that player character's attitude. Do not allow disruptive players or those who wish to change the direction of the story away from you, to have their way. Make sure they find a quick end and the same to every other character until they learn. If they don't, then you really didn't need them there in the first place.

The players of *BROKEN SWORDS & BATTERED SHIELDS* are asked to help move the story along and to keep an ear out for how the Lorekeeper is moving it along and where he is trying to take it. It is their responsibility to move the story along since the story line affects their character's life as well as their enjoyment.

The Lorekeeper's job is to create a world that is vivid in its reality to the game. Everyone should be able to see the world in their minds, each seeing it differently. The Lorekeeper must create a story around your characters that will bring their lives to life. It is now your job to help the Story along by making decisions for your character according to what the Lorekeeper creates. It is a cat & mouse game where the players try to outwit the Lorekeeper's villains while making sure the Lorekeeper doesn't end their character's life.

Lastly, you must have more enthusiasm for your own story line then any of your players. Never lose confidence in what you are trying to get across to them. If the story becomes strange and uncontrollable, then simply redirect the story and make up a reason why everything just became instantaneously different and strange. I have confidence in you to become a great bard. An easy technique to use is to say the story to yourself when you are alone or in the car. Do not be content with just running it over in your mind. Say it out loud so you can hear yourself speaking. This works every time.

There is an art to storytelling. Most role-playing games are, "you move down the hallway and do you listen at the door on your right, and do you hear nothing? Now, then do you open it and look in; you see…" Too many games are like this; I have been there and never want to go back. Now, look at the same example from a Lorekeeper's vision.

"As you enter the dank, mold smelling hallway, you can see that it is lit by a single torch about 30 feet down on the right in front of a door. As you move down the hallway you will notice that there is no dust on the floor up to where the torch is lighting the doorway. Before you listen, you see that the door handle has scratches around it, yes-deep ones, like by nails. You hear nothing as you listen intently at the door. It is not locked and you are able to look into the room by opening the door a crack. You notice torchlight, a table with chairs, food on the table and there seems to be a recent game of cards has been played. How do you know that? You see the gold piece still spinning on the floor." There is so much to describe in an adventure, even down to the type of leaves on the trees. Just describe it as if you were there or as if you were telling your friend about a place you went. Just make it a habit to be aware that by expanding the vision of your game, your player's minds will expand as they take it all in and release it back creating a vivid and exciting role-playing experience for you and the rest of the group. Setting the mood for your players not only enhances their enjoyment of the game but brings to life the imaginary world in which their characters live.

STORY BALANCE

You may want to use the world we provide or you can use your own. That is not the question here, balance is. When you write your outline and the story moves along, do the characters grow and live in an ever-changing world like we do? Do you ever allow them to expand their horizons and take them in directions that even the players themselves may have never thought of doing? This is the work of a fine bard to be able to direct the lives of characters within the story, but a great bard does it without the players knowing it.

Most games are going on a quest to kill something or finding an object for someone. You find it, fight a lot along the way, and give it to those who hired you and receive the reward. Then it's time for experience and back again next week for another dungeon crawl for cash and experience. This gets boring really fast.

If you enjoy the story and are totally absorbed within it, running for extended periods of time are easy. Look at the big picture of the world that the characters explore. There are other people besides the NPC's that they meet all of the time and what about their personal lives. Is there anyone important in his or her lives?

What's to say that a fighter meets a female sorcerer and they fall in love? Most players would go for the free ride and then dump her off at the inn looking for another. Have them become pregnant, or follow them or even strike out on their own to become a hero so

he might notice her? Balance is the key to a flourishing story line that will keep the players coming back every week looking to build on the plot.

Make sure that you spread the fun around to everyone, even the person who is a royal pain in the butt, which could be because they are bored and don't want to hurt your feelings.

CREATING THE STORY

We are all used to running an adventure, handing out money, gaining experience and then advancing. This all has to come to an end now. You will have to do your homework if you want *Broken Swords & Battered Shields* to work for you. A story instead of a module might not be a new concept but it is the only one that works and is satisfying for everyone. I touched on this in the beginning of the book and here I will ramble on some more.

Before a movie is filmed, they have to write a script. This tells the actors when certain people will speak and when their lines are to be said. It also tells how the camera angles will be shot and what the extras are going to be doing. Writing a story module is quite the same. You must first come up with a reason for the story to be taking place and where it will lead the players. Who are the major villains and what type of stronghold they might have. Then add all the extras, the backdrops, weather, underlings, and an objective for the players to achieve. Don't forget the biggest point, the reward.

If you are just starting out in your world (or Eldar, Shattered Isles: The Chronicles of Azeron or Repticus Nation), view the whole game as one big novel. Chapter One: the player's beginning is in the world and they progress the story from there. If the players decide to go somewhere or something that you feel would help the story along, let them do it, but do not let them run the game. You are the Lorekeeper, and not everything they attempt to do will be what you want. You have the last say if there should be a negative roll modifier or just let them automatically achieve it. This will let them know you approve and that it can be done automatically. Some of these automatic approvals will build confidence in the players.

Envision your story and progress it up in levels or chapters. When I run *Broken Swords & Battered Shields* I write the modules in chapters and so you can tell the players "This is the end of chapter One, we'll now start chapter Two". Running an "Adventure Pack" (or predetermined adventure) by chapters will clearly show the end of each area or boss they have to fight. If the next sections were harder than the first, then this would be a good place for a new chapter. When running out of the world, let a chapter change every time a few of them advance up to a new career. This will tell them that things are going to get a bit tougher than they were.

Whichever way you decide to run your story, make sure you view it as a novel or a film. Don't lose your vision, don't let the roll of the dice determine your story's destiny, and don't let the players themselves or their actions direct the novel or films flow.

PLAYER CREATIVITY

The players are the main reason that we are the Lorekeepers of the game. Without them we are just lonely people dreaming of having friends. Let them think and create within your would and try not to stymie their ideas too much. If they are really off base with what you are trying to envision happening, tell them. If you feel you would rather have an NPC explain it better, then by all means do so. If you are constantly leading them around by the



leash, they will grow tired of this and not pursue any of their thoughts. You will have a group of freethinking humans starring at you waiting for your next thought or comment. Trust me on this; I use to run my games like this. I use to hate it when players wanted to deviate from what I had spent so much time creating. This is life as a Lorekeeper. Sometimes you are just going to have to adjust the story to fit what the players are planning to do. If you let them think they might surprise you at what they can think up. I know I have been amazed at some of the incredibly stupid things that have happened in my games, but they are now talked about as legendary. Here's an example of player creativity and what I perceived as insane.

"The group was trying to enter a city of thieves by using a seaport that was dug into the side of a cliff. The city was large and directly on the cliff. All of the party went into the sewer drain and proceeded to explore for a way up, but not the one guy. He decided to stay in the port and explore the two man-of-wars that were docked there. After a while he decided that he had a great idea. He was going to ignite the gunpowder in the ships so that they would sink and block up the port. Solid idea except that he did not think about the consequences of exploding tons of gunpowder in an enclosed, tight, area. He managed to row a safe distance away when the first of the explosions went off. Then both ships went up as well as the 100 stored barrels of gunpowder that were out of sight. The explosion was so great that it caused the entire cliff to break apart and collapse into the sea. This caused half the city to fall into the ocean killing many men, women and children. What happened next still surprises me. His character spent the next three days dragging out the bodies he could find and burying them along the beach. Talk about creativity going bad and then back to good".

You see, if I had said no to his idea he would not have learned that explosions in confined spaces would always seek a way out and find the weak points in a structure. It also changed his character; at least that is how he played it. To me that was great role-playing and creativity with his character. So let them go but don't let them over do it too much. A stupid story is a boring story. You can't get them to do everything you want them to do, but at least 50% of the time is good.

INTERACTION

Your story should allow the players to interact with everyone and everything in your world. The world you create is alive and breathing on its own. If players want to talk to NPC's that have nothing to do with the story then just hold a normal conversation. A farmer would discuss his crops and a merchant his wares. This is what brings the world around the player alive. Too much fighting is boring. Say a player wants his character to sleep with a lady for the evening, well why not two months later have him find out she is with child and her brothers are looking for him. A shotgun wedding might be a great touch to the story line. Every action has an equal and opposite reaction. Killing a noble in a bar fight might send the players to jail for a while. If this happens, move the villain's plans along. When they get out things might be different, even harder for them, but I bet they don't go to jail again.

PLAYER ACCOMPLISHMENTS

Make sure that you take the time to plan goals for each of the players. They have given you a written history of their characters (at least I hope they did) and in that history you will find goals that they might be planning for themselves. They might even have skeletons in their closets that need to get out. Let the player's pasts catch up with them from time to



time. It might be a good idea to have them defeat a problem that they could not before. At the end of each career there is an achievement for that career. I have put these in to add to the story and the development of the characters. Help them achieve these goals. Don't give them the goal, let them work for it or have the story intertwine that special achievement into their lives. Try to plan for each of their achievements when a player decides to change careers. Making the player feel like he has a reason to come to the table every week is the sign of a great Lorekeeper.

PLAYER VERSES BOSS

Within your story there will be times when the players will come face to face with the main villain (or boss) of the game or one of his henchmen. It is true that the final goal is always the main villain but make it reasonable. If the players are not strong enough and they all go down fighting, then leave them there alive as an insult to their abilities. Try not to kill them off every other week; this does not make the players happy. Moderation and knowledge of your world is what is needed. The players must learn that a villain is going to grow and change careers just like they do. This is something you might want to tell them at the start of your story.

MOVING IT ALONG

The main goal of the Lorekeeper is to keep their story moving at a steady pace. This should not be that hard considering we have just discussed the fact that the world keeps going even if the players don't. Don't just plan the story around the players; make the players have to fit into the world's story. They are just a small part of the big picture. Once they have come to terms of the world as a whole and they are part of it, things will start to be fine. Most players believe that they are the center of the world and that the story revolves around them. This perception will change once they find things different in their city after they have been gone for two months. Maybe that friendly guildmaster who use to give them discounts was murdered. Now they have a problem and it would even be harder if they were framed for it.

Sometimes you need a spur of the moment idea to move the story along. If they just want to hack up creatures all the time, then maybe those creatures will go hack up their town or city residents. How great will they be after coming home to a burning town or a lot of people dead? Be creative, move it along, but make it entertaining. Finishing a Story there will come a time when you want to try something completely different or go in a totally new direction. We all at some point become bored with what we are running and want a change. You ponder for weeks at this new idea and then all of a sudden change the game. Now we have the obligation to the players to slowly change the concept of the game by ending one story and beginning another.

You might want to end in the winter and tell them five years have passed since you ended the last story. Tell them when a story is complete. You might be one of those Lorekeepers that perceive a story as short adventures that involve small portions of the player's lives. No matter what way you decide to end a story, make sure that you just don't stop and a new one start. Take it from me; you'll never hear the end of it. There are games I have never completed that just keep coming back to haunt me every now and then. Make them happy; let their characters become alive in your story.



TIPS FOR RUNNING COMBAT

TIPS FOR RUNNING COMBAT

As a Lorekeeper, you are going to run your gamers through combat situations. It's inevitable and more than that it's fun. Combat and danger is the spice of Broken Swords and Battered Shields. Even though this game is primarily about role-playing (As evidenced by our Mote advancement system) combat should be a part of role-playing. How your people play their characters during the stress of a fight will tell the Lorekeeper and the other characters a lot when it comes time to hand out Motes.

The design of the combat system for Broken Swords and Battered Shields is meant to provide both excitement and some realism. That's why we break things down into hit locations on the body rather than a single life pool. We want characters to know when they've landed that disabling shot to the head and also to feel the rush of fear tinged excitement when they realize that one more blow to their weapon arm could disable it. This is a combat system designed for those who want the most detail and effort from their game.

That being said, we've tested the combat system thoroughly when building the game. Many times it was fun, exciting and some of the most memorable moments and especially best Quote Mote "One-liners" came from combat. However we also noted that there were times when combat could drag, especially when the player characters and their foes are mismatched. At other times a combat that should have been a good but acceptable challenge ended up nearly wiping out the party, not intentionally but because of one key factor being out of balance. The object of the game is to have fun, so we thought we'd include some tips on how to keep combat situations exciting, fun and manageable.

It's no accident that the word *manageable* is used here, just as it is not chance that these tips appear in the Lorekeeper section of the book. Your responsibility as Lorekeeper is heavy, but the satisfaction of doing it well and pleasing your group is why you took on the job. (Though if lust for power is somewhere in your motivations we don't necessarily mind that either.) The Lorekeeper is both Lorekeeper and stage manager. Either you run the story or it will run you. Likewise, if you don't manage the combat it will manage you in directions that will most likely leave both yourself and your group frustrated and wondering exactly what went wrong. Now, if you've already tried combat and aren't having problems, then feel free to ignore this section. If you and your players are satisfied, as the old saying goes "If it ain't broke, don't fix it." If you have noticed some problems with your group's combat experiences here's some tips from our own time both playing and designing the game that might help.

BALANCE AND TIMING

Balance and timing are the two cornerstones to good combat in Broken Swords and Battered Shields and both present their own challenges. We'll address balance first.

Balance is the art of designing encounters that are of the right magnitude for your team. The most important key here is knowledge. ***If you don't have a good grasp of the capabilities of your party, you cannot expect to design encounters at a reasonable magnitude for them.*** You need to have an idea of your group's capabilities. How fast are they? (How many attacks can they make in a sixty second round?) How accurate are they? (Do they have a good or poor chance of hitting a target when they do attack?) How much damage can they dish out? How much damage can they soak up? We aren't talking exact figures here, the dice values keep a lot of this from being exact. But a good estimation is necessary and usually it amounts to common sense. If the average combat speed of the player characters is twenty seconds between attacks, it probably isn't a good idea to create foes that attack every five seconds. Then most of combat consists of your players sitting around watching the bad guys' attacks while they wait for their turn, i.e. boredom. Not to mention that they will probably end up taking a lot more damage over time than they can dish out. Likewise, if your characters are all lightly armored and using smaller damage weapons it probably isn't a good idea to throw them up against heavily armored foes with heavy weaponry, especially at the lower career levels. Later on after advancement points have been spent lightly armored characters can become far more effective at dodging and avoiding damage, but in the early careers especially, better armor protection will win out. Take the time to make sure you know the capabilities of the player characters so that you can design good foes and effective encounters.

Now the second factor of managing combat is the timing and this can be the very devil to handle appropriately. A Lorekeeper can design a combat between well-balanced players and foes, a fight meant to be a thrilling conflict with the players gaining the upper hand. However if the combat session takes three hours to complete your players still may very well end up bored or discontented, especially if they haven't yet mastered role-playing while in combat. This will result in a lot of work with very few advancement motes being given. There are a number of ways to deal with this, but it always comes back to the Lorekeeper.

As Lorekeeper keep a good feel for the tempo of the fight. Study the expressions of the players as they play, watching for signs of frustration or boredom. If the combat seems to be dragging, don't wait. Take action and end the combat. Now you might ask how in the world you are supposed to end a combat scenario like that and keep the story credible. There are a number of methods you can use, but one thing you should NEVER do is fudge, fake, or throw false die rolls. The second you are caught doing this you lose all credibility as the arbiter of the game. Besides, you are the all-powerful Lorekeeper! You don't need to use such flimsy methods to control the pace of combat!

A great way to subtly change the course of the game is to simply have one of the foes die. Pick a creature or NPC that has already been wounded. Suddenly it convulses, an artery ruptures, a concussion turns deadly, regardless of what exact description you use damage sustained has suddenly been catastrophically worsened by the stress of combat. That is certainly plausible in a high stress environment like a battle and often the sudden death of a single foe can tip the scales just enough that the party can end the conflict, all the while remarking on the good luck they have had.



Now it may be that more drastic action is required. However this also shouldn't be any difficulty for the Lorekeeper, with his phenomenal powers. A great way to end the combat is to use the environment. Perhaps a sudden and dangerous storm disrupts the battle, forcing both sides to retreat. (Elemental Storms can be used very effectively for this if you are using the Shattered Isles setting.) If the environment is inside or underground a sudden structural collapse or cave in, or a fire can be used to separate both sides. Be creative. This will end the combat before it drags on, while still giving the players the opportunity to get their action fix.

Another suggestion is to plan ahead to break the combat up into smaller fights. Determine that after so many rounds either the player characters (perhaps through the suggestion of a friendly NPC or by other means) will make a temporary retreat, or perhaps the enemies will fall back to a new location, temporarily beyond the reach of the party. Let the players have a short break from the fight. They can get in some creative role-playing while they recover some Endurance, pass around a couple of critical healing potions or spells, and maybe work up a strategy. Then after a few minutes, the players can catch the foes once again, or the foes catch up to the players and combat resumes. This way, your players are actually playing through several small combats, rather than being stuck in one big one the whole night. Also, by describing changes in the setting, scenery and sound of the battle locations you can keep some variety and interest going. This approach also gives more opportunity to win those role-playing motes while still providing a good amount of action.

Yet a third way to help solve this problem can involve using the battle cards and/or the battle timeline or combat wheel (depending on which you are using.) At the beginning of combat if you are using the cards, when you are picking the random locations to place cards, find a card with an affect that will let you end the combat. Place this card aside in front of your position. Declare to the players that after a number of rounds known only to the Lorekeeper this card will come into effect, but do not yet reveal the nature of the card. This will give the players a sense of urgency, perhaps also spurring them to be more creative in battle. It also allows you a convenient and plausible way to end the combat if it is going on to long.

Now not every combat is going to be a "gimmie" win for your players. In fact there may be times when you actually want your players to fight a combat they must retreat from. This could be for purposes of the story, perhaps the heroic covering of a doomed force's retreat. Perhaps your players are going in a different direction from the story you have planned and you need a way to nudge them back in the right direction. The key here is to make sure your players realize that their characters realize that they are overmatched. Do this with your descriptions. "This looks like a very formidable enemy." Or "You realize you may have bitten off more than you can chew." Then at some point drop the line that "It might be time to find a creative way to retreat." By using that line you have turned what might seem like a hopeless battle into an opportunity. Rather than focusing on fighting an impossible fight to the death, one or more players might now see a way out. Thus, for example, the Kygar Hero instead of continuing the hopeless fight against the Nocturne beast sinks his great axe into the trunk of a nearby tree. The Tree falls, separating the combatants and allowing the players to make a retreat. Note that if one of your players creatively ends the combat for you it might be a good idea to award a bonus Mote then and there. (The Lorekeeper can award bonus Motes as he sees fit) Not only does this encourage your players to think creatively to avoid certain death (and have fun doing it) it also rewards them for obeying the direction of the all-powerful Lorekeeper, Muahaha!



MANAGING COMBAT

Up until this point the suggestions we have given you for managing combat have been within a mostly suggestive role-playing framework. Now it might be that you as a Lorekeeper want a more statistically based approach to managing combat. If so we have some suggestions for you along those lines as well.

To statistically manage the difficulty and timing of combat, break the combat events of your story into these three types:

Skirmish: This is a combat against minor foes, the typical random encounter of a monster or group of enemies. It isn't vital to the Lorekeeper's story line and is pretty much there to provide some action and a chance for the characters to advance some combat skills. *Create your foes as standard, then reduce BDP and ARV values by half. This should make the foes easier to kill, thus shortening the combat. Explain it however you want in a role-playing context. Perhaps the enemy's gear isn't made of the best materials; perhaps they haven't had the services of an Armorsmith in a while. The player characters are working towards becoming Legendary and should be a cut above most random foes.*

Storied Battle: This fight is against foes that are a part of your story's focus, the real bad guys so to speak. The outcome may have an effect on the story and its direction and is thus an important combat event. *Create your foes as standard, but consider reducing BDP by half or perhaps one third. With standard ARV these creatures will be harder to hurt but reduced BDP should mean that the players could still take them without bogging down in extended combat.*

Decisive Combat: This battle is a focus of your story. The characters are fighting one of your "Boss" creatures and the outcome will directly impact on the history of your game and the world you are gaming in. Be sure to reveal the vital nature of this combat with your descriptions. Characters should understand that this will be a hard fight, with the fate of many hinging on the outcome and great rewards available for the taking. *Create all foes as standard, no shortcuts. This should be a grueling fight, but it also should be the climax of this chapter of the story, not the standard combat for your group.*

(*Note: When we say create foes as standard we refer to building them the same way you would a player character, finding their stats and resists, making note of natural ARV as well as ARV from any armor and giving the foes appropriate knacks and/or spells for their careers.*

ROLE-PLAYING DURING COMBAT

We've noticed that in a lot of RPGs role-playing almost seems to stop with combat. While players are of course free to play as they wish, this isn't what we envision for Broken Swords and Battered Shields. We want to encourage role-playing *through* the combat. Players should be encouraged to play their characters just as they would act during combat. Here is an example of what we mean:

Gondarr the Kygar scout is with his party fighting against a group of Vessuren warriors. After firing a couple of arrows, Gondar has closed into melee range and drawn his two handed sword, while the Vessuren is fighting with a shortsword and shield. He and the Vessuren have exchanged blows, each doing a fair amount of damage. On his turn Gondarr's player states in his best gruff Kygar accent: "Grrr, this guy ain't bad. Can I quickly see anything about him or his gear with a snap glance?"

The Lorekeeper orders Gondarr to make a spot check with a negative 20%, since Gondarr is in the middle of combat and then to move five spots down the timeline, since this represents the five seconds he is taking to look his foe over. Gondarr rolls a 17%, making the spot roll and waits for the results. The Vessuren attacks with his shortsword and hits Gondarr in the arm for ten points of damage, seven of which is stopped by his armor and natural ARV, meaning he takes three points of BDP damage. "I grimace through the pain but keep looking, Owrr!" The Lorekeeper orders Gondar to make a focus roll, which he does and succeeds. Then one of Gondarr's party members makes an attack on another Vessuren.

Two seconds later the Lorekeeper tells Gondar that he sees no marking or crest on his opponent's armor but that he does have a good sized sack hanging from his belt. "Oh ho! What's this! I swing at the sack!" Gondarr rolls an attack on the sack and the Lorekeeper tells him this is a hard target, giving him a negative 30% penalty to hit. Gondarr makes a surprising 11% and their Lorekeeper makes the Vessuren's SDV (Shield) roll, which is a failure. The Lorekeeper then states that Gondarr got his blade past the shield and cut open the sack, spilling a large number of silver and gold Denari onto the ground. (These Vessuren are fairly successful bandits and this one was hauling their take.) The other players have actions and then it is this Vessuren's turn. The Lorekeeper, realizing that combat has gone on a while and that this might be a good time to end it, rule that the Vessseran is stunned at seeing the fortune lost and loses Focus, actually trying to grab the bottom of the sack and hold it together. On Gondarr's next turn "Hah! He's wide open! Go for the Kill!" Gondar attacks and hits. He scores 20 points of damage on the Vessuren's already injured left arm.

Distracted, the Vessuren made no attempt to block or parry and he takes 12 points. The arm is now at –1 point and crippled. On the Vessuren's next turn he realizes that he cannot retrieve the money and it isn't worth dying for anyway. He yips in Vessuren to his comrades and flees the battle. The other Vessuren follow, leaving Gondarr and his companions to retrieve the scattered coins. "Ha ha!" Gondar bends down and picks up a torn fragment of the sack. Turning to his companions, he winks outrageously. "Maybe I should become a Cutpurse, eh? Haha!" His companions groan at Gondarr's bad witt and then join him in scooping up the take.

At the end of the session Gondarr's actions earn him the "Heroic Action" Mote. The combat was pretty even until, by noticing the sack and spilling the money he so distracted and demoralized the Vessuren that it effectively ended the combat. Also, the Lorekeeper awards him the "Stayed in Character" mote for remaining in character during the entire combat sequence, right down to his accent. Despite his player's lobbying, Gondarr does not receive the "Quote" mote for his bad witticism, though his fellow players consider whether they should get the "Wrong Place Wrong Time" mote for being forced to suffer through Gondarr's bad puns.

This is exactly what we mean. Combat should not cause role-playing to cease, but rather should be looked at as an opportunity for further role-playing.

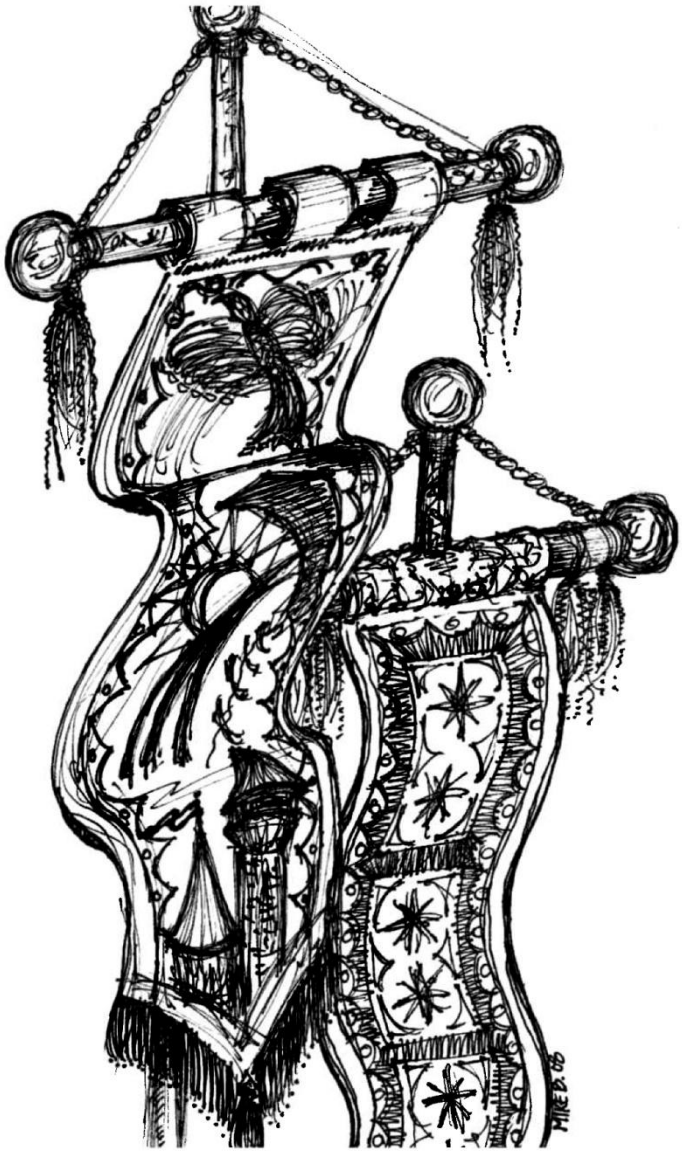
PULLING IT ALL TOGETHER

Using and/or combining these methods should go a long way to helping a Lorekeeper keep combat interesting and fun without having an entire session slow down too much because of extended combat. However, these are suggestions only, use them as you wish. It might very well be that your particular group of gamers would be just fine with standard combat. Or it might be that you, as Lorekeeper will have to find your own customized solution to issues of balance and timing for combat events for your particular group. (If this is so feel



free to post your group's solutions on our forum boards at visionationstudios.com. You might help other role-players have a good time as well.)

The key word is fun. RPGs in general and Broken Swords and Battered Shields in particular are designed for you and your friends to enjoy, so if something is hindering that enjoyment feel free to make whatever changes you as Lorekeeper feel are important and necessary. Effectively managing the balance and timing of combat events within your story, as well as encouraging your players to role-play *through* rather than around combat will go a long way to maximizing the fun factor for you and your friends. So enjoy fighting and role-playing and remember, if you don't get it quite right the first time, look for ways to make a change.



POPULATING YOUR WORLD

POPULATING YOUR WORLD



here is a difference between the three. Well, at least in this world there is. Animals are basically your bears, lions, boars, and any other mundane animal that graces our earth. Creatures are considered to be like, trolls, ogres, and even dragons. They are the types of creatures that have a place of birth and origin to their particular race or breed. Then in come the monsters. They are the concoctions that you will create, that are there just to hinder the party, or something you saw in a movie that you just knew your party of adventurers had to fight. You know those one of a kind monsters or something so hideous that men run from it in terror.

Remember that their classifications fall under the headings of Feathers, Scales, Fur, Crawling, and Aquatic when creating creatures for your world. Do not mistake undead for any of the above classes, they are in their own class all together. Undead is just that: dead. An undead Lorekeeper creation is still undead and not considered a monster. The Necromancer plays with undead not monsters.

You can create the creature or person that the group will encounter using all aspects of the character creation section of this book. His can be done for specific encounters that could actually change the storyline or affect the characters lives. Random encounters get the cheapest and fastest creation possible. They are throwaway creatures.

The first thing to understand is that even though animals, creatures, and monsters have levels that are different from player characters. Their levels are 1 through 12 but they do not have the intermediate levels that are in-between each character career. Their levels are just 1 – 12. So, an 8th level monster would be equivalent to a second career character. Consider that each of a character's levels equals 1-4 levels of a animal, creature, or monster. If your players can handle tougher monsters, then raise the bar. You can go beyond the charts, the choice is yours. Animals, creatures and monster are rated according to the size and mass, which give them their BDP for each of their own locations.

BIPED CREATURE SIZE CHART

SIZE OF CREATURE	HEIGHT IN FEET
TINY	1' – 2'
SMALL	3' – 4'
MEDIUM	5' – 7'
LARGE	8' – 12'
GIANT	13' – 17'
HUGE	18' – 24'
GIGANTIC	25' – 30'
COLOSSAL	31' – 40'
TITAN	41' – UP

QUADRUPED CREATURE SIZE CHART

SIZE OF CREATURE	LENGTH IN FEET
TINY	1" – 3'
SMALL	4' – 5'
MEDIUM	6' – 10'
LARGE	11' – 16'
GIANT	17' – 24'
HUGE	25' – 34'
GIGANTIC	35' – 50'
BEHEMOTH	51' – 70'
COLOSSAL	75' - UP

Mounts, animals, creatures, and monsters are created using the stats MIGHT, SPEED, REFLEX, VIGOR, FOCUS, SENSE, WILL, and SPOT. Each stat has the starting value of 5 in each and you have 50 points to spread amongst the 8 stats. The stats are the same as your characters. So, if you need to reread what they do turn to the character creation section and do so. All of the normal stats that you find on your character are added together in the same fashion to achieve the same results but lower. Don't forget the stat bonuses that are found under the description of each mount under their respective race.

MIGHT DAMAGE & PDV BONUS CHART

Stat Score	Bonus	Stat Score	Bonus	Stat Score	Bonus	Stat Score	Bonus
05	-2	16-17	+5	28-29	+12	40	+19
06-07	-1	18-19	+6	30	+13	41-42	+20
08-09	0	20	+7	31-32	+14	43-44	+21
10	+1	21-22	+8	33-34	+15	45	+22
11-12	+2	23-24	+9	35	+16	46-47	+23
13-14	+3	25	+10	36-37	+17	48-49	+24
15	+4	26-27	+11	38-39	+18	50	+25

MIGHT ROLL (multiply Might Stat x3) placing score in percentage circle.

SPEED INITIATIVE BONUS CHART

Stat Score	Bonus	Stat Score	Bonus	Stat Score	Bonus	Stat Score	Bonus
05	-4	16-17	+3	28-29	+10	40	+17
06-07	-3	18-19	+4	30	+11	41-42	+18
08-09	-2	20	+5	31-32	+12	43-44	+19
10	-1	21-22	+6	33-34	+13	45	+20
11-12	0	23-24	+7	35	+14	46-47	+21
13-14	+1	25	+8	36-37	+15	48-49	+22
15	+2	26-27	+9	38-39	+16	50	+23

SPEED ROLL (multiply Speed Stat x3) placing score in percentage circle.

REFLEX NATURAL CDV & DDV BONUS CHART

Stat Score	Bonus	Stat Score	Bonus	Stat Score	Bonus	Stat Score	Bonus
05	-4	16-17	+2	28-29	+9	40	+16
06-07	-3	18-19	+3	30	+10	41-42	+17
08-09	-2	20	+4	31-32	+11	43-44	+18
10	-1	21-22	+5	33-34	+12	45	+19
11-12	0	23-24	+6	35	+13	46-47	+20
13-14	0	25	+7	36-37	+14	48-49	+21
15	+1	26-27	+8	38-39	+15	50	+22

REFLEX ROLL (multiply Reflex Stat x3) placing score in percentage circle.

VIGOR ENDURANCE BONUS CHART

Stat Score	Bonus	Stat Score	Bonus	Stat Score	Bonus	Stat Score	Bonus
05	-2	16-17	+3	28-29	+10	40	+17
06-07	-1	18-19	+4	30	+11	41-42	+18
08-09	0	20	+5	31-32	+12	43-44	+19
10	0	21-22	+6	33-34	+13	45	+20
11-12	0	23-24	+7	35	+14	46-47	+21
13-14	+1	25	+8	36-37	+15	48-49	+22
15	+2	26-27	+9	38-39	+16	50	+23



ENDURANCE SCORE = Vigor Score + bonus below

VIGOR ROLL (multiply Vigor Stat x3) placing score in percentage circle.

FOCUS SPELL CREATION POINT BONUS CHART							
Stat Score	**Bonus**	**Stat Score**	**Bonus**	**Stat Score**	**Bonus**	**Stat Score**	**Bonus**
05	-4	16-17	+2	28-29	+9	40	+16
06-07	-3	18-19	+3	30	+10	41-42	+27
08-09	-2	20	+4	31-32	+11	43-44	+28
10	-1	21-22	+5	33-34	+12	45	+29
11-12	0	23-24	+6	35	+13	46-47	+30
13-14	0	25	+7	36-37	+14	48-49	+31
15	+1	26-27	+8	38-39	+15	50	+32

FOCUS ROLL (multiply Focus Stat x3) placing score in percentage circle.

SPELL CREATION POINTS (SCP) = (Focus Score + Essence Score + Bonus (chart below)

SDV & SENSE MAGIC RESISTANCE CHART							
Stat Score	**Bonus**	**Stat Score**	**Bonus**	**Stat Score**	**Bonus**	**Stat Score**	**Bonus**
05	-4	16-17	+3	28-29	+10	40	+17
06-07	-3	18-19	+4	30	+11	41-42	+18
08-09	-2	20	+5	31-32	+12	43-44	+19
10	-1	21-22	+6	33-34	+13	45	+20
11-12	0	23-24	+7	35	+14	46-47	+21
13-14	+1	25	+8	36-37	+15	48-49	+22
15	+2	26-27	+9	38-39	+16	50	+23

SENSE ROLL (multiply Sense Stat x3) placing score in percentage circle.

SPOT RDV BONUS CHART							
Stat Score	**Bonus**	**Stat Score**	**Bonus**	**Stat Score**	**Bonus**	**Stat Score**	**Bonus**
05	-4	16-17	+2	28-29	+9	40	+16
06-07	-3	18-19	+3	30	+10	41-42	+17
08-09	-2	20	+4	31-32	+11	43-44	+18
10	-1	21-22	+5	33-34	+12	45	+19
11-12	0	23-24	+6	35	+13	46-47	+20
13-14	0	25	+7	36-37	+14	48-49	+21
15	+1	26-27	+8	38-39	+15	50	+22

SPOT ROLL (multiply Spot Stat x3) placing score in percentage circle.

The above stat bonus charts are to refresh your memory. If you need to reflect on how these apply to creation, head to "Character Creation Section" for a refresher course. All bonuses apply to creatures the same way as they do for characters. The Essence of all things is exactly the same. The creature creation process depends on your imagination. At the end of this section, we give some examples of what creatures might look like. You can use them, but they are here as a template for you to create your own. Populate your world with the creatures you imagine, not from a list of another's imagination. Be bold! Be adventurous! Be creative! Use your own imagination: we do!

This chart is explained below for further understanding of the terms used in creature creation.

CREATURE CHARACTERISTIC CHART							
CREATURE NAME					LEVEL		
SIZE		HEIGHT		WEIGHT		LENGTH	
MIGHT	SPEED	REFLEX	VIGOR	CAV	RAV	MAV	SDV
FOCUS	SENSE	WILL	SPOT	CSV	RSV	MSV	DDV
CHARM	ESSENCE	FAITH	LUCK	CDV	RDV	MDV	PDV
GEMS	SLICES	DENARI	REP	END	NAT	INT	BDP
WEAPON		DAMAGE		WS	MW	CS	CF
KNACK							

Creature Name: creature's name
Level: what level they are
Size: how agile it is
Height: how tall are they?
Weight: how much do they weigh?
Length: how long are they?
Might: determines damage bonus
Speed: when it goes in combat
Reflex: how agile it is
Vigor: determines its body points
Focus: how intelligent it is
Sense: how attuned it is to the world
Will: its ability to adapt to situations
Spot: how well does it see
Charm: how likeable they are
Essence: magical power
Faith: belief in a god/goddess
Luck: how fate deals to them
Gems: how many they have
Slices: how many they have
Denari: how much they carry
Rep: any reputation earned from them
Knack: the knack that the creature has

CAV: Its melee attack percentage
RAV: it's ranged attack percentage
MAV: it's magical attack percentage if it has one
SDV: it's natural shield defensive value
CSV: combat speed value
RSV: ranged speed value
MSV: magical speed value
DDV: dodging ability
CDV: it's innate natural defensive value
RDV: it's innate natural defensive value
MDV: it's innate natural defensive value
PDV: parrying capability
ENDURANCE: How long it can fight before exhaustion
NAT: what kind of natural armor it has
INT: creature's initiative
BDP: the body points it has
Weapon: type used
Damage: how much it dishes out
WS: the weapon speed
MW: mortal wound chance
CS: critical strike chance
CF: critical fumble chance



Below are the stat bonuses and negatives that are used when figuring out the Mount, Animal, Creature, or Monster's primary stats for creation. Once you have created your Mount, Animal, Creature, or Monster, they become static or set in what they are. This can be yours or someone else's template for all creatures that are based off of the one you created. We suggest that you start with a level 1 creature. That way, when the level 1 template is finished, it will be easier to increase it up in level.

Let's say you have created a level 1 Skelly and your new heroes fight it and kick its butt. Now, you realized that the Skelly needs to be increased a couple of levels so it can hold its own and kick their butts. It is easier to adjust upwards than it is to bring them down. You might want to create a whole series of the Skelly, levels 1-8, so you have them. A biped creature might need to have 8 levels to determine where the commanders and bosses fall in their society. It's all up to your imagination. This is why we have put a creation process in your hands. Why would you want us to create a bunch of useless creatures that we thought were good when you can go online and download them from other gamers? No thought there. Gamers make the best content.

FEATHERS

	Tiny	Small	Medium	Large	Giant	Huge	Gigantic	Behemoth	Colossal
Might	-6	-3	0	+2	+4	+6	+8	+10	+16
Speed	+10	+6	+6	+4	+6	+6	+4	+2	0
Reflex	+8	+8	+6	+6	+4	+4	+4	+4	+4
Vigor	-5	-5	-4	0	0	+2	+2	+4	+8
Focus	-2	0	+2	+2	0	0	-2	-2	-4
Sense	+6	+5	+5	+4	+2	+2	0	0	0
Will	-4	-3	-2	0	+2	+2	+4	+6	+6
Spot	+3	+4	+4	+4	+4	+2	+2	+2	+2

CRAWLING

	Tiny	Small	Medium	Large	Giant	Huge	Gigantic	Behemoth	Colossal
Might	-4	-1	+1	+3	+5	+6	+8	+10	+14
Speed	+6	+6	+8	+6	+6	+4	+2	0	-2
Reflex	+12	+10	+8	+6	+6	+6	+4	+4	+4
Vigor	-2	0	+2	+4	+5	+6	+6	+8	+10
Focus	-6	-6	-4	-4	-2	0	0	-2	-4
Sense	+8	+8	+6	+6	+4	+4	+2	+2	+1
Will	-6	-6	-4	-4	-4	-2	-2	0	0
Spot	+5	+5	+5	+3	+3	+2	+2	+1	0

FUR

	Tiny	Small	Medium	Large	Giant	Huge	Gigantic	Behemoth	Colossal
Might	-4	0	+2	+5	+8	+12	+14	+16	+18
Speed	+6	+8	+8	+6	+4	+4	+4	+2	0
Reflex	+6	+6	+6	+6	+4	+4	+4	+3	+3
Vigor	-4	-2	0	+3	+5	+5	+8	+12	+15
Focus	-2	0	+2	+2	+4	+2	0	0	-2
Sense	+6	+6	+5	+4	+3	+2	+1	0	0
Will	-2	0	+2	+4	+5	+5	+6	+8	+10
Spot	+3	+4	+4	+4	+3	+2	0	0	-2

AQUATIC									
	Tiny	Small	Medium	Large	Giant	Huge	Gigantic	Behemoth	Colossal
Might	-8	-5	-2	+2	+5	+6	+8	+10	+12
Speed	+8	+8	+10	+12	+10	+8	+6	+6	+4
Reflex	+6	+8	+6	+6	+4	+2	0	-2	-2
Vigor	-6	-4	-2	0	+2	+4	+5	+6	+8
Focus	0	0	+2	+2	+4	+4	+2	+2	0
Sense	+4	+4	+2	+2	0	0	-2	-2	0
Will	-4	-4	-3	-1	0	+2	+4	+4	+6
Spot	+4	+4	+4	+4	+4	+3	+3	+2	+2

SCALES									
	Tiny	Small	Medium	Large	Giant	Huge	Gigantic	Behemoth	Colossal
Might	-3	-1	+2	+5	+8	+12	+15	+18	+20
Speed	+8	+6	+4	+6	+6	+5	+5	+4	+2
Reflex	+8	+8	+8	+6	+4	+2	+2	+2	+4
Vigor	-3	-1	+2	+3	+4	+5	+5	+8	+12
Focus	-4	-2	0	0	0	-2	-2	-4	-5
Sense	+4	+4	+2	+1	+1	0	+2	+2	+4
Will	-2	0	+1	+2	+4	+4	+5	+8	+8
Spot	+3	+4	+2	0	+2	+2	+1	0	0

Below you will find the different BDP locations for a variety of different animals, creatures, and monsters. Remember that anything that walks like man does has the same locations as player characters do. The reason that animals, creatures, and monsters have different levels is so that their BDP will never be the same giving each a different encounter for the players.

You can add or deduct from your encounter's BDP to keep the opposition guessing. If you find that combat is taking too long for an encounter, just adjust their BDP and call it finished. The players will never know and the combat will end. Combat in Broken Swords & Battered Shields can be long or it can be short. The key to quick combats is to keep the enemies ARV (armor resistance value), much lower than the character's ARV. This allows the players to have a challenge but their chance of death or a long combat is diminished. When you have a boss or a climatic challenge in the story, try not to limit combat. Let it proceed as long as it does. The players will have been heading towards this one encounter and should feel they won fair and square.

Encounters have levels attached to them. So, it will be up to you, the Lorekeeper, to determine how much your player's character's can or are willing to handle. I would start off low allowing the players to carve the enemy apart like paper and then add to each encounter until they reach the level of a good challenge. Then, you will know the tier of combat they are capable of handling.

As you discover each animal's, creature's, or monster's own level, you consult the chart below and add the number found to all hit locations. The number is added to their base

BDP score that is determined by viewing the chart below. Remember that these numbers are examples and can be adjusted to fit your parties abilities.

ADDITIONAL BDP PER LOCATION VS. SIZE AND LEVEL FOR CREATURES								
Location	**Small**	**Medium**	**Large**	**Giant**	**Huge**	**Gigantic**	**Behemoth**	**Colossal**
LEVEL 1	0	0	0	0	0	0	0	0
LEVEL 2	3	5	8	10	12	16	18	20
LEVEL 3	6	10	16	20	24	32	36	40
LEVEL 4	9	15	24	30	36	48	54	60
LEVEL 5	12	20	32	40	48	54	72	80
LEVEL 6	15	25	40	50	60	70	90	100
LEVEL 7	18	30	48	60	72	86	108	120
LEVEL 8	21	35	54	70	84	102	126	140
LEVEL 9	24	40	62	80	96	118	144	160
LEVEL 10	27	45	70	90	108	134	162	180
LEVEL 11	30	50	78	100	120	150	180	200
LEVEL 12	33	55	86	110	132	166	198	220

If you need for any reason to increase the levels of your creatures beyond 12th, just follow the number increase as they are on the chart above, and increase the creature locations. Remember that as you increase in levels, the creatures will become harder to defeat and there most likely should be fewer of these types of creatures running around in the world.

Tiny creatures are half the BDP of small creatures and progress in the same manner.

QUADRUPEDS								
Location	**Small**	**Medium**	**Large**	**Giant**	**Huge**	**Gigantic**	**Behemoth**	**Colossal**
Head	8	18	32	52	72	104	162	20
Right Leg	10	22	46	70	94	142	214	278
Left Legs	10	22	46	70	94	142	214	278
Mid-Torso	16	28	52	76	100	148	222	298
R Hind Leg	10	22	46	70	94	142	214	278
L Hind Leg	10	22	46	70	94	142	214	278
Tail	6	14	30	46	62	94	142	188
Wings	2	6	14	22	30	46	70	98

When using the charts to determine the BDP for the locations of each of the animals, creatures, and monsters, remember that these are base numbers according to their size. An ancient red dragon would be considered a Colossal and if that dragon is 12th level, each location (the base numbers above) would have 220 BDP added to each location. This dragon would destroy a party that wasn't an extremely high level. It is realistic. Neither you would never fight a dragon like you are, but with magic all over, why not?

No normally equipped character would ever be able to defeat this dragon and survive. Of course, this dragon has no level because it has been around a while. Below you will find the humanoid chart for Biped animals, creatures, and monsters like the Giant. We have based their BDP on height and mass so they have the same BDP as the above chart but are determined by height instead.

BIPEDS								
Location	**Small**	**Medium**	**Large**	**Giant**	**Huge**	**Gigantic**	**Behemoth**	**Colossal**
Head	8	16	24	32	48	64	96	144
Right Arm(s)	10	20	30	40	60	80	120	180
Left Arm(s)	10	20	30	40	60	80	120	180
Right Wing	6	14	22	30	46	62	94	142
Chest	16	28	36	52	76	100	148	220
Left Wing	6	14	22	30	46	62	94	142
Guts	8	16	24	32	48	64	96	144
Tail	12	24	32	48	72	96	144	216
Right Leg(s)	14	26	34	50	74	98	146	218
Left Leg(s)	14	26	34	50	74	98	146	218

The last two charts are devoted to avian (flying) and Aquatic (swimming). These charts are small but necessary.

AVIANS								
Location	**Small**	**Medium**	**Large**	**Giant**	**Huge**	**Gigantic**	**Behemoth**	**Colossal**
Head	8	16	32	48	64	96	144	192
Torso	12	24	48	72	96	144	216	288
Wings	4	8	16	24	32	48	72	96
Tail	4	8	16	24	32	48	72	96
Legs	4	8	16	24	32	48	72	96

These charts are the base level for a starting creation. Remember to stay with your party's development. They will have no thrill killing small creatures (and little EXP.) and an extremely deadly creature will wipe out the party (no more fun for the players). As the Lorekeeper, it is your job to keep the story rolling and exciting to the players. A monster that cannot be vanquished by the party is frustrating and should be discouraged.

AQUATIC								
Location	**Small**	**Medium**	**Large**	**Giant**	**Huge**	**Gigantic**	**Behemoth**	**Colossal**
Head	8	16	32	48	64	96	144	192
Fins	4	8	16	24	32	48	72	96
Mid-Torso	12	24	48	72	96	144	216	288
Tail	8	16	32	48	64	96	144	192

CRAWLING								
Location	**Small**	**Medium**	**Large**	**Giant**	**Huge**	**Gigantic**	**Behemoth**	**Colossal**
Head	8	12	16	20	24	28	32	36
R-Front Leg	10	14	18	22	26	30	34	38
L-Front Leg	10	14	18	22	26	30	34	38
RF-Middle Leg	10	14	18	22	26	30	34	38
LF-Middle Leg	10	14	18	22	26	30	34	38
Body	16	20	24	28	32	36	40	44
RH-Middle Leg	10	14	18	22	26	30	34	38
LH-Middle Leg	10	14	18	22	26	30	34	38
R-Rear Leg	10	14	18	22	26	30	34	38
L-Rear Leg	10	14	18	22	26	30	34	38

Once you have determined all of the above stats, you can write down their body points on their given chart as they are shown on the charts earlier and add their Vigor score to those stats.

ADDITIONAL BDP PER LOCATION VS. SIZE & LEVEL FOR MOUNTS & COMPANIONS								
Location	**Small**	**Medium**	**Large**	**Giant**	**Huge**	**Gigantic**	**Behemoth**	**Colossal**
LEVEL 1	0	0	0	0	0	0	0	0
LEVEL 2	3	5	8	10	12	16	18	20
LEVEL 3	6	10	16	20	24	32	36	40
LEVEL 4	9	15	24	30	36	48	54	60
LEVEL 5	12	20	32	40	48	54	72	80
LEVEL 6	15	25	40	50	60	70	90	100
LEVEL 7	18	30	48	60	72	86	108	120
LEVEL 8	20	35	54	70	84	102	126	140

The last chart is the location numbers and the die that is used to determine which location has been hit by an attack. Bipeds use the same chart as player characters do for hit locations. A 1d10 is rolled to determine location. Bipeds use the same location chart as normal characters do.

LOCATIONS	QUADRUPEDS	AVIANS	AQUATIC
Head	1	1-2	1-3
Right Front Leg	2		
Left Front Leg	3		
Right Fin			4
Left Fin			5
Mid-Torso	4-5	3-4	6-9
Right Hind Legs	6-7	8	
Left Hind Leg	8-9	9	
Tail	10	10	10
Right Wing	6	5-6	
Left Wing	8		

LOCATIONS	CRAWLING
Head	1
R-Front Leg	2
L-Front Leg	3
RF-Middle Leg	4
LF-Middle Leg	5
Body	6
RH-Middle Leg	7
LH-Middle Leg	8
R-Rear Leg	9
L-Rear Leg	10

We should not layout locations for an Oondu, or a Zarhino, etc. You will have to determine these for yourself. A good Lorekeeper should think on the run and doesn't need to be told how to do everything. Here are the basics. The rest is up to you.

You must also understand that a rabbit is small, wolves are medium, bears are large, polar bears are Giant, and Elephants are huge. You now have the knowledge to create great encounters for you world.



Damage from creatures is handled in the charts below. Don't forget to add Might Damage Bonus to below i.e.: small creature claw (1d6+Might Damage Bonus), bite (1d8+Might Damage Bonus). This applies to all creatures.

FISTS				
WEAPON TYPE	**DAMAGE**	**CSV**	**WAV**	**WSV**
TINY	1D4	1	+20%	1
SMALL	1D4+2	1	+15%	2
MEDIUM	1D6	0	+10%	3
LARGE	1D10	1	+05%	4
GIANT	1D12	2	+0%	5
HUGE	2D8	3	+0%	6
GIGANTIC	1D20	4	-05%	7
TITAN	3D10	5	-10%	8
COLOSSAL	2D20	6	-15%	9

CLAWS				
WEAPON TYPE	**DAMAGE**	**CSV**	**WAV**	**WSV**
TINY	1D6	1	+20%	1
SMALL	1D8	2	+15%	2
MEDIUM	1D12	3	+10%	3
LARGE	2D8	4	+05%	4
GIANT	2D10	5	+0%	5
HUGE	2D12	6	+0%	6
GIGANTIC	3D10	7	-05%	7
BEHEMOTH	3D12	8	-10%	8
COLOSSAL	4D10	10	-15%	9

BEAKS & BITES				
WEAPON TYPE	**DAMAGE**	**CSV**	**WAV**	**WSV**
TINY	1d8	1	+15%	1
SMALL	1D12	2	+10%	2
MEDIUM	2D8	3	+5%	3
LARGE	2D10	4	+0%	4
GIANT	2D12	5	+0%	5
HUGE	3D10	6	+0%	6
GIGANTIC	3D12	7	-05%	7
BEHEMOTH	4D10	8	-10%	8
COLOSSAL	5D10	10	-15%	9

Remember that creating any type of animal, creature, or monster falls under a player's imagination. Try to envision what you want to create and make sure there is a reason for it in the world. We at visioNation studios want to see your creations make it into our supplements, but we will only choose what fits into our worlds, too.



CERTIFIED MOUNTS

CERTIFIED MOUNTS

In the beginning of the book you learned that every race has their version of mounts that are tailored to their region and style of living. You also learned that if their personal mount dies, they have to purchase a new mount and possibly learn how to ride it. If one your race's mounts is available, you can buy a new one which has not been raised with you. This is a quick way to get back on the road and not have to spend the required time to train with the mount. These are called, "Certers" (cert-ers) or certified by the kingdom that they are being sold in. They are checked by and sold by quality and level.

A mount comes in 5 quality standards (good, high, excellent, supreme, and prime) that give you better over-all performance from the mount that you purchase based on their quality. There are 8 levels to mounts (1- beginner, 2-broken, 3-trained, 4-steady, 5-hardened, 6-adept, 7-mature, 8-legendary) that serve as a gauge to how well they are trained and what you can expect from that level of mount. Along with their base Denari amount which can fluctuate according to the type of mount, you can determine how common it is and the demand for that type of mount.

The quality of a mount can add from 100d to 5,000d to the base cost of a mount as the quality is also the overall health and well-being of the animal and its temperament. A standard mount might nip and bite from time to time, but a prime mount would never nip or bite and would offer protection, as well.

Good (Quality E) – This is the standard you can expect from a mount that might have personality problems or doesn't get along well with others. Can be broken but might take some time. Not all standard mounts are a pain in the arshen.

High (quality D) – These are better-than-good quality, above grade mount that has minimal personality quirks to deal with. Not all high-quality mounts have problems; most will serve effortlessly as long as you own them.

Excellent (quality C) – No known problems have been discovered with the mount; best starting quality for a mount.

Supreme (quality B) – An above-excellent mount with minimal battle scars; exterior and interior package are in pristine condition, well worth the monetary investment. Not one to pass up. It comes with a 1-year service warranty that as long as your mount is alive they will repair it free of charge from all injuries. Magical assistance is extra.

Prime (quality A) – What can we say about this is the top of the line mount? There is no finer mount for the money than this one. It comes with a lifetime service warranty that as long as your mount is alive they will repair it free of charge from all injuries. Magical assistance is extra.

Any mount can be retrained to advance 1 level after the training period is over and you can pay a trainer to do this for you while you are away. This is done once you have purchased the mount and it is considered an extra-cost option to the price.

Level 1 (beginner) – (500d base) this is the mount you acquire when you are going to train with a mount to personalize it; green, no experience.

Level 2 (broken) – (1,000d base) this is a mount that has been trained, broken-in for riding, and is familiar with someone getting on, riding them, and getting off. This mount has not had a lot of experience in riding and no combat experience; might run. Good riding mount, not good for combat situations.

Level 3 (trained) – (1,500d base) mount is capable of yielding to commands, has seen enough combat experience that it will not run, though not a good charging mount or fighting from combat mount. Much faster than the other models but still not a good combat mount. Will stay around the fight, but if threatened it might still run.

Level 4 (steady) – (2,500d base) good all-around mount that has seen combat and will defend itself if attacked. A mount that is sure of its capabilities and a good mount to start off with after losing your first if you have no time for training. This level has a high spirit for adventure and staying with its rider.

Level 5 (hardened) – (3,000d base) has seen lots of combat and will not run, but will fight with its rider. Good starting mounts for charging and standing in combat to fight. Will not fight unless attacked, but will not buck its rider; might flee if its life is threatened with death. Excellent companion mount for combat.

Level 6 (adept) – (4,500d base) one of the best combat mounts. Will not flee during combat and will fight when their rider does. It has extreme loyalty to its rider and their survival. It will protect its rider from death. Small percentage (15% chance) that the mount still might flee if threatened with dying in combat. Excellent battle mount; strong, courageous and fearless.

Level 7 (mature) – (6000d base) Top of the line, best money can buy; this mount will never flee in combat, will protect its rider unto death, and is a veteran combat mount. These mounts get added bonuses to combat for their fierce combat ability from surviving this far in their lives. Will never leave their rider, will carry their rider to nearest civilized area if in need of help. You cannot get any better quality than a mature mount.

Level 8 (legendary) you cannot buy this type of mount for there is not enough Denari anywhere for the person who owns this mount to sell it. These mounts have developed their own personality whether through magic or just evolving into a higher state of being. These magnificent mounts can only be found being ridden by the most seasoned of heroes. They are commonly referred to as "Hero Mounts" or gifts of the gods. These mounts are so seasoned that combat is a natural, every day event for them. Some even look for it as a way to improve. So be careful when around them. They do have feelings, too.

The base cost of a mount is dependent upon any extra bonuses that the mount may have such as knacks, fighting styles, or skills that other mounts of its caliber might have. The more options that come with a mount, the higher the price will be. As a gauge to the cost increase, one would add-in the cost of these bonuses by what the trainer would have been paid plus 5-25% above the final cost of the upgrades depending on the level starting with level



3 and getting more expensive as the levels increase. The advantage to buying a mount with added features is one base cost and no training or break in period. Pay and go, more bang for the buck.

The trainers cost the same for mounts as it does for normal races since it requires the same hard work. Some may say training a racial mount is easier than a person, but in the end it all costs the same. The chart below shows the added or subtracted percentage value of the mount you are purchasing based on their level and quality.

ADITIONAL QUALITY VS. LEVEL CHARGE					
	GOOD	HIGH	EXCELLENT	SUPREME	PRIME
L1	0	+5%	+10%	+15%	+20%
L2	0	0	+5%	+10%	+15%
L3	-5%	0	0	+5%	+10%
L4	-10%	-5%	0	0	+5%
L5	-15%	-10%	0	+5%	+10%
L6	-20%	-15%	0	+10%	+15%
L7	-25%	-20%	0	+20%	+25%
L8	0	0	0	0	0

The chart is a guideline and not set in stone. As always, it will be up to your Lorekeeper to decide the cost of a mount. The next section will add additional value to the mount that might drive the cost up even further, making your decision on the quality mount difficult, as well.

MOUNT TRAINING

Skill Trainers cost = 200d per 10% trained. Trainers may only (obviously) train up to the percent that they themselves know the skill. Combat skills fall into this category.

Skill Training speed = 1 week per 10%. If a successful Focus roll is made at the end of that week, the next week may be skipped. In this way, it may be possible for dedicated learners to cut the training time in half. Combat skills fall into this category.

Knack Trainers cost = 5,000d

Knack Training speed = none. Knacks are natural abilities. So, you've either got it or you don't. A successful Focus roll means you've got it. A failure means you just wasted 5,000d which is non-refundable from the trainer.

Fighting Style Trainers cost = 2,500d per style level.

Fighting Style Training speed = 2 months (8 weeks). If a successful Focus roll is made at the end of each week, the next week may be skipped. In this way, it may be possible for dedicated learners to cut the training time in half (one month).

Reputation points play a part in training costs as well. An unknown should expect to pay more, while a world-renowned hero gets a discount on having their mounts trained.

REPUTATION POINTS	CHANGE TO COST
0-10	+10%
11-25	0%
26-50	-10%
51-75	-25%
76+	-50%

Companions and mounts receive one level up for every 2 levels their master receives. If a character has two companions, or a mount and a companion, or any combination, they must choose which creature receives the level up. Only one may level up at any given time.

CREATURE FOLIO

This creature folio is here as a demonstration for the creation of creatures for the Lorekeeper's World. It is an attempt to give the imagination a jumpstart into the Broken Swords & Battered Shields Creature Creation System. Instead of filling this tome with creatures and monsters that will never be used, we decided to go one step further.

When gearing up to run a Broken Swords & Battered shields session, it will at first seem like there is so much that goes into just getting started. One of the Lorekeepers secrets that are utilized is to not always give your creatures body points in their locations, but to use a total body point count. This is one way to keep combat faster or to limit the duration of combat. As you get more familiar with how the system works, you will begin to create creatures that are tailored more toward your way of viewing the world. By finding your own version of a Lorekeeper, you will be able to understand the simplicity where you once only saw the complexity.

Each of the following 9 creatures is a demonstration into a study of the difference between each one. They represent different categories that might be used in a campaign world. The creature creation process is the same as character creation. The creatures only have 8 stats instead of the 12 that sentient beings possess. Use them as templates for other creatures, enhance them to provide tougher encounters for the players or just use them as they are, the choice is always yours. Enjoy! If you want to use them, go ahead.

THE SKULLY

Region found: Any

CREATURE DESCRIPTION

From the Broken Swords and Battered Shields Survival Guide:

"These undead are pretty much just walking skeletons. They pop up when you least expect them. They are mindless and pretty much attack anything that moves. They've got no flesh to cut. So, you've got to crush their bones. One on one they aren't too tough but a pack of 'em can be trouble. And forget about most magic. It pretty much rolls right over them. Fire, ice, lightning, they just don't feel any of it. Illusions are useless and they don't get intimidated. Curative spells hurt them though, and if you've got a Holy man, well let Faith be your guide. Holy powers just simply blast'em to smithereens."

"Skelly" is a colloquial term for Skeleton, which is pretty much what these things are. A walking biped skeleton of bones held together by dark magic. These creatures can be animated by Necromancers, but most often all it takes is an area of dark magical energy with some humanoid remains nearby and the Skellies will rise on their own. They attack any living creature that wanders into their proximity with mindless ferocity and do not stop until they are either destroyed or their target is dead. They are not easily injured as they have no flesh to cut and do not bleed, but they aren't very sturdy either and can generally be destroyed by normal weapons. A Skelly that loses a limb will generally try to fight on; but with penalties. When a Skelly's head, chest, or guts are reduced to zero BDP, they are destroyed. These areas together hold the dark energy that animates them. The ability that keeps these creatures from being simply a nuisance is their surprising resistance to magic. Sense based magic of any kind doesn't affect them at all. The elements of air, fire, water, and earth are likewise powerless against these undead. Nether magic will actually heal them, while spirit based magic is the only elemental form that can damage them; including curative spells. Any arcane or mystic career using spirit-based magic on a Skelly will cause normal damage. Holy careers are the bane of these undead. Any holy career using a divine power on these creatures will cause double the normal damage. Holy careers can even affect a Skelly's senses, causing them to run away or cower in fear.

BDP CHART

No.	Location	NAT/ARV	Small
1	HEAD	3/	16
2	R-ARM	3 /	20
3	L-ARM	3 /	20
4-5	CHEST	3 /	28
6-7	GUTS	3 /	16
8-9	R-LEG	3 /	26
10	L-LEG	3 /	26

CREATURE CHARACTERISTICS CHART

SKELLY			LEVEL 1		
SIZE	Medium	**LOCALE**	Any	**QUALITY**	Good
HEIGHT	5 ft	**WEIGHT**	60 lbs.	**LENGTH**	2 ft
DIET	none	**TYPE**	undead	**TRAVEL**	random
MIGHT	10 (30%)	**VIGOR**	12 (36%)	**WILL**	8 (24%)
SPEED	10 (30%)	**FOCUS**	6 (18%)	**SPOT**	12 (36%)
REFLEX	10 (30%)	**SENSE**	8 (24%)	**LUCK**	8 (24%)
CAV	32%	**CDV**	2%	**CSV/RSV**	13/nil
RAV	nil	**RDV**	2%	**ENDURANCE**	14
DDV	nil	**SDV**	nil	**N-ARV**	+3
PDV	nil	**MAV**	nil	**INITIATIVE**	-1

UNARMED DAMAGE: 1d10 + 1 fist
BY WEAPON: Weapon damage –3 as weapons are always rusty or poor quality.
KNACK: Resistant to all forms of arcane magic except nether and spirit, see description above.
VULNERABILITY: Holy magic cause double normal damage and pierces immunities.

WOLF OF SYDON

Region found: Any

CREATURE DESCRIPTION

From the Broken Swords and Battered Shields Survival Guide:

"No, these aren't your four legged wolves. These walk on two. The Wolves of Sydon are a mercenary company that formed a few years back, mostly fightin' types with a good spread of folks of different races. They pledge their loyalty to one thing: coin, and they'll fight for whoever is paying `em with no questions asked. One day they might be fighting alongside of you, the next they'll kill you if their fee calls for it. They aren't liked in a lot of places and some of `em have become Outlaws. Either way you best watch your back when they are around."

Several years ago a man named Tobar Sydon, a fighter and career adventurer, decided to form his own band of mercenaries. This was after he had been part of several jobs for various explorers' societies, government entities, and private collectors and he always came away from these jobs feeling underpaid. He thought that if he could build an organization of top-notch warriors, they could set their own terms. Eight years later, the Wolves of Sydon are famous or infamous depending on where you hear about them. Their exact number is unknown but at last count they might have more than a thousand under arms. The reason their number is unknown is because companies frequently travel far and wide. Several Wolves of Sydon are Seahawks with ships of their own. However, they rarely operate in large numbers, preferring to spread their efforts. Tobar Sydon is still their leader and, during training, each Wolf is instilled with his philosophy: Pay above all.

The Wolves hold very little scruples when it comes to jobs. This has made several of them Outlaws in various regions. At least four of them are wanted in Tevalar alone. When a wolf becomes an Outlaw, they will typically be reassigned to a new region. So far, no government has overtly declared the Wolves outlaws en masse because none want to take the chance of a rival hiring the entire company against them. Individual wolves receive a nice set of chainmail armor upon completing their training.

They use weapons by individual preference and may upgrade their armor using their own pay as they see fit. Their membership is eclectic, including Humans, Kygar, Dulks and others of various races and sub-races in the ranks.

ARV/BDP Chart

No.	Location:	NAT/ARV	BDP
1	HEAD	-/7	19
2	R-ARM	-/14	15
3	L-ARM	-/14	15
4-6	CHEST	-/14	23
7-8	GUTS	-/14	20
9	R-LEG	-/7	22
10	L-LEG	-/7	22

CREATURE CHARACTERISTICS CHART					
WOLF OF SYDON			**LEVEL 1**		
SIZE	Medium	**LOCALE**	Any	**QUALITY**	Excellent
HEIGHT	5-7 ft	**WEIGHT**	130-160 lbs.	**LENGTH**	2-3 ft
DIET	Omni	**TYPE**	Humanoid	**TRAVEL**	25 miles
MIGHT	20	**VIGOR**	18	**WILL**	14
SPEED	12	**FOCUS**	12	**SPOT**	14
REFLEX	10	**SENSE**	14	**LUCK**	10
CAV	38%	**CDV**	7%	**CSV/RSV**	12/12
RAV	40%	**RDV**	7%	**ENDURANCE**	22
DDV	24%	**SDV**	38%	**N-ARV**	nil
PDV	34%	**MAV**	nil	**INITIATIVE**	+1
UNARMED DAMAGE: 1d6 + 7 fist					
BY WEAPON: Weapon damage is standard, +7 might damage bonus					
KNACK: Incredible Buffness. +1 BDP to all locations per level.(Currently level 1)					
Skills: Wolfs of Sydon are typically skilled with all available weapons and shields and will also typically be skilled in Shield Bash, Sweep attack, Military tactics, and Marksmanship.					

THE GREAT MANTIS

Region found: Jungles/swamp ruins

CREATURE DESCRIPTION

From the Broken Swords and Battered Shields Survival Guide:

"A Great Mantis! That is one mean bug! It's huge, tough and strong. It eats any meat it can get. I've seen one shuck the armor off a body like taking the husk off an ear of corn. So, forget that after battle rezz from your Holy buddy. There wouldn't be enough left to bother with. So, when you are fighting one, you have your brigade of archers' fire first, then send in the heavy cavalry after they've knocked it… What? You say there are only eight of you? Well… it was nice knowing you."

The Great Mantis is a giant predatory insect native to hot, steaming jungles, swamps, and ruins, though some sub-species have been known to live underground. They seem especially to favor ruins, which provide them with many vertical surfaces to walk on and also with places to hide to await prey. The Great Mantis is a carnivore, killing creatures and dismembering them before devouring every bit. They can be between 16 and 24 feet long and generally stand about 12 feet high. They walk on four legs with their thorax horizontal, but at their waist joint their chest is vertically oriented, with a pair of arms for fighting.

Their weapons are their fearsome claws, which resemble serrated scythe blades, as well as their sharp beaks. Their chitin shell is as tough as some armor and hard to penetrate.

They have no magical defenses, however, and can be easily distracted by most illusory magic. They are creatures of instinct and have trouble focusing on a single target when presented with a large amount of stimuli. Males are smaller and slightly less aggressive than the females. They are not likely to attack an alert and well-armed party unless presented with an ideal opportunity. I.E. one party member goes off alone. Females, however, are very territorial and will often attack if they feel their lair is threatened. Often scattered about their lairs are the remains of armor and items from previous prey and often a great deal of this will be salvageable.

But surviving the attack of the Mantis long enough to benefit is often the most difficult part. It is an animal however and will retreat if overmatched, but it will take a lot of damage to make that happen. This dangerous creature has been the death of many parties of adventurers.

ARV/BDP Chart

No.	Location:	NAT/ARV	BDP
1	HEAD	7/-	24
2	R-ARM	7/-	20
3	L-ARM	7/-	20
4-5	CHEST	7/-	28
6	GUTS	7/-	25
7	RF-LEG	7/-	18
8	RR-LEG	7/-	18
9	LF-LEG	7/-	18
10	LR-LEG	7/-	18

CREATURE CHARACTERISTICS CHART

GREAT MANTIS			LEVEL		
SIZE	Giant	**LOCALE**	Jungle/ruin	**QUALITY**	Excellent
HEIGHT	10-12 ft	**WEIGHT**	1300-1600 lbs.	**LENGTH**	18-24 ft
DIET	Carnivore	**TYPE**	Insect	**TRAVEL**	10 miles
MIGHT	30	**VIGOR**	22	**WILL**	8
SPEED	16	**FOCUS**	8	**SPOT**	18
REFLEX	16	**SENSE**	14	**LUCK**	8
CAV	50%	**CDV**	**3%**	**CSV/RSV**	12/nil
RAV	nil	**RDV**	**4%**	**ENDURANCE**	28
DDV	34%	**SDV**	**nil**	**N-ARV**	7
PDV	44%	**MAV**	**nil**	**INITIATIVE**	+1

CLAW DAMAGE: 2d10 +13
BEAK DAMAGE: 1d10+13

KNACK: VERTICAL CLIMB. The Great Mantis walks across walls and ceilings as if they were floors.

SPECIAL ABILITY: MANTIS CAMOUFLAGE. The Great Mantis is an expert at knowing its territory and at hiding, especially in jumbled groups of branches or ruins with dim lighting and debris. Prey has a –15% spot to detect an unmoving Great Mantis in these conditions.



PIRANHA BATS

Region found: Mountains/caves

CREATURE DESCRIPTION

From the Broken Swords and Battered Shields Survival Guide:

"These little suckers may not be very big, but a flock of `em can chew you up. If they come swarming in looking for dinner, make sure you've got some fire handy: torches or magic, whatever. Not only do they not like it, but also something about the natural oils that coat their fur makes them light right up. Armor can give you some protection, but watch out for your mounts. If they don't have armor these little suckers will bite the meat right off of them. Something else they are weak against is sound. We had a bard with us once who couldn't sing worth crap. But he started his screeching when these bats were attacking us and, suddenly, they were smacking into trees, crashing into the ground and into each other, acting really confused. Took the fight out of them and they flew off after less noisy prey."

Piranha bats take their name from the famous predatory fish. Like those fish, these bats are carnivores and attack by swarming potential prey and confusing it and then taking passing bites out as they fly by. Individually, they aren't very dangerous and are easily frightened off, but when a swarm of Piranha bats enters a feeding frenzy they can be deadly to any unprotected creature in their path. A Piranha bat, like
all bats, is actually a rodent with large ears and leathery wings. They are about a foot long with a wingspan of roughly 2 feet. While they have claws on the leading edge of their wings and on their hind feet, these are very small and used mostly for grasping
and climbing. They attack with a mouthful of tiny but razor sharp teeth. Their jaws are exceptionally strong and their jaw muscles move in a wrenching manner that can literally tear a piece of flesh from a target w
ithout the bat having to cease flying. They are found mostly in cool, mountainous regions where there are plenty of caves for them to nest in. Armor will probably block most of their attacks, but unarmored humanoids and also mounts will be very vulnerable. The Piranha Bat is known to have two weaknesses. The first of these is fire. The naturally oily fur of these creatures is actually flammable. On an instinctive level the bats are aware of this and will avoid fire. Also, they apparently use their exceptional hearing to help in their navigation. High pitched sound can actually disorient the creatures causing them to hit nearby obstacles or crash. This will generally lead to a flock of Piranha bats seeking other prey.

ARV/BDP Chart			
No.	**Location:**	**NAT/ARV**	**BDP**
1-2	HEAD	2/-	10
3-4	R-WING	2/-	8
5-6	L-WING	2/-	8
7-8	TORSO	2/-	16
9	R-LEG	2/-	6
10	L-LEG	2/-	6

CREATURE CHARACTERISTICS CHART					
PIRANHA BAT			**LEVEL 1**		
SIZE	Tiny	**LOCALE**	Mountain/cave	**QUALITY**	**Good**
HEIGHT	1 ft	**WEIGHT**	6-9 1bs	**LENGTH**	**1 ft, 2 ft wingspan**
DIET	Carnivore	**TYPE**	Rodent	**TRAVEL**	**10 miles**
MIGHT	8	**VIGOR**	8	**WILL**	6
SPEED	12	**FOCUS**	6	**SPOT**	25
REFLEX	20	**SENSE**	8	**LUCK**	6
CAV	49%	**CDV**	7%	**CSV/RSV**	13/nil
RAV	nil	**RDV**	12%	**ENDURANCE**	8
DDV	34%	**SDV**	Nil	**N-ARV**	2
PDV	nil	**MAV**	Nil	**INITIATIVE**	+1

BITE DAMAGE: 1d8

KNACK: Flying Bite. Piranha bats can bite a target while flying without needing to actually grab or land on the target. They must hover for a moment, but that is all.

SPECIAL ABILITY: PIRANHA BAT FRENZY. If a flock of Piranha Bats senses a large amount of vulnerable prey, they may go into a frenzied state. They are +5% to CAV, plus 10% to DDV and plus 2 to damage rolls for 4 rounds(240 seconds). After attacking in a Frenzy, the bats must retreat and rest for 30 minutes before seeking new prey.

VULNERABILITY: FIRE. Piranha bats take double damage from fire based attacks and must succeed at a will roll –20% to continue to attack when in close proximity to fire. SOUND: Bats navigate by sound. When in the presence of a constant, high pitched sound the bats are at –15% CAV, -10% DDV, and also –10% to all Sense, Spot, Reflex, Will and Focus rolls for as long as the sound is maintained. Note that not just anyone can make a sound of sufficient intensity to affect the bats. Bards, spells and certain devices can attempt to do so, with the Lorekeeper setting the appropriate roll and penalty.

THE FANTASM

Region found: Ruins/crypts

CREATURE DESCRIPTION

From the Broken Swords and Battered Shields Survival Guide:

"We should have known there was trouble when we saw so many Skellies around, but they weren't too tough. So, we pressed on. Then, we saw this thing. It was like a dark hooded figure made out of black…air, I guess. We couldn't touch it; our weapons just passed right through it. Then, it started hitting us with black spells, what must have been nether magic but like I've never seen! Only magic hurt the thing and we didn't have enough to kill it. It killed three of our party and then we got the Hell out of there. Lucky for us it didn't seem inclined to follow us into daylight."

The word "Nocturne" conjures up nightmare images from the dark past. This creature suits that image well. The Fantasm is a creation of Nocturnalis, an incorporeal servant comprised of dark magical energy. Created by him to demoralize and dishearten his foes, it was thought most were destroyed. But reports have been heard that claim some of these creatures yet exist in the world. Drawn to dark magical energy such as that found in cursed ruins and old battlefields of the ancient god wars, a Fantasm is a foe so dangerous that most explorer societies, adventurer's guilds and even government militaries have a standing policy. When you encounter one of these creatures, run!

The Fantasm resembles the incorporeal form of a hooded and cloaked ghost with burning red eyes. It is completely non-physical; no physical attacks can even touch it. It is also immune to all sicknesses, diseases and poisons. It can only be affected by powerful magic and, even then, it is immune to all cold-based attacks whatsoever. A magic weapon will only damage the creature with its magic bonus. Its physical damage is never counted. Nether magic will actually feed it, either raising its BDP or its Essence Points if either is not at full strength. Other magic can hurt it and Holy powers can be deadly to it. The Fantasm itself uses completely magical attacks against its foes. All of its attacks, even the ones that appear to be "touch" attacks, are in fact Nether magic, though the touch attacks can be dodged, but not parried or blocked except by magical weapons and shields. In that case, it is the magical bonus of the weapon or shield that indicates the damage blocked not the ARV or WSV of the item. This is an uncommon magical form and as such resistances to it are rare.

It also has a number of spells that can debilitate and weaken its foes. Fantasms are drawn to reservoirs of dark magical and spiritual energy. Cursed ruins, haunted towers, moldering battlefields and decrepit graveyards are magnets to Fantasms, who feed on their dark energy. Nor are the Fantasm's own attacks the only danger. The very presence of such a creature can spawn undead nearby. A Fantasm will typically have 1d6+2 Skellies or other minor undead near its location. It has no control over these undead; they are simply generated by its presence. There is no known record of a Fantasm fleeing combat, though certain Holy magic can keep it at bay. It is known to abhor daylight and, to a lesser extent, moonlight

ARV/BDP Chart			
No.	**Location:**	**NAT/ARV**	**BDP**
1-2	HEAD	-/-	16
3	R-ARM	-/-	20
4	L-ARM	-/-	20
5-7	CHEST	-/-	28
8-10	GUTS	-/-	25

CREATURE CHARACTERISTICS CHART					
FANTASM			**LEVEL 1**		
SIZE	**Medium**	**LOCALE**	**Ruin/Crypt**	**QUALITY**	**Excellent**
HEIGHT	6 ft	**WEIGHT**	Nil.	**LENGTH**	3 ft
DIET	None	**TYPE**	Undead	**TRAVEL**	Random
MIGHT	?	**VIGOR**	?	**WILL**	25
SPEED	15	**FOCUS**	20	**SPOT**	15
REFLEX	15	**SENSE**	20	**LUCK**	10
CAV	Nil	**CDV**	12%	**CSV/RSV**	Nil/Nil
RAV	Nil	**RDV**	15%	**ENDURANCE**	?
DDV	30%	**SDV**	Nil	**N-ARV**	Nil
PDV	Nil	**MAV**	60%	**INITIATIVE**	+2

ESSENCE POINTS: 66
"UNARMED" DAMAGE: 1d10 + 6 Nether magic. This attack uses no Essence points.
KNACK: Incorporeal. Immune to all physical attacks. No duration, this is the creature's natural state.
SPECIAL ABILITIES: COLD IMMUNITY. The Fantasm is immune to all cold-based attacks. NETHER AFFINITY. Nether magic heals the Fantasm's BDP or Essence point pool if either are depleted.
VULNERABILITY: Holy magic causes double damage to the Fantasm. It can also affect its will. But even Holy based fear spells will only keep the Fantasm at bay, it will never flee outright.
SPELLS: These are Nether based attacks and use up the Fantasm's Essence Point pool. **NETHERBLAST:** The Fantasm fires a bolt of Nether Energy directly at one target causing 1d8+6 points of Nether damage to one location. Range 100ft, duration instant. ESP cost: 14. **NETHERFIRE:** The Fantasm causes a seething aura of black Nether energy to envelop one target causing 1d6+6 nether damage to ALL body locations. Range 50ft, duration instant. ESP cost:12 **NETHERTAINT:**-10 to WILL Stat for 3 targets for 5 rounds. Will rolls must be made during the effect's duration or affected targets will disengage from combat. ESP cost: 30.

BAYOU CROC

Region found: Swamps

CREATURE DESCRIPTION

From the Broken Swords and Battered Shields Survival Guide:

"Hey you've been to Ava's Bayou lately? Only place in the whole kingdom you'll find one of these beasties. A Bayou Croc is one stone cold predator. They can glide under the water almost completely silently and before you know what happened, a dog, a horse or even an unwary person can be dragged under. These big lizards mostly steer clear of civilization. You could pole a flatboat through the swamp and pass a dozen or more and never know it. Their hides make decent leather, the local Jungatta prize their teeth as religious objects and I hear they make decent eating. If ye're into eating things that might just as soon eat you, that is."

Ava's Bayou is a unique area in the Southeastern corner of the Kingdom of Tevelar. The elevation there is much lower than the rest of that Kingdom and the weather much hotter. The water from a nearby inland sea fills into the vast wetlands that make up this area, providing a home for the Bayou Croc.

No one is sure how this large predator came to be here, far away from any related creatures. The local tribe of Jungatta exiles will tell you that their totem followed them to this place and no better explanation seems to exist. The Bayou Croc is a large predatory lizard, at home in the swampy water as much as it is on land. It feeds on the local fish and wildlife, occasionally proving to be a menace to the civilized folk that farm large areas of prized alchemical plants and fungi in the fertile wetlands muck. Though usually not aggressive towards humanoids, the Croc becomes very dangerous indeed during its mating season.

Both male and female Crocs become incredibly aggressive. Apparently they like to season their courtships with fresh kills. Quite small when it is hatched (6-8 inches), Bayou Crocs can grow up to twelve feet in length. There are stories of even larger Crocs found in the deep swamp, but none have been confirmed. The Croc hunts by silently stalking prey from the water. Then it will suddenly lung up and grab its victim, attempting to pull it under the surface and drown it. Afterwards it can eat at its leisure. It has long jaws full of razor sharp teeth. These teeth are prized by the local Jungatta for religious ceremonies and indeed they have a tribal ritual that involves hunting a Bayou Croc. Others hunt them for their skins and meat, but in addition to being dangerous game Bayou Crocs are very good at remaining hidden when they choose to do so.

ARV/BDP Chart

No.	Location	NAT/ARV	BDP
1	HEAD	4/-	24
2	RF-LEG	4/-	20
3	LF-LEG	4/-	20
4-5	TORSO	4/-	28
6-7	RR-LEG	4/-	25
8-9	LR-LEG	4/-	22
10	TAIL	4/-	22

CREATURE CHARACTERISTICS CHART

Swamp Croc			LEVEL 1		
SIZE	**Large**	**LOCALE**	**Swamp**	**QUALITY**	**Excellent**
HEIGHT	2-3+ ft	**WEIGHT**	500lbs+	**LENGTH**	5-12 ft
DIET	Carnivore	**TYPE**	Reptile	**TRAVEL**	2-4 miles
MIGHT	25	**VIGOR**	22	**WILL**	14
SPEED	20	**FOCUS**	15	**SPOT**	14
REFLEX	16	**SENSE**	16	**LUCK**	10
CAV	56%	**CDV**	16%	**CSV/RSV**	12/nil
RAV	Nil	**RDV**	14%	**ENDURANCE**	28
DDV	8%	**SDV**	Nil	**N-ARV**	4
PDV	50%	**MAV**	Nil	**INITIATIVE**	+5

UNARMED DAMAGE: 2d10 + 10 bite. Modified CSV 16

KNACK: Run Silent. The Bayou Croc is very adept at concealing itself in the swampy waters of the bayou while it hides or moves in to attack. It has a 20% bonus to all Stealth, Move Silently and Rural Camouflage rolls. (Reflex)

KNACK: Lunge. Once every sixty seconds The Bayou Croc can make a lunging attack. If successful the Croc can make an opposed might roll to use its strength and leverage to drag the target into water. If the target is submerged they must make a Will roll to hold their breath or they begin to drown, loosing 1d6 endurance until freed or they reach zero, at which point they lose consciousness.

SKILLS: Swimming, Stealth, Tracking, Hunting, Move Silently, Rural Camouflage.

WILD BOAR

Region found: Most anywhere

CREATURE DESCRIPTION

From the Broken Swords and Battered Shields Survival Guide:

"One of the staples for an adventurer living off the land is wild boar. These pigs are found pretty much all over the continent. Different branches of the species adapting to the different landscapes. Son when an adventurer needs a meal and has to hunt for it, finding one of these critters might just provide meat for the camp. Not that they are pushovers. Boars are mean, ornery critters with a tough hide and sharp tusks. Despite that Boar remain staple food sources for many peoples. Boar hunting is even recognized as a sport in some realms of Elder."

The Wild Boar inhabits much of the continent. Different subspecies have adapted to the forests, deserts, plains and mountains making these creatures a common sight. Often these creatures are hunted for their meat, becoming a staple in the diets of many peoples. In some lands Boar hunting has evolved into a sport, with its own professional hunters, contests and fans. Wild Boar themselves tend to travel in small herds. They eat just about anything they can find but focus mainly on plants and insects. The males Boars have tough skin and sharp tusks and are very belligerent. Often it is the males that fall to hunters because rather than run they attack. A fully riled Wild Boar can be a dangerous enemy.

ARV/BDP Chart: Natural

No.	Location	NAT/ARV	BDP
1-2	HEAD	2/-	18
3-4	RF-LEG	2/-	22
5-6	LF-LEG	2/-	22
7-8	TORSO	2/-	28
9	RR-LEG	2/-	22
10	LR-LEG	2/-	22

CREATURE CHARACTERISTICS CHART

Elder Boar			LEVEL 1		
SIZE	**Medium**	**LOCALE**	**Most Regions**	**QUALITY**	**Average**
HEIGHT	2-3+ ft	**WEIGHT**	120-240lbs+	**LENGTH**	3-5 ft
DIET	Omni	**TYPE**	Mammal	**TRAVEL**	2-4 miles
MIGHT	16	**VIGOR**	16	**WILL**	11
SPEED	14	**FOCUS**	10	**SPOT**	12
REFLEX	12	**SENSE**	11	**LUCK**	10
CAV	40%	**CDV**	3%	**CSV/RSV**	12/nil
RAV	Nil	**RDV**	3%	**ENDURANCE**	19
DDV	24%	**SDV**	Nil	**N-ARV**	2
PDV	31%	**MAV**	Nil	**INITIATIVE**	+1

UNARMED DAMAGE: 2d8 + 5 tusks. Modified CSV 15

KNACK: Fearless Rage: A Wild Boar automatically goes into an instinctive rage when in combat. This gives them a Base +3 resistances to any type of distraction, real or illusion.

RESISTANCES: + 3 to all sense based spells while enraged.

SKILLS: Swimming, Stealth, Move Silently, Rural Camouflage, Foraging.

RAVEYRN

Region found: Unknown

CREATURE DESCRIPTION

From the Broken Swords and Battered Shields Survival Guide:

"A Raveyrn! Yer joking, right? There hasn't been a confirmed Raveyrn sighting since the last Nocturne War. It's a good thing too because that is one mean flying beast. The only way to escape them is to get under cover preferably in thick forest. In open territory they'll rip a soldier right out of their saddle and tear them in two. The only way to even try to fight one is to cripple one of its wings. If it can fly you can at least try to run. If you are stupid enough to stay around afterwards, don't expect an easy fight. These things have beaks the size of battering rams, claws as long as your forearm and worse, they never stop looking for tasty folks to devour."

The Raveyrn is not a natural beast like the Wyvern, which it resembles very slightly. The Raveyrn is a Nocturne, a twisted parody of endless predation created by Nocturnalis himself. Raveyrns flew above his armies in the ancient wars, fighting with Aerions and aerial knights, and slaughtering any hapless ground troops they caught unawares. A Raveyrn is a terrible blending of a Raven and a Wyvern. It has the head of the bird with a strong beak sharp enough to pierce even heavy armor. A sinuous neck connects head to a massively muscled body. Two large wings give the creature capability of flight and the head, body and wings are all covered in dark feathers. Black scaly legs each tipped with sharp taloned feet. A long black scaly tail with a triangular end completes the dark look of this creature. From beak to tail it can measure anywhere from 11 to 16 ft long with a wingspan just as large.

In combat a Raveyrn likes to strike by diving on its prey and raking it with its talons in a single vicious strike, zooming up afterwards to attack again. It can easily knock mounted riders of their mounts and with a lucky hit (crit) may even be capable of carrying the creature upwards before dropping it to its death. If forced to pursue its prey on the ground it will attack with its sharp beak. Not that this beak is huge and unnaturally strong, capable of damaging even heavy armor. The creature has some intelligence and can sense vulnerable spots to strike its prey. Nocturnalis created his Raveyrns with a resistance to fire, though most other elemental magic will affect it normally.

ARV/BDP Chart

No.	Location	NAT/ARV	BDP
1	HEAD	11/-	42
2	R-WING	11/-	38
3	L-WING	11/-	38
4-5	TORSO	11/-	46
6-7	R-LEG	9/-	45
8-9	L-LEG	9/-	45
10	TAIL	9/-	124

LOREKEEPER NOTE: The Raveyrn is a dangerous opponent far too strong for most beginning groups of adventurers. Use this creature with discretion.

CREATURE CHARACTERISTICS CHART					
Raveyrn				LEVEL 4	
SIZE	**Large**	**LOCALE**	**Unknown**	**QUALITY**	**Excellent**
HEIGHT	8-10+ ft	**WEIGHT**	500lbs+	**LENGTH**	11-16 ft
DIET	Carnivore	**TYPE**	Nocturne	**TRAVEL**	Unknown
MIGHT	30	**VIGOR**	25	**WILL**	18
SPEED	20	**FOCUS**	15	**SPOT**	22
REFLEX	20	**SENSE**	16	**LUCK**	10
CAV	62%	**CDV**	8%	**CSV/RSV**	10/nil
RAV	Nil	**RDV**	10%	**ENDURANCE**	33
DDV	4%	**SDV**	Nil	**N-ARV**	9
PDV	59%	**MAV**	Nil	**INITIATIVE**	+5
UNARMED DAMAGE: 2d10 + 13 beak. Modified CSV 14					
KNACK: Talon Strike. Swooping down from above the Raveyrn hits a target with both talons causing a combined 3d8+13 damage split between two body locations. Mounted targets must make a might roll or fall off. With a critical hit the Raveryn may make a successful might roll to carry the target upward and then drop it on its next action, up to Medium-sized targets only. This attack takes a few seconds for the creature to target. Modified CSV of 14					
KNACK: Sense the weak spot. When a Raveryn makes two consecutive strikes with its beak on the same target, it can make a successful sense roll (Under 48%) to detect the target's most lightly protected body location (including damaged armor) and then make a called shot to attempt to hit that location. Standard called shot penalties apply.					
RESISTANCES: The Raveyrn has a total of +7 fire resistance. It also has sense resistance of 3 versus sight-based magic.					

PANFUAST

Region found: Deep Woods

CREATURE DESCRIPTION

From the Broken Swords and Battered Shields Survival Guide:

"Never make the mistake of thinking that nature is your friend even if you are some forest dweller. The Law of Claw and Fang is what rules nature, even among the nature spirits. Take a Panfaust. These wood sprites look like strange treefolk, thin and wiry and covered with moss. But they like nothing better than to find folk lost in the woods and lure them deep beneath their trees. Know what becomes of a body down there? It becomes fertilizer. If their hypnotic charm ain't enough to lure you in those 4-inch long claws will probably help."

A Panfaust is a nature sprite, a form of dryad found in deep woods. They can be male or female. They reside under the largest and oldest trees in a forest, making homes among the massive roots. However they have only one concern, the continued survival of their particular tree. They also do not appreciate intruders in their solitude. While they rarely attack large parties unless their tree is directly threatened, a Panfaust is an opportunistic hunter. Catching a single target lost or otherwise alone a Panfaust will attempt to use its magic to

charm the creature, convincing them to follow them to their lair. Then the Panfaust uses its magic to entangle the victim in the roots of its tree, which then crushes and suffocates the victim. The body then decomposes naturally, providing nourishment for the Panfaust's tree.

If the target resists or breaks the charm at any point the Panfaust may flee or attack if it feels the opportunity is worth it. A Panfaust has long claws on either hand and in addition has several magical abilities, making a dangerous foe.

ARV/BDP Chart

No.	Location	NAT/ARV	BDP
1	HEAD	4/-	21
2	R-ARM	4/-	25
3	L-ARM	4/-	25
4-6	CHEST	4/-	33
7-8	GUTS	4/-	19
9	R-LEG	4/-	31
10	L-LEG	4/-	31

CREATURE CHARACTERISTICS CHART

Panfuast			LEVEL 2		
SIZE	**Medium**	**LOCALE**	**Deep Woods**	**QUALITY**	**Excellent**
HEIGHT	6-8+ ft	**WEIGHT**	180-220lbs	**LENGTH**	2-3 ft
DIET	None	**TYPE**	Sprite	**TRAVEL**	1-5 miles
MIGHT	20	**VIGOR**	14	**WILL**	20
SPEED	16	**FOCUS**	26	**SPOT**	16
REFLEX	17	**SENSE**	16	**CHARM**	20
ESSENCE	25	**FAITH**	10	**LUCK**	16
ESSENCE POINTS: 50					
CAV	48%	**CDV**	6%	**CSV/RSV**	11/9
RAV	Nil	**RDV**	59%	**ENDURANCE**	15
DDV	35%	**SDV**	Nil	**N-ARV**	3
PDV	36%	**MAV**	68%	**INITIATIVE**	+3

UNARMED DAMAGE: 1d10 + 7 claw

KNACK: Charmed Soul. A Panfaust can attempt to Charm a victim by making a successful Charm roll versus the target's Will roll. The Magnitude of success dictates the response. If less than ten points difference the target merely feels the Panfaust is not a threat. Over ten points and the target is charmed and open to suggestion. At the Lorekeeper's discretion rolls can be opposed made for the Panfaust to maintain the charm. If the charm is broken the Panfaust is at negative 20% to Charm the target again. This penalty is cumulative after every failed charm.

SKILLS: Rural Camouflage, Herbalism, Tracking, Stealth.

RESISTANCES: +2 Fire, +2Cold, +1 Spirit.

SPELLS: Summon Root Elemental. This spell summons a large natural elemental made up of 4 large roots that attempt to grab and crush the target. These roots last 10 minutes or until destroyed. These roots have a CAV of 40% and do a combined 1d8 + 6 crushing damage with CSV of 14. Each root has ARV/BDP of 4/18 and a CDV of 18%. Essence Cost:24pts
MSV:21

Pan's Fury: This spell sends sharp wooden splinters blasting into a target, hitting all body locations for 2d6 points of damage. Essence Cost:26points MSV:22

GLOSSARY OF TERMS

Action: An action means the character can move, attack, or any number of other activities. Some characters are faster than others, and thus get more actions each round.

Alter Spell: The skill that every magic-user can learn (through special training) that lets him be able to change the structure of a spell he knows. He can alter its size, damage, and more, by saying he is doing so and successfully making the roll.

ARV (Armor Resistance Value): This is the amount of damage a suit of armor will stop from each blow that is landed against a Character. This fluctuates according to the structural integrity of the armor.

ASV (Armor Structural Value): The term used to describe how much integrity a suit of armor has at any particular time. This can change from a CS to corrosive acid.

Blending: The term used to describe the ability to combine 2 Elements or Emotions together to create spells and powers. By combing more than one Element or Emotion a wide variety spells can be created. Such as Earth and Air, blended together, create lightning.

BDP (Body Points): This number represents the amount of damage a character can handle before their body dies. When a character's BDP in a specific location reaches 0 he is dead. See the Heroic Combat section for more details.

Career Path: The chosen path that a character follows from his creation until he either dies or is retired. A Character Career Path consists of 5 careers with 10 levels of advancement between each career.

Cast Spell: The term used to describe the accomplishment of blending Elements to create a spell. We use this to describe the process of releasing a spell.

CAV (Combat Attack Value): Your Character's ability to swing a weapon and hit an opponent with it.

CDV (Combat Defensive Value): Your character's innate ability to be constantly moving around in combat to make themselves harder to be hit by their opponent's weapon.

CSV (Combat Speed Value): A Character's base speed for performing any actions, including melee combat.

Critical Fumble: The accidental mishandling of a weapon by a Character that puts himself and his friends in danger of dying. A Critical Fumble happens when a CAV roll ends up on 00.



CRS (Character Record Sheet): This is the collection of information on your character where you can find anything from your stats and skills to your health, money, equipment, and even mounts.

CS (Critical Strike): This is what happens when a Character lands a powerful blow on an opponent which cuts through an opponent's armor. A critical strike is determined when a CAV is rolled between 02 and up. This can be increased through development of the character's CAV. A critical strike decreases your armors ARV by ½ its value, whether a physical or essence attack. If the damage rolled is a 12 and your current ARV is 14, then on a power blow your ARV is only 7 and what once would have stopped all the damage, has allowed 5 points of damage through to that body locations BDP. The armor in the location that was hit has lost 1 point to its ARV until repaired by an armorer. A Shield or weapon used to block or parry a CS loses 2 points of WSV for each blow parried. A block or parry of a 01-05 negates all damage and you do not lose any ARV or WSV from the attack.

A Magical CS is handled quite differently, because of its ability to bypass armor. A CS Scored by a magical attack will have its damage-increased x2 for the attack. If the attack would normally cause 4 points of damage then it does 8 points on this attack. Only Master Work and magical armor protect, but they lose a 1-bonus point permanently. This cannot be repaired except by reworking the entire piece of armor.

Damage Bonus: Consult the Character Attribute Bonus Chart which is used during character creation to award bonuses to high attributes to determine the extra damage (if any) from your character's Might Score. The higher a Might score is, the more damage that is done.

Development: The term used to describe the advancement of a Character as he continues to grow through the course of the game.

DDV (Dodge Defensive Value): The ability to move out of the way of an object that is swung or thrown at them. A Character may attempt to dodge an arrow if they made their roll at half their current Dodge.

DIP (Damage Intensity Path): Damaging spells follow a certain path in the amount of dice used. As they are increased in damage, a player has the option of moving up to a higher path as well.

Elements: There are 5 Elements that make up the Magical Universe that a magic-user lives in. These Elements are Air, Earth, Fire, Water, and Spirit. Sub-elements include Wood and Metal. Though neither is considered an element, it is not counted among the main 5.

Emotions: There are 5 Emotions that make up the world of song, illusion, and the mental that dwell heavily on sparking the emotions of a person. These 5 Emotions are Sight, Touch, Taste, Smell, and Hear. These are also known as Senses.

ESP (Essence Points): These are used to release the spells created by the Magic-user from his Blending, to channel the spirit within and call upon Divine Powers, and even to utilize powerful Battle Stances. The more ESP a character has the more spells, powers, and stances they will be able to use.



FAC (Faith Activation Chart): This chart is used to determine how grand the answer is to a prayer. If they roll a successful answer, the Storyteller will roll on this chart and, in his own vision, answer the prayer whether it is minimal or grandiose. There are no spells, powers, or power points for Holy Careers, just Faith.

Fusing: The act of combining magic with base mundane materials to give them magical properties. To make a magical weapon or armor the Enchanter must fuse the magical quality chosen with the material that a Character might want to have created.

Initiative: This is termed as when a Character attacks during a combat round. A d20 is rolled before every round and the number rolled is then adjusted by armor and weapon with the Initiative Bonus added in last.

IB (Initiative Bonus): This bonus is added to the Character's base Initiative roll after all adjustments have been determined.

Kick: The act of using your foot to deliver an attack on an opponent. A standard foot does 1d6+Might damage when used to attack. A Monk's foot attack is much higher due to his heightened training in unarmed combat.

MAB (Magical Attack Bonus): Among other things, weapons may contain bonuses to hit.

MAV (Magical Attack Value): The Magic-users ability to hit an opponent or target after he has blended his Elements into a spell.

MDB (Magical Defense Bonus): Among other things, weapons may contain bonuses to ARV all over.

MOD (Modified): Certain areas of your CRS have this notation. Here, a player can make a note of when stats and rolls are boosted or lowered due to particular effects placed on your character.

MSV (Magical Speed Value): The base speed of any Magic-user when casting a spell.

MTS (Multiple Target Spell): This type of spell does damage to an area or at least more than one single target.

MW (Mortal Wound): The incredible attack a Character makes when they roll a 01 on a CAV attack roll. When a MW is scored, the damage is rolled normally and applied to the hit location the attack was aimed at, but the locations ARV has been totally negated to the damage rolled and is applied directly to that locations BDP. When a Character receives a MW and survives his ARV permanently drops by 2 points in that location until repaired by an armorer. A Shield or weapon used to block or parry a MW loses 5 points of WSV for each blow parried. A block or parry of a 01 negates all damage and you do not lose any ARV or WSV from the attack.

NARV or NAT (Natural Armor Resistance Value): Many animals, monsters, and even some races are born with a natural protection from damage. This stacks on top of any ARV from armor or other sources. Additionally, natural armor stops half its value in magical damage. For example, an icy blast that does 5 points of damage to a creature with 2 Natural ARV will see 1 point resisted, and 4 points go through.



PAV (Power Activation Value): A character's ability to activate Divine Powers.

PCP (Power Creation Points): A character following a holy career path can acquire these which are necessary to create Divine Powers. The more powerful the power, the more PCP it costs to create.

PDF (Power Damage Factor): Certain Divine Powers will be quite damaging. This value will indicate just how much.

PDV (Parry Defensive Value): The term used to describe the act of putting a weapon in the way of an attack. A full steel weapon stops its total damage in a parry and wooden shafted weapons stop half. The damage done to the weapon by parrying CS and MW comes off its WSV until it reaches 0, when the weapon is rendered useless.

Percentage Roll: The rolled used to determine whether or not a Character has made a successful attack on an opponent. A percentage roll is determine by using 2d10 and declaring which color represents tens and which represents ones. You may also use dice that are pre-manufactured to represent percentages. A percentage roll is 01 to 00 and in game terms is called your CAV.

PRV (prayer request value): This is the amount of Faith a character has in his or her deity. When a Holy Career character feels that they need to pray for assistance, this number is rolled against to see if their deity has heard and decides to answer.

PSV (Power Speed Value): The base speed at which a character performs his divine prayers and powers.

Punch: The act of hitting an opponent with your bare fists, which is known as unarmed combat. A standard punch does 1d4+strength but a Monk's fist attack is increased due to his heightened training.

RAV (Ranged Attack Value): Your Character's ability to shoot or throw a weapon and hit an opponent with it.

RDV (Ranged Defensive Value): Your character's innate ability to be constantly moving around in combat to make themselves harder to hit by your opponent's ranged weapon.

RSV (Ranged Speed Value): The base speed at which a character performs ranged actions, including firing a weapon.

Round: A Round consists of 60 segments of combat time and equals 1 minute of regular game time. A Round starts at 60 and counts down to 1. During this time frame, a character's attack is determined within these 60 seconds by their Initiative Roll to start combat and then their adjusted CSV.

SCP (Spell Creation Points): A spell-caster earns these points as they advance through their career paths. This is the base unit that makes up every spell used in the game. The more powerful the spell, the more SCP it costs to create.

Segment: The number that represents each second in a round is called a Segment. Counting each space you move on the ring is considered a Segment of Time in game terms.

SDF (Spell Damage Factor): Many spells that are cast will cause other things- living or dead- to suffer damage. This value will indicate just how much.

SDV (Shield Defense Value): This is the number that has to be rolled on percentage dice to determine whether or not a Character's shield was used effectively to stop some of an opponent's attack. A failed SDV means the shield's ARV cannot be used to stop damage from that particular attack.

SPD (Speed): This term is used for weapons in combat and plays an important role in determining when you attack in combat. The lower the number, the faster the weapon is to attack. This number is added to your base CSV or RSV to determine exactly how long your attack takes.

Stat Bonus: This is applied to any DR Roll that is related to a particular skill determined by the Storyteller. A high Agility would affect the DR by one better when trying to make a far jump. The higher the Statistic, the better the bonus is.

WDF (Weapon Damage Factor): This is the amount of damage each weapon can do to an opponent before strength is added into the equation. This factor can be increased through magical means.

WSV (Weapon Structural Value): The amount of damage a weapon can withstand before it breaks. Once the structural integrity has been breached, the weapon is useless and must be replaced or repaired. Magical weapons will still hold together until the last bit of magic has been lost. When a weapon reaches o WSV, the magical plusses will still give the weapon an edge, but they can be lost the same way as the WSV was. Once the magic is gone, a magical weapon shatters and cannot be repaired, only replaced.

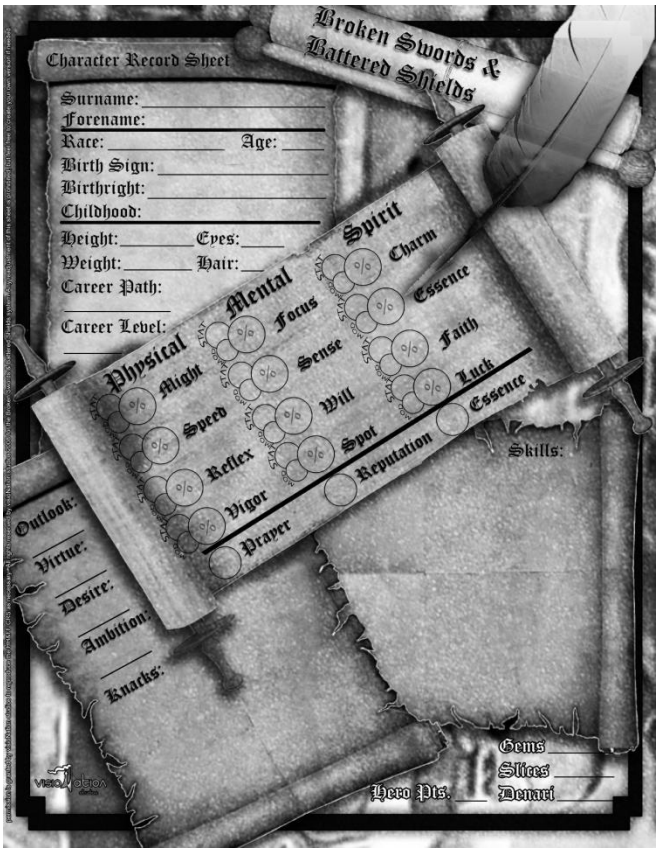


CRS DESCRIPTION

You can duplicate the black and white Character Record Sheets (CRS) that are shown in the following pages on a blank piece of paper or you can download them from our website. Here you will find an in-depth explanation of how to use them. These sheets are used to vividly transcribe the mental image of your character into gaming terms. The CRS is broken into 4 distinct sheets for character creation. The first two pages are for the main body of the character, with the third for advancement and the fourth for magic and power creation.

Character Record Sheet (1): Concept - The top of the main CRS has a "Surname" space – this is where you place your character's family name, while the "Forename" is where their first name goes. If your character's name were Drake Dragonshield, it would be written as Dragonshield, Drake.

Below this you will find Race, Age, Birth Sign (page 170), Birthright (page 172), and Childhood (page 173). Here is where you will begin to develop the background information of your character. Remember, if you do not see any Social Background that matches your character's image, you can create a new one with the permission and help of your Lorekeeper. Nothing listed is definite; everything is considered a starting point.



The next section you will see is a scroll with a listing of the attributes your character will have. There is a large main circle for the attribute percentage, and two smaller circles; one for the attribute total and the other for listing its modification or bonus if you so desire. The main percentage is for all rolls associated with the attribute.

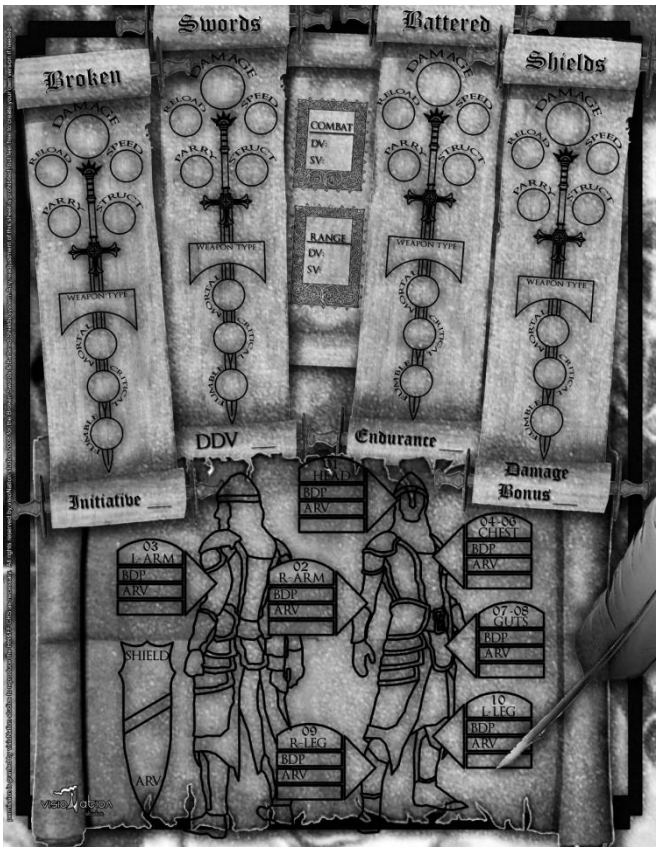
During creation, you will be using a point build to not only create the main attributes for the character, but these attributes will later help build the rest of the Combat Attributes.

To the left of the attribute parchment, you will see a listing for "Outlook", "Virtue", "Desire", and "Ambition". Here, you will be writing in the personality of your character such as, Outlook – Commanding, etc. There is a listing of personality moods, beginning on page 213 of Chapter 7, Character Advancement.

Right below here is a listing for your character's knack. As your character acquires more Knacks, you can use a blank parchment sheet for them. This sheet can be inserted anywhere to fill-in the pages of your character folio.

Just to the right of the character attributes you will see a listing for all the skills your character knows. As your character learns more skills, you can use a blank parchment sheet for them. This sheet can be inserted anywhere to fill-in the pages of your character folio.

At the very bottom of the sheet is a listing for your Starting Wealth (page 71) and Hero Points (page 169). All staring wealth is in Denari. You will acquire slices and gems as you begin to adventure and find money (more information is located on page 295.)



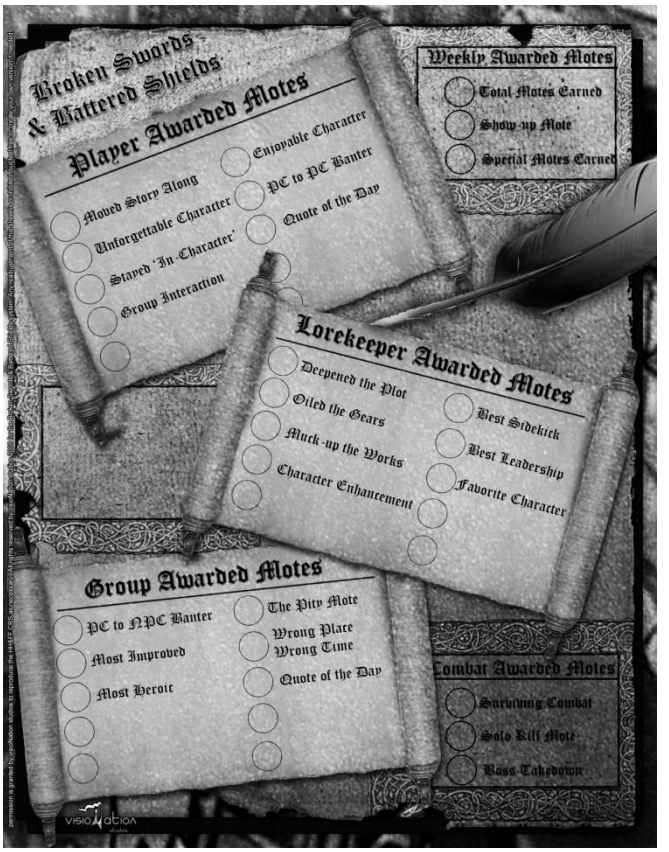
Character Record Sheet (2): Combat - The second sheet of the CRS is used exclusively for combat. Everything your character will need to fight is located here. One of the first images you will notice is the "Sword" scrolls; each one is called a "Weapon Matrix". All the information for each weapon you character uses is here. If you need more than four weapons, just print a second sheet.

On each weapon you will list individually its "Weapon Type", "Damage, Reload, Speed, Parry and Struct." located at the top of the weapon. If a circle doesn't apply to a particular weapon: then leave it blank or color it completely in. Located on the blade section of the sword are the critical percentage circles of the weapon.

If you need a circle that doesn't exist – like ammo, then just create one. Below each of the four blades is a space for your character's "Initiative, DDV, Endurance, and Damage Bonus."

At the bottom of the sheet you will see a figure in armor, representing your character. Surrounding the figure are Body Location blocks for listing the character's BDP (body points) and ARV (armor resistance value). Here is where the information of how many points each location has, the armor value of each location and a space to write the type of armor on the specified location. Next to the character figure is a shield silhouette. This is where all the information about your character's shield goes (shield type and ARV.)

Character Record Sheet (3): Advancement – This sheet is very self-explanatory. Here is where you will record all of the motes you have earned for role-playing. The accumulation of motes allows you to advance your character. The Motes are broken down into four categories, "Combat", "Player Awarded Motes", "Lorekeeper Awarded Motes", and "Group Awarded Motes." Every time you earn a mote, just record it next to the type of mote you earned. At the end of each session you will be required to participate in the "Mote Award Ceremony" for the session. When all motes have been awarded, total them up and put them in the "Total Motes Earned" circle.



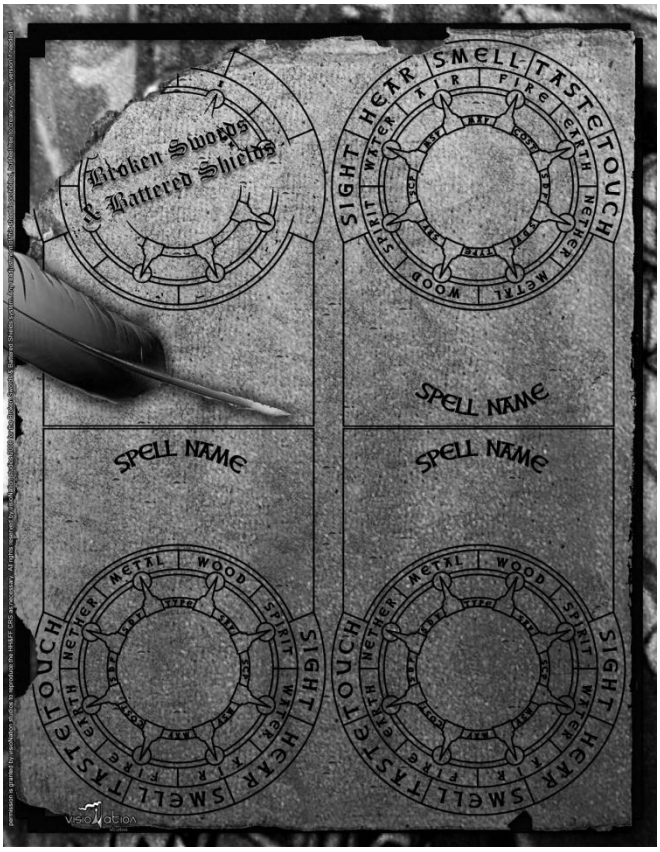
There are blank circles located under each mote group so you can add your own specific motes for your group. It is important that each group and Lorekeeper make sure their own world has exactly what it needs to provide the players with enjoyable experience.

Character Record Sheet (4): Magic and Powers - The final sheet to the CRS set, is the magic and powers creation sheet (page 236.) As you can see, there is a shape representing a medallion on it. The three medallions are used for creating three spells. The more spells you learn, the more sheets you will need to print.

Surrounding the top ring of the medallion are the 5 senses, and below them are the elements. Here, all you need to do is circle or color in the senses or elements that make up the particular spell you are creating. If the spell is steam, you might need the elements of water and air, so you color in or circle "water" and "air."

The inner ring is where you will write the statistics for the spells MAV (magic attack value), MSV (magical speed value), SCP (spell creation points), SDF (spell damage factor), SRV (spell range value), such as a touch or the distance, SDV (spell defense value), any personal armor increase, and Type (damage, object, travel, etc.)

The large area at the bottom of the medallion is for writing the description of the spell you have created. The larger center circle can be used for an adjusted MAV Score or the spells name or anything else you wish to use it for.



These are the Broken Swords and Battered Shields Character Record Sheets. They if you have any further questions or need a deeper explanation, please visit our forums. These sheets may have a specific use, but you are entitled to put your information on them any way you desire. It is all about your own creativity.

OPTIONAL IDEAS

This section is all about choices. He are located a few options that we felt you should have at your disposal as a Lorekeeper. It is not critical that you have these, but they are here for you to use. The Battle Board is not located here because, even though we say it is an option, visioNation studios will always encourage the use of the Battle Board with combat, because of how much it enhances the experience. You only need to utilize it to see what we mean. Remember that it is all about choices.

DRAMATIC FUMBLE CHARTS

The charts below will be used when you roll a critical fumble on your attack roll. There are 3 different fumbles that can occur when rolling. When a fumble occurs, find the chart that symbolizes your action and roll on it to find the result. Different fumbles yield different results, so see below:

(1) **MINOR FUMBLE:** This type of fumble occurs when you roll below a 98% but within your fumble range. When this happens you roll on the chart and whatever percentage is rolled, move 2 rows up from it. If the result is 0% then it is just a bad miss and your turn is over. All defensive actions such as dodge, parry, and block are at -10%.

(2) **CRITICAL FUMBLE:** This type of fumble occurs when you roll a 98-99% on roll the percentage dice. When this happens you roll on the chart and whatever percentage is rolled, move 1 row up from it. If the result is 0% then it is just a bad miss and your turn is over. All defensive actions such as dodge, parry, and block are at -20%.

(3) **DRAMATIC FUMBLE:** When this type of fumble occurs the world seems to stop around the character. The Lorekeeper will describe in a climatic way, what has happened to the character (by what is rolled on the appropriate chart below). Even the smallest event is exaggerated in the most detrimental way to the character. Even if a mortal wound is to occur, the Lorekeeper should make it a cinematic event, described in detail, of what has just happened. (I.E., Jake the knife attempts to backstab a guard and a 00% is rolled thus causing a Dramatic Fumble to occur. A roll on the chart yields a lucky event as described by the Lorekeeper.

"Jake sneaks quietly up to the daydreaming guard and attempts to sink his dagger into the lower back of the guard. He did not account for the wet mud under the guard's feet from a leaking rain barrel and slips in the mud with a loud 'splat', causing the guard to look around. Seeing Jake lying in the mud the guard calls out an alarm and raises his weapon, posing to strike at Jake…." As you can see from the above statement it could have been worse for Jake, he could have stabbed himself, too. Can you recall what happened to Jake? Of course, because it was a cinematic description. Do this with all fumbles, including Stat Rolls and the game will become more intense and fun at the same time. It will keep everyone

on their toes. If you do not think a description fits into your storyline, then change it to make things more unique. Remember, it's all about the story!

HAND HELD WEAPONS CHART	
01-10	Lose footing, causing you to miss your next attack. All parry, dodge & blocks are at -20%
11-20	You slip or trip, falling down, +20 seconds to stand up. Cannot attack but can parry. Dodge & block at half-percentage.
21-30	Weapon is dropped or flies out of hand in a random direction (2d8 feet away). Could hit someone or something, make a Luck roll to avoid that happening.
31-40	Overextend self during attack; opponent gets a free swipe at you. No parrying, dodging, blocking and no CDV allowed. Just one clean, open attack.
41-50	You off hand weapon shield, or hand smack you in the face for normal damage. Roll weapon, hand or shield bash damage and apply results to location #1.
51-60	Weapon Could Break – 25% chance it does (roll below a 25%), weapon takes 1d12 WSV. All pluses natural or magical add to the save with each plus adding +1% to the roll. A +5 weapon would have a save of 30% instead of 25%.
61-70	Hit nearest ally with your attack. If you are by yourself then you take the damage. Apply normal rolled damage to a random location, all armor stops. Ally cannot avoid the attack nor can they parry, dodge or block it.
71-80	Hit nearest ally with your attack. If you are by yourself then you take the damage. Apply max-damage to a random location, all armor stops. Ally cannot avoid the attack nor can they parry, dodge or block it.
81-90	Hit self for a Critical Wound in a random location. (See Critical wound above)
91-00	Hit self for a Mortal Wound in a random location. (see Mortal Wound above)

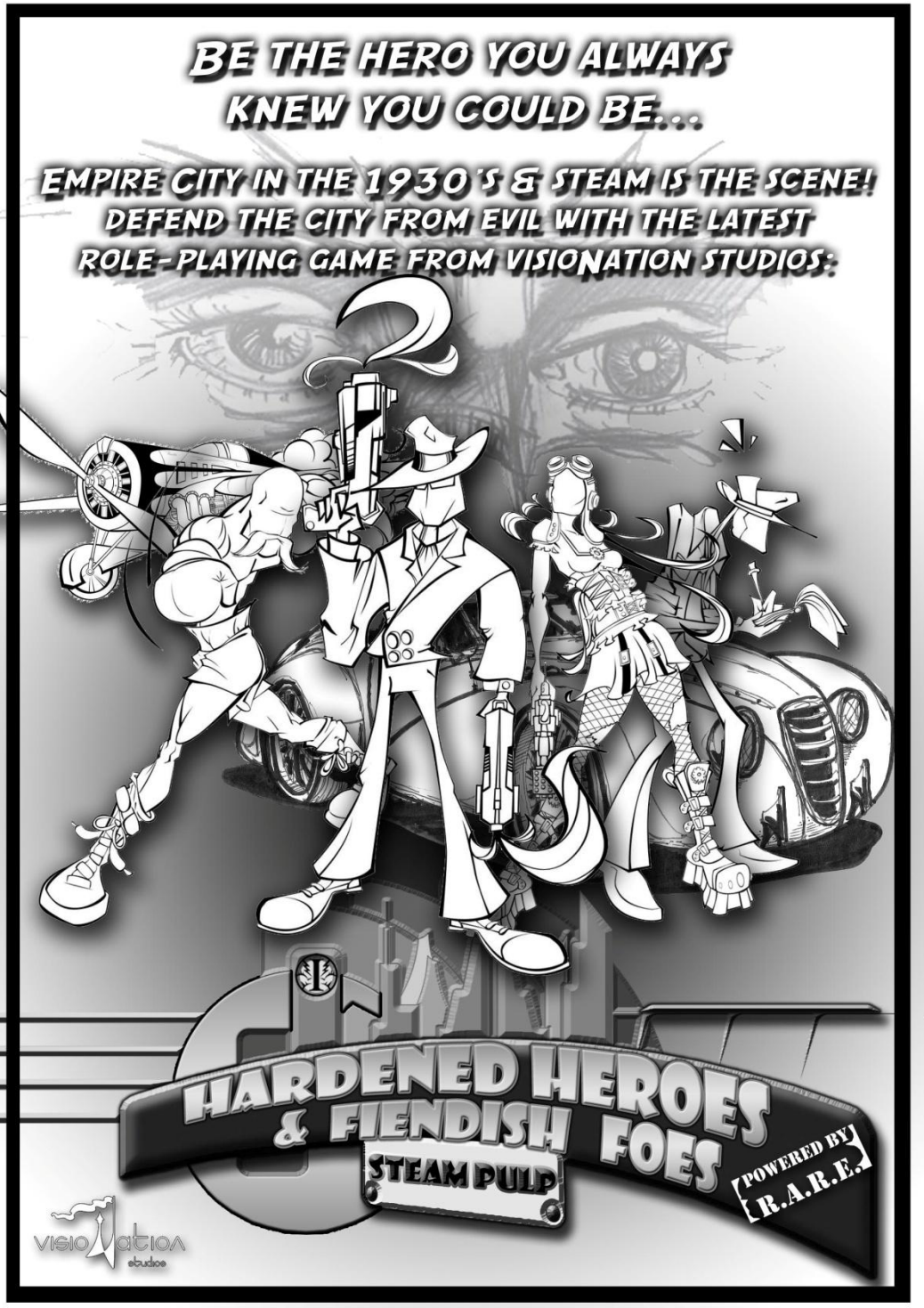
UNARMED COMBAT CHART	
01-10	Total miss! Take an extra round to regain composure. Lose next attack.
11-20	Amazing, you have hit yourself in the head and are stunned for +1d10 seconds. Move down the ring this number of spaces getting no CDV until the stun passes.
21-30	Your feet slip out from underneath you and you land square on your back dazed, opponent gets a free attack at +20%, +20 segments to stand up after attack and you have full CDV, parry, dodge & block to counter the next attacks.
31-40	Overextend your attack, opponent gets a free counterattack & you get no CDV, parry, dodge, or block.
41-50	Your opponent inches out of range at the last moment causing you to pull a muscle in a random location from swinging wildly. That location is numb for +30 segments and cannot be used. If it is the head you get a pain headache.
51-60	Damage your hand on the attack causing 1d10 damage, straight no ARV natural, unnatural or magical. Hand is numb and useless for 1d10x6 segments.
61-70	Swing wildly and hit nearest ally with your attack. If you are by yourself then you take the damage. Apply max-damage to a random location, all armor stops. Ally cannot avoid the attack nor can they parry, dodge or block it.
71-80	Hit nearest ally with your attack. If you are by yourself then you take the damage. Apply max-damage to a random location, all armor stops. Ally cannot avoid the attack nor can they parry, dodge or block it.
81-90	Hit self for a Critical Strike in a random location. (See Critical Strike above)
91-00	Hit self for a Mortal Wound in a random location. (see Mortal Wound above)



MISSILE OR THROWN WEAPONS CHART	
01-10	Lose footing causing you to miss your next attack. All parry, dodge & blocks are at -20%
11-20	You slip or trip falling down, 1 round to stand up. Cannot attack but can parry. Dodge & block at half-percentage.
21-30	Weapon or projectile flies off in a random direction (2d10 segments away). Could hit someone or something, make a Luck roll to avoid that happening.
31-40	Over extend shoulder during attack causing 1d6 muscle tear damage, numb for 1d10x4 segments and useless. Weapon, or projectile flies off unaccounted for and could hit someone or something, make a Luck roll to avoid that happening.
41-50	Weapon, arrow or bolt deflects off nearest object and strikes you in a random location for regular damage. Roll damage + Might bonus and roll location. No CDV, parry, dodge or block allowed.
51-60	Weapon Breaks – 25% chance it doesn't (roll below a 25%). All pluses natural or magical add to the save with each plus adding +1% to the roll. A +5 weapon would have a save of 30% instead of 25%.
61-70	Hit nearest ally with your attack. If you are by yourself then you take the damage. Apply normal rolled damage to a random location, all armor stops. Ally cannot avoid the attack nor can they parry, dodge or block it.
71-80	Hit nearest ally with your attack. If you are by yourself then you take the damage. Apply max-damage to a random location, all armor stops. Ally cannot avoid the attack nor can they parry, dodge or block it.
81-90	Hit self for a Critical Strike in a random location. (See Critical Strike above)
91-00	Hit self for a Mortal Wound in a random location. (see Mortal Wound above)

MAGICAL SPELLS CHART	
01-10	Spell fails, lose total casting points and drop +5 seconds to recover.
11-20	Spell fizzles, lose double the casting points and drop +10 seconds to recover.
21-30	Excessive Energy Implosion – Make a WILL ROLL – If failed you are blown off your feet for +20 seconds
31-40	Distracted during casting, random spell goes off in a random direction. Lose casting points from that spell. Make a LUCK ROLL, failure means you have hit someone. Everyone in combat make LUCK ROLLS to see who got hit, if anybody.
41-50	Spell goes off, but somehow you have summoned a something cute or ugly. Either way they are not happy and enter combat. Actually aimed at you!
51-60	Spell goes off, but somehow you have summoned 1d6 cute or ugly creature. Either way they are not happy and enter combat attacking anyone and everything!
61-70	Overload! You are stunned for +6 seconds and lose ALL of your Essence Points.
71-80	Brain Fried! Spell goes off, but it has drained all of you Essence Points. Caster is teleported 200 yards in a random direction being rendered unconscious for +30 seconds.
81-90	Hit self for a Critical Strike in a random location. (See Critical Strike above)
91-00	Hit self for a Mortal Wound in a random location. (see Mortal Wound above)




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will be unique; being tailored to the individual
world in which a game is run.
Use the world you created and the system we created
to enjoy the perfect gaming experience
for your players and yourself. Now, take us along with
you as you venture forth into a world of your imagination."

"Remember that it's your imagination that is paving the way
for the greatest stories ever told."

BECOME A CITIZEN...
JOIN THE NATION.

