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Pre-Made Characters

This section contains 16 pre-made level 1 characters: one for each class, plus two extras. You can use these characters if you don't want to deal with making a custom character, if you're new to the game and want to try an example first, or if you're a GM preparing a one-shot game that won't have time for character creation.

These characters are presented in a text format instead of as character sheets, but you can copy their information into character sheets if you like. They all include a name matching the gender of the illustration (for races that usually have gendered names), along with a translated version; you can use whichever you like or replace either one with your own name or meaning. They also include three personality traits to give you ideas for how the character might act. They even give a height with the size category to help you picture how big they are compared to the rest of the party. However, you can disregard the illustration, name, traits, or height and choose your own if you prefer.

The attributes section gives the base for each attribute along with the attribute's die, which you use when making rolls based on the attribute. The skills section gives the number of d6s you roll with each skill the character knows. For languages, each pre-made character knows Elven so that a party using all pre-made characters has a language in common. The attacks table shows information on each attack option the character has, and the defense section gives the character's dodge, total defense (rounded to 10), its components, and any shield bonus or special defensive abilities.

Each character includes an illustration of the same race and class, and the character creation choices are inspired by those illustrations, but not everything matches. For example, the Relakite cataphract character, Zelen, has an illustration with a rhinoceros. Someday, Zelen might own a rhino like the one in the picture, but at level 1, that's a bit out of his league. For now, he's got a lizard in his inventory instead. Other aspects, such as clothing and armor style, may not quite match at level 1 either. Consider the illustrations hypothetical, portrayals of what the character might look like eventually.

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Basar Phalanx Grrouulan

Grrouulan Sammuyesti – “Fisher of the Bee Clan”

Cheerful, greedy, and protective

Size: Medium, 6' 2"

Level 1 **Experience** 0/200

HP 200 **MP** 350 **DP** 16

Speed 15 **Spell Range** 19

Attributes

STR 20/d8 **END** 20/d8 **DEX** 16/d6

AGI 15/d6 **MAG** 16/d6 **AUR** 19/d6

Skills

Charm 3, **Crafting** 2, **Learning** 2, **Trade (Fisherman)** 2,

Wilderness Lore 3, **Wits** 4

Bonuses: +1d6 to hearing and smell

Languages

Basar, Elven



Attacks

Weapon	Mastery	Accuracy	Power	Swing	Critical	Range	Parry
Spear	Pole	2d6	80	d8 or 2d8 2-handed	pierce	-	d6+d8 with shield or 2d6 2-handed
Spear (thrown)	Throwing	d6+d4	80	d8	pierce	10	see above
Javelin	Throwing	d6+d4	70	d8	pierce	15	see below
Javelin (melee)	Pole	2d6	70	d8 or 2d8 2-handed	pierce	-	d6+d8 with shield or 2d6 2-handed
Claws	Unarmed	d6+d4	50	d8	stun	-	dodge only
Kick	Unarmed	d6+d4	10	2d8	stun	-	-

Notes

You can evade melee attacks using parry instead of dodge if listed. Off-hand claw attack becomes available at d6 unarmed mastery.

Spear, Javelin: Melee and Range: This weapon is a one- or two-handed pole weapon when used in melee and a one-handed thrown weapon when used at range.

Kick: Knockout: If you deal enough damage to reduce your target to 0 HP or below, you may instead reduce your target to 1 HP and knock him out for d6 minutes. You do not need to declare that you are attacking non-lethally before rolling for damage, and you still roll swing dice and can get critical hits.

Defense

Use *dodge* to evade attacks. Deduct defense from damage you take.

Dodge 2d6 with shield, d6+d4 without

Shield 1 (+1 die size to weapon mastery while evading)

Defense 70

From scale armor 40 + tough hide 10 + END 20, round to 10

Special: Resistant to ice and cold

Race/Class Abilities

Keen Senses: You have good senses of hearing and smell.

Wilderness Dweller: You begin the game knowing wilderness lore with 3 dice.

Fur: You are resistant to ice and to the effects of cold temperatures.

Claws: You have two sets of claws. Each is a one-handed, unarmed weapon with 50 power and a *stun* critical effect. These replace your standard fist attacks, just as artificial claws do. (If you are using other unarmed weapons, you do not add the claws' power to those attacks; you must choose which weapon you are using to attack.)

Tough Hide: Your tough hide grants you an additional 10 armor defense.

(Phalanx 1): When you finish making a pole attack, roll 1d6. On a 6, you may make a bonus pole attack with the same weapon. This attack functions like a normal attack and can be against any available target, but it does not use an action, and you cannot get a bonus attack from another bonus attack. You can get a bonus attack from a *counterattack*. If you are wielding multiple weapons, each weapon has a separate chance of making a bonus attack.

Stances

You can change stances at the start of each round of combat. You are in neutral stance unless you say otherwise.

Aggressive: +1 to accuracy rolls, -1 to evade rolls. This stance takes its turn first.

Neutral: No bonuses or penalties.

Defensive: +1 to evade rolls, -1 to accuracy rolls. This stance takes its turn last.

Attribute Worksheet

Attribute	Starting	Cost	Base	+/-	Die
Strength	20	7	20		d8
Endurance	20	7	20		d8
Dexterity	16	10	16		d6
Agility	15	11	15		d6
Magic	16	13	16		d6
Aura	19	11	19		d6

Remaining points: 0

Weapon Masteries

Unarmed d4 Blunt d4 Edged d4

Pole d6 Throwing d4 Archery d4

Inventory

Silver 0

Basics: backpack, bedroll, a few cooking implements, fire striker, change of clothes, water

Bronze spear, buckler, crude javelin, bronze scale armor

Torches (2), 5 days' rations

Dravwyn Mage Yalaldrega

Yalaldrega Fardéfel Sfurro Lyskhal

– “New-Song, daughter of Evergreen-Peak and Rabbit, wife of Falcon”

Dignified, passionate, and tactless

Size: Medium, 5' 8"

Level 1 **Experience** 0/200

HP 170 **MP** 350 **DP** 19

Speed 16/32 **Spell Range** 16



Attributes

STR 17/d6 **END** 17/d6 **DEX** 19/d6

AGI 16/d6 **MAG** 19/d6 **AUR** 16/d6

Skills

Charm 2, **Learning** 4, **Wits** 3

Bonuses: +2d6 to vision

Languages

Tegwynvant (Dravwyn), Elven, Minotauren, Tubválasi (Shapeshifter)

Attacks

Weapon	Mastery	Accuracy	Power	Swing	Critical	Range	Parry
Ice Arrows	Throwing	2d6, d6+d4 off-hand	70	d6	pierce, 4 requirement with wand	spell	dodge only
Wand x2	Blunt	d6+d4	40	d6	max swing damage	-	d6+d4
Fist	Unarmed	d6+d4	10	d6	stun	-	dodge only
Kick	Unarmed	d6+d4	10	2d6	stun	-	-

Notes

You can evade melee attacks using parry instead of dodge if listed. Off-hand wand attack becomes available at d6 blunt mastery.

Ice Arrows: Can cast a thrown spell from each hand, flinging twice as many arrows for twice as much MP, with the off-hand casting having lower accuracy and each hand benefiting from a wand.

Wand: Spellcasting: Wands can be used to strike or stab an opponent in an emergency, but the normal use is to enhance spellcasting. Casters may treat a hand that is holding a wand as a free hand for the purposes of casting destruction spells. (Two-handed spells still require the other hand to be free if it is not also holding a spellcasting weapon.) In addition, wands provide spellcasting benefits based on quality level, with each improvement in quality adding another effect. (Higher qualities provide both their own effects and the effects of lower qualities.) Effects may apply to non-thrown spells whether the wand is wielded in the dominant hand or the off-hand. Except where noted, a single spell does not benefit twice if you have a wand in each hand.

- **Crude:** Non-thrown spells reduce *critical requirement* by 1 (applies twice if you have a wand in each hand). *Thrown spells* from a hand holding a wand reduce *critical requirement* by 2.

Fist, Kick: Knockout: If you deal enough damage to reduce your target to 0 HP or below, you may instead reduce your target to 1 HP and knock him out for d6 minutes. You do not need to declare that you are attacking non-lethally before rolling for damage, and you still roll swing dice and can get critical hits.

Fist: Armor: While wearing metal armor on the hand, power is 20 for bronze, 25 for iron, and 30 for steel. Scale, chain, lamellar, segmented, and plate armor all include hand armor that provides this bonus.

Defense

Use dodge to evade attacks. Deduct defense from damage you take.

Dodge d6+d4

Defense 40

From leather armor 25 + END 17, round to 10

Race/Class Abilities

Raptor Vision: You have excellent vision.

Swift Flight: You have a pair of large, feathery wings in a color of your choice. They enable you to fly, taking to the skies at will. While flying, your speed is equal to double your AGI.

Mage Options: fire, ice, enchantment

Stances

You can change stances at the start of each round of combat. You are in neutral stance unless you say otherwise.

Aggressive: +1 to accuracy rolls, -1 to evade rolls. This stance takes its turn first.

Neutral: No bonuses or penalties.

Defensive: +1 to evade rolls, -1 to accuracy rolls. This stance takes its turn last.

Attribute Worksheet

Attribute	Starting	Cost	Base	+/-	Die
Strength	17	12	17		d6
Endurance	17	12	17		d6
Dexterity	19	11	19		d6
Agility	16	13	16		d6
Magic	19	8	19		d6
Aura	16	10	16		d6

Remaining points: 0

Weapon Masteries

Unarmed d4 Blunt d4 Edged d4

Pole d4 Throwing d6 Archery d4

Inventory

Silver 2

Basics: backpack, bedroll, a few cooking implements, fire striker, change of clothes, water

Crude wands (2), leather armor

Weak dark blast potion, weak fire blast potions (2), weak lightning blast potion, weak plant blast potion, weak wind blast potion, flash bomb, flask of weak mage coffee

Torches (2), 2 days' rations

Spells

1 destruction point saved for next level

Pain, 40 MP, 20 magical damage, resistible

Inflict pain on a target, preventing it from acting on its next turn and from using counters until after its next turn. It may still move, and if it could otherwise act multiple times, it loses only one action. (Note that, assuming the target does not resist the spell entirely, the spell's damage is always the same. The caster does not roll a swing die, and the damage is not reduced by the target's AUR.)

Manipulate Fire/Ice

Control an existing volume composed of a particular element.

You cannot use this spell to create an element; only to control it. You cannot target a creature unless it is *elementally-aligned*, in which case the spell becomes resistible. There is a different version of this spell for each element, and each version must be learned separately.

MP cost is determined by the GM on a case-by-case basis. A good baseline for simple uses of the spell is 25 MP. If you enchant an item with this spell, choose the amount of MP it can “spend” and base the creation cost per charge on that.

For example:

- Use *manipulate fire* for a low cost (perhaps 10 MP) to quickly snuff out the party's light sources as an enemy patrol approaches.
- Use *manipulate ice* for a higher cost (perhaps 100 MP) to turn the ice and snow around you into a low wall of snow around your party, with spikes of ice protruding from it to deter approaching enemies.

Burn, 50 MP, *burn* 50, resistible

Give your target a severe *burn*, causing it to take damage over time.

Ice Arrows, 15 MP per arrow (2 max), 70 power ice/magic/physical, thrown, deducts defense

Fling arrows of ice at one or more targets. MP cost is per arrow, and the maximum number of arrows increases as the spell is upgraded. Roll each arrow as a separate attack. You must choose your targets and how many arrows you will throw before rolling to see which ones hit. You may send multiple arrows after the same target.

Pierce critical. Cast one-handed.

Black Dwarf Warrior Sharl

Fet'hâzum Sharl Meskheth – “Horde-Slayer, Arch Anvil”

Brave, overconfident, and proud

Size: Medium, 4' 4"

Level 1 **Experience** 0/200

HP 195 **MP** 320 **DP** 18

Speed 17 **Spell Range** 17

Attributes

STR 19/d6 **END** 20/d8 **DEX** 18/d6

AGI 17/d6 **MAG** 15/d6 **AUR** 17/d6

Skills

Charm 2, **Crafting** 2, **Learning** 3, **Riding and Driving** 2, **Security** 2, **Trade (Fungus Tender)** 2, **Wits** 4

Bonuses: +1d6 with underground situations, +2d6 crafting for metalworking

Languages

Dwarven, Elven, Fae (Faerie dialect)



Attacks

Weapon	Mastery	Accuracy	Power	Swing	Critical	Range	Parry
Club	Blunt	2d6 or d6+d4 off-hand	70	d6	stun	-	d6+d8 with shield or 2d6 without
Shortsword	Edged	2d6 or d6+d4 off-hand	70	d6	pierce or +35 damage	-	same as club
Crossbow	Archery	2d6	130	2d6	stun	30	dodge only
Fists x2	Unarmed	2d6, d6+d4 off-hand	10	d6	stun	-	d6+d8 with shield or 2d6 with off-hand
Kick	Unarmed	2d6	10	2d6	stun	-	-

Notes

You can evade melee attacks using parry instead of dodge if listed.

Fighting with a weapon and shield gives better evade, but fighting with two weapons gives more attacks, though the off-hand has less accuracy and can't get critical hits until mastery improves.

Crossbow: Loading: Crossbows are more time-consuming to ready than regular bows. In order to fire a crossbow, you must first use an action to load a quarrel into it. This means that you will usually only be able to attack every other turn. Crossbows must be held against the ground while loading and cannot be loaded while mounted or *prone*.

Fist, Kick: Knockout: If you deal enough damage to reduce your target to 0 HP or below, you may instead reduce your target to 1 HP and knock him out for d6 minutes. You do not need to declare that you are attacking non-lethally before rolling for damage, and you still roll swing dice and can get critical hits.

Fist: Armor: While wearing metal armor on the hand, power is 20 for bronze, 25 for iron, and 30 for steel. Scale, chain, lamellar, segmented, and plate armor all include hand armor that provides this bonus.

Defense

Use *dodge* to evade attacks. Deduct defense from damage you take.

Dodge d6+d8 with shield, 2d6 without

Shield 1 (+1 die size to weapon mastery while evading)

Defense 50

From leather armor 25 + END 20, round to 10

Special: Resistant to earth spells, telepathy spells, and stun

Race/Class Abilities

Children of the Earth: You gain 1 earth spell point each level, including at level 1. You are also resistant to earth spells.

Mystic Tradition: You gain 1 enchantment spell point each level, including at level 1.

Unfazed: You are resistant to the *stun* status effect and to telepathy spells.

Underground Knowledge: You get +1 die when making skill rolls, such as learning and wilderness lore, dealing with underground situations.

Legendary Smiths: You get +2 dice on crafting rolls for metalworking, such as creating metal weapons and armor.

Black Dwarven Skills: You begin the game knowing crafting and security.

Stances

You can change stances at the start of each round of combat. You are in neutral stance unless you say otherwise.

Aggressive: +1 to accuracy rolls, -1 to evade rolls. This stance takes its turn first.

Neutral: No bonuses or penalties.

Defensive: +1 to evade rolls, -1 to accuracy rolls. This stance takes its turn last.

Attribute Worksheet

Attribute	Starting	Cost	Base	+/-	Die
Strength	19	7	19		d6
Endurance	20	7	20		d8
Dexterity	18	8	18		d6
Agility	17	8	17		d6
Magic	15	13	15		d6
Aura	17	10	17		d6

Remaining points: 0

Weapon Masteries

Unarmed d6 Blunt d6 Edged d6

Pole d6 Throwing d6 Archery d6

Inventory

Silver 0

Basics: backpack, bedroll, a few cooking implements, fire striker, change of clothes, water

Bronze shortsword, bronze club, buckler, crude crossbow, leather armor

Crude quarrels (6), 3 days' rations

Spells

Alert, 50 MP, 3 hours, resistible

Make the target immune to natural sleep and resistant to all other *sleep* effects.

The immunity means the target is unable to fall asleep naturally and wakes up from natural sleep immediately. Time spent under this spell does not count toward incurring fatigue from lack of sleep, but existing fatigue is not erased.

Vibration Sense Self, 40 MP, 1 hour

Every hair on your body stands on end as you grant yourself vibration sense. See the Special Senses section of the Races chapter for details.

Moon Strain Elf Archer Ambar

Ambar – “Nova”

Energetic, glum, and restless

Size: Medium, 5' 6"

Level 1 **Experience** 0/200

HP 170 **MP** 350 **DP** 18

Speed 18 **Spell Range** 17

Attributes

STR 17/d6 **END** 17/d6 **DEX** 18/d6

AGI 18/d6 **MAG** 18/d6 **AUR** 17/d6

Skills

Charm 3, **Crafting** 2, **Creature Lore** 2, **Learning** 3,
Stealth 2, **Trade (Baker)** 2, **Wits** 3

Bonuses: +1d6 to hearing and vision, night vision, learn languages faster

Languages

Elven, Fae (Gnomish dialect), Trollish

Attacks

Weapon	Mastery	Accuracy	Power	Swing	Critical	Range	Parry
Shortbow	Archery	d6+d8	80	d6	pierce (bodkin) or mortal wound 25 (broadhead)	20	dodge only
Dagger	Edged	d6+d4	60	d6	pierce	-	d6+d4
Fist	Unarmed	d6+d4	20	d6	stun	-	dodge only
Kick	Unarmed	d6+d4	10	2d6	stun	-	-

Notes

You can evade melee attacks using parry instead of dodge if listed.

Fist, Kick: Knockout: If you deal enough damage to reduce your target to 0 HP or below, you may instead reduce your target to 1 HP and knock him out for d6 minutes. You do not need to declare that you are attacking non-lethally before rolling for damage, and you still roll swing dice and can get critical hits.

Fist: Armor: While wearing metal armor on the hand, power is 20 for bronze, 25 for iron, and 30 for steel. Scale, chain, lamellar, segmented, and plate armor all include hand armor that provides this bonus.



Defense

Use *dodge* to evade attacks. Deduct defense from damage you take.

Dodge d6+d4

Defense 60

From scale armor 40 + END 17, round to 10

Special: Strongly resistant to *poison* and disease

Race/Class Abilities

Elven Resilience: You are strongly resistant to *poison* and disease.

Elven Senses: You have good vision and hearing. You also have night vision.

Elemental Bond: You gain 1 light spell point each level, including at level 1.

Archery Tradition: Your archery mastery starts at d6 instead of d4.

Gift for Languages: The goals for the learning skill's *learn a language* action are halved for you.

Archer Option Skill: creature lore

(Archer 1): When you finish making an archery attack, roll 1d6. On a 6, you may make a bonus archery attack with the same weapon. This attack functions like a normal attack and can be against any available target, but it does not use an action, and you cannot get a bonus attack from another bonus attack. You can get a bonus attack from a *counterattack*. If you are wielding multiple weapons, each weapon has a separate chance of making a bonus attack. If you are using a weapon that requires an action to reload, you may make a bonus reload instead of a bonus attack.

Stances

You can change stances at the start of each round of combat. You are in neutral stance unless you say otherwise.

Aggressive: +1 to accuracy rolls, -1 to evade rolls. This stance takes its turn first.

Neutral: No bonuses or penalties.

Defensive: +1 to evade rolls, -1 to accuracy rolls. This stance takes its turn last.

Attribute Worksheet

Attribute	Starting	Cost	Base	+/-	Die
Strength	17	9	17		d6
Endurance	17	12	17		d6
Dexterity	18	7	18		d6
Agility	18	10	18		d6
Magic	18	11	18		d6
Aura	17	12	17		d6

Remaining points: 0

Weapon Masteries

Unarmed d4 Blunt d4 Edged d4

Pole d4 Throwing d4 Archery d8

Inventory

Silver 0

Basics: backpack, bedroll, a few cooking implements, fire striker, change of clothes, water

Crude shortbow, bronze dagger, bronze scale armor

Crude bodkin arrows (6), crude broadhead arrows (12), candle, 5 days' rations

Spells

Light, 25 MP, +1 brightness level for 5 minutes, resistible

Brighten the area around a location, object, or creature (such as the caster). The maximum radius is equal to your AUR in feet. If the target is a creature, it may attempt to resist. If the target moves, the light follows it. The light is magical and fades immediately outside the edge of the radius. (However, creatures outside of it do see the area within the spell as brightened; its effects are not invisible to the outside.)

Brightness levels are as follows: pitch-black → night → day → blinding. This level 1 version of the spell cannot increase the brightness to blinding.

When this spell's duration expires, you may pay its MP cost again to renew it without using an action to re-cast the spell.

Faerie Thief Yitzap

Yitzap Shelelrambenstoer – “Cake Thunderstrike”

Absent-minded, generous, and naïve

Size: Small, 3' 0"

Level 1 **Experience** 0/200

HP 150 **MP** 310 **DP** 18

Speed 20 **Spell Range** 16

Attributes

STR 15/d6 **END** 15/d6 **DEX** 18/d6

AGI 20/d8 **MAG** 15/d6 **AUR** 16/d6

Skills

Alchemy 2, **Charm** 3, **Crafting** 2, **Creature Lore** 2,
Learning 4, **Security** 3, **Stealth** 3, **Trade (Scribe)** 2,
Wits 2

Bonuses: +1d6 on some wits and security rolls

Languages

Fae (Faerie dialect), Elven, Orcish, Relakite

Attacks

Weapon	Mastery	Accuracy	Power	Swing	Critical	Range	Parry
Throwing Knife	Throwing	d6+d4	50	d6	+25 damage	10	see below
Throwing Knife (melee)	Edged	d6+d4	50	d6	+25 damage	-	d8+d4
Fist	Unarmed	d6+d4	10	d6	stun	-	dodge only
Kick	Unarmed	d6+d4	10	2d6	stun	-	-

Notes

You can evade melee attacks using parry instead of dodge if listed.

Dual-wielding requires at least d6 weapon mastery, so you can't dual-wield your knives just yet.

Throwing Knife: Melee and Range: This weapon is an edged weapon when used in melee and a thrown weapon when used at range.

Fist, Kick: Knockout: If you deal enough damage to reduce your target to 0 HP or below, you may instead reduce your target to 1 HP and knock him out for d6 minutes. You do not need to declare that you are attacking non-lethally before rolling for damage, and you still roll swing dice and can get critical hits.

Fist: Armor: While wearing metal armor on the hand, power is 20 for bronze, 25 for iron, and 30 for steel. Scale, chain, lamellar, segmented, and plate armor all include hand armor that provides this bonus.



Defense

Use *dodge* to evade attacks. Deduct defense from damage you take.

Dodge d8+d4

Defense 20

From no armor 0 + END 15, round to 10

Special: Resistant to magic

Race/Class Abilities

Small: You are a small creature. When playing with spaces, two small creatures can share a space comfortably, and small creatures can also share space with gigantic or larger creatures.

Supernatural Sustenance: You do not require food.

Flight: You have wings in a style of your choice. For example, they may resemble those of a dragonfly, a butterfly, a bat, or a songbird. They enable you to fly, taking to the skies at will.

Out of Phase: You are resistant to magic. You gain 1 teleportation spell point and 1 transformation spell point each level, including at level 1.

Reality Slide: Once per day, you can become *incorporeal* for 1 minute (10 rounds) plus 1 round per level above level 1. (For example, if you are level 4, the effect lasts for 13 rounds.) You may end the effect early, but you still need to wait until the next day to use this ability again. Becoming *incorporeal* can be done at will on your turn (or at any time outside of battle) and does not require an action.

Being *incorporeal* makes you harder to hurt, impossible to restrain by ordinary means, and harder to detect while sneaking. However, it does not allow you to pass through solid objects. See the Status Effects rules on the *incorporeal* effect for details.

(Thief 1): Gain a +1 die modifier on wits rolls to notice things, *search the area*, *detect stealth*, or *detect traps*, and on security rolls to *search the area* or *search for traps*.

Stances

You can change stances at the start of each round of combat. You are in neutral stance unless you say otherwise.

Aggressive: +1 to accuracy rolls, -1 to evade rolls. This stance takes its turn first.

Neutral: No bonuses or penalties.

Defensive: +1 to evade rolls, -1 to accuracy rolls. This stance takes its turn last.

Attribute Worksheet

Attribute	Starting	Cost	Base	+/-	Die
Strength	15	13	15		d6
Endurance	15	13	15		d6
Dexterity	18	7	18		d6
Agility	20	7	20		d8
Magic	15	13	15		d6
Aura	16	10	16		d6

Remaining points: 0

Weapon Masteries

Unarmed d4 Blunt d6 Edged d4

Pole d4 Throwing d4 Archery d4

Inventory

Silver 5

Basics: backpack, bedroll, a few cooking implements, fire striker, change of clothes, water

Crude throwing knives (2)

Basic tailor's tools, basic carpenter's tools, trap disarming kit, lockpicking kit

Candle, 2 days' rations

Spells

Teleport Object, 25 MP, up to 2x MAG lbs., resistible*

Teleport a non-living object that you can see in any direction, through any non-magical obstructions. The target object must weigh no more than twice your MAG in pounds. The target and the destination must both be within your spell range times the spell level. The destination must be a solid surface: you can teleport the object onto the ground or into someone's hand but not into midair. If the target object is touching a creature or will be when it reaches its destination, the creature or creatures at either end may roll AUR to resist the spell and prevent the object from being teleported.

Enlarge, 75 MP, 3 rounds, resistible

Increase the target's size by up to one full tier. Sizes are: tiny → small → medium → large → gigantic → colossal.

If the target is living, and you increase its size by a full tier, increase its STR and END by 10 (and its HP by 100) and increase the power and defense of its weapons and armor (whether natural or artificial) by 10. Damage carries over when the spell begins and ends, using the same HP rules as the *transform* status effect. (The target effectively gains 100 HP when the spell begins and takes 100 damage when it ends.)

As noted in the Sizes rules, gigantic creatures have 10 HP per point of STR or END, and colossal creatures have 20 HP per point. This makes HP change by more than 100 when moving between large, gigantic, and colossal. For example, if this spell increases the target's size from large to gigantic, and it had 25 STR, 25 END, and 250 maximum HP, it now has 35 STR, 35 END, and 700 maximum HP.

Sun Covenant Giant Wanderer Sher'e

Ar Pel Sher'e – “Growing Farm”

Chatty, cheerful, and restless

Size: Large, 9' 7"

Level 1 **Experience** 0/200

HP 190 **MP** 360 **DP** 16

Speed 16 **Spell Range** 19

Attributes

STR 20/d8 **END** 18/d6 **DEX** 16/d6

AGI 16/d6 **MAG** 17/d6 **AUR** 19/d6

Skills

Alchemy 2, **Charm** 4, **Crafting** 2, **Learning** 3, **Riding and Driving** 2, **Wilderness Lore** 2, **Wits** 2

Bonuses: +2d6 to vision, charm to intimidate multiple targets without penalty

Languages

Gigantic, Elven, Dwarven, Mesqin, Tubv́alasi (Shapeshifter), Urraojà

Attacks

Weapon	Mastery	Accuracy	Power	Swing	Critical	Range	Parry
Spellstaff	Blunt	d6+d4	60	d8 or 2d8 two-handed	stun	-	d6+d4
Fist	Unarmed	d6+d4	10	d8	stun	-	dodge only
Kick	Unarmed	d6+d4	10	2d8	stun	-	-

Notes

You can evade melee attacks using parry instead of dodge if listed.

Spellstaff: Spellcasting: The primary benefit of a spellstaff is the way it enhances spellcasting. Casters may treat a hand that is holding a spellstaff as a free hand for the purposes of casting destruction spells. (Two-handed spells still require the other hand to be free if it is not also holding the spellstaff or another spellcasting weapon.) In addition, they provide spellcasting benefits based on quality level, with each improvement in quality adding another effect. (Higher qualities provide both their own effects and the effects of lower qualities.) Effects apply whether the spellstaff is wielded in the dominant hand or the off-hand and apply twice if each hand wields a separate spellstaff.

- **Crude:** -5 to MP cost for all spells.

Fist, Kick: Knockout: If you deal enough damage to reduce your target to 0 HP or below, you may instead reduce your target to 1 HP and knock him out for d6 minutes. You do not need to declare that you are attacking non-lethally before rolling for damage, and you still roll swing dice and can get critical hits.



Fist: Armor: While wearing metal armor on the hand, power is 20 for bronze, 25 for iron, and 30 for steel. Scale, chain, lamellar, segmented, and plate armor all include hand armor that provides this bonus.

Defense

Use dodge to evade attacks. Deduct defense from damage you take.

Dodge d6+d4

Defense 40

From leather armor 25 + END 18, round to 10

Special: Resistant to light, immune to *blind*

Race/Class Abilities

Large: You are a large creature. When playing with spaces, you are 2 spaces tall and take up 2 x 2 spaces on the ground. You require twice as much food each day.

Elemental Sense: You have excellent vision.

Elemental Strength: You are resistant to light and immune to *blind*.

Elemental Magic: You gain 1 light and 1 water spell point every level, including at level 1.

Elemental Sustenance: You can use photosynthesis to convert sunlight into energy equivalent to half of your food needs for the day. Doing so requires spending a minimum of 3 hours in daylight, but this time can be spread throughout the day. For example, if you are traveling outdoors on a sunny day, you only require 1 day's worth of rations instead of 2, despite your large size.

Sun's Wrath: You can shine near-blinding light from part or all of your body at will in order to light your way or attempt to *intimidate* all nearby enemies with a single charm roll. When you *intimidate* this way, you do not lose dice for having multiple targets.

To the Sun You Shall Return: When you die, you are consumed in light and heat, leaving behind only dust and bones. Non-flammable equipment survives.

Wanderer Option Skills: alchemy, crafting, riding and driving

Wanderer Option: enchantment

Polyglot: You start knowing twice as many languages as you would otherwise. You can still learn an additional language each time you upgrade your learning skill, given the time and opportunity. (The maximum languages you can know increases to compensate for the additional languages you start with.)

Stances

You can change stances at the start of each round of combat. You are in neutral stance unless you say otherwise.

Aggressive: +1 to accuracy rolls, -1 to evade rolls. This stance takes its turn first.

Neutral: No bonuses or penalties.

Defensive: +1 to evade rolls, -1 to accuracy rolls. This stance takes its turn last.

Attribute Worksheet

Attribute	Starting	Cost	Base	+/-	Die
Strength	20	9	20		d8
Endurance	18	10	18		d6
Dexterity	16	11	16		d6
Agility	16	11	16		d6
Magic	17	10	17		d6
Aura	19	9	19		d6

Remaining points: 0

Weapon Masteries

Unarmed d4 Blunt d4 Edged d4

Pole d4 Throwing d4 Archery d4

Inventory

Silver 25

Basics: backpack, bedroll, a few cooking implements, fire striker, change of clothes, water

Crude spellstaff, leather armor

30' of rope, grappling hook

Bottle of weak healing potion, oil lamp, 6 hours of lamp oil, 5 days' rations

Spells

Short Teleport Self, 75 MP, 10'

Teleport up to 10 feet in any direction, through any non-magical obstructions. The spell fails if the destination is solid.

Teleport Object, 25 MP, up to 2x MAG lbs., resistible*

Teleport a non-living object that you can see in any direction, through any non-magical obstructions. The target object must weigh no more than twice your MAG in pounds. The target and the destination must both be within your spell range times the spell level. The destination must be a solid surface: you can teleport the object onto the ground or into someone's hand but not into midair. If the target object is touching a creature or will be when it reaches its destination, the creature or creatures at either end may roll AUR to resist the spell and prevent the object from being teleported.

Wayfaring Polymorph, 100 MP, 1 hour

Forms: Fish (large / Giant-sized)

Transform yourself into a creature suitable for travel or performing mundane work, such as a fish, horse, or donkey. When you learn this spell and each time you upgrade it, select an appropriate creature (with the GM's approval) that is present in your game's setting and at least medium size. That creature is now one of the forms you know for this spell. Appropriate choices are creatures which are not dangerous (or not very) but are useful as beasts of burden or for travel in various environments. Smaller flying creatures, useful for scouting, fall under the practical *polymorph category* instead, but creatures such as larger, less agile, soaring birds can be appropriate if they have unremarkable offensive capabilities.

Whenever you cast *wayfaring polymorph*, select one of these known forms. You are *transformed* into it for the duration of the spell. (You may also end the spell at will on your own turn.) See the *transform* status effect for more details. Gigantic creatures cost x2 MP, and colossal creatures cost x4 MP.

Manipulate Light/Water

Control an existing volume composed of a particular element.

You cannot use this spell to create an element; only to control it. You cannot target a creature unless it is *elementally-aligned*, in which case the spell becomes resistible. There is a different version of this spell for each element, and each version must be learned separately.

MP cost is determined by the GM on a case-by-case basis. A good baseline for simple uses of the spell is 25 MP. If you enchant an item with this spell, choose the amount of MP it can “spend” and base the creation cost per charge on that.

For example:

- Use *manipulate light* for a low cost (perhaps 10 MP) to change the color of a room’s lamps to an eerie green or focus their light on a particular spot.
- Use *manipulate water* at the baseline cost (25 MP) to speed up, slow down, or change the direction of a river’s current within your spell range as you and your party are swimming through it.

Heat, 25 MP, resistible

Heat a target. Any target can be made warm, and a non-living target can be heated enough to cook it but not enough to ignite it.

Light, 25 MP, +1 brightness level for 5 minutes, resistible

Brighten the area around a location, object, or creature (such as the caster). The maximum radius is equal to your AUR in feet. If the target is a creature, it may attempt to resist. If the target moves, the light follows it. The light is magical and fades immediately outside the edge of the radius. (However, creatures outside of it do see the area within the spell as brightened; its effects are not invisible to the outside.)

Brightness levels are as follows: pitch-black → night → day → blinding. This level 1 version of the spell cannot increase the brightness to blinding.

When this spell’s duration expires, you may pay its MP cost again to renew it without using an action to re-cast the spell.

Douse, 50 MP, radius AUR inches

Create a sphere of water by drawing water out of the air or fabricating it from pure magic and forcing it to gather in the target location. The maximum radius of the sphere is your AUR in inches. The sphere shape collapses when you stop concentrating on it, but the water remains.

Freeze, 50 MP, 1 round, resistible

Freeze your target, encasing it in a massive crystal of ice. The ice melts rapidly away over the duration of the effect, disappearing into the mystical realm from which it came.

Goblin Rider Jolb

Chuk-pa-Jolb – “Stands in Porridge”

Irresponsible, naïve, and passionate

Size: Medium, 3' 11"

Level 1 **Experience** 0/200

HP 150 **MP** 300 **DP** 15

Speed 15/20 **Spell Range** 15

Attributes

STR 15/d6 **END** 15/d6 **DEX** 15/d6

AGI 15/d6 **MAG** 15/d6 **AUR** 15/d6

Skills

Charm 4, **Crafting** 2, **Creature Lore** 3, **Learning** 3,
Riding and Driving 3, **Stealth** 2, **Trade (Bureaucrat)** 2,
Wilderness Lore 2, **Wits** 2

Languages

Goblin, Elven, Vjori



Attacks

Weapon	Mastery	Accuracy	Power	Swing	Critical	Range	Parry
Sling	Throwing	2d6	100	d6	stun	20	dodge only
Knife	Edged	d6+d4	50	d6	+25 damage	-	d6+d4
Fist	Unarmed	d6+d4	10	d6	stun	-	dodge only
Kick	Unarmed	d6+d4	10	2d6	stun	-	-

Notes

You can evade melee attacks using parry instead of dodge if listed.

Jolb dreams of riding atop a giant frog someday, leaping majestically across the battlefield. For now, she’s got a beetle she borrowed without asking and skipped town with. (See inventory.)

Slingstone: Melee and Range: This weapon is a blunt weapon when used in melee and a thrown weapon when used at range (power 10 in either case). Alternatively, it can be thrown from a sling.

Fist, Kick: Knockout: If you deal enough damage to reduce your target to 0 HP or below, you may instead reduce your target to 1 HP and knock him out for d6 minutes. You do not need to declare that you are attacking non-lethally before rolling for damage, and you still roll swing dice and can get critical hits.

Fist: Armor: While wearing metal armor on the hand, power is 20 for bronze, 25 for iron, and 30 for steel. Scale, chain, lamellar, segmented, and plate armor all include hand armor that provides this bonus.

Defense

Use *dodge* to evade attacks. Deduct defense from damage you take.

Dodge d6+d4

Defense 40

From leather armor 25 + END 15, round to 10

Race/Class Abilities

Hallucinogenic Spittle: Your spit causes bizarre and unpredictable hallucinations for non-Goblins who come into contact with it. It behaves as a liquid potion that can be applied to a weapon or directly to a target (see the Using Potions and Poisoning Weapons sections of the Alchemy skill rules) but is exempt from *overdosing* and does not require ingredients or creation time.

If you choose to apply it by spitting at a target, treat it as a *grapple* for a ranged, unarmed attack with a *range class* of 10. In other words, roll as if making an unarmed attack with -1 to accuracy for every 10 feet away your target is. If you hit, apply the “potion” instead of dealing damage. (See the Combat chapter’s Grappling and Ranged Weapons sections for details.)

When the spit is applied to a target, roll END vs END against the victim to inflict hallucinations. If you succeed, the exact consequences of the hallucinations are up to the GM. If the context needs a rules effect (for example, if you spit on a creature in combat), the GM can apply a *fear* effect with power equal to your endurance attribute or a *blind* effect with duration equal to 1/5 of your endurance attribute.

Pack Tactics: When you make an accuracy roll, gain +1 for each ally who is adjacent to the target. Do not count allies who are suffering from a condition that prevents them from acting, such as dying, *paralysis*, or forfeiting their action due to failing their most recent *poison* roll.

Stances

You can change stances at the start of each round of combat. You are in neutral stance unless you say otherwise.

Aggressive: +1 to accuracy rolls, -1 to evade rolls. This stance takes its turn first.

Neutral: No bonuses or penalties.

Defensive: +1 to evade rolls, -1 to accuracy rolls. This stance takes its turn last.

Attribute Worksheet

Attribute	Starting	Cost	Base	+/-	Die
Strength	15	10	15		d6
Endurance	15	10	15		d6
Dexterity	15	10	15		d6
Agility	15	12	15		d6
Magic	15	13	15		d6
Aura	15	12	15		d6

Remaining points: 0

Weapon Masteries

Unarmed d4 Blunt d4 Edged d4

Pole d6 Throwing d6 Archery d6

Inventory

Silver 0

Basics: backpack, bedroll, a few cooking implements, fire striker, change of clothes, water

Crude sling, bronze knife, leather armor

30' of rope, basic tailor's tools

Crude slingstones (24), bottle of weak healing potion, oil lamp, 6 hours of lamp oil, 7 days' rations

Wave Beetle

Wave beetles are a strange species of oversized insect, large enough to ride. While they are flightless, both their hard forewings and their translucent hindwings (normally folded beneath the forewings) bear large eyespots and are used as part of the creature's unusual defensive behavior. When threatened, the beetle displays its wings and shows off the startling waves of changing color that give it its name. Wave beetles are sturdy and reliable mounts, if not particularly speedy.

Size: Large. **Base Value:** 1,000. **Training:** Riding and battle.

HP 400, **defense** 115, **speed** 25 (20 mounted). **Charm** 4, **learning** 2, **wits** 2.

STR 35, **END** 45, **DEX** 25, **AGI** 25 (20 mounted), **AUR** 20. **Accuracy** N/A, **evade** d8+d6.

Weapons: None.

Special Abilities

Climber: The creature is good at climbing. It rolls its die twice and uses the better result when making a roll to climb or avoid falling. It also moves at its full speed while climbing instead of at half speed.

Startling Waves: The wave beetle has an unusual way to frighten off predators. First, it spreads its wings to display two pairs of large eyespots. Then, it begins rapidly changing color, giving the appearance of waves of alternating colors traveling down its body. Doing this allows it to attempt to *intimidate* all nearby enemies with a single charm roll. When it *intimidates* this way, it does not lose dice for having multiple targets.

Human Archer Selwush

Selwush of Izho – “Elk of the Valley”

Enthusiastic, idealistic, and proud

Size: Medium, 5' 9"

Level 1 **Experience** 0/200

HP 150 **MP** 300 **DP** 15

Speed 15 **Spell Range** 15

Attributes

STR 15/d6 **END** 15/d6 **DEX** 15/d6

AGI 15/d6 **MAG** 15/d6 **AUR** 15/d6

Skills

Charm 3, **Crafting** 2, **Learning** 3, **Stealth** 2, **Trade (Courier)** 2, **Wilderness Lore** 2, **Wits** 3

Languages

Khelodreshi (Human), Elven, Tegwynvant (Dravwyn)



Attacks

Weapon	Mastery	Accuracy	Power	Swing	Critical*	Range	Parry
Crossbow	Archery	2d6	130	2d6	stun	30	dodge only
Dagger	Edged	d6+d4	60	d6	pierce	-	d6+d4
Fist	Unarmed	d6+d4	10	d6	stun	-	dodge only
Kick	Unarmed	d6+d4	10	2d6	stun	-	-

Notes

You can evade melee attacks using parry instead of dodge if listed.

After gaining a level or two, Selwush might be strong enough for a traditional bow and have a use for a spellstaff, as shown in the drawing. For now, he starts with an easier-to-use crossbow.

Critical requirement for all attacks is 5 instead of 6 due to *versatile* level 1 choice.

Crossbow: Loading: Crossbows are more time-consuming to ready than regular bows. In order to fire a crossbow, you must first use an action to load a quarrel into it. This means that you will usually only be able to attack every other turn. Crossbows must be held against the ground while loading and cannot be loaded while mounted or *prone*.

Fist, Kick: Knockout: If you deal enough damage to reduce your target to 0 HP or below, you may instead reduce your target to 1 HP and knock him out for d6 minutes. You do not need to declare that you are attacking non-lethally before rolling for damage, and you still roll swing dice and can get critical hits.

Fist: Armor: While wearing metal armor on the hand, power is 20 for bronze, 25 for iron, and 30 for steel. Scale, chain, lamellar, segmented, and plate armor all include hand armor that provides this bonus.

Defense

Use *dodge* to evade attacks. Deduct defense from damage you take.

Dodge d6+d4

Defense 40

From leather armor 25 + END 15, round to 10

Race/Class Abilities

Versatile: At first level, and every time you gain a level, select a bonus class ability of your new level or lower. (If you have levels in multiple classes, use your total number of levels.) For example, at first level, select one of the level 1 abilities; at third level, select a level 1, 2, or 3 ability. See the Human entry in the Races chapter for more details and a table of class abilities for each level.

(Assassin 1): Reduce *critical requirement* by 1. (If you would normally require 6 or higher on your weapon mastery die for a critical hit, you now only require 5 or higher. The number your target must roll to *negate the critical* does not change.)

Archer Option Skill: wilderness lore

(Archer 1): When you finish making an archery attack, roll 1d6. On a 6, you may make a bonus archery attack with the same weapon. This attack functions like a normal attack and can be against any available target, but it does not use an action, and you cannot get a bonus attack from another bonus attack. You can get a bonus attack from a *counterattack*. If you are wielding multiple weapons, each weapon has a separate chance of making a bonus attack. If you are using a weapon that requires an action to reload, you may make a bonus reload instead of a bonus attack.

Stances

You can change stances at the start of each round of combat. You are in neutral stance unless you say otherwise.

Aggressive: +1 to accuracy rolls, -1 to evade rolls. This stance takes its turn first.

Neutral: No bonuses or penalties.

Defensive: +1 to evade rolls, -1 to accuracy rolls. This stance takes its turn last.

Attribute Worksheet

Attribute	Starting	Cost	Base	+/-	Die
Strength	15	10	15		d6
Endurance	15	13	15		d6
Dexterity	15	9	15		d6
Agility	15	12	15		d6
Magic	15	13	15		d6
Aura	15	13	15		d6

Remaining points: 0

Weapon Masteries

Unarmed d4 Blunt d4 Edged d4

Pole d4 Throwing d4 Archery d6

Inventory

Silver 0

Basics: backpack, bedroll, a few cooking implements, fire striker, change of clothes, water

Crude crossbow, bronze dagger, leather armor

Basic carpenter's tools

Crude quarrels (18), vial of weak healing potion, candle, 5 days' rations

Human Enchanter Lomrezha

Lomrezha of Upper Azbahu – “Dragon of Upper Seawatch”

Chatty, stoic, and vain

Size: Medium, 5' 6"

Level 1 **Experience** 0/200

HP 150 **MP** 300 **DP** 15

Speed 15 **Spell Range** 15

Attributes

STR 15/d6 **END** 15/d6 **DEX** 15/d6

AGI 15/d6 **MAG** 15/d6 **AUR** 15/d6

Skills

Charm 4, **Crafting** 2, **Learning** 3, **Wits** 2

Bonuses: +1d6 on some wits and security rolls

Languages

Khelodreshi (Human), Elven, Urraojà

Attacks

Weapon	Mastery	Accuracy	Power	Swing	Critical	Range	Parry
Scepter	Blunt	d6+d4	60	d6	stun	-	2d6 with shield
Fist	Unarmed	d6+d4	10	d6	stun	-	dodge only
Kick	Unarmed	d6+d4	10	2d6	stun	-	-

Notes

You can evade melee attacks using parry instead of dodge if listed.

Scepter: Spellcasting: The primary benefit of a scepter is the way it enhances spellcasting. Casters may treat a hand that is holding a scepter as a free hand for the purposes of casting destruction spells. (Two-handed spells still require the other hand to be free if it is not also holding a spellcasting weapon.) In addition, they provide spellcasting benefits based on quality level, with each improvement in quality adding another effect. (Higher qualities provide both their own effects and the effects of lower qualities.) Effects apply whether the scepter is wielded in the dominant hand or the off-hand.

- **Crude:** +1 to MAG and AUR rolls, such as MAG vs AUR or AUR vs MAG. This includes both casting and resisting spells but excludes accuracy rolls for *thrown spells* and swing dice for damaging spells even though they use MAG. This effect applies twice if each hand wields a scepter.

Fist, Kick: Knockout: If you deal enough damage to reduce your target to 0 HP or below, you may instead reduce your target to 1 HP and knock him out for d6 minutes. You do not need to declare that you are attacking non-lethally before rolling for damage, and you still roll swing dice and can get critical hits.

Fist: Armor: While wearing metal armor on the hand, power is 20 for bronze, 25 for iron, and 30 for steel. Scale, chain, lamellar, segmented, and plate armor all include hand armor that provides this bonus.



Defense

Use *dodge* to evade attacks. Deduct defense from damage you take.

Dodge 2d6 with shield, d6+d4 without

Shield 1 (+1 die size to weapon mastery while evading)

Defense 40

From leather armor 25 + END 15, round to 10

Race/Class Abilities

Versatile: At first level, and every time you gain a level, select a bonus class ability of your new level or lower. (If you have levels in multiple classes, use your total number of levels.) For example, at first level, select one of the level 1 abilities; at third level, select a level 1, 2, or 3 ability. See the Human entry in the Races chapter for more details and a table of class abilities for each level.

(Thief 1): Gain a +1 die modifier on wits rolls to notice things, *search the area*, *detect stealth*, or *detect traps*, and on security rolls to *search the area* or *search for traps*.

Enchanter Options: light, destruction

Stances

You can change stances at the start of each round of combat. You are in neutral stance unless you say otherwise.

Aggressive: +1 to accuracy rolls, -1 to evade rolls. This stance takes its turn first.

Neutral: No bonuses or penalties.

Defensive: +1 to evade rolls, -1 to accuracy rolls. This stance takes its turn last.

Attribute Worksheet

Attribute	Starting	Cost	Base	+/-	Die
Strength	15	13	15		d6
Endurance	15	13	15		d6
Dexterity	15	12	15		d6
Agility	15	13	15		d6
Magic	15	9	15		d6
Aura	15	10	15		d6

Remaining points: 0

Weapon Masteries

Unarmed d4 Blunt d4 Edged d4

Pole d4 Throwing d4 Archery d4

Inventory

Silver 1

Basics: backpack, bedroll, a few cooking implements, fire striker, change of clothes, water

Crude scepter, buckler, leather armor

Bottle of simple mage coffee, oil lamp, 6 hours of lamp oil, 5 days' rations

Spells

1 destruction point saved for next level

Store Spell, ½ spell MP per charge, enchant an item

Bind a spell to an item so that the spell may be cast at will by the item's user. That casting takes an action like a normal spell casting.

This spell can be cast on an already-enchanted item to either add another spell (if the item's material supports multiple enchantments) or remove it. The difficulty to create a *store* enchantment is the difficulty of this spell or of the spell being bound, whichever is higher. Creating a *store* enchantment has an MP cost of half the spell's cost per charge (ignoring *efficiency*) and incurs MP debt of the same amount.

See the Enchanting rules for details.

Alert, 50 MP, 3 hours, resistible

Make the target immune to natural sleep and resistant to all other *sleep* effects.

The immunity means the target is unable to fall asleep naturally and wakes up from natural sleep immediately. Time spent under this spell does not count toward incurring fatigue from lack of sleep, but existing fatigue is not erased.

Still Illusion, 25 MP, 5 minutes

Create a motionless illusion no larger than ½ your AUR in feet in any dimension for 5 minutes per spell level. For example, if you have 15 AUR, the illusion can be no larger than 7'x7'x7'.

The illusion can be anything and appears completely real, but anything touching it will pass through. The illusion is silent and has no scent. You may end your own illusions at will, and you can cast this spell on someone else's *still illusion* to dispel it.

Manipulate Light

Control an existing volume composed of a particular element.

You cannot use this spell to create an element; only to control it. You cannot target a creature unless it is *elementally-aligned*, in which case the spell becomes resistible. There is a different version of this spell for each element, and each version must be learned separately.

MP cost is determined by the GM on a case-by-case basis. A good baseline for simple uses of the spell is 25 MP. If you enchant an item with this spell, choose the amount of MP it can "spend" and base the creation cost per charge on that.

For example:

- Use *manipulate light* for a low cost (perhaps 10 MP) to change the color of a room's lamps to an eerie green or focus their light on a particular spot.

Light, 25 MP, +1 brightness level for 5 minutes, resistible

Brighten the area around a location, object, or creature (such as the caster). The maximum radius is equal to your AUR in feet. If the target is a creature, it may attempt to resist. If the target moves, the light follows it. The light is magical and fades immediately outside the edge of the radius. (However, creatures outside of it do see the area within the spell as brightened; its effects are not invisible to the outside.)

Brightness levels are as follows: pitch-black → night → day → blinding. This level 1 version of the spell cannot increase the brightness to blinding.

When this spell's duration expires, you may pay its MP cost again to renew it without using an action to re-cast the spell.

Pain, 40 MP, 20 magical damage, resistible

Inflict pain on a target, preventing it from acting on its next turn and from using counters until after its next turn. It may still move, and if it could otherwise act multiple times, it loses only one action. (Note that, assuming the target does not resist the spell entirely, the spell's damage is always the same. The caster does not roll a swing die, and the damage is not reduced by the target's AUR.)

Enlarge, 75 MP, 3 rounds, resistible

Increase the target's size by up to one full tier. Sizes are: tiny → small → medium → large → gigantic → colossal.

If the target is living, and you increase its size by a full tier, increase its STR and END by 10 (and its HP by 100) and increase the power and defense of its weapons and armor (whether natural or artificial) by 10. Damage carries over when the spell begins and ends, using the same HP rules as the *transform* status effect. (The target effectively gains 100 HP when the spell begins and takes 100 damage when it ends.)

As noted in the Sizes rules, gigantic creatures have 10 HP per point of STR or END, and colossal creatures have 20 HP per point. This makes HP change by more than 100 when moving between large, gigantic, and colossal. For example, if this spell increases the target's size from large to gigantic, and it had 25 STR, 25 END, and 250 maximum HP, it now has 35 STR, 35 END, and 700 maximum HP.

Kel Blademaster Kset

Kset Tsilah – “Storm Hawk”

Absent-minded, generous, and restless

Size: Medium, 6' 1"

Level 1 **Experience** 0/200

HP 185 **MP** 300 (+50 debt) **DP** 17

Speed 18 **Spell Range** 16

Attributes

STR 18/d6 **END** 19/d6 **DEX** 17/d6

AGI 18/d6 **MAG** 19/d6 **AUR** 16/d6

Skills

Charm 3, **Crafting** 2, **Learning** 4, **Trade (Librarian)** 2, **Wits** 2

Languages

Kel, Elven, Minotauren, Velkarrash

Attacks

Weapon	Mastery	Accuracy	Power	Swing	Critical	Range	Parry
Wakizashi	Edged	2d6 or d6+d4 off-hand	70	d6	+55 damage	-	2d6
Shortsword	Edged	2d6 or d6+d4 off-hand	70	d6	pierce or +35 damage	-	2d6
Fire Breath	Unarmed	d6+d4	120	2d6	burn 40	END line	-
Claws	Unarmed	d6+d4	50	d6	+25 damage	-	dodge only
Teeth	Unarmed	d6+d4	80	2d6	+40 damage	-	-
Kick	Unarmed	d6+d4	10	2d6	stun	-	-

Notes

You can evade melee attacks using parry instead of dodge if listed. Off-hand claw attack becomes available at d6 unarmed mastery.

Wakizashi: Enchanted: This wakizashi is enchanted with 2 charges of *keen*. It can be used to cast *keen* as an action and recharges over time.

Fire Breath: See race ability for details.

Kick: Knockout: If you deal enough damage to reduce your target to 0 HP or below, you may instead reduce your target to 1 HP and knock him out for d6 minutes. You do not need to declare that you are attacking non-lethally before rolling for damage, and you still roll swing dice and can get critical hits.



Defense

Use *dodge* to evade attacks. Deduct defense from damage you take.

Dodge d6+d4

Defense 100

From scale armor 40 + scales 40 + END 19, round to 10

Special: Resistant to fire and heat, weak to ice and cold

Race/Class Abilities

Claws: You have two sets of claws. Each is a one-handed, unarmed weapon with 50 power and a +25 *extra damage* critical effect. These replace your standard fist attacks, just as artificial claws do. (If you are using other unarmed weapons, you do not add the claws' power to those attacks; you must choose which weapon you are using to attack.)

Teeth: You have powerful jaws filled with sharp teeth. They are a "two-handed", unarmed weapon with 80 power and a +40 *extra damage* critical effect.

Fire Breath: You can shoot streams of fire from your mouth. This counts as a "two-handed" weapon with 120 power and a *burn* 40 critical effect. It deals fire damage, and flammable objects may ignite when struck. The attack uses your unarmed mastery for accuracy but can't be *parried*, only *dodged*. It targets everything in a straight line coming from yourself with a maximum length equal to your END in feet and a width of 5'. (The line starts at whichever edge or corner of your space is most in the direction you are spitting the flame.) See the Magic chapter's Area of Effect section for a fuller explanation of line-shaped effects.

You must wait 1 minute before breathing fire again.

Scaly Hide: Your tough scales grant you an additional 40 armor defense.

Fireborn: You are resistant to fire and to the effects of hot temperatures, but you are also weak to ice and to the effects of cold temperatures.

(Blademaster 1): When you finish making an edged attack, roll 1d6. On a 6, you may make a bonus edged attack with the same weapon. This attack functions like a normal attack and can be against any available target, but it does not use an action, and you cannot get a bonus attack from another bonus attack. You can get a bonus attack from a *counterattack*. If you are wielding multiple weapons, each weapon has a separate chance of making a bonus attack.

Stances

You can change stances at the start of each round of combat. You are in neutral stance unless you say otherwise.

Aggressive: +1 to accuracy rolls, -1 to evade rolls. This stance takes its turn first.

Neutral: No bonuses or penalties.

Defensive: +1 to evade rolls, -1 to accuracy rolls. This stance takes its turn last.

Attribute Worksheet

Attribute	Starting	Cost	Base	+/-	Die
Strength	18	9	18		d6
Endurance	19	11	19		d6
Dexterity	17	10	17		d6
Agility	18	7	18		d6
Magic	19	10	19		d6
Aura	16	13	16		d6

Remaining points: 0

Weapon Masteries

Unarmed d4 Blunt d4 Edged d6

Pole d4 Throwing d4 Archery d4

Inventory

Silver 0

Basics: backpack, bedroll, a few cooking implements, fire striker, change of clothes, water

Bronze wakizashi (enchanted with *stored spell keen*, 2 charges), bronze shortsword, bronze scale armor

20' of rope, grappling hook

Bottle of weak healing potion, oil lamp, 6 hours of lamp oil, 5 days' rations

Spells

Store Spell, ½ spell MP per charge, enchant an item

Bind a spell to an item so that the spell may be cast at will by the item's user. That casting takes an action like a normal spell casting.

This spell can be cast on an already-enchanted item to either add another spell (if the item's material supports multiple enchantments) or remove it. The difficulty to create a *store* enchantment is the difficulty of this spell or of the spell being bound, whichever is higher. Creating a *store* enchantment has an MP cost of half the spell's cost per charge (ignoring *efficiency*) and incurs MP debt of the same amount.

See the Enchanting rules for details.

Keen, 50 MP, 1 hour, resistible

Temporarily improve all of the target's senses, such as vision, hearing, and smell, one level. Poor → normal → good → excellent. See the Special Senses section of the Races chapter for details.

Relakite Cataphract Zelen

Zelen Ilgag Shon-Tanath – “Forest Crag Wise-Servant”

Energetic, overconfident, and vain

Size: Medium, 5' 8"

Level 1 **Experience** 0/200

HP 185 **MP** 200 **DP** 18

Speed 18/25 **Spell Range** -



Attributes

STR 18/d6 **END** 19/d6 **DEX** 18/d6

AGI 18/d6 **MAG** 0/- **AUR** 20/d8

Skills

Charm 2, **Creature Lore** 2, **Learning** 3, **Riding and Driving** 2, **Trade (Merchant)** 2, **Wits** 4

Languages

Relakite, Elven, Gigantic

Attacks

Weapon	Mastery	Accuracy	Power	Swing	Critical	Range	Parry
Spear	Pole	2d6	80	d6 or 2d6 2-handed	pierce	-	d6+d10 with shield or 2d6 2-handed
Spear (thrown)	Throwing	d6+d4	80	d6	pierce	10	see above
Fist	Unarmed	d6+d4	20	d6	stun	-	dodge only
Kick	Unarmed	d6+d4	10	2d6	stun	-	-

Notes

You can evade melee attacks using parry instead of dodge if listed.

Someday, Zelen might own a rhino like the one in the picture. For now, he's got a lizard. (See inventory.)

Spear: Melee and Range: This weapon is a one- or two-handed pole weapon when used in melee and a one-handed thrown weapon when used at range.

Fist, Kick: Knockout: If you deal enough damage to reduce your target to 0 HP or below, you may instead reduce your target to 1 HP and knock him out for d6 minutes. You do not need to declare that you are attacking non-lethally before rolling for damage, and you still roll swing dice and can get critical hits.

Fist: Armor: While wearing metal armor on the hand, power is 20 for bronze, 25 for iron, and 30 for steel. Scale, chain, lamellar, segmented, and plate armor all include hand armor that provides this bonus.

Defense

Use *dodge* to evade attacks. Deduct defense from damage you take.

Dodge d6+d8 with shield, d6+d4 without

Shield 2 (+2 die sizes to weapon mastery while evading)

Defense 70

From chain armor 50 + END 19, round to 10

Special: Resistant to magic (even friendly), *poison*, disease, fire, lightning, heat, and cold temperatures; immune to *fear*; *critical negation requirement* 5; reactive regeneration

Race/Class Abilities

Non-Magical: You cannot cast spells. Your magic attribute is always 0 and cannot be improved. You do have some MP (based on your AUR), which affects things like dying, but you can't use any of it to cast spells.

You are resistant to magic, including friendly magic. While this benefits you against hostile spells, you must also attempt to resist magical healing and other friendly spells as if they were hostile, although potions affect you normally.

Relakite Resilience: You are resistant to *poison*, disease, fire, lightning, and the effects of hot and cold temperatures. (However, you are not resistant to the ice element.)

Fearless: You are immune to *fear*.

Hard to Kill: Your *critical negation requirement* is reduced by 1, making it harder for enemies to score critical hits against you.

Reactive Regeneration: When you take damage (after deducting defense), you begin regenerating if you are not already. For the next 10 rounds, you heal HP equal to your endurance attribute at the beginning of each turn. Regeneration does not heal you beyond your maximum HP, but the effect remains active until its duration ends even if you reach your maximum HP, so you will continue to regenerate if you take damage again before the effect expires.

Reactive regeneration can be triggered up to 3 times, after which you will no longer start regenerating if you take damage. Whenever you get at least 6 hours of uninterrupted sleep, you reset to 3 uses of *reactive regeneration*.

This ability is involuntary: you cannot trigger regeneration except by taking damage, and you cannot decline to trigger regeneration when you take damage while you have uses remaining.

Stances

You can change stances at the start of each round of combat. You are in neutral stance unless you say otherwise.

Aggressive: +1 to accuracy rolls, -1 to evade rolls. This stance takes its turn first.

Neutral: No bonuses or penalties.

Defensive: +1 to evade rolls, -1 to accuracy rolls. This stance takes its turn last.

Attribute Worksheet

Attribute	Starting	Cost	Base	+/-	Die
Strength	18	8	18		d6
Endurance	19	7	19		d6
Dexterity	18	9	18		d6
Agility	18	10	18		d6
Magic	0	-	0		-
Aura	20	7	20		d8

Remaining points: 0

Weapon Masteries

Unarmed d4 Blunt d6 Edged d6

Pole d6 Throwing d4 Archery d6

Inventory

Silver 5

Basics: backpack, bedroll, a few cooking implements, fire striker, change of clothes, water

Bronze spear, round shield, bronze chain armor

Candle, 4 days' rations

Giant Lizard

These oversized reptiles aren't as strong or fast as horses, but they'll eat just about anything, can handle any terrain, and have a compliant, even apathetic temperament. These qualities make them popular for farm work and travel. In some lands, they even serve in the cavalry. (Despite being a reptile, this creature counts as part of the easier "horses" category for the riding skill.)

Size: Large. **Base Value:** 2,000. **Training:** Riding and battle.

HP 300, **defense** 60, **speed** 30 (25 mounted). **Charm** 2, **learning** 2, **wits** 4.

STR 30, **END** 30, **DEX** 30, **AGI** 30 (25 mounted), **AUR** 30. **Accuracy** d10+d6, **evade** d10+d6 (d8+d6).

Weapon: 60 power, 2d10 swing, +30 *extra damage* critical. The lizard chomps down with its many teeth; it probably thought your hand was food.

Special Abilities

Climber: The creature is good at climbing. It rolls its die twice and uses the better result when making a roll to climb or avoid falling. It also moves at its full speed while climbing instead of at half speed.

Fast Swimmer: The creature may move an additional time each turn while swimming, and swimming does not reduce its AGI.

Shama Assassin Tofith

Ss'hatha Tofith – “Snakeleaf, Beetle”

Calm, decisive, and kind

Size: Medium, 5' 2"

Level 1 **Experience** 0/200

HP 160 **MP** 360 **DP** 20

Speed 18 **Spell Range** 17

Attributes

STR 16/d6 **END** 16/d6 **DEX** 20/d8

AGI 18/d6 **MAG** 19/d6 **AUR** 17/d6

Skills

Alchemy 2, **Charm** 4, **Learning** 2, **Security** 2, **Stealth** 4, **Trade (Entertainer)** 2, **Wits** 3

Bonuses: +1d6 to vision, infra vision, vibration sense, +2d6 stealth without clothing



Languages

Shama, Elven

Attacks

Weapon	Mastery	Accuracy	Power	Swing	Critical*	Range	Parry
Dart	Throwing	d8+d6	20	d6	pierce*	10	2d6
Knife	Edged	d8+d4	50	d6	+25 damage	-	d6+d4
Teeth	Unarmed	d8+d6	50	2d6	+25 damage	-	-
Fists x2	Unarmed	d8+d6, d8+d4 off-hand	10	d6	stun	-	dodge only
Kick	Unarmed	d8+d6	10	2d6	stun	-	-

Notes

You can evade melee attacks using parry instead of dodge if listed.

Tofith is well-suited to tracking and infiltration, but he relies on lucky hits with poisoned darts thrown from the shadows (see the Sneaking section of the Stealth skill rules) in order to take down enemies right now. He'll need help from the rest of the party if a real fight breaks out!

Critical requirement for all attacks is 5 instead of 6 due to class ability.

Dart: Ranged Only: This weapon cannot be used in melee.

Critical Hits: The critical hits of a dart cannot be *negated*.

Fragile: If the dart struck its target or another hard object (as opposed to sticking in the dirt or landing peacefully on the ground), it breaks after dealing damage.

Fist, Kick: Knockout: If you deal enough damage to reduce your target to 0 HP or below, you may instead reduce your target to 1 HP and knock him out for d6 minutes. You do not need to declare that you are attacking non-lethally before rolling for damage, and you still roll swing dice and can get critical hits.

Fist: Armor: While wearing metal armor on the hand, power is 20 for bronze, 25 for iron, and 30 for steel. Scale, chain, lamellar, segmented, and plate armor all include hand armor that provides this bonus.

Defense

Use dodge to evade attacks. Deduct defense from damage you take.

Dodge 2d6

Defense 20

No armor 0 + END 16, round to 10

Special: Strongly resistant to *poison*, strongly weak to cold temperatures

Race/Class Abilities

Shama Senses: You have good vision, infra vision, and vibration sense.

Poison Resistance: You are strongly resistant to *poison*.

Cold-Blooded: Your body depends on external sources of heat. You are strongly weak to the effects of cold temperatures, suffering fatigue much more rapidly. Additionally, winter clothing is less effective for you, only slowing fatigue accumulation to one level per hour.

Teeth: Your mouth is filled with pointy teeth. Your bite is a "two-handed", unarmed weapon with 50 power and a +25 *extra damage* critical effect.

Adhesion: You have adhesive pads on your toes and hands, which use a myriad of tiny, hair-like structures to attach and detach from surfaces as you climb on them. You gain +2 on rolls to climb or avoid falling, and otherwise-impossible solid surfaces have d12 difficulty for you.

Camouflage: Your scales change their patterns and colors to match what you see around you, and you can cause them to shift rapidly when needed. You begin the game knowing stealth with 3 dice, and you gain +2 stealth dice when you are not wearing armor and are either not wearing clothing or only wearing clothing made from shed Shama skin.

Shamas shed their skin every year, and the scales retain some of their ability to change color, even responding to and mirroring changes in live scales that touch them. This enables Shamas to make clothing of the skins they shed and still retain the benefit of their camouflage ability, as their own color changes spread through their clothes. While the reptilian Shamas often don't bother with clothing at all, this phenomenon makes discarded skins a popular choice of material when they do.

Assassin Option: alchemy

(Assassin 1): Reduce *critical requirement* by 1. (If you would normally require 6 or higher on your weapon mastery die for a critical hit, you now only require 5 or higher. The number your target must roll to *negate the critical* does not change.)

Stances

You can change stances at the start of each round of combat. You are in neutral stance unless you say otherwise.

Aggressive: +1 to accuracy rolls, -1 to evade rolls. This stance takes its turn first.

Neutral: No bonuses or penalties.

Defensive: +1 to evade rolls, -1 to accuracy rolls. This stance takes its turn last.

Attribute Worksheet

Attribute	Starting	Cost	Base	+/-	Die
Strength	16	13	16		d6
Endurance	16	13	16		d6
Dexterity	20	8	20		d8
Agility	18	9	18		d6
Magic	19	11	19		d6
Aura	17	8	17		d6

Remaining points: 0

Weapon Masteries

Unarmed d6 Blunt d4 Edged d4

Pole d4 Throwing d6 Archery d4

Inventory

Silver 2

Basics: backpack, bedroll, a few cooking implements, fire striker, change of clothes, water

Bronze knife

20' of rope, net, dog (trained for tracking), apprentice alchemist's tools

Crude darts (12), bottle of simple sleeping potion, bottle of weak healing potion, 6 days' rations

Spells

Short Teleport Self, 75 MP, 10'

Teleport up to 10 feet in any direction, through any non-magical obstructions. The spell fails if the destination is solid.

Ornis Shapeshifter Enchanter Yedzem

!asutu (Klasutu) Yedzem – “Merchant, Pinnacle”

Guarded, patient, and posh

Size: Medium, 5' 4"

Level 1 **Experience** 0/200

HP 160 **MP** 340 **DP** 16

Speed 16 **Spell Range** 19

Attributes

STR 16/d6 **END** 16/d6 **DEX** 16/d6

AGI 16/d6 **MAG** 15/d6 **AUR** 19/d6

Skills

Charm 3, **Crafting** 2, **Learning** 3, **Wits** 3

Bonuses: +2d6 to vision while shifted, charm to intimidate multiple targets without penalty while shifted

Languages

Tubválasí (Shapeshifter), Elven, Yára writing



Attacks

Weapon	Mastery	Accuracy	Power	Swing	Critical	Range	Parry
Sling	Throwing	d6+d4	100	d6	stun	20	dodge only
Beak	Unarmed	d6+d4	70	2d6	pierce	-	-
Talons	Unarmed	d6+d4	60	d6	+30 damage	-	-
Fist	Unarmed	d6+d4	10	d6	stun	-	dodge only
Kick	Unarmed	d6+d4	10	2d6	stun	-	-

Notes

You can evade melee attacks using parry instead of dodge if listed. “Off-foot” talon attack becomes available at d6 unarmed mastery.

Slingstone: Melee and Range: This weapon is a blunt weapon when used in melee and a thrown weapon when used at range (power 10 in either case). Alternatively, it can be thrown from a sling.

Fist, Kick: Knockout: If you deal enough damage to reduce your target to 0 HP or below, you may instead reduce your target to 1 HP and knock him out for d6 minutes. You do not need to declare that you are attacking non-lethally before rolling for damage, and you still roll swing dice and can get critical hits.

Fist: Armor: While wearing metal armor on the hand, power is 20 for bronze, 25 for iron, and 30 for steel. Scale, chain, lamellar, segmented, and plate armor all include hand armor that provides this bonus.

Defense

Use *dodge* to evade attacks. Deduct defense from damage you take.

Dodge d6+d4

Defense 40

From leather armor 25 + END 16, round to 10

Special: Resistant to physical damage; Shapeshifter weakness to ice and *freeze*

Race/Class Abilities

Shapeshift: Shapeshifting is an innate ability for Shapeshifter characters, and it is cast as a transformation spell (see your spells). While all Shapeshifters inherently know this spell, each Shapeshifter only has one alternate shape that she can take.

Unnatural Resilience: Whether in humanoid or alternate shape, Shapeshifters are unnaturally resilient to mundane weaponry. You have resistance to *physical* damage. (See the Types of Damage and Weakness and Resistance sections in the Combat chapter.) For example, as a Shapeshifter, you take reduced damage and *negate criticals* more easily from swords, axes, fists, arrows, and falling rocks. You take standard damage from spells (unless they inflict *physical* damage), *poison*, and being lit on fire.

Unnatural Weakness (Ice): Every Shapeshifter has a weakness.

In addition to the mark you have from your alternate form, you have a mark determined by your weakness. This mark is some sort of readily apparent physical trait that is noticeable in both your humanoid and alternate shape. Some Shapeshifters may try to conceal this mark so that those in the know will not be able to determine their weakness simply by looking at them, though a clever enemy may be able to guess based on what the Shapeshifter is **not** showing him. However, the mark will never truly go away; even if a Shapeshifter with a marking on her arm were to cut off the arm and magically restore it, the mark would return with the arm.

The list of Shapeshifter weaknesses is considered common knowledge to Shapeshifters and advanced knowledge to those who have not studied Shapeshifters specifically. An individual Shapeshifter's possible weaknesses can be discerned based on her marks with an appropriate Learning roll.

When you touch with your bare skin (or fur, scales, feathers, etc.) or take damage from (after deducting defense or AUR, if applicable) something made of or coated in your weakness's substance (except where noted below), you immediately shift into your humanoid shape. You **do** have to pay the MP cost to do so, incurring the difference in HP damage if you do not have enough MP. This shift happens immediately, without waiting for your turn or requiring an action. You may also suffer additional effects, detailed below.

Your *unnatural resilience* racial trait does not apply to any attacks made by (or damage taken from) a source that is made of or coated in your weakness. If your weakness is iron, for example, then attacks made with iron weapons do not do less damage to you.

Ice: You are weak to ice and strongly weak to *freeze* effects. When you touch a solid surface or a liquid below freezing temperature, or when you touch or are damaged by snow or ice (including magical ice), this weakness is triggered. You become stuck to the cold or frozen object or surface. You are only able to move if you are strong enough to carry it with you or you successfully make a STR roll to break free by some means that does not require you to further touch the surface. The difficulty of the roll should be based on the size and coldness of the object you are adhering to. For example, STR vs d4 for an icicle, d6 to take another step on a frozen lake, or d8 to climb out of a snowbank.

Mark: Your hair or feathers are thick and stiff, with a pale blue color. Your eyes are a striking blue, and your skin or feathers are cold to the touch.

Alternate Shapes (Ornis): Every Shapeshifter has one alternate shape and a mark that goes with it. This mark works like the one from your weakness, and it appears in your humanoid shape.

Unless otherwise noted, anything gained from your alternate shape, aside from the mark, applies only while you are in that form.

Ornis: You are covered in feathers, with a beak on your face and hands located at the ends of a large pair of wings. You resemble a bird, especially from the chest and shoulders upward, and your feet are twisted into cruel talons.

Mark: Your pupils are large, as if always dilated, and your hair sticks together in feathery locks. Your head tends to jump from angle to angle as you look around, and your eyes move very little. People find your singing voice pleasant, whether you have any talent or not.

Raptor Vision: You have excellent vision.

Beak: You have a sharp beak. It is a "two-handed", unarmed weapon with 70 power and a *pierce* critical effect.

Hit and Run: You may spend part of your movement, act, and then finish moving. (Without this ability, you cannot split your movement like this.)

Screech: With a deafening screech, you can make a charm roll to *intimidate* all nearby foes at once, rather than only one at a time, without the usual die penalty for multiple targets.

Flier: Your wings make you capable of flight. While flying, you can use your talons as a pair of “one-handed”, unarmed weapons with 60 power and a +30 *extra damage* critical effect each.

Enchanter Options: dark, transformation

Stances

You can change stances at the start of each round of combat. You are in neutral stance unless you say otherwise.

Aggressive: +1 to accuracy rolls, -1 to evade rolls. This stance takes its turn first.

Neutral: No bonuses or penalties.

Defensive: +1 to evade rolls, -1 to accuracy rolls. This stance takes its turn last.

Attribute Worksheet

Attribute	Starting	Cost	Base	+/-	Die
Strength	16	13	16		d6
Endurance	16	13	16		d6
Dexterity	16	11	16		d6
Agility	16	13	16		d6
Magic	15	9	15		d6
Aura	19	8	19		d6

Remaining points: 0

Weapon Masteries

Unarmed d4 Blunt d4 Edged d4

Pole d4 Throwing d4 Archery d4

Inventory

Silver 1

Basics: backpack, bedroll, a few cooking implements, fire striker, change of clothes, water

Crude sling, leather armor

20' of rope, basic tailor's tools, basic carpenter's tools

Crude slingstones (18), vial of weak healing potion, 5 days' rations

Spells

Shapeshift, 25 MP unencumbered, 50 MP in armor, shift to or from bird form

Select a shape when you create a Shapeshifter character. It costs 25 MP to shift from humanoid form into that shape or from that shape back to humanoid form. The shape is about the same size as your humanoid form. If you are wearing anything more substantial than ordinary clothes, it costs 50 MP to shift instead of 25.

When you do *shapeshift*, whether to or from humanoid form, anything that you are wearing shifts with you to accommodate your new shape. (It is not absorbed, but changes its shape to match your altered body.) Items that you are carrying, which do not need to change their size or shape to maintain their integrity, remain as they are.

For example, if you are wearing billowing robes, a satchel, a necklace, and a fashionable hat, and you are carrying a mace, shapeshifting would cost 25 MP, and the robes, the satchel strap and necklace chain, and the hat would reshape as necessary to accommodate your new form, while your mace and anything inside your satchel would remain the same.

If, on the other hand, you are wearing leather armor over dirty traveler's clothes, you are outfitted with a rugged cape, and you have nothing in your hands but a brick with a sternly worded note tied to it, shapeshifting would cost 50 MP, your cape, clothes, and armor would reshape with you, and your brick and its literature would remain as they were. The key difference in this example is that you are wearing armor.

These rules apply equally, whether you are shifting from humanoid to alternate shape or from alternate to humanoid shape.

Shapeshift does not apply the *transform* status effect. Its rules are distinct.

Shrink, 75 MP, 3 rounds, resistible

Decrease the target's size by up to one full tier. Sizes are: tiny ← small ← medium ← large ← gigantic ← colossal.

If the target is living, and you decrease its size by a full tier, decrease its STR and END by 10 (and its HP by 100) and decrease the power and defense of its weapons and armor (whether natural or artificial) by 10. Shrinking does not reduce STR or END to below 5 (and therefore HP to below 50) or equipment power or defense below 10. Damage carries over when the spell begins and ends, using the same HP rules as the *transform* status effect. (The target effectively takes 100 damage when the spell begins and gains 100 HP when it ends.) If the target dies while affected by this spell, it stops being dead when the spell ends if it no longer has negative its maximum HP or less.

As noted in the Sizes rules, gigantic creatures have 10 HP per point of STR or END, and colossal creatures have 20 HP per point. This makes HP change by more than 100 when moving between large, gigantic, and colossal. For example, if this spell decreases the target's size from gigantic to large, and it had 35 STR, 35 END, and 700 maximum HP, it now has 25 STR, 25 END, and 250 maximum HP.

Enlarge, 75 MP, 3 rounds, resistible

Increase the target's size by up to one full tier. Sizes are: tiny → small → medium → large → gigantic → colossal.

If the target is living, and you increase its size by a full tier, increase its STR and END by 10 (and its HP by 100) and increase the power and defense of its weapons and armor (whether natural or artificial) by 10. Damage carries over when the spell begins and ends, using the same HP rules as the *transform* status effect. (The target effectively gains 100 HP when the spell begins and takes 100 damage when it ends.)

As noted in the Sizes rules, gigantic creatures have 10 HP per point of STR or END, and colossal creatures have 20 HP per point. This makes HP change by more than 100 when moving between large, gigantic, and colossal. For example, if this spell increases the target's size from large to gigantic, and it had 25 STR, 25 END, and 250 maximum HP, it now has 35 STR, 35 END, and 700 maximum HP.

Darken, 25 MP, -1 brightness level for 5 minutes, resistible

Darken the area around a location, object, or creature (such as the caster). The maximum radius is equal to your AUR in feet. If the target is a creature, it may attempt to resist. If the target moves, the darkness follows it. The darkness is magical and fades immediately outside the edge of the radius. Creatures outside of it see the area inside as darkened, along with anything on the other side of the spell. Creatures inside of it see everything as darkened. Thus, the spell makes it harder for most creatures to see while inside or to see anything in the area or through the area while outside.

Brightness levels are as follows: pitch-black → night → day → blinding. The spell reduces brightness relative to the level provided by the current light sources. (That is, whatever the brightness would be without this spell, this spell reduces the brightness from there.) This level 1 version of the spell cannot decrease the brightness to pitch-black.

The caster is not immune to the effects of this spell.

Night Vision Self, 40 MP, 1 hour

Your eyes turn black as you grant yourself night vision. See the Special Senses section of the Races chapter for details.

Store Spell, ½ spell MP per charge, enchant an item

Bind a spell to an item so that the spell may be cast at will by the item's user. That casting takes an action like a normal spell casting.

This spell can be cast on an already-enchanted item to either add another spell (if the item's material supports multiple enchantments) or remove it. The difficulty to create a *store* enchantment is the difficulty of this spell or of the spell being bound, whichever is higher. Creating a *store* enchantment has an MP cost of half the spell's cost per charge (ignoring *efficiency*) and incurs MP debt of the same amount.

See the Enchanting rules for details.

Still Illusion, 25 MP, 5 minutes

Create a motionless illusion no larger than ½ your AUR in feet in any dimension for 5 minutes per spell level. For example, if you have 15 AUR, the illusion can be no larger than 7'x7'x7'.

The illusion can be anything and appears completely real, but anything touching it will pass through. The illusion is silent and has no scent. You may end your own illusions at will, and you can cast this spell on someone else's *still illusion* to dispel it.

Sleep, 50 MP, *sleep* 1, resistible

Cause the target to fall asleep. See the *sleep* status effect for details.

Urrao Ranger Rìa

Rìa Dàsh of Aoùrr – “Thistle Climb of Bluehill”

Cold, inquisitive, and sassy

Size: Medium, 4' 10"

Level 1 **Experience** 0/200

HP 160 **MP** 340 **DP** 19

Speed 20 **Spell Range** 17

Attributes

STR 16/d6 **END** 16/d6 **DEX** 19/d6

AGI 20/d8 **MAG** 17/d6 **AUR** 17/d6

Skills

Alchemy 2, **Charm** 2, **Crafting** 3, **Creature Lore** 2, **Learning** 3,
Riding and Driving 2, **Stealth** 2, **Trade (Hunter)** 2,
Wilderness Lore 3, **Wits** 4

Bonuses: +1d6 to hearing and smell, night vision, learn languages faster

Languages

Urraojà, Elven, Zorglixian

Attacks

Weapon	Mastery	Accuracy	Power	Swing	Critical	Range	Parry
Hand Crossbow	Archery	2d6	90	2d6	stun	20	dodge only
Knife	Edged	d6+d4	50	d6	+25 damage	-	d8+d4
Teeth	Unarmed	d6+d4	60	d6	+30 damage	-	-
Claws	Unarmed	d6+d4	50	d6	+25 damage	-	dodge only
Kick	Unarmed	d6+d4	10	2d6	stun	-	-

Notes

You can evade melee attacks using parry instead of dodge if listed. Off-hand claw attack becomes available at d6 unarmed mastery.

Hand Crossbow: Loading: Crossbows are more time-consuming to ready than regular bows. In order to fire a crossbow, you must first use an action to load a quarrel into it. This means that you will usually only be able to attack every other turn. Unlike regular crossbows, you can load hand crossbows while mounted or *prone*.

Concealable: Hand crossbows, unlike regular crossbows, count as a “small item” that can be hidden with the stealth skill’s *conceal* action.

Kick: Knockout: If you deal enough damage to reduce your target to 0 HP or below, you may instead reduce your target to 1 HP and knock him out for d6 minutes. You do not need to declare that you are attacking non-lethally before rolling for damage, and you still roll swing dice and can get critical hits.



Defense

Use *dodge* to evade attacks. Deduct defense from damage you take.

Dodge d8+d4

Defense 40

From leather armor 25 + END 16, round to 10

Race/Class Abilities

Feline Senses: You have good hearing and a good sense of smell. You also have night vision.

Claws: You have two sets of claws. Each is a one-handed, unarmed weapon with 50 power and a +25 *extra damage* critical effect. These replace your standard fist attacks, just as artificial claws do. (If you are using other unarmed weapons, you do not add the claws' power to those attacks; you must choose which weapon you are using to attack.)

Teeth: Your mouth is filled with pointy teeth. Your bite is a "two-handed", unarmed weapon with 60 power and a +30 *extra damage* critical effect.

Acrobatic: When making a roll to jump, climb, or avoid falling, roll your die twice and use the better result.

Gift for Languages: The goals for the learning skill's *learn a language* action are halved for you.

Soft Steps: You begin the game knowing stealth.

Stances

You can change stances at the start of each round of combat. You are in neutral stance unless you say otherwise.

Aggressive: +1 to accuracy rolls, -1 to evade rolls. This stance takes its turn first.

Neutral: No bonuses or penalties.

Defensive: +1 to evade rolls, -1 to accuracy rolls. This stance takes its turn last.

Attribute Worksheet

Attribute	Starting	Cost	Base	+/-	Die
Strength	16	10	16		d6
Endurance	16	10	16		d6
Dexterity	19	8	19		d6
Agility	20	8	20		d8
Magic	17	12	17		d6
Aura	17	10	17		d6

Remaining points: 0

Weapon Masteries

Unarmed d4 Blunt d4 Edged d4

Pole d4 Throwing d4 Archery d6

Inventory

Silver 0

Basics: backpack, bedroll, a few cooking implements, fire striker, change of clothes, water

Crude hand crossbow, bronze knife, leather armor

20' of rope, grappling hook, net, basic carpenter's tools

Crude quarrels (12), 1 day's rations

Velkarrash Psion Qelrat

Qelrat Rashtelat – “Clever Founder”

Cunning, decisive, and pious

Size: Medium, 6' 2"

Level 1 **Experience** 0/200

HP 180 **MP** 300 **DP** 16

Speed 17 **Spell Range** 15

Attributes

STR 18/d6 **END** 18/d6 **DEX** 16/d6

AGI 17/d6 **MAG** 15/d6 **AUR** 15/d6

Skills

Charm 3, **Learning** 2, **Stealth** 2, **Wits** 4

Bonuses: +1d6 to hearing and smell, night vision, charm to intimidate multiple targets without penalty

Languages

Velkarrash, Elven, Lepora



Attacks

Weapon	Mastery	Accuracy	Power	Swing	Critical	Range	Parry
Venomous Claws x2	Unarmed	d6+d8, 2d6 off-hand	80, may poison END	d6	+35 damage	-	dodge only
Teeth	Unarmed	d6+d8	110	2d6	+50 damage	-	-
Kick	Unarmed	d6+d8	20	2d6	stun	-	-

Notes

Your unarmed attacks include the increased power from your psion class ability. You can evade melee attacks using parry instead of dodge if listed.

Venomous Claws: On a claw attack that deals damage (after defense), you can *poison* your target with power equal to your END.

Kick: Knockout: If you deal enough damage to reduce your target to 0 HP or below, you may instead reduce your target to 1 HP and knock him out for d6 minutes. You do not need to declare that you are attacking non-lethally before rolling for damage, and you still roll swing dice and can get critical hits.

Defense

Use *dodge* to evade attacks. Deduct defense from damage you take.

Dodge d6+d8

Defense 40

From leather armor 25 + END 18, round to 10

Race/Class Abilities

Feline Senses: You have good hearing and a good sense of smell. You also have night vision.

Venomous Claws: You have two sets of claws. Each is a one-handed, unarmed weapon with 70 power and a +35 *extra damage* critical effect. These replace your standard fist attacks, just as artificial claws do. (If you are using other unarmed weapons, you do not add the claws' power to those attacks; you must choose which weapon you are using to attack.)

Your claws contain chambers filled with brightly-colored venom which you can secrete at will. On a claw attack that deals damage (after defense), you can *poison* your target with power equal to your END.

Teeth: You have powerful jaws filled with sharp teeth. Your bite is a "two-handed", unarmed weapon with 100 power and a +50 *extra damage* critical effect.

Natural Fighter: Your unarmed mastery starts at d6 instead of d4.

Climber: When making a roll to climb or avoid falling, roll your die twice and use the better result.

Roar: You can let forth a savage roar which terrifies your enemies. Doing this allows you to attempt to *intimidate* all nearby enemies with a single charm roll. When you *intimidate* this way, you do not lose dice for having multiple targets.

(Psion 1): Attack power for your unarmed attacks increases by 10 if this is your starting class.

Stances

You can change stances at the start of each round of combat. You are in neutral stance unless you say otherwise.

Aggressive: +1 to accuracy rolls, -1 to evade rolls. This stance takes its turn first.

Neutral: No bonuses or penalties.

Defensive: +1 to evade rolls, -1 to accuracy rolls. This stance takes its turn last.

Attribute Worksheet

Attribute	Starting	Cost	Base	+/-	Die
Strength	18	11	18		d6
Endurance	18	11	18		d6
Dexterity	16	10	16		d6
Agility	17	10	17		d6
Magic	15	10	15		d6
Aura	15	10	15		d6

Remaining points: 0

Weapon Masteries

Unarmed d8 Blunt d4 Edged d4

Pole d4 Throwing d4 Archery d4

Inventory

Silver 0

Basics: backpack, bedroll, a few cooking implements, fire striker, change of clothes, water

Leather armor

20' of rope, grappling hook, nets (2), dog (trained for standing guard)

Candle, 5 days' rations

Spells

1 telekinesis point and 1 telepathy point saved for next level

Pull, 10 MP, 1 space (-1 per MAG x 10 lbs.), resistible

Pull a target creature or object a maximum amount of spaces equal to the spell level. This counts as a *push* effect, even though the direction is toward the caster. Reduce the maximum distance by 1 space for every X pounds the target weighs, where X is your MAG x 10.

Push, 10 MP, 1 space (-1 per MAG x 10 lbs.), resistible

Push a target creature or object a maximum number of spaces equal to the spell level. Reduce the maximum distance by 1 space for every X pounds the target weighs, where X is your MAG x 10.

Apathy, 25 MP, 1 minute, resistible

Make the target apathetic, unlikely to take action. At level 1, the target is inclined to let little things go, such as rudeness or the theft of a trivial item.

At any level, the spell ends early if, while under the spell's effects, the target takes damage or is aware of a direct threat to himself or a loved one, such as being targeted by an attack. If the spell ends normally, by the duration expiring, the target will not think about anything that happened during the spell until he has reason to, at which point he will suddenly remember everything. For example, a target who has been robbed won't immediately notice the missing items (even if their absence should be obvious), but everything will click when someone asks him where his coin purse went or when he tries to eat dinner and can't find the good silverware.

If the spell was not resisted, the target is not aware that he is or has been affected by a spell, but when the target later remembers what happened or if the spell ends early, the target may immediately use the Sensing Magic rules as if the spell had just been cast, potentially becoming aware of the magical manipulation.

Provoke, 25 MP, 1 minute, resistible

Make the target angry. At level 1, the target is inclined to be difficult and dislike anyone trying to interact with her.

At any level, the target is not behaving rationally and may not consistently distinguish between friend and foe. The caster does not have control over who the target directs her anger at or how exactly she deals with it. When the spell ends, the target suddenly feels calm, and her emotions behave and respond normally again from that point on.

For the duration of the spell, the target is not aware that she is being affected by a spell, but when the spell ends (or if it fails), the target may immediately use the Sensing Magic rules as if the spell had just been cast, potentially becoming aware of the magical manipulation.

Teleport Object, 25 MP, up to 2x MAG lbs., resistible*

Teleport a non-living object that you can see in any direction, through any non-magical obstructions. The target object must weigh no more than twice your MAG in pounds. The target and the destination must both be within your spell range times the spell level. The destination must be a solid surface: you can teleport the object onto the ground or into someone's hand but not into midair. If the target object is touching a creature or will be when it reaches its destination, the creature or creatures at either end may roll AUR to resist the spell and prevent the object from being teleported.

Zorglixian Healer Zabro Nam

Zabro Nam zo Axola – “From Mount Sun, Gravity”

Stoic, thoughtful, and warm

Size: Medium, 5' 7"

Level 1 **Experience** 0/200

HP 170 **MP** 350 **DP** 19

Speed 18 **Spell Range** 17

Attributes

STR 17/d6 **END** 17/d6 **DEX** 19/d6

AGI 18/d6 **MAG** 18/d6 **AUR** 17/d6



Skills

Alchemy 3, **Charm** 3, **Learning** 4, **Wits** 2

Bonuses: night vision, +2d6 alchemy for elemental blast potions

Languages

Zorglixian, Elven, Gigantic, Orcish

Attacks

Weapon	Mastery	Accuracy	Power	Swing	Critical	Range	Parry
Spellstaff	Blunt	d6+d4	60	d6 or 2d6 two-handed	stun	-	d6+d4
Claws x2	Unarmed	2d6, d6+d4 off-hand	60	d6	pierce	-	dodge only
Kick	Unarmed	2d6	10	2d6	stun	-	-

Notes

You can evade melee attacks using parry instead of dodge if listed.

Spellstaff: Spellcasting: The primary benefit of a spellstaff is the way it enhances spellcasting. Casters may treat a hand that is holding a spellstaff as a free hand for the purposes of casting destruction spells. (Two-handed spells still require the other hand to be free if it is not also holding the spellstaff or another spellcasting weapon.) In addition, they provide spellcasting benefits based on quality level, with each improvement in quality adding another effect. (Higher qualities provide both their own effects and the effects of lower qualities.) Effects apply whether the spellstaff is wielded in the dominant hand or the off-hand and apply twice if each hand wields a separate spellstaff.

- **Crude:** -5 to MP cost for all spells.

Kick: Knockout: If you deal enough damage to reduce your target to 0 HP or below, you may instead reduce your target to 1 HP and knock him out for d6 minutes. You do not need to declare that you are attacking non-lethally before rolling for damage, and you still roll swing dice and can get critical hits.

Defense

Use dodge to evade attacks. Deduct defense from damage you take.

Dodge 2d6

Defense 70

From leather armor 25 + tough hide 30 + END 17, round to 10

Special: Strongly weak to cold temperatures

Race/Class Abilities

Night Vision: You have night vision.

Cold-Blooded: Your body depends on external sources of heat. You are strongly weak to the effects of cold temperatures, suffering fatigue much more rapidly. Additionally, winter clothing is less effective for you, only slowing fatigue accumulation to one level per hour.

Claws: You have a long, bone-like claw protruding from each arm just above the wrist. When you clench your hand into a fist, the claw extends further, forming a natural dagger that reaches about a foot past your wrist.

These claws are long and sturdy enough for you to fight with, even parrying attacks from weapons, and you are accustomed to fighting unarmed. Your unarmed mastery starts at d6 instead of d4.

Each claw is a one-handed, unarmed weapon with 60 power and a *pierce* critical effect. These replace your standard fist attacks, just as artificial claws do. (If you are using other unarmed weapons, you do not add the claws' power to those attacks; you must choose which weapon you are using to attack.)

Tough Hide: You have thick skin, especially on your back, where it forms tough plates that give a segmented, armor-like appearance. Your hide grants you an additional 30 armor defense.

Climber: When making a roll to climb or avoid falling, roll your die twice and use the better result.

Photosynthetic: You can use photosynthesis to convert sunlight into energy, meeting part or all of your food needs for the day. Doing so requires spending a minimum of 3 hours in daylight, but this time can be spread throughout the day. For example, you do not require any rations if you are traveling outdoors on a sunny day, but you must eat if you are spending the whole day underground.

Explosive Alchemists: You begin the game knowing alchemy, and you gain a +2d6 bonus when creating elemental blast potions.

Healer Option: water

Stances

You can change stances at the start of each round of combat. You are in neutral stance unless you say otherwise.

Aggressive: +1 to accuracy rolls, -1 to evade rolls. This stance takes its turn first.

Neutral: No bonuses or penalties.

Defensive: +1 to evade rolls, -1 to accuracy rolls. This stance takes its turn last.

Attribute Worksheet

Attribute	Starting	Cost	Base	+/-	Die
Strength	17	12	17		d6
Endurance	17	11	17		d6
Dexterity	19	9	19		d6
Agility	18	11	18		d6
Magic	18	8	18		d6
Aura	17	8	17		d6

Remaining points: 0

Weapon Masteries

Unarmed d6 Blunt d4 Edged d4

Pole d4 Throwing d4 Archery d4

Inventory

Silver 0

Basics: backpack, bedroll, a few cooking implements, fire striker, change of clothes, water

Crude spellstaff, leather armor

Apprentice alchemist's tools, water blast ingredient

Flash bomb, candle, 2 days' rations

Spells

Heal, 30 MP, 20 power, resistible, adds AUR

Cause the body of the target to heal with miraculous speed. Roll a MAG swing die, as if you were casting a destruction spell, but add to the amount healed instead of dealing damage. If the target does not try to resist, its AUR is added to the amount of HP restored instead of being deducted. For example, if you have heal level 1 (20 HP) and d6 MAG, and your target has 15 AUR, and you roll 6 on your MAG swing die, your target heals $20 + 60 + 15 = 95$ HP.

Restore Sight, 40 MP, cure *blind*, resistible

Cure a *blind* effect, so long as the affliction is temporary in nature. For example, this does not restore the sight of someone who has always been blind or whose eyes have been permanently damaged. However, it does cure *blindness* caused by the *blind* spell. This spell may be cast as a counter when you or a creature within range becomes *blinded*. (You must target the *blinded* creature.)

Thaw, 50 MP, cure *freeze*, resistible

Cure a *freeze* effect. This spell may be cast as a counter when a creature within range other than yourself becomes *frozen*. (You must target the *frozen* creature.)

Manipulate Water

Control an existing volume composed of a particular element.

You cannot use this spell to create an element; only to control it. You cannot target a creature unless it is *elementally-aligned*, in which case the spell becomes resistible. There is a different version of this spell for each element, and each version must be learned separately.

MP cost is determined by the GM on a case-by-case basis. A good baseline for simple uses of the spell is 25 MP. If you enchant an item with this spell, choose the amount of MP it can “spend” and base the creation cost per charge on that.

For example:

- Use *manipulate water* at the baseline cost (25 MP) to speed up, slow down, or change the direction of a river’s current within your spell range as you and your party are swimming through it.

Douse, 50 MP, radius AUR inches

Create a sphere of water by drawing water out of the air or fabricating it from pure magic and forcing it to gather in the target location. The maximum radius of the sphere is your AUR in inches. The sphere shape collapses when you stop concentrating on it, but the water remains.

Store Spell, ½ spell MP per charge, enchant an item

Bind a spell to an item so that the spell may be cast at will by the item's user. That casting takes an action like a normal spell casting.

This spell can be cast on an already-enchanted item to either add another spell (if the item's material supports multiple enchantments) or remove it. The difficulty to create a *store* enchantment is the difficulty of this spell or of the spell being bound, whichever is higher. Creating a *store* enchantment has an MP cost of half the spell's cost per charge (ignoring *efficiency*) and incurs MP debt of the same amount.

See the Enchanting rules for details.