

the
Burning Wheel



Character
© Burner



the Burning Wheel



Character Burner

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Burning Wheel on the Web

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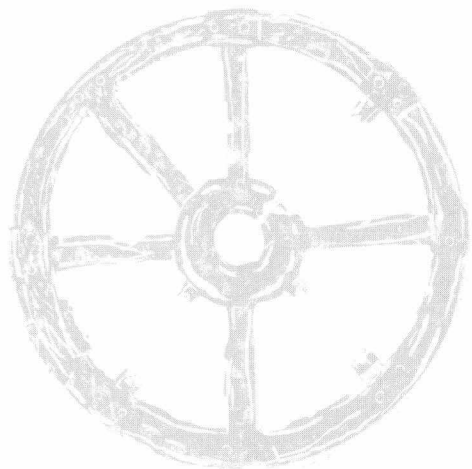
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the Garden is Burning



...Under his burning wheels the steadfast Emphyrean shook throughout...
—John Milton, *Paradise Lost*



Fire in the Garden

Characters. They are the foundation of Burning Wheel. Nothing matters so much as the character, and nothing happens without a character being involved—either directly or indirectly.

The Character Burner contains the instructions for building these essential components in Burning Wheel. It's a detailed process, and practically a game in and of itself. Players are presented with myriad options that they knit together into a shape and form which is manifested at the table and in the game.

Making a character in Burning Wheel is not a free-form "this is what I want and this is what I get" process. Players must make decisions about what is important to them, and these choices have consequences. Opting for certain paths excludes others; more importantly, some choices scar or change the character before he even hits the table. Don't like the ramifications of your decisions? Make different ones. There's no set way to build any one character in Burning Wheel, but there are consequences down each path.

This system is designed to make characters complex and give them the seeming weight of experience and personality. Personally, I want my characters to feel like they've lived a little before they hit the table—full of bruises, prejudices, invisible scars and little victories. It's all fuel for the fire—to drive them on to greater heights.

One benefit of this depth is that the character's backstory is built as you design him. By the time you hit the table with all your skills, traits, Beliefs and Instincts in place, you have before you a product of some imagined past—a glimpse into another time and another place—ready to spring to life and grab fate by the throat. Ready, in fact, to join forces with your imagination and power intense and enjoyable game play.

Good luck, and enjoy.

From the Day You Were Born...

A character is built step-by-step, from birth through the tumult of life, up to the day he starts his new calling—the adventure, whatever it may be.

In this system, the basic currency of character creation, or "character burning" as we like to call it, is the lifepath.

Lifepaths

A lifepath (LP) is a short slice of life, usually just a handful of years. This slice of life teaches skills, bestows traits, toughens a character, and can make him richer or poorer.

Ultimately, the character is the sum of his lifepaths. The total of all the experience that brought him to where he is today can be prosperous and fruitful, miserable and painful or a combination of the two. It is up to the player to determine the exact paths walked.

Setting

In this book, lifepaths are grouped together in loose categories called settings. A setting is a segment of the character's culture that contains many related lifepaths. This relationship is often indirect; the bounds of a setting are usually geographical. For example, the City Dweller Setting has paths reaching into all levels of society, from wealthy ministers to sturdy sailors to lowly beggars, whereas the Noble Court Sub-Setting encompasses all those you might meet at the palaces and castles of the nobility—from angry governesses and quiet gardeners, to haughty courtiers and mysterious sorcerers.

A character may only choose lifepaths from the setting he was born into—unless, of course, life leads him in another direction.

Leads

Opportunity is strange and unpredictable. Often a person cannot directly decide the paths he must walk—he must follow life's leads.

In character burning, a lead is a possibility, an opportunity to change. It can be a chance at something good, or a chance of calamity. Either way, the leads allow characters to move on to other settings and the player to choose from a different group of lifepaths. In fact, the only way to get from one setting to another is to take a lead.



The Elements of a Lifepath

Each lifepath ages the character and grants him time, trait points, resource points, stat points, leads, skills and skill points. These are the building blocks of every character.

Character Stock

The Character Burner provides players with four fantasy character stocks to choose from: Dwarves, Elves, Men and Orcs.

Each character stock has a unique culture, complete with myriad settings and dozens of lifepaths. A player may never choose lifepaths outside of his chosen character stock.

The various character stocks also grant access to particular traits, certain skills and cultural artifacts. Each stock has its own list of material possessions and spells, but all characters use the core rules for Resources, Circles, relationships, affiliations and reputations.

Time

The Time column indicates how long in years it takes to walk this particular path. Years are totalled after all lifepaths are chosen to determine the age of the character.

Dwarves, Elves and Orcs have certain traits that all members of their race must take. They are free and mandatory.

Resources (Res)

Players use resource points (rps) to purchase material possessions, land and spells, and to build relationships and acquire affiliations.



Lifepath	Time	Res	Stat	Leads
Veteran ²	8 yrs	20	—	Outcast, Court
<i>Skills: 5 pts: Soldier-wise, Soldiering, Campaign History, Tactics</i>				
<i>Traits: 2 pts: Stubborn, Maimed</i>				

Statistics (Stat)

Stat points are garnered from two sources: lifepaths and age. Once all of a character's lifepaths have been chosen, his age is determined and used to find his Starting Stat Pool. Also, many lifepaths give the character a bonus point toward either a mental or physical stat.

Leads

Social mobility in the Middle Ages was not the same as it is now. It was very difficult to break out of one's station. Most people were born into their lot and had no chance of doing better (or worse). To help represent this in a fantastic Middle Ages, each lead costs one year added to the character's age.

A Farmer in the Peasant Setting can take a lead to the Villager Setting and become an Apprentice Craftsman. While in the Village, he can be conscripted into the king's army. After a term as a Conscript, he then joins the army formally and becomes a Foot Soldier in the Professional Soldier Setting, only to be caught in a great defeat and taken as a Captive of War in the Servitude Setting. The lead from Peasant to Villager, from Villager to Soldier and from Soldier to Servitude adds three years onto the character's starting age.

Skill

Each lifepath presents a set of skills that may be learned. The player may only choose skills from the lifepaths his character has walked. If a player wants different skills for his character, he has to choose lifepaths that offer those skills.

Trait

Traits are details that differentiate characters—quirks, affectations and odd abilities. Burning Wheel is designed so that players can take on heroic personae—traits help to give them depth and life.

Traits will affect game play. Some will do so often and drastically; these cost the most points. Others will affect game play infrequently or in subtle ways; these are less expensive. ●



Character Burning

The steps to creating a character in Burning Wheel can be grouped into three overarching categories: developing a concept, choosing lifepaths and dividing up the points earned on those lifepaths. Each step is crucial as we try to meld our ideas with the hard reality of the numbers on paper and produce a satisfying result.

There are twelve steps to this process. This chapter walks you through them. It's really just one big example.

Once you run through it a few times, you'll be an expert and be able to whip up characters in minutes. For players new to the game, the process usually takes about 45 minutes to an hour.

1. Character Concept

Character concept is an oily snake—hard to keep under control, and if you don't, it just might come back to bite you. When designing a character for a Burning Wheel game, it is best to start with an overall, rough idea: A wily former slave hawker, a young headstrong wizard, a brutal knight, a cunning Orc chieftain, a joke-cracking adventuring Dwarf or a sorcerer-hunting elf.

Players have many detailed options in the character creation process, so it's best not to start with too rigid a concept. Ideas that can twist and bend a little bit tend to be the ones that work best.

Concepts should abide by two guidelines: they should be feasible for the genre/style of play your group is engaged in, and they should be tied into the situation at hand.

Situation

"Situation" is a sticky word in roleplaying games, but the broad definition is "the conflict in progress." There are many ways to tie a character into the conflict of the story in Burning Wheel, but concept is prime among them. If a player chooses a concept that has nothing to do with the game at hand, then he has already set himself up with a great hurdle. A wizard-killing Elf isn't the best

choice if the party consists solely of sorcerers; a young headstrong wizard is problematic for games without magic; and a Dwarven adventurer might not fit in too well with an Orc clan.

Situation in Reverse

As you read the above, you might be saying to yourself, "I can think of a dozen ways to tie those threads together!" And you're right. That's a little secret to developing a character concept—the *type of character you choose affects the situation*. So choose a character concept with an eye toward owning a part of the situation.



If the GM proposes a game without magic, there's always that one player who's got to play the *last* mage. And you know what? That's good. Before the game has even started we have a spark of conflict—we have the player getting involved in shaping the situation. Discuss the situation of the game as you discuss your character concept. Tie them both together—a dying world without magic, the last mage, the quest to restore the land. In one volley of discussion you've got an epic in the making. Start mixing in the other character concepts—they should all be so tied to the background—and you have the makings of a *game*: The cult priestess sworn to aid the last mage... and then spill his blood so that the world can be reborn; the Lord High Inquisitor whose duty it is to hunt the Gifted, but whose own brother is the last hope. Now we're talking.

My old friend, Jason, called me up: "I want to run a Lankhmar-style game. Old school alley bashers, cults and assassins. Are you in?"

"Hell yeah! If you want to run that, I want to play a Vlad Taltos-type character. You ever read any Steven Brust? No? Well, I'd like a character who's a paid assassin, trained in the arcane arts. Is that cool? He's got a serious beef with his old teacher and all the other thugs and killers hate and fear him because of his extranormal abilities."

"Awesome. But I want to warn you: I plan on making this city pretty superstitious. So everybody is going to hate you."

2. Choose Lifepaths

In Burning Wheel, a character's numbers are generated by choosing a series of lifepaths. These are short segments of the character's life—usually centered around an occupation, a diversion or a class-role. Each lifepath gives the player an amount of points with which to build his character.



Starting Lifepath Limit

Once the rough concept is in place, the GM will set forth a lifepath limit. The limit is based on the character concepts and the situation.

 Two-lifepath characters are rank novices. While playing them can be fun, I don't recommend it for first time players in Burning Wheel. They are challenging characters to play. Three-lifepath characters are a good place to begin. Their choices are fairly narrow, but they do get some options to play with. Four-lifepath characters make very good starting characters—they tend to be competent and well-rounded without being expert in any one field. Five-lifepath characters are veterans. They'll have a couple of expert level skills and a host of choices to really maximize their starting position. Six- to eight-lifepath characters are often potent and experienced. They have plenty of points to play with and myriad options. The hitch is that the more lifepaths you choose for your character, the slower advancement will be once play begins. Characters with fewer lifepaths tend to rapidly expand their knowledge in a number of directions at once, while characters with more lifepaths tend to advance in just one or two directions (because they already know all the basic stuff). Neither is better than the other. Choosing one is just a matter of play style and preference.

Jason suggests a four-lifepath limit, but that's going to kill my character concept. I get him to agree to five lifepaths, and I agree not to twink out my guy.

Pick 'Em

Once the GM and the players have agreed on a limit, players choose lifepaths for their characters.

Choose Character Stock

Decide if you want your character to be a Dwarf, Elf, Orc or Man. You may only choose lifepaths, skills, spells and resources from your own character stock.

The Fritz Leiber fantasy stuff is human dominant. I have no problem with that and flip open the Lifepaths of Man.

Born

Each character starts *Born* somewhere. The first lifepath chosen must be a Born lifepath. This represents not only the character's actual birth, but where he spent his childhood. Choosing a Born lifepath starts the character off in a particular setting.

Born Setting

Once the Born lifepath is chosen, the player may choose any lifepath in that setting in any order so long as it isn't governed by a requirement.

Requirements

Some lifepaths are listed with a footnote number. Consult the notes for the setting and you'll find that many paths have requirements. You may have to choose another path before you can take the one you want. Sometimes, you'll have to choose a whole chain of lifepaths. This is especially true for upper echelon paths like Bishop, Etharch or Troll Lord.

In general, only one of the paths listed is required. Further details are provided with the individual lifepath requirements if this isn't the case.

Leads: Moving to a New Setting

Most lifepaths have a list of leads attached to them. The leads tell the player where the character may go from his last lifepath. Leads jump the character into another setting. Once in the setting, the player may choose any lifepath in any order, so long as it isn't governed by a requirement.

Any time a player chooses a lead for his character, one year is added to the character's starting age. Also, note that a player may, of course, choose not to take leads and remain in his setting.

Use the Worksheet, Make a List

As you decide on the various paths, make a list of the points provided in the Time, Resources, Stat, Skill and Trait categories.

Ok, I've got a challenge for this character. I need a competent assassin-sorcerer with 5 LPs. It's not that easy to do. I decide to start with Village Born. It doesn't get as many general points as City Born, but I want to take the Kid lifepath. That path is crucial—it's short and it nets me a bunch of skills that I need for my concept. Even better, the Bad Egg trait fits perfectly. That's two down, now let's put some meat on his bones: from Kid, I take a lead to the City Dweller Setting and choose the Neophyte Sorcerer path. I need that to get a cheap Gifted trait. Staying in City Dweller, I snatch up the Criminal lifepath. Much goodness to be found there. But now I need to add some killin' to him. I don't want the Desperate trait, but I suck it up and take the Desperate Killer LP—it's got the weapon skills I need, is short and fits my concept. I'll just incorporate the trait into his character. I show the list to Jason. He approves.



LP Name	Time	Res	Stat	Lead from?
Village Born	10	3	—	☐ Yes, +1 Year
Skills: 3 pts.	Req'd: —	Addit.: —		
Traits: 2 pts.	Req'd: —	Optional: —		
Good for Nothing Kid	4	3	1P	☒ Yes, +1 Year
Skills: 3 pts.	Req'd: Trouble-wise	Addit.: Inconspicuous, Throwing		
Traits: 1 pts.	Req'd: Bad Egg	Optional: Fleet of Foot		
Neophyte Sorcerer	6	12	1M	☐ Yes, +1 Year
Skills: 6 pts.	Req'd: Read	Addit.: Sorcery, Symbology, Write		
Traits: 1 pts.	Req'd: Extremely...	Optional: Gifted		
Criminal	5	10	1P	☒ Yes, +1 Year
Skills: 6 pts.	Req'd: Inconspicuous	Addit.: Knives, Climbing, Streetwise		
Traits: 2 pts.	Req'd: Cynical	Optional: Poker Face, Alert		
Desperate Killer	3	5	—	☐ Yes, +1 Year
Skills: 6 pts.	Req'd: Sword	Addit.: Assassination-wise		
Traits: 2 pts.	Req'd: Desperate	Optional: Murderous, Cold-Blooded...		

3. Age

After you're finished choosing your character's lifepaths, total up the Time category. Add one year for each lead taken. This is the character's starting age.

Time + Leads = Starting character age. 30

My erstwhile assassin ends up being 30 years old. I wanted him to be a bit younger, but after trying a few other lifepath combinations I realized I like him where he is.

4. Stats

Age Chart

Take the character's starting age and consult the stat pools for the appropriate stock. The age charts follow at the end of each lifepath section, right before the descriptions begin.

Mental and Physical Pools

Look up your character's starting age on the table and note his mental and physical pools. Add in any bonus stat points earned on the lifepaths: +M goes in the mental pool, +P goes in the physical. If you took a lifepath that had a +M/P, that means you can put one point in either mental *or* physical. If you took a path that had a +M, P, that means you can put one point in both the mental *and* physical pools.

30 year old men and women get 7 mental points and 14 physical. I got +1 P from Kid, +1 M from Neophyte—8 mental and 15 physical, not counting Criminal's +1 M/P bonus. That's not enough physical points for my concept, so I choose to place the Criminal point in the physical pool. Final pools: 8 mental, 16 physical.

4A. Consult the Age Chart

Using the character's age, consult the applicable age chart to find his starting base stat pools. Add in M and P bonuses from LPs.

Mental Pool: 8 Physical Pool: 16

4B. Divide

Divide Mental Pool between Will and Perception.

Will B 4 Perception B 4

Divide Physical Pool between Agility, Speed, Power and Forte.

Power B 4 Forte B 4
Agility B 4 Speed B 4

Divide

Mental points may be spent on Perception and Will. Points raise the exponent on a one for one basis. If you put five points into Will, the character starts with a B5 Will.

8 mental points isn't bad, but it isn't a lot. I decide that, given his concept, I can't afford an exponent 3 in either stat. I put 4s in both.

Physical points are divided between Agility, Speed, Power and Forte. Players may divide the points as they see fit, so long as they abide by any common trait restrictions from their character stock. I recommend that, until you become familiar with the game, physical stats start no lower than exponent 3 and no higher than 6. See the Starting Limits section at the end of this chapter for more.

I get 16 physical points. Decide to go ultra vanilla and put 4s in all my stats. Why? Because I personally prefer a well-rounded character. I fear the slight edge a 5 might get me will be off-set by whatever 3s I'd have to take. It's just not worth it for me. 4s it is. Nice and solid!

Shade

Black is the default starting shade for stats. If a player wishes to have a gray shade stat for his character, it costs five points from the appropriate pool. If he wants a white shade, it costs 10 points.

In addition, all gray or white shade stats must be cleared by the GM and the group. Without their approval, the player may only choose black shade abilities.

My character has all black shade stats. I'm going to leave them that way. I can't afford one point, let alone five!

5. Attributes

Attributes are derived from the stats and, in the case of Health and Steel, from answering a few questions.

Health

Starting Health is the average of Will and Forte. Round down. Health may be modified by the player's answers to the following questions:

Health Questions

- Does the character live in squalor and filth? Subtract 1 die from the starting Health average.
- Is the character frail or sickly? Subtract 1.
- Was the character severely wounded in the past? Subtract 1.
- Has the character been tortured and enslaved? Subtract 1.
- Dwarves, Elves and Orcs may add 1 to their starting health due to their mystical/immortal nature.
- Is the character athletic and active? Add 1.
- Does the character live in a *really* clean and happy place, like the hills in *The Sound of Music*? Add 1.

Health Shade

Health is black shade unless both Will and Forte are gray (in which case, Health is gray). If one stat is gray, add two to the total before doing the average.



5. Attributes

Health

Health is the average of Will and Forte. Plus or minus the answers to the questions on page 17 of the CB. Both stats must be the same shade in order to earn the lighter shade.

Steel

Steel starts at base 3 and the final result is determined by the Steel questions on page 18 of the CB.

Reflexes

Reflexes is the average of Perception, Agility and Speed rounded down.

Mortal Wound

Mortal Wound is the average of Power and Forte (rounded down) plus a base of 6.

Emotional Attribute

Faith, Greed, Grief, and Hatred are a few examples of Emotional Attributes. The rules for factoring the exact exponent for each attribute are varied. See the appropriate chapter in the CB for more on each one.

Average of Will 4 and Forte 4 is, well, 4. I know that this character lives in squalor, but he's also healthy and active. So 4 it is!

Mortal Wound

Average Power and Forte.

Round down. Add six.

This is the character's Mortal Wound tolerance.

If Power and Forte are black shade, Mortal Wound is black shade. If Power and Forte are gray shade, the Mortal is gray shade. If one of the stats is gray shade and one is black, add two to the total before averaging, but the shade of the Mortal Wound remains in the black.

My assassin-mage has a Power and Forte of 4. Averaged, that's 4. Add that to the base 6. Exponent 10 Mortal Wound. His Power and Forte are both black shade, so we put that in the black on the PTGS.

Reflexes

Average Perception, Agility and Speed. Round down. This is the character's Reflexes exponent.

Perception 4, Agility 4, Speed 4. Yup, Reflexes 4. In order to get an exponent 5, all the stats would have to be average out to 5 (either 5/5/5, 6/4/5, 6/6/4 or 6/6/3, assuming 6 is the max exponent).

If all three stats are gray shade, the character starts with a gray shade Reflexes. If any of the stats are black shade, Reflexes is black shade. If one or two of the stats is gray shade, add two for each gray into the total before averaging.



Steel

Base starting Steel is B3. Players should answer the following questions regarding their character's history. Each answer can raise or lower Steel. Also, five "yes" answers can be used to buy a gray shade.

- Has the character taken a conscript, soldier, bandit, squire or knight type lifepath? Add one to Steel.
- Has the character ever been severely wounded? If the player answered *yes* to the first question, raise Steel by one; if *no*, lower Steel by one.
- Has the character ever murdered or killed with his own hand? If he has done so more than once, raise Steel by one.
- Has the character been tortured, enslaved or beaten terribly over time? If yes and his Will is 5 or higher, raise Steel by one. If no, and Will is 3 or lower, reduce Steel by one.
- Has the character led a sheltered life, free from violence and pain? Reduce Steel by one.
- Has the character been raised in a competitive (but non-violent) culture—sports, debate, strategy games, courting? Raise Steel by one.
- Has the character given birth to a child? If so, raise Steel by one.
- Is the character Gifted or Faithful? If so, raise Steel by one.
- If the character's Perception is exponent 6 or higher, raise Steel by one.
- If the Will stat is exponent 5 or higher, raise Steel by one; or if the character's Will is exponent 7 or higher, raise Steel by two.
- If the character's Forte is exponent 6 or higher, raise Steel by one.

Hm, Desperate Killer doesn't count as a soldier LP, so I can't get a bonus from the first question. But my character has murdered (many times) and is Gifted (as you'll soon see). +2D to Steel for an attribute of B5.

Emotional Attributes

Certain characters may have access to an emotional attribute like Faith, Grief, Greed or Hatred. The rules for starting scores for those attributes are described in each applicable character stock chapter.



6. Skills

Set General Points Aside

Total up any general points earned from the lifepaths. Set them aside for a moment.

I've got three general points from Village Born. I dutifully set them aside.

Skill Points

Total up the skill points earned from all of the character's lifepaths (except general points).

Kid, Neophyte, Criminal and Desperate Killer give me 21 skill points.

Skill Choices

Each lifepath comes with a variety of skills that combine to make a master skill list for the character. The player may only spend his skill points on these.

Skill Descriptions

Skills that are unique to the character stock are described in the individual lifepath chapters. All other skills can be found in the General Skill List. Each character stock has access to a mixture of their own unique skills and the general skills as their starting base. In fact, most of the skills come from the General List. Wises are generally not described. They all fall under the rules governing Wises described in the Wise entry in the General Skill List.

Required Skill

The first skill listed with each path is required. The player *must* open the skill, but he does not have to advance it. If the character already has the skill from another, previous path, the next skill in the list is required (and so on).

My character has four required skills. I must take them, so that's 4 skill points.

Opening Skills: Roots

It costs one point to open a standard skill. Freshly opened skill exponents start at half the root stat rounded down, or half the average of skills with two roots. Root stats are listed with each skill in either the General Skill List or the individual chapter lists.

I've opened Trouble-wise, Read, Inconspicuous and an Appropriate Weapon (sword in this case). Trouble-wise's root is Perception. My Perception is B4. The skill starts at half that: B2. In fact, all my stats are B4, so all my roots are B2. Easy on the math!



Skill Name	Root (1pt ea)	+	Skill Pts	=	Exp
Trouble-wise	B 2	+	1	=	B3
Assassination-wise	B 2	+	1	=	B3
Streetwise	B 2	+	1	=	B3
Read	B 2	+	0	=	B2
Write	B 2	+	0	=	B2
Symbology	B 2	+	0	=	B2
Knives	B 2	+	1	=	B3
Sword	B 2	+	1	=	B3
Throwing	B 2	+	1+1 General	=	B4
Inconspicuous	B 2	+	2	=	B4
Sorcery	B 2	+	1+1 General	=	B4
Climbing	B 2	+	0	=	B2
Stealthy (1pt Gen.)	B 2	+	0	=	B2

In addition to his required skills, I open: Sorcery B2, Write B2, Climbing B2, Streetwise B2, Symbology B2, Knives B2, Assassination-wise B2, and Throwing B2. 8 points to open those skills. 12 points total to open all my skills. The root stats for skills are listed with their descriptions.

Special skills like songs or arts cost two points to open. These are noted in the lifepaths.

Training skills cost two points to open and are not advanced (they have no exponent rating).

Advancing a Skill

It costs one point to advance a skill exponent in character burning (one point adds one die).

I decide to advance the following skills by one point each: Trouble-wise, Streetwise, Assassination-wise, Sorcery, Throwing, Knives and Sword. That puts them at B3. I choose to advance Inconspicuous by two points. It will start at B4. Finally, I choose not to advance Read, Write, Symbology or Climbing. They'll start the game at their B2 root. That's nine more points, 21 in all. I don't have any more regular skill points to spend.

Spending General Skill Points

General skill points represent natural talent or additional experience not detailed in the lifepaths. After all the other points are spent, general points may be spent to open or advance a skill in the character's starting list, or they may be spent to open and advance any skill from the character stock's list or the general list. You may not open skills from other character stock lists in character burning.



Skills opened with general points may not be advanced using regular skill points.

There's one skill missing from my lifepaths that's a must have for this character: Stealthy. It will start at a lowly B2, but I'd rather have it than not. I spend one general point on acquiring it. Finally, I beef up Sorcery and Throwing by one point each. They'll start at B4s now. That's much better, and I'm done with skills.

7. Traits

There are two overarching types of traits available for purchase in character burning: lifepath traits and special traits. Lifepath traits are listed in the individual lifepaths and are purchased in a similar manner as skills. Special traits are purchased using extra trait points not spent on the lifepath traits. They are selected from the character stock special trait list and/or the General Trait List.

Trait Point Pool

Total up the trait points earned from the character's lifepaths. This is the trait point pool.

I get a total of eight trait points from my lifepaths.

Required Lifepath Trait

Like skills, the *first lifepath trait on each path is required*. The player *must* purchase this trait. It costs one point. If the character already has this trait from a previous path, the next trait must be purchased (and so on). If a player already has all of the traits listed, the points on the path are free of requirements. If a lifepath is listed with no points or requirements, no trait points are gained on that path. If a lifepath is listed with a "1 pt:—" notation, that indicates there is no requirement for this path: One point is granted to be spent at the player's discretion.

My required traits are: Bad Egg, Extremely Respectful of My (Sorcerous) Betters, Cynical and Desperate.

Lifepath Traits

Lifepath traits cost *one trait point* to purchase—no matter what their cost would be in the general or special list.

Four requirements eat up four of my eight trait points. Looking over the other choices in my lifepaths I see many good options. I choose Gifted. In the Special Traits list it costs five points, but since it's on my Neophyte lifepath, I get it for one point. That leaves me with three points left. I turn to the Special Trait List to see if there's anything there that piques my interest.

Lifepath Trait Name	1 trait point
Bad Egg	⊗
Extremely Respectful	⊗
Cynical	⊗
Desperate	⊗
Gifted	⊗

Special Traits

Trait points left over after purchasing required and optional lifepath traits may be spent on *special traits*. These traits either come from the special trait list in each character stock chapter or from the General Trait List in the back of this book. Each is priced from 1-10 points.

Trait points cannot be saved. Spend them all now please.

So many tough choices! I'm eyeing Outlaw, Streetsmart, Fearless and Sixth Sense. They'd all help out a lot, but I feel I really need to boost up the character's social side. Outlaw is cool. It gives me a free reputation. That'd fit into my initial concept. But Streetsmart benefits Streetwise and my Circles. Yeah, I've got to go with that if we're doing an urban campaign. It's really going to pay for itself in the long run. So special trait: Streetsmart, 3 pts. I'm done with traits. On to relationships and spells!

8. Relationships, Gear, Spells

Resource Points

Total your character's resource points (rps) from the Res column of the lifepaths. This is how many points the character may spend on relationships, gear, property, spells, affiliations and reputations.

Born Village gives me 4, Kid gives 3, Neophyte Sorcerer 12, Criminal 10 and Desperate Killer 5. That's 34 resource points for me.

Relationships

A relationship is a background character who the player absolutely wants involved in an important recurring role in the game. He is family, a friend, an ally or an enemy. By adding this character to the game, the player implicitly agrees to bring him into play—once a relationship is paid for, it becomes part of the plot.

- A relationship with a character who is considered powerful and who plays a large role in the game setting costs 15 rps.
- A relationship with a character who is considered significant or important to the game setting is 10 rps.
- A relationship with a character who plays a minor role in the setting or situation costs 5 rps.

There are no insignificant relationships! Every one of them is important. However, you can reduce the cost by introducing interesting complications to the nature of the relationships. Relationship have a minimum cost of 1 rp.



- Immediate family relationships are -2 rps.
- Other family relationships (cousins, aunts, etc.) are -1 rps.
- Relationships involving bonds of romantic love are -2 rps.
- Forbidden relationships are -1 rps (the Bishop who pals around with the bandit king, for example).
- Relationships that are hateful, are rivals or are extremely unfriendly to the character are -2 rps. (Enemies with the king? 13 rps.)

Any non-player characters not bought as relationships—secondary background characters—fall into the sphere of the character's Circles. In fact, it is the intention of these rules that each player only develop one or two relationships important to his character—everyone else is in the Circles.

Well, in order to complete my concept, I only need one relationship. My arcane master, Undo, who was also my uncle. He beat me, abused me, and made six years of my life a living hell. Though I still fear his arts, I've vowed to return one day and stick a knife in his belly. As it happens, he promised that, should he ever see me again, he'd turn me to ash. That's 5 rps for a minor relationship, -1 rp because he's my uncle, -2 rps because he hates me. 2 pts total. Jason and I discuss him and decide that he's also got ties with my rivals in the Thieves Guild. Great!

I like my uncle. It gives me another idea. I decide another relationship is a must: My sister, who hates me, and is a law abiding minister in town (1pt).

I Need a Gang or Crew

If your character concept requires a group of supporting characters, like the staff of a restaurant, crew of a ship or members of your bandit brotherhood, do the following: Purchase a relationship with the senior most member of the group (if that's you, that'd be the second-in-command), then buy an affiliation to the group and a reputation within that affiliation. See *Step 9. Affiliations, Reputation and Circles* for more on that.

I Need a Bodyguard or Squire

Some character concepts require a bodyguard, squire or assistant to accompany the PC at all times. Such characters must be bought via the relationships rules. They cost 10 rps. Period. *These characters must be burned up as a full player character with the following limits:* They must take two fewer lifepaths than the limit imposed on the PCs and they must use a lower starting exponent cap. If the PCs started capped

at 6s, bodyguards are capped at 5s. These relationship-characters must pay for a 10 rp relationship with the PC, as well, and pay for all their own gear. The burden for creating and managing such characters is on the player who brought them into the game.

Gear

A character's possessions are purchased with resource points. Each character stock chapter has a list of available purchases. Purchases are described generally but include any extras or accoutrements the character might need: arrows, extra knives, saddles, etc.

An assassin's got to have some cool gear, right? Well, if I'm going to be playing in an alley-basher game, I want to be well outfitted. I choose: Arms (sword and knives), Missiles (throwing knives), Leather Armor, Clothes and Shoes. I also decide to buy a flat for 3 rps. (It's good to have somewhere to hide out.) 13 rps total. Note, the Missiles purchase grants me as many knives as I need to flesh out my character concept.

Spells

Using resource points, Orcs and Men can purchase spells for their sorcerer-type characters. The actual cost is listed with each spell.

This is probably the hardest decision. Truth be told, I went and priced out my spells first so I could see what kind of relationships and gear I could afford. I wanted Chameleon or Phantasmagoria, but I would only have had one spell. In the end I decided to go with a few smaller useful spells. I choose: Binding (4 rps), The Fear (6 rps) and Wyrd Light (4 rps). Useful stuff that should get me out of jams and help me do my job killing people.

9. Affiliations, Reputation and Circles

Circles represents the character's sphere of influence in his community—through his profession, class and family. It is an ability somewhere between an attribute or skill. All characters have it, and it is tested in the game.

Starting Circles

The Circles exponent starts at half the character's Will rounded down. The shade is the Will shade. The scope of the base Circles is determined by the character's lifepaths—anyone he *could* have met throughout the course of his life can be accessed via his Circles. Players may add to that scope with affiliations and reputations.

With a Will of B4, my starting Circles is B2. The actual venues where those dice can be applied are governed by my lifepaths. So I'll be able to



use my Circles to generate contacts my character might have met in his life as a Good For Nothing Kid, a Criminal, a Neophyte Sorcerer and as a Desperate Killer. Quite a motley crew!

Starting Circles Bonus

If a player spends 50 or more resource points on property (not gear) and relationships, his base starting Circles is raised by one.

Affiliations

Using Circles, each lifepath grants the character loose membership to a particular group. However, the character has little or no power in these venues. If he wants power, a player may buy his character an *affiliation* with an organization in his Circles. The amount of points he spends and the dice granted indicate how powerful the organization is and where he stands within it. Lastly, affiliations must be accompanied by a one sentence from the player. No, "1D army" affiliations. Be specific and detailed.

- **1D, 10 rps.** A small, local or specialized group—a large family, a sorcerers' cabal or a bandit group
- **2D, 25 rps.** A large, regional or expansive group—a trade guild, a manor or estate, an Althingship, pirate fleet or powerful clan
- **3D, 50 rps.** A national, powerful or ruling group—a merchant league, a duchy, a governor, an Etharchy or a wealthy bishopric

My assassin can't afford an affiliation—because I'm spending all his rps on spells—but if I wanted to be a member of the Assassin's Circle, I could pay 10 rps for membership and power within the group. I'd get +1D to my Circles when testing within the group and their sphere of influence.



Keep affiliation dice separate from the base Circles rating; a character may have multiple affiliations, and Circles advances independently of affiliations.

Reputation

The character's reputation refers to his renown and influence within his Circles. Reputations are governed by their *scope*. This indicates how broadly a player may apply his Circles dice. A local reputation can only be applied while in his city, neighborhood, village, demesne or a similar setting appropriate to your game and the character's Circles. Regional reputations spread the character's fame across the countryside, the suburbs, the province, the duchy, etc. Outside that area, his name ain't worth mud. National reputations indicate the character is known



throughout his homeland, and even those who have merely heard about his kingdom might know his fame. The idea is to merge your reputation with your affiliation to broaden your Circles.

- **1D, 7 rps.** Local or minor reputation—the fastest kid on the street, the drunk, the neighborhood thug, the knowledgeable guide
- **2D, 25 rps.** Regional or notable reputation—an old war hero, a religious figurehead, a well-known Elven Wanderer, a famous army captain, a lord, a notorious bandit, a famous entertainer
- **3D, 45 rps.** National or major reputation—a munificent baron or duke, a wealthy magnate, an infamous sorcerer, a kingdom's undefeated military leader, the head of a massive public business, the tyrannical leader of the country's religion, the king

Multiple Reputations and Affiliations

A player may buy as many reputations and affiliations as he likes for his character. Each one should be with a specific and different organization. For example, an architect could have affiliations with the artisans guild, the government and a noble family for whom he designed a manor.

Well...I'm kind of screwed. Being an assassin-mage demands all of my resources. So I don't have enough for a reputation or an affiliation. Not enough to even be called Mud. This hurts, because I know Jason runs a political game. I took a minute and refactored my resources, but I didn't come up with anything satisfactory. I hope my wits and spells can see me through.

10. The Resources Ability

Resources is an ability like Circles—somewhere between a skill and an attribute. All characters start with Resources (even if the starting exponent is zero). The uses of the Resources ability are described in detail in the Resources chapter of the Burning Wheel.

Starting Resources

Total the resource points the player spent on his character's *property*, *reputations* and *affiliations*—not relationships, spells or gear. Property is specifically designated in the resources lists. Divide by 15. Round down. This is the character's starting Resources ability exponent. A gray shade may be purchased by spending five exponent points. This requires GM permission.

So Close!

If a player is just a point or two shy of the next exponent for his starting Resources and he really has spent all his rps, then let him round up. And never let me hear you say I'm not a generous man!

Zero Resources

Some characters are going to start with an exponent 0 Resources. In order to advance this, the character will need help or a loan. You can't test zero dice, so someone's got to give him one to start with.

I've spent a grand total of 3 rps on property. I start with a B0 Resources. Oh well, looks like I'll be hunting for dinner tonight.

11. Physical Tolerances

Physical Tolerances are used to determine how badly injured a character is when he's struck with a weapon or spell. The mechanics for weapons and injury are discussed in the Burning Wheel. There are six tolerances: Superficial, Light, Midi, Severe, Traumatic and Mortal.

Mortal

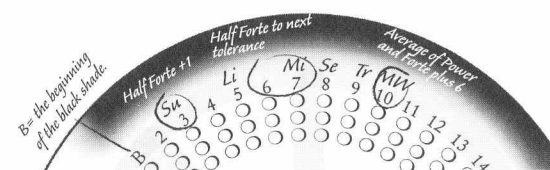
We've already determined your character's Mortal Wound in step 5. That shade and exponent is a *coordinate* on the physical tolerances grayscale. If the shade is black, you place the tolerance in the black; if it's gray it goes in the gray. The exponent indicates exactly where in the shade the tolerance falls. Place the Mortal Wound tolerance on your character's PTGS now.

Superficial

The Superficial wound tolerance is equal to half Forte rounded down plus 1. Yeah, I know it's funky, but it's necessary.

Light, Midi, Severe and Traumatic

Place the other wound tolerances in order left to right between Superficial and Mortal. They may be set apart by up to half the Forte exponent (rounded up). Typically, the only gaps are between Superficial and Light, and Light and Midi. Severe, Traumatic and Mortal all tend to fall together.



Gray Mortal Wound

If the character has a gray Mortal Wound, the Superficial wound is placed in the black shade at the full Forte exponent. Add the Forte exponent to that again. That's the Light Wound tolerance. Traumatic goes to the left of Mortal, then Severe, skip a pip and then place the Midi.

12. Beliefs and Instincts

Beliefs and Instincts are the most important part of your character, because they are the method by which we breathe life into all those numbers and lists.

Beliefs

A player must design Beliefs for his character. He may take up to three, but no less than one.

Character Priorities

Get inside your character's head. Figure out what he's all about. What does he believe in? What does he want? What does he hate? How does he see the world? What does he love? *Think* about him. These are all important aspects of a character's Beliefs. In order to get perspective, look to the concept and lifepaths you've chosen for your character, reflect on how those would affect him and make some notes.

Player Priorities

I've got a secret: Your character isn't real; he doesn't actually have any emotions or needs or perspective. He is an imaginary construct who exists solely in your head. All those priorities that you just thought about? They don't *really* matter. So what's important about the Beliefs and Instincts? It's what *you* think is cool about your character. What do *you* want to happen in the game? That's what's important and what Beliefs are: The way players channel *their* desires and priorities into the game. Player priorities. Say it with me: P-l-a-y-e-r P-r-i-o-r-i-t-i-e-s. Let me explain:

When you write out a Belief for your character, you—the player—are explicitly telling the GM and the other players what you want from the game. If you write a Belief like, "People feel better when lied to," you are saying: "My character is going to lie a lot, please put me in situations where that is going to cause trouble." If you write, "I'll not accept my arranged marriage" as a Belief, you are practically shouting at the group: "I need an arranged marriage in my past that is going to come back to haunt me." The game itself does not necessarily have to



be about the arranged marriage, but it *must* be incorporated somehow. Why? Because it's one of your top three priorities!



And in case it wasn't obvious, in order to have your priorities addressed, you must discuss them with the group at large. Share them. Do not hide them; that's against the rules! Players are allowed to know secrets about other characters; it only makes the game better. *Characters*, however, do not know each other's secrets. There's a big difference.

Beliefs can't be passive. They must be active, present things. They've got to be tied into the *situation*. Remember when I mentioned character concept and reverse situation at the beginning of this section? Well, Beliefs are the method by which we close the loop. Combing through our character concept, and the situations it hints at, we use our Beliefs to explicitly state what aspect of that situation we want involved in play.



"This world is doomed." That's a crap Belief. It's a broad statement, but it doesn't involve the character in the *action*. A simple change, "This world is doomed if I should fail," makes a world of difference (literally!). Let your Beliefs fuel the action of the story. As a player, you're stating what you're interested in, so it only makes sense that Beliefs are what the game is about. Who cares what the character is about? It's you, the player, that's important. You are the audience, actor and author in this theater bizarre.

During the game, not all players are going to get all of their Beliefs into play at the same time. That's ok. Tie in one or two Beliefs at a time—from different characters—and use the other Beliefs as hooks for additional games.

Beyond that, not all of the players' priorities are going to be appropriate to one game. That's cool, too. Negotiate with the GM and the other players about what is important and relevant to the story/game/situation at hand. Incorporate Beliefs based on those criteria. Save the rest for another character in another game.

Reason to Be

One of the best methods I've found for creating Beliefs is as follows: First Belief should center on why the character left his old life. The lifepaths create people who are part of everyday society. What caused the character to move to the fringes or what drove him to risk what he's earned?

Second Belief links the character directly to the situation at hand. Why is he *here*? What's his stake in all this? ("This" being the situation.)

Lastly, the third Belief should be used to create hints and intimations of the future of the character—a distant goal, a lost love, ideals, edicts, oaths, etc—stuff that's not immediately tied to the game at hand, but once this part of his life is over, will propel him into his next adventure.

Interface

And just in case you thought this was all theoretical "art of roleplaying" garbage: Beliefs have a mechanical effect on the game and the character. Playing them earns the player *artha*. Artha is spent on rolls important to the player's priorities. Manifesting your priorities in the game earns artha. It's a cycle, and a very beneficial one.

So I ask Jason, "What's this game about?" He responds, "Down and dirty. Starting from the streets and working your way up to rule them." Perfect. I discuss my character concept with him: I'm desperate, at the end of my rope. I've been pulling piddling jobs and I've had enough. It's now or never; I'm shooting for the big time. I'll die before I make it, but I'm going to try. We come up with three Beliefs: My uncle is a kicked dog, useless but unpredictable—watch him. I shall rule this city from the Black Wizard's Tower as Master Assassin. My sister is the key to my first step up the political ladder—climb her.

I inform Jason in no uncertain terms that I have every intention of playing those Beliefs to the hilt. I'm going to murder my rivals, spy on my superiors and do whatever it takes to become both master assassin and master sorcerer of this city. And I'm going to start with my sister. She hates me because I'm a murderous thug. I'm going to win her back and use her.

Instincts

A player may choose one to three Instincts for his character. Somewhat the opposite of Beliefs, Instincts are game-mechanical priorities that a player describes for his character. When a player sets an Instinct, he's telling the GM, the players and even the system, "This is how I want my guy to act in this situation."

An Instinct should be a declaration of action, ideally an *if/then* statement. Describe exactly what the character is doing and when: "If I sense trouble, I draw my sword." Simple enough.



Simple is key. Instincts, in general, should be actions that be can accomplished in one glance, one sweep of the hand.

If there's a cave-in, then I push the youngest to safety.

If confronted, I take Aggressive Stance.

You can use *always*, *never* and *when* statements as well, though you have to be careful with these and make sure that you are describing a mechanical effect:

Always cast spells carefully and patiently.

In the deep tunnels, always Assess (listen) at every junction.

When surprised, I draw my knife.

Never work quickly.

Taste food before serving or eating.

Always have enough ingredients for noodle soup.

Instincts must be tight and narrowly focused. This makes it possible for players to actually use Instincts in play, and it makes it easier for the GM to incorporate conflicts where those Instincts generate complications.

Instincts Break Rules Before We Roll, Not After

Instincts allow players to set conditions for their characters that otherwise bend the rules. Do you have a "draw sword" Instinct? Well then, *your* character's sword is drawn at the start of combat without having to spend actions. Basically, Instincts cannot allow you to bypass a test, but they can assume you made the test sometime *before* trouble started. Any time you can slip in a "my guy would have already done that" based on a written Instinct, you're on the right track. Once you are in the middle of trouble—once events are being narrated moment to moment—it's too late for most Instincts to have an effect.

If your character begins a combat without a sword, his "draw sword..." Instinct is no good. And if he grabs a sheathed sword in the middle of a fight? The Instinct's still no good, it doesn't have any effect. You've got to be able to slip it in before the detailed events of the scene begin to cascade down.

"So Instincts are Action-Oriented Macros?"

Absolutely, that's one way of looking at it; think of it as the *mechanical level*. In a way, what the Instincts do is help the group to establish its social contract. At the mechanical level, my Instincts tell the group that "my guy" functions in a slightly different manner than the baseline rules. For example, he's so aggressive that he actually starts

combat in Aggressive Stance, even though other characters have to take an action to do that. Or he's so cautious in the deep tunnels that he Assesses at every junction, even if I don't actually state that when it comes up. *In fact, that's so important to my character that if the players all forget and suddenly turn a corner and run into something dangerous, we'll back up a step so I can roll my Perception to see whether I became aware of it or not.*

Then there's what I'll call the *character level*. This works on the principle that actions speak louder than words. Instincts are the most primal, compact way of telling everybody at the table what your character is *about*. Sure, my character has a few Beliefs that do that too, but those are more of a big picture thing. If my Dwarf has the Instinct, "If there's a cave-in, I push the youngest to safety," that tells the entire group a lot about who my character is and what he values. First, he's careful and aware of the dangers that come with being underground. Second, his first thought is to protect someone else, not himself. And third, that someone else is the "youngest"—meaning that he puts some sort of value on youth. And the group might rightly come to the conclusion that since he's the oldest Dwarf in the party, and has taken the Husband lifepath, that this Instinct stems from a desire to protect children. Good grist for the roleplaying mill.

Finally, there's the *story level*. On this level, an Instinct is a direct statement to the GM, "I want to showcase this aspect of my character." If I have the cave-in Instinct, I'm telling the GM that I want at least some of the game to happen underground in caves or tunnels, and *I want to have a cave-in*.

Specific Actions to Specific Stimulus

"Protect my friends from harm" is a terrible Instinct. It's too vague. *How* do you protect your comrades from harm? What defines harm? It could be a sword strike, a falling rock or a *faux pas* at a ball. Ways to protect comrades are equally undefined. Therefore, it's too much ground for an Instinct to cover. In combat, perhaps this might work: "If a comrade is wounded, then I step between him and his opponent and Block." But even this is really pushing the limit. Instincts are split second actions/decisions/reaction. If something requires even a moment of thought, it's probably not an Instinct. Remember: specific actions to specific stimulus; simple, direct, focused. Following this rule will help you create better characters and better games.



For my assassin-mage I choose some Instincts I think are going to keep him alive. First Instinct: "When surprised, hit 'em with The Fear." This means, that if my character is surprised, and I pass the Steel test, I'll cast the spell before we script. Second Instinct: "Inconspicuous when in the crowds; Stealthy in the shadows." It's a bit of stretch (as it covers two fields), but Jason lets it slide. It's a dark urban game and it fits. Third Instinct: "Always (always) keep a throwing knife concealed on my person." This just makes good sense for my character's occupation!

Name Him and You're Finished

Think of a name and you're done! Here's my character:

Slehr Marlson—assassin sorcerer

Stats: Perception B4, Will B4, Agility B4, Speed B4, Power B4, Forte B4

Attributes: Reflexes B4, Steel B5, Health B4, Mortal Wound B10

Skills: Trouble-wise B3, Assassination-wise B3, Streetwise B3, Read B2, Write B2, Symbology B2, Knives B3, Sword B3, Throwing B4, Inconspicuous B4, Sorcery B4, Climbing B2 and Stealthy B2.

Traits: Bad Egg, Extremely Respectful of My (Sorcerous) Betters, Cynical, Desperate, Gifted and Streetsmart

Relationships: Minor (family, hateful): Undo, my uncle and arcane master. Minor (immediate family, hateful): My sister, a local low-level official.

Circles: B2 Resources: B0 (that's a big goose egg)

Gear: Two knives, a sword, a dozen throwing knives, dark work clothes, non-descript street clothes, street shoes and soft work shoes, a private flat in the red-light district.

Spells: Binding, Wyrd Light and The Fear.

Beliefs: My uncle is a kicked dog, useless but unpredictable—watch him. I shall rule this city from the Black Wizard's Tower as Master Assassin. My sister is the key to my first step up the political ladder—climb her.

Instincts: When surprised, hit 'em with The Fear. Inconspicuous when in the crowds; Stealthy in the shadows. Always (always) keep a throwing knife concealed on my person.

Rules of Thumb in Character Burning

Basic, Naked Characters

 Characters start the game naked and stupid. Literacy is earned through skills. Clothing is purchased with resource points. However, it is up to the player to decide whether or not his character can whistle. That's not a skill.

Repeating Lifepaths: The Law of Diminishing Returns

You can repeat a lifepath as many times as you like. The second time a path is taken, time, resources, stat and skill points are earned as normal. The second skill and trait are required. If there is no second trait, subtract one trait point from the path. The third time a character walks a lifepath he only receives half of the skill and resource points—no traits or stats. If a lifepath is taken a fourth time, the character only earns half of the resource points and nothing else aside from years.

Setting Your Game's Starting Power Level

Choosing how many lifepaths each character may take is one step in limiting the power level of your game. However, the *exponent cap* is a more potent tool.

The default setting for the game is: No character may start with an exponent higher than 6. Period. Unless the group decides to change this, consider the “6” switch automatically flipped on. This allows a great range of characters—from the incompetent to the masterful—but holds back the major munchkinisms.

However, you can get a lot of mileage out of the game by raising or lowering this number. Before starting a game, the whole group should discuss the power level and decide what is appropriate for them.

Exponent 7 and 8

Raising the starting cap to exponent 7 or 8 allows players to create very powerful characters—they can focus on being the *best* at something right out of the starting gate. This cap is preferred when jumping into the middle of a epic level campaign. Characters will be potent, but they won't change as dramatically as characters with lower exponents. Five or *more* lifepaths per character are recommended for this cap.

Exponent 5

Capping starting exponents at 5 creates a grittier, “more human” game. Characters can be experts, but none of them has truly mastered anything. It provides a lot of room for growth and development. (This



is my personal favorite starting power level). Dwarves and Elves may have trouble keeping their stats at 5 or lower—they might have extra stat points left over! If this is the case, have the Dwarves and Elves start with fewer lifepaths than other characters, or allow them to start with exponent 6 stats, but not skills or attributes. Six or fewer lifepaths are recommended for this cap.

Exponent 3 or 4

Starting exponents at 4 or lower gives the feel of a very mundane world. This is often suitable when characters are young or coming from everyday backgrounds into a life of adventure. This cap is best for long-term games (or very focused one-offs)—the development in the characters will be spectacular and dramatic. This cap is recommended for five or fewer lifepaths.

Attributes and the Exponent Cap

As you become more familiar with the system, you may decide to exempt attributes—Steel, Health, Faith, Greed, Grief and Hatred—from the cap applied to stats and skills. Doing so allows well-rounded, well-balanced characters to acquire a nice edge. A high Steel exponent can really put a fine point on a seasoned (5 LP) veteran soldier. Not to mention that starting a character with an exponent 9 Hatred, Grief or Greed can add a heightened level of tension to the game.

Min Max

The Burning Wheel character burning system is basically an intricate point-buy character creation system. It seems that the instinct among players of roleplaying games is to min-max in point-buy games. Focus and gain maximum benefit for your character, right? Not so much in Burning Wheel. Min-Maxing produces some odd results in the system. Such characters are often very unsatisfying to play. Taking a 3 in one stat to get a 5 or 6 in another is cool. Setting 1s and 2s set against 7s and 8s is not cool. Such creatures are more like Frankensteinian monsters than playable characters. A well-rounded character will generate the most satisfying results in play.



Therefore, I hereby pass the Pencil of Veto power to the GM: A GM may veto a character that he feels has been obscenely min-maxed. Simply wave the Pencil of Veto over him and chant these magic words: “I don't think he really fits in with the game or the other characters.” The vetoed character must have his points redistributed in a way suitable to both the GM and the group at hand. This is one of the few aspects of outright GM power in the game. Use it wisely.



To the players, I give their own special trait: Heckler. It's a die trait. If the group feels that, heaven forbid, the GM has been remiss in his veto duties, they may begin the heckling chant. Do they heckle the GM? No! They heckle the min-max-monster creator! Chant with me: "Dude, what is this thing? He's got a G6 Power, a B2 Speed, 200 rps of gear and not a single relationship! You didn't even finish his Beliefs; 'Kill all my enemies' is not an Instinct!" I find that it's best to start the chant low and gradually rise in cadence.

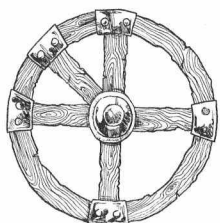
Above all, be nice to each other. That means don't min-max when you don't have to and don't make a player uncomfortable because he wants to play a powerful character. Just make sure the group is comfortable with the overall power level of everyone's characters.

Languages

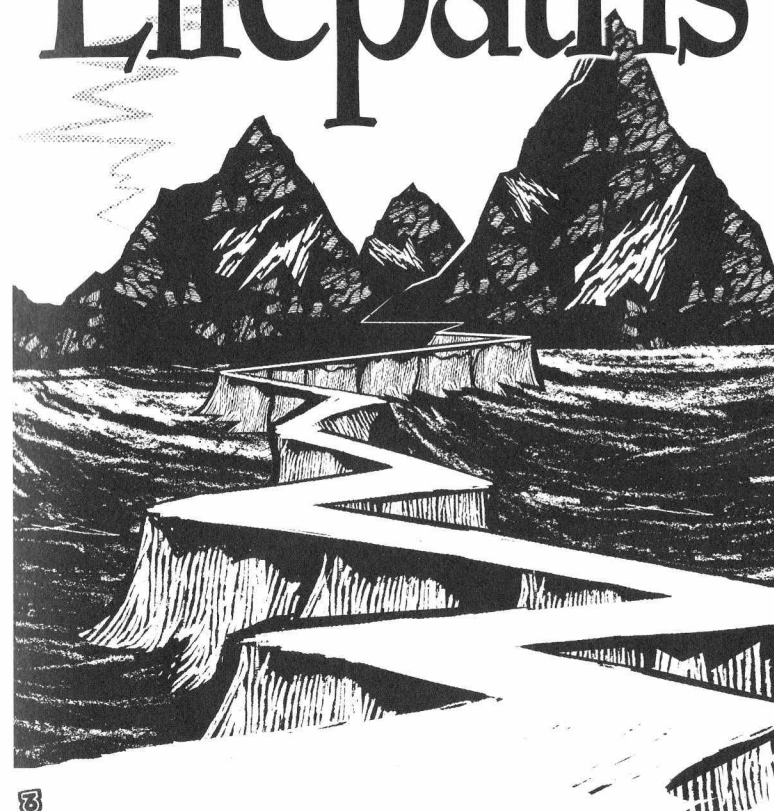
If languages are important to your game, characters should start with all of the languages appropriate to their place in the game setting—if they grew up in a multilingual society, then they'll know more than one language. If they grew up monolingual, or haven't travelled, they only know their native tongue. Languages are skills rooted in Perception. Appropriate starting languages are free: Take the character's native tongue(s) equal to his Perception exponent. Take any secondary languages at half Perception. If a player wants still more languages, pay for them as skills. They act like Wises—they can be bought with regular skill points even if they don't appear on any path.

Missing Paths

Obviously, in trying to detail every avenue of life, the system has missed a few streets and cut a few corners. If you find something missing, please feel free to draw up a new path based on one of the existing ones. The rules for lifepath creation can be found in the Monster Burner. ●



Lifepaths



No aspect of society, no habit, custom, movement, development, is without cross-currents. Starving peasants in hovels live alongside prosperous peasants in featherbeds. Children are neglected and children are loved. Knights talk of honor and turn brigand. Amid depopulation and disaster, extravagance and splendor were never so extreme. No age is tidy or made of whole cloth, and none is a more checkered fabric than the Middle Ages.

—Barbara Tuchman, *A Distant Mirror*

Ivar's Story

by Richard Douek

"We're close," announced Ivar as he settled into the tent. "We'll be in Ur Vadrun by tomorrow night."

"I've never been," Barand said wistfully.

"It's a wondrous place," Ivar recollected, "Deep, strong. Makes Agnar look like a troll cave."

"Fine way to speak of our homeland."

"You will see," Ivar said. "It will be even grander in a time of happiness."

"Was it not happy when you were there?" Barand asked.

"That was a century ago, when the High King Tomülk passed," Ivar said. "We'd come to bear Helcaar's Axe back to Agnar. It was a sad day, but here we are, bringing it back for Unnyr's coronation."

"I don't remember King Tomülk," Barand said. "I was not yet ten when he passed. I've never even seen the axe."

"A fine thing it is," Ivar said. "Broad-headed and sharp as a dragon's tooth. The haft is solid mithril, inscribed with the edicts that Helcaar spoke when he founded the kingdom, and that have guided us ever since. It has never struck a blow that has proved less than fatal, and in the hands of the king, it can call down the wrath of the heavens themselves."

"I should like to see it with mine own eyes."

"You shall, two days hence, at the coronation."

"Aye, from the other side of the hall," Barand said. "I want to see it up close."

"I'll talk to Ulfrun," Ivar said. "Perhaps we can get you on the honor guard that will deliver it to the king."

"Why bother?" Barand asked. "It's right over there..."

Barand rose to his feet, and took a halting step towards the great stone chest. He grasped the lid tentatively, but Ivar put a restraining hand upon his shoulder.

"It's forbidden, Barand," Ivar said. "None may hold it but the king."

"I don't want to hold it..." Barand said, his eyes narrowing: "I just want to look upon it."

"Then look upon when it is delivered," Ivar said.

"What does it matter?" Barand snapped. "A few moments is all I want! No one will be the wiser."

"Aye, you would be no wiser if you looked upon it now," Ivar said. "In fact I'd call you a fool."

"If there's a fool in here, it's not me," Barand said in a low growl. "Are you so afraid of Ulfrun," he asked, "that you dare not disobey him, even when he's abed, or likely drunk out of his wits?"

"Fear has nothing to do with it, Barand," Ivar said cautiously. "Duty and honor have all."

Turning quickly, the young axe-bearer gave a contemptuous snort and fiercely pushed the lid. The stone slab shifted. It was nearly halfway off when Ivar tackled Barand. The pair tumbled to the ground in a heap.

The two soldiers thrashed about the tent in a rage, until at last the younger Barand had Ivar pinned beneath him. His hand flew to the dagger at his belt.

"Is that it, Barand?" Ivar shouted hoarsely, "You'd spill the blood of a kinsman for a glance at a relic?"

Barand paused in midstroke, and gazed down at Ivar.

"Was it a glance? Or perhaps it was something more?" Ivar asked, "To feel its weight in your hand? Pretend for a moment you were the high king himself?"

"Y yes," Barand said, panting, "I want it."

"Then do it, Barand," Ivar said, his steely gaze boring into the crazed eyes of his kinsman. "Plunge your blade into my breast, and have your look. Grasp it. Swing it. Take it for yourself and flee into the night. Find yourself cursed for an oathbreaker, a kinslayer, a thief. Run on, and on, until you discover some stinking troll's cave to hide in, and gaze upon your ill-gotten treasure until you starve, and it does naught but keep your bones company."

As Ivar spoke, Barand's eyes regained some of their clarity. His breathing slowed, and the knife fell to his side. Rolling off of Ivar, he collapsed to the ground beside him.

"Be careful of your desires, young one," the graybeard warned, rising to his feet. He crossed to the other side of the chest and pushed the lid back into place. "Take one step down that path, and the next becomes easier, as does the one after that. Then one day, you look up and realize you have no idea where the path led you, and even less idea how to get back."

Barand sat up slowly, cradling his head in his hands. "Ivar..." he croaked, "I..."

"Just think upon it," Ivar said. "Go now. Sleep. I won't tell Ulfrun."

Barand shuffled to his feet, and towards the door. As he was about to leave, he turned to speak, but Ivar held up his hand.

"Think upon it, Barand." The old soldier intoned, "We, all of us, must fight this battle every day. Yours is done for now. Get some rest... it will be a long march tomorrow."

Ivar, virtuous veteran

Lifepaths: Born Clansman, Delver, Foreman, Longbeard, Graybeard

Age: 172

Stats: Pe B5, Wi B6, Ag B5, Po B5, Sp B4, Fo B6

Attributes: Ref B4, Ste B6, Hea B6, MW B12, Hesitation 4, Greed B3

Circles: B3 Affiliation: 1D with Ulfrun's Guard Resources: B3 (a poor land owner)

Relationship: High Captain Ulfrun, my brother and commander

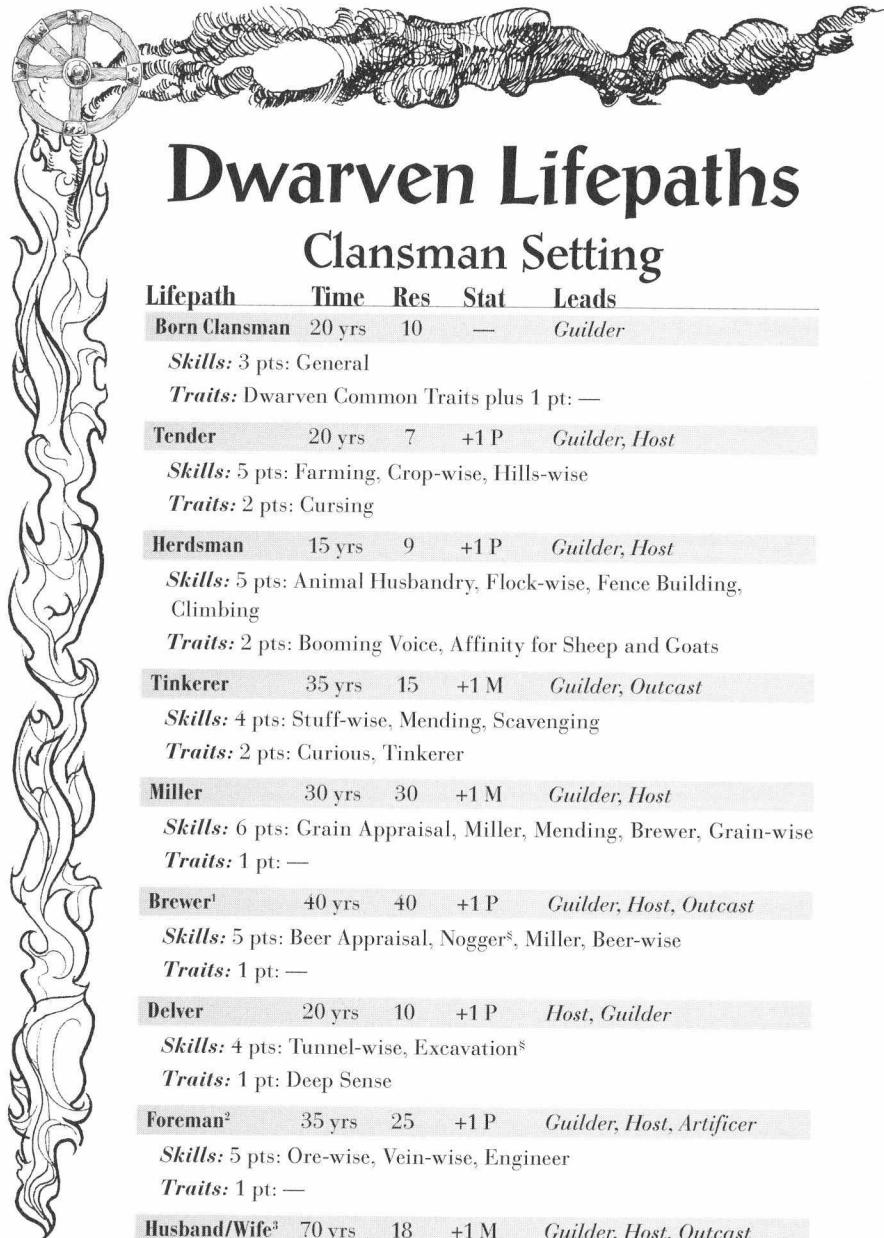
Skills: Coarse Persuasion B5, Ugly Truth B6, Host-wise B4, Tunnel-wise B3, Ore-wise B3, Intimidation B4, Command B4, Axe B4

Gear: Dwarven Arms, Dwarven-made chain, a Graybeard's hold

traits: Accustomed to the Dark, Bearded, Greed, Oathsworn, Shaped From Earth and Stone, Stout, Tough, Folksy Wisdom, Oath-swearer, Deep Sense, Chuffing, Virtuous

Beliefs: Fealty to my clan and the High King above all. Honor is more precious than wealth. Oathbreakers are vile and beneath contempt. I swore to my father that I'd keep Ulfrun from shaming our clan with his drinking and loose tongue.

Instincts: I never swear an oath lightly. I always drink nog when I'm cold. I always tell a tale to pass the time.



Dwarven Lifepaths

Clansman Setting

Lifepath	Time	Res	Stat	Leads
Born Clansman	20 yrs	10	—	<i>Guild</i>
<i>Skills:</i> 3 pts: General				
<i>Traits:</i> Dwarven Common Traits plus 1 pt: —				
Tender	20 yrs	7	+1 P	<i>Guild, Host</i>
<i>Skills:</i> 5 pts: Farming, Crop-wise, Hills-wise				
<i>Traits:</i> 2 pts: Cursing				
Herdsmen	15 yrs	9	+1 P	<i>Guild, Host</i>
<i>Skills:</i> 5 pts: Animal Husbandry, Flock-wise, Fence Building, Climbing				
<i>Traits:</i> 2 pts: Booming Voice, Affinity for Sheep and Goats				
Tinkerer	35 yrs	15	+1 M	<i>Guild, Outcast</i>
<i>Skills:</i> 4 pts: Stuff-wise, Mending, Scavenging				
<i>Traits:</i> 2 pts: Curious, Tinkerer				
Miller	30 yrs	30	+1 M	<i>Guild, Host</i>
<i>Skills:</i> 6 pts: Grain Appraisal, Miller, Mending, Brewer, Grain-wise				
<i>Traits:</i> 1 pt: —				
Brewer¹	40 yrs	40	+1 P	<i>Guild, Host, Outcast</i>
<i>Skills:</i> 5 pts: Beer Appraisal, Nogger ² , Miller, Beer-wise				
<i>Traits:</i> 1 pt: —				
Delver	20 yrs	10	+1 P	<i>Host, Guild</i>
<i>Skills:</i> 4 pts: Tunnel-wise, Excavation ³				
<i>Traits:</i> 1 pt: Deep Sense				
Foreman²	35 yrs	25	+1 P	<i>Guild, Host, Artificer</i>
<i>Skills:</i> 5 pts: Ore-wise, Vein-wise, Engineer				
<i>Traits:</i> 1 pt: —				
Husband/Wife³	70 yrs	18	+1 M	<i>Guild, Host, Outcast</i>
<i>Skills:</i> 5 pts: Clan-wise, Family-wise, Hagglng, Soothing Platitudes				
<i>Traits:</i> 2 pts: Dispute-Settler, Pragmatic Outlook				
Longbeard⁴	77 yrs	30	+1 M	<i>Host, Outcast</i>
<i>Skills:</i> 6 pts: Coarse Persuasion ⁴ , Ugly Truth, Guild-wise, Host-wise				
<i>Traits:</i> 2 pts: Folksy Wisdom, Oath-Swearer				

Guilder Setting

Lifepath	Time	Res	Stat	Leads
Born Guilder	21 yrs	5	—	<i>Clansman</i>
<i>Skills:</i> 4 pts: General				
<i>Traits:</i> Dwarven Common Traits plus 1 pt: —				
Wordbearer	15 yrs	10	+1 P	<i>Clansman, Host</i>
<i>Skills:</i> 5 pts: Hold-wise, Rumor-wise, Oratory, Clan History				
<i>Traits:</i> 1 pt: Quirky, Iron Memory, Quick-Step				
Hauler	10 yrs	7	+1 P	<i>Clansman, Host</i>
<i>Skills:</i> 4 pts: Wagon-wise, Cargo-wise, Road-wise				
<i>Traits:</i> 2 pts: Lifting Heavy Things				
Carter	20 yrs	10	+1 P	<i>Clansman, Outcast</i>
<i>Skills:</i> 4 pts: Animal Husbandry, Driving, Mending				
<i>Traits:</i> 1 pt: Patient, Iron Nose				
Hawker	15 yrs	15	+1 M	<i>Clansman, Outcast, Host</i>
<i>Skills:</i> 6 pts: Inconspicuous, Conspicuous, Streetwise, Hagglng, Man-wise				
<i>Traits:</i> 1 pt: —				
Apprentice	15 yrs	20	+1 P	<i>Clansman, Artificer</i>
<i>Skills:</i> 4 pts: Carving, Tanner, Carpentry				
<i>Traits:</i> —				
Journeyman^a	25 yrs	25	+1 M/P	<i>Clansman, Artificer, Host</i>
<i>Skills:</i> 6 pts: Hagglng, Cartwright, Mending, Black-Metal Artifice ⁸				
<i>Traits:</i> —				
Craftsman^b	45 yrs	45	+1 M/P	<i>Clansman, Artificer</i>
<i>Skills:</i> 4 pts: Appraisal, Shipwright; 1 pt General				
<i>Traits:</i> 1 pt: —				
Trader^c	45 yrs	70	+1 M	<i>Clansman, Outcast</i>
<i>Skills:</i> 7 pts: Stentorious Debate ⁸ , Shrewd Appraisal ⁸ , Hagglng, Persuasion				
<i>Traits:</i> 1 pt: —				

CLANSMAN NOTES

1: Brewer requires Miller, Longbeard, Seneschal, Captain or Drunk. 2: Foreman requires Delver, Artificer's Ardent or Engineer. 3: Husband/Wife cannot be the second lifepath of a character. 4: Longbeard requires Foreman, Graybeard, Artificer, Trader, Seneschal, Adventurer or Husband/Wife.

GUILDER NOTES

a: Journeyman requires Apprentice or any Ardent. b: Craftsman requires Journeyman, Artificer, Artillerist or Engineer. c: Trader requires Hawker, Journeyman, Adventurer or Husband/Wife. § This is a special, magical Dwarven skill. It costs 2 pts to open, and is always open-ended.





Artificer Setting

Lifepath	Time	Res	Stat	Leads
Born Artificer	20 yrs	15	—	<i>Clansman</i>
<i>Skills:</i> 3 pts: General; 2 pts: Dwarven Rune Script <i>Traits:</i> Dwarven Common traits plus 1 pt: —				
Ardent	21 yrs	15	+1 P	<i>Clansman, Noble, Host, Guilder</i>
<i>Skills:</i> 4 pts: Firebuilding, Soothing Platitudes <i>Traits:</i> 2 pts: Humility, Hard Work				
Tyro Artificer¹	21 yrs	20	+1 P	<i>Guilder, Host, Outcast</i>
<i>Skills:</i> 5 pts: Black-Metal Artifice [§] , Firebuilding <i>Traits:</i> 1 pt: Determined				
Artificer²	30 yrs	35	+1 P	<i>Outcast, Host</i>
<i>Skills:</i> 8 pts: Stone Artifice [§] , Etching, White-Metal Artifice [§] , Gem Artifice [§] <i>Traits:</i> —				
Mask-Bearer³	55 yrs	50	+1 M/P	<i>Outcast, Host, Noble</i>
<i>Skills:</i> 6 pts: Jargon, War Art [§] <i>Traits:</i> 1 pt: —				
Master of Arches⁴	75 yrs	75	+1 M	<i>Outcast, Host</i>
<i>Skills:</i> 8 pts: Lithography, Sculpture, Hallmaster [§] , Symbology, Etiquette <i>Traits:</i> 2 pts: Confident, Patient				
Master of Forges⁵	75 yrs	75	+1 M	<i>Outcast, Host</i>
<i>Skills:</i> 6 pts: Forge Artifice [§] , Appraisal, Engineer, Command <i>Traits:</i> 1 pt: Meticulous				
Master Engraver⁶	100 yrs	60	+1 M	<i>Outcast, Host</i>
<i>Skills:</i> 4 pts: Reason of Old Stone [§] , Stone-wise, Mountain-wise; 2 pts: General <i>Traits:</i> 1 pt: —				

ARTIFICER NOTES

1: Tyro requires Artificer's Ardent or Journeyman. 2: Artificer requires Tyro or Craftsman. 3: Mask-Bear requires Artificer. 4: Master of Arches requires Artificer. 5: Master of Forges requires Mask-Bearer. 6: Master Engraver requires Master of Arches.

§ This is a special, magical Dwarven skill. It costs 2 pts to open, and is always open-ended.

Dwarven Noble Setting

Lifepath	Time	Res	Stat	Leads
Born Noble	21 yrs	10	—	<i>Guilder, Artificer</i>
<i>Skills:</i> 4 pts: General; 2 pts: Dwarven Rune Script <i>Traits:</i> Dwarven Common Traits plus 1 pt: —				
Abecedart	20 yrs	10	+1 M	<i>Guilder, Artificer, Outcast</i>
<i>Skills:</i> 4 pts: Chronology of Kings, Etiquette <i>Traits:</i> —				
Ardent	25 yrs	15	+1 P	<i>Guilder, Artificer, Outcast</i>
<i>Skills:</i> 4 pts: Sing, Soothing Platitudes, Accounting <i>Traits:</i> 2 pts: Humility in the Face of Your Betters				
Axe-Bearer¹	20 yrs	25	+1 P	<i>Host, Outcast</i>
<i>Skills:</i> 8 pts: Axe, Armor [†] , Shield [†] , Formation Fighting [†] , Throwing <i>Traits:</i> —				
Chronicler²	50 yrs	20	+1 M	<i>Guilder, Artificer, Host</i>
<i>Skills:</i> 9 pts: Illuminations, Ancient and Obscure History, Clan-wise, Dwarf-wise, Poetry, Cartography, Etiquette, Symbology, Oath-wise <i>Traits:</i> 1 pt: —				
Seneschal³	55 yrs	50	+1 M	<i>Guilder, Host</i>
<i>Skills:</i> 5 pts: Etiquette, Command, Estate Management, Hold-wise <i>Traits:</i> 1 pt: Practical				
Treasurer⁴	75 yrs	100	+1 M	<i>Outcast, Host</i>
<i>Skills:</i> 6 pts: Accounting, Etiquette, Treasure-wise, Administration <i>Traits:</i> 2 pts: Dangerous Obsession, Rain Man				
High Captain⁵	75 yrs	75	+1 P	<i>Host, Outcast</i>
<i>Skills:</i> 5 pts: Command, Strategy, Conspicuous; 2 pts: General <i>Traits:</i> 2 pts: Muttering, Stentorious Voice				
Prince⁶	100 yrs	200	+1 M	<i>Host, Outcast</i>
<i>Skills:</i> 7 pts: Conspicuous, Etiquette, Intimidation, Oratory, Command <i>Traits:</i> 2 pts: Grumbling, Galvanizing Presence, Baleful Stare				

DWARVEN NOBLE NOTES

1: Axe-Bearer requires Noble Ardent or Banner Bearer. 2: Chronicler requires Abecedart, Khirurgeon or Longbeard. 3: Seneschal requires Trader, Longbeard, Quartermaster, Chronicler, Khirurgeon or Graybeard. 4: Treasurer requires Seneschal, Artificer or Warden. 5: High Captain requires Noble Axe-Bearer and Captain or Warden. 6: Prince requires Born Noble and Noble Axe-Bearer.

† This is a training skill. It costs 2 pts to open and may not be advanced.



Dwarven Host Sub-setting

Lifepath	Time	Res	Stat	Leads
Foot Soldier	10 yrs	6	+1 P	Clansman, Outcast, Guilder
<i>Skills:</i> 6 pts: Foraging, Brawling, Hammer, Armor [‡] , Shield [‡] <i>Traits:</i> —				
Arbalester	12 yrs	12	+1 M/P	Clansman, Outcast, Guilder
<i>Skills:</i> 5 pts: Crossbow, Mending, Fletcher, Artillery Hand <i>Traits:</i> 1 pt: Squinty				
Banner-Bearer	7 yrs	10	+1 P	Clansman, Outcast, Guilder
<i>Skills:</i> 4 pts: Conspicuous, Banner-wise, Intimidation <i>Traits:</i> 2 pts: Resigned to Death, Obsessive				
Horncaller	7 yrs	9	+1 P	Clansman, Outcast, Guilder
<i>Skills:</i> 4 pts: Brass Trumpet, Links, Conspicuous <i>Traits:</i> 1 pt: —				
Axe-Bearer¹	15 yrs	15	+1 P	Guilder, Outcast, Noble
<i>Skills:</i> 9 pts: Foraging, Axe, Conspicuous, Intimidation, Armor [‡] , Shield [‡] , Formation Fighting [‡] , Throwing <i>Traits:</i> —				



Graybeard²	20 yrs	20	+1 M/P	Guilder, Outcast, Noble
<i>Skills:</i> 4 pts: Intimidation, Field Dressing, Command <i>Traits:</i> 2 pts: Chuffing, Oddly Likeable				
Khirurgion³	25 yrs	25	+1 M	Guilder, Outcast, Noble
<i>Skills:</i> 5 pts: Khirurgy, Soothing Platitudes, Cooking <i>Traits:</i> 1 pt: —				
Quartermaster⁴	50 yrs	35	+1 M	Guilder, Outcast, Noble
<i>Skills:</i> 7 pts: Logistics, Accounting, Strategy, Supply-wise, Army-wise <i>Traits:</i> 1 pt: No Nonsense				
Captain⁵	55 yrs	40	+1 M	Guilder, Outcast, Noble
<i>Skills:</i> 7 pts: Command, Conspicuous, Formation Fighting [‡] , Strategy, Cartography <i>Traits:</i> 1 pt: —				
Artillerist⁶	55 yrs	45	+1 M/P	Artificer, Outcast, Noble
<i>Skills:</i> 5 pts: Artillerist, Mending, Carpentry <i>Traits:</i> 1 pt: Complaining				
Engineer⁷	60 yrs	50	+1 M/P	Artificer, Noble
<i>Skills:</i> 6 pts: Jargon, War Engineer [§] , Scavenging, Estimation Training [‡] <i>Traits:</i> 1 pt: —				
Warden⁸	75 yrs	65	+1 M/P	Outcast, Noble
<i>Skills:</i> 6 pts: Conspicuous, Oratory, Observation, Strategy, Etiquette <i>Traits:</i> 1 pt: Chuntering, Hard as Nails				

DWARVEN HOST NOTES

1: Axe-Bearer requires Noble Ardent, Graybeard or Banner-Bearer. 2: Graybeard requires either Axe-Bearer lifepath, three Host lifepaths or Longbeard. 3: Khirurgion requires Abecedart, Seneschal or Graybeard. 4: Quartermaster requires Seneschal, Treasurer, Trader or Graybeard. 5: Captain requires Prince or Graybeard. 6: Artillerist requires Mask-Bearer, Craftsman, Foreman or three Arbalester lifepaths. 7: Engineer requires Artillerist or Mask-Bearer. 8: Warden requires Prince, Captain or High Captain.

[‡] This is a training skill. It costs 2 pts to open and may not be advanced.

[§] This is a special, magical Dwarfen skill. It costs 2 pts to open, and is always open-ended.

Dwarven Outcast Sub-setting

Lifepath	Time	Res	Stat	Leads
Adventurer	5 yrs	10	+1 M/P	Clansman, Guilder
<i>Skills:</i> 12 pts: Survival, Climbing, Knots, Herbalism, Haggling, Firebuilding, Brawling, Knives, Sword, Crossbow, Lockpick, Appraisal, Obscure History, Symbology <i>Traits:</i> 2 pts: Adventurer, Boaster				

Gambler 7 yrs 15 +1 M *Clansman*

Skills: 4 pts: Games of Chance, Observation, Sleight of Hand

Traits: 2 pts: Stone-Faced

Oathbreaker[†] 20 yrs 5 +1 M *Clansman*

Skills: 4 pts: Ugly Truth, Falsehood, Oath-wise

Traits: 2 pts: Oathbreaker, Bitter

Drunk[†] 10 yrs 5 — *Clansman*

Skills: 3 pts: Stentorious Singing[§], Drunking[§]

Traits: 2 pts: Drunk, Despondent

Coward[†] 15 yrs 5 +1 M/P *Any*

Skills: 4 pts: Inconspicuous, Ugly Truth, Oratory

Traits: 3 pts: Branded a Coward

Rune Caster[†] 20 yrs 6 +1 M, P *Any except Host*

Skills: 5 pts: Rune Casting[§], Foraging, Scavenging

Traits: 2 pts: Slave to Fate

DWARVEN OUTCAST NOTES

†: Please read the required traits for these lifepaths; you may not like them.

§ This is a special, magical Dwarven skill. It costs 2 pts to open, and is always open-ended.

Starting Stat Points for Dwarves by Age

Starting Age	Mental Pool	Physical Pool
01-20 years	6 pts	13 pts
21-30 years	7 pts	13 pts
31-50 years	7 pts	14 pts
51-76 years	8 pts	15 pts
77-111 years	8 pts	16 pts
112-151 years	9 pts	16 pts
152-199 years	9 pts	17 pts
200-245 years	10 pts	18 pts
246-300 years	11 pts	17 pts
301-345 years	11 pts	16 pts
346-396 years	12 pts	15 pts
397-445 years	11 pts	14 pts
446-525 years	11 pts	13 pts
526-600 years	10 pts	12 pts

The Halls of the Dwarves

Born under the earth at the dawn of the world and destined to create the greatest works of craftsmanship of this age or any other, Dwarves are an ardent and strange people. On one hand, they possess an immense and innate ability for crafting and shaping—their skills take on a magical nature when compared with those of Men, Orcs and even Elves. On the other hand, Dwarven culture is a war between rigid tradition and fierce acquisitiveness.

Dwarven Common Traits

Accustomed to the Dark *Dt*

Contrary to popular belief, Dwarves cannot see in pitch dark. However, because they have lived many ages in halls lit by firelight and reflected sunlight, Dwarves do not suffer any penalty for twilight, starlight, candlelight, lamplight or torchlight. They do suffer from complete darkness as Men and Elves do.

Bearded *Char*

A Dwarf's beard is a sign of rank and maturity. No male Dwarf would dare go about with a bald face.

Greed *Dt*

Deep in the heart of every Dwarf lies a terrible seed, a lust for wealth and beauty. Some Dwarves master it; others succumb. It is a powerful emotion that drives many a Dwarf from his comfortable life and compels him to perform terrible acts or zealously create works of inestimable craft. See the Dwarven Greed section in this chapter for more on this emotional attribute.

Oathsworn *Dt*

All Dwarves have stern values hammered into their skulls from a very early age. In fact, Dwarven society is a complex and interlocking network of promises and traditions. The most prime among them is: "Honor the oath." To break an oath is to break tradition that has seen Dwarves through many dark ages. It is a terrible crime and one not easily forgiven or forgotten.



Due to this trait, all Dwarf characters start the game with an additional (fourth) Belief. *This Belief must come in the form of an oath, and represents a pre-game bond between the Dwarf and one of his relationships.* Oaths that pertain to the situation in play fill one of the standard three Belief slots.

Acceptable oaths are: the soldier's oath: "I owe Burri a debt of honor;" the uncle's: "I swore to recover the crown for my brother;" the prince's vow: "My father's last words were to rule wisely; this I swore;" and the drunk promises his wife: "I vow never to go near the beer again."

Yes, the requirements of an oath mean a Dwarf character must start with a relationship.

Shaped from Earth and Stone *Dt*

In the first age, when the earth was barren, Dwarves were created by the *One Who Most Dearly Loves to Shape with His Hands*. Dwarves were born beneath the earth and it was long before they came forth into the light of the sun. In these dark ages, they grew familiar with the ores, veins, rocks and sediments that were their sky, ocean and earth.

Attendant with their appreciation of raw materials is a love of building and shaping. Due to their heritage, above all else it is craftsmanship and the beauty of that which is wrought by skill that Dwarves love most. And since they were Born Under Earth, metals, stones and gems are their first love—far beyond cloth, wood or leather. This trait also gives the Dwarves access to natural magic abilities—open-ended/special skills for most of their crafts and arts.

Stout *Dt*

Dwarves are smaller than Men in stature, but they tend to be a bit thicker around the middle, with attendant broader hands, feet and arms.

Though tough and doughty, Dwarves' stout frame also hinders them slightly. *Speed must always be lower than their Power or Forte (whichever is higher)*, even if this limits advancement. Their Speed multiplier is 3x (as opposed to 3.5x).

Dwarven nature allows for a Forte maximum of 9 rather than 8 and a Speed maximum of 6 rather than 8.

Tough *Dt*

Dwarves are durable folk, hewn from the stuff of the underpinnings of the Earth. Dwarves may round up when factoring their Mortal Wound.

Dwarven Lifepath Traits

Lifepath Character Traits

These character traits are added to the Dwarf lists for color. Have fun roleplaying them: Bitter, Boaster, Pragmatic Outlook, Chuffing, Cluntering, Complaining, Confident, Curious, Cursing, Determined, Despondent, Folksy Wisdom, Grumbling, Hard Work, Humility, Humility in the Face of Your Betters, Muttering, No Nonsense, Patient, Practical, Quirky, Squinty.

General Traits

Booming Voice, Rainman, Resigned to Death and any other traits not listed in the Dwarven Character, Lifepath or Special Traits sections can be found in the General Trait List in the back of this book.

Dwarf Special Lifepath Traits

Adventurer *Dt*

Dwarven society is very structured and rigid. Those that break its conventions are forever branded as outsiders—even if they're later let back into the fold. Characters who were once Adventurers bear the stain of their deeds for the rest of their lives. No matter how hard they try to hide it, other Dwarves can just *smell* it on them. Adventurers gain +1 Ob to all Circles tests when dealing with Artificers or Noble Born Dwarves. However, Adventurers may choose a minor affiliation (1D) outside the Dwarf hold for free.

Affinity for Sheep and Goats *Dt*

This trait adds +1D to any skill or stat when dealing with sheep or goats.

Baleful Stare *C-O*

A call-on for Intimidation or Interrogation: "He just gives you that *look*."

Branded a Coward *Dt*

Whether true or not, this character has been branded a coward. In Dwarven society, this stain comes not from breaking an oath, but from refusing to swear the oath in the first place. Branded a Coward grants the character a 1D infamous reputation with either Dwarven Nobles, Clansmen, Guilders, Artificers or the Host. Player's choice.

Dangerous Obsession *Dt*

Treasurers spend too much time with the Prince's hoard. They eat, sleep and drink coins and riches. They dream about—cannot stop thinking about—fantastic wealth. This trait adds +1D to starting Greed.

Deep Sense*Dt*

This trait turns the character's Perception into an Orienteering-like skill when underground. He can discern direction, depth and inclination like surface dwellers can see the lay of the land, time of day and the weather.

Dispute-Settler*C-O*

This skill acts as a call-on for Persuasion, Coarse Persuasion or Oratory when trying to settle a dispute between two characters.

Drunk*Char*

This character has a serious problem with alcohol and seeks solace in the bottle. Whenever stress or trouble arises, he turns to drink to dull his mind.

Galvanizing Presence*C-O*

Galvanizing Presence is a call-on for Command or Conspicuous.

Hard as Nails*Dt*

The Warden may choose to ignore *one wound once per conflict*. He may do so long as the wounded dice penalty is not greater than his current Will. So if he's only got 1D of Will left, he can't ignore a Traumatic wound, but he can ignore a Light.

Iron Memory*Dt*

Wordbearers are taught tricks of the memory so that they never forget the missives they are commissioned to recite. Players whose characters have this trait, who have forgotten a vital game-important detail, may make an Ob 3 Perception test to recall it.

Iron Nose*Dt*

This character has smelled the worst of it. He never has to take a Steel, Health or Forte test due to nauseating smells.

Lifting Heavy Things*C-O*

Call-on for Power when lifting something that is obviously too heavy, bulky or cumbersome for the character.

Meticulous*C-O*

This is a call-on for one skill of the player's choosing (decide before play). The skill must relate to the character's Greed idiom and it cannot be a martial, physical or social skill.

**Obsessive***Dt*

This Dwarf spends a little too much time talking about certain things. Obsessive must relate to the character's Greed idiom and adds +1D to starting Greed.

Oddly Likeable*Dt*

No matter how outrageous his deeds or words, there's just something about this Dwarf that's charming and likeable.

Oathbreaker*Char*

A character who breaks an oath, lies while under oath or fails to fulfill an oath is forever marked as an Oathbreaker. While Oathbreakers are tolerated in Dwarven society, they are also mistrusted. No oaths may be sworn with an Oathbreaker until he has somehow resolved his initial betrayal. Also, the player *must* choose a relationship at the start of play that encompasses his broken oath. Lastly, Oathbreaker grants a 1D infamous reputation among the Nobles, Host, Artificers, Guilders or Clans. Player's choice.

Oathswearer*Dt*

Long has been the tradition of the great Dwarven Princes to go before the Longbeards of the clans to receive their blessing and swear an oath to protect them and uphold the traditions of their forefathers.

Oathswearer is perhaps the most vital trait in Dwarven culture. Though all Dwarves are Oathsworn, only those with the Oathswearer trait may pronounce a binding pact. Any oath taken while not under the guidance of an Oathswearer is not binding. Any oath pronounced before an Oathswearer *must* be written into the character's Beliefs. It usually replaces one of the character's existing three Beliefs. It can be used to replace the fourth, Oathsworn trait, belief only if that oath has been satisfied.

If an Oathswearer demands a character's word, and the character refuses, the Oathswearer can, at his discretion, brand him a coward. It is a stain that all Dwarves recognize, and no oaths or agreements are made with cowards. The character is given the Branded a Coward trait.

Quick-Step*C-O*

Wordbearers must hustle from the Miller to the Brewer, from the Quartermaster to the Khirurgeon, and from the Trader to the Longbeard. This trait acts as a call-on for any Speed test where the Dwarf is hurrying or hustling (including running to escape or maneuvering for a positioning test).

Slave to Fate

Char

The Rune Caster is plagued with fleeting visions of what could be and what might have been. He sees his own fate intertwined with all the other doomed strands; there is no other path to walk but the one he is on.

Stentorious Voice

Dt

Call-on for Conspicuous, Stentorious Debate and Oratory. Characters who have this trait are at a double obstacle penalty for all Singing skill tests.

Stone-Faced

Dt

This trait cancels the effects of the Discerner song and any other trait or special ability that allows the character to be "read." However, it doesn't count against Aura Reading with the Magesense or Second Sight. It also adds +2D to Falsehood and Gambling.

Tinkerer

C-O

This trait acts as a call-on for Mending or Black-Metal Artifice when trying to cobble together something new or weird.

Dwarven Special Traits

Avarice

Dt

3 pts

A player may choose to make his Dwarven character especially Greedy. With this trait, he can raise his character's starting Greed to whatever exponent he desires (so long as it is higher than what it would start at). The downside of this is that Greed tests always count as the type of test the character needs to advance, no matter the obstacle. *If he needs a Routine, the next test counts as Routine.* See the Greed mechanics for the ramifications of this.

Grudgekeeper

Char

1 pt

This character contains within him the capacity to maintain terrible enmity for perceived slights. He swears grudges like others swear oaths. The Grudgekeeper trait allows the player to replace his Oathsworn Belief with a Grudge. Rather than a promise or an oath, he swears revenge. Grudges follow the same mechanic as oaths.

If the character has the Oathswearer trait, it combines with Grudgekeeper. He may *only* pronounce grudges—rather than oaths—between two characters. They must write them into their Beliefs as if they were oaths.

I shall never forgive Snorri for his insult—I swear to pay him back ten fold.



Virtuous

Dt

3 pts

This Dwarf is virtuous, honorable and restrained. He may add +2D to his Steel when making tests against Greed. He also may reduce his starting Greed by -1D.



Dwarven Skills

General Skills

Descriptions for the following skills can be found in the General Skill List in the back of this book: Accounting, Administration, Ancient and Obscure History, Animal Husbandry, Appraisal, Armor, Artillerist, Axe, Brawling, Brewer, Carpentry, Cartographer, Cartwright, Carving, Climbing, Command, Conspicuous, Cooking, Crossbow, Driving, Engineer, Etiquette, Estate Management, Falsehood, Farming, Fletcher, Field Dressing, Firebuilding, Foraging, Formation Fighting, Haggling, Hammer, Herbalism, Illuminations, Inconspicuous, Intimidation, Jargon, Knives, Knots, Lockpick, Logistics, Mending, Miller, Observation, Oratory, Poetry, Scavenging, Shield, Shipwright, Sing, Sleight of Hand, Soothing Platitudes, Strategy, Streetwise, Survival, Sword, Symbology, Tanner, Throwing, Ugly Truth.

Wises

The following skills are Wises and obey the standard rules as described under the Wise entry in the General Skill List: Army-wise, Banner-wise, Beer-wise, Cargo-wise, Clan-wise, Crop-wise, Dwarf-wise, Faith-wise, Family-wise, Flock-wise, Guilder-wise, Hills-wise, Hold-wise,

Host-wise, Man-wise, Metal-wise, Oath-wise, Ore-wise, Road-wise, Rumor-wise, Sorcery-wise, Supply-wise, Treasure-wise, Vein-wise, Wagon-wise.

Special Dwarf Skills

These are regular skills that are available only to Dwarves.

Artillery Hand

Root: Perception/Agility

Dwarven artilleryists and engineers are always in short supply. Therefore when the Host is on the march, Arbalesters are oftentimes assigned to crew the army's war engines. This skill allows the character to assemble and dismantle artillery pieces, as well as fire direct-fire type mechanisms like siege crossbows or ballistae. Effectively operating indirect-fire artillery requires the Artillerist skill.

FoRKs: Artillerist

Skill Type: Special

Tools: Yes.

Beer Appraisal

Root: Will/Perception

Years of training are required to fine-tune the sensitive taste of a discerning Dwarf. But once honed, said taste can determine the type of grain used, the type and length of the brewing, how long it has been in the cask and even the wood of the barrel.

FoRKs: Grain Appraisal, Nogger

Skill Type: Craftsman

Tools: No.

Brass Trumpet

Root: Will

Blaring brass trumpets are the signature instrument of the Dwarven hosts.

FoRKs: Conspicuous

Skill Type: Musician

Tools: Yes.

Clan History

Root: Perception

This Dwarf knows the long and sordid past of the various clans—their oaths, grudges, great works of art and the probable size of their hoards and halls.

Obstacles: General history and well-known names, Ob 1. Grudges, Ob 2. Oaths, Ob 3. Obscure deeds or names, Ob 4.

Skill Type: Wise

Tools: No.

Chronology of Kings

Root: Perception

A ballad of history, telling the story of all the great Dwarven kings, their deeds and their riches.

FoRKs: Ancient and Obscure History

Skill Type: Academic

Tools: No.



Dwarven Rune Script

Root: Perception

Dwarven Society is a literate one. Dwarven children are taught to decipher and inscribe runes from a very young age. This skill counts as *both* Reading and Writing for Dwarves.

FoRKs: History skills, Chronology of Kings

Skill Type: Academic

Tools: Yes, for writing only.

Earth-wise

Root: Perception

A Dwarf with this skill can tell the type of earth and stone, where it came from and generally how old it is.

Skill Type: Wise

Tools: No.

Fence Building

Root: Perception

Dwarves are very particular about their boundaries. This skill teaches the art of constructing sturdy fences and walls, and the etiquette of deciding where they should lie.

Obstacles: Dividing farm fields, Ob 1. Dividing pasturage, Ob 2.

Dividing mines and veins, Ob 3. Dividing tax districts, Ob 4.

FoRKs: Accounting or Carpenter or Mason

Skill Type: Special

Tools: Yes.

Games of Chance

Root: Perception

There is a certain cult among the Dwarves fascinated by, and very knowledgeable about, games of chance. The games include dice, cards, and keg and mug spinning. The best method of use for this skill is to make versus tests against other gamblers. The winner of the test walks away with the prize. The loser must make a Resources test with an obstacle equal to the number of dice wagered/lost. If the loser passes his Resources test, the winner notes the same test toward advancing his Resources. If the loser is Taxed, those dice are granted to the winner as *cash* for Resources.

This skill does not cover games of skill such as pins or darts.

FoRKs: Gambling

Skill Type: Special

Tools: Yes, dice, mugs or cards.

Grain Appraisal

Root: Perception

Dwarves are very proud of their ability to discern the fine grain from the chaff; only the finest grains are selected for famous Dwarven nogs.

FoRKs: Nogger

Skill Type: Craftsman

Tools: No.

**Khirurgion**

Root: Perception/Agility

Dwarves are a clean and thorough people in all their crafts, therefore their medicinal traditions are excellent. This skill acts as Surgery.

FoRKs: Herbalism, Field Dressing, Bloodletting, Apothecary

Skill Type: Medicinal

Tools: Yes.

Links

Root: Will/Forte

When on the march, Dwarven armies utilize a complex system of horn signals to transmit information between camps. The system is called "links" because it connects the Dwarven regiments like links of sausage. The Links skill gives the character the ability to perform and decode the signals.

FoRKs: Brass Trumpet, Stentorious Singing, Geometry Training

Skill Type: Academic

Tools: Yes, a big brass horn.

Tunnel-wise

Root: Perception

Life underground gives Dwarves a good sense of tunnels. Is it safe? How old is it? Who built it? All of these questions can be answered by Tunnel-wise.

FoRKs: Excavation, Mining

Skill Type: Special

Tools: No.

Estimation Training

Root: Perception (for aptitude only)

Dwarven Engineers often share with each other their vast knowledge. "How far do y' think that is?" "Hunnert paces?" "Nah, hunnert seven and an eighth, easy." Using this training skill, a Dwarf may add a FoRK or helping die to any skill that requires an estimation of distance, depth or height: building a bridge, carving out a hall or even leaping a chasm. Be warned though, estimating incorrectly can be calamitous. The helping die is open-ended downward: Rolling a 1 requires the die to be rerolled. If the reroll is also a failure, another innocent success is *subtracted* from the total.

Skill Type: Special Training

Tools: No.

Stuff-wise

Root: Perception

This Dwarf knows his stuff! He knows all about it. Where it's from, who made it, what it's made out of. Everything except what it actually does.

Obstacles: Your stuff, Ob 1. Your friend's stuff, Ob 2. Stuff about stuff, Ob 3. Shit versus stuff, Ob 4. What stuff to pack, Ob 5.

FoRKs: Dwarf-wise, Scavenging

Skill Type: Wise

Tools: No.

Dwarven Arts

These skills are Dwarven iterations of standard craftsman and artisan skills. However, they all count as natural magic and are therefore open-ended. Skills marked with the § symbol fall in this category.

Black-Metal Artifice

Root: Will/Agility

This is the skill with which Dwarves create all their mundane and household metals. However, the Artificers know a secret or two and may imbue even their pots and horseshoes with intense quality. Using the obstacles listed below, a Dwarf can create various "tool kits." If he so desires, he may increase his obstacles to create by +2 Ob and grant the final product a special +1D bonus to all skill tests in which the tools are used.

Obstacles: Horseshoes, Ob 1. Mason/Stone Art tools, Ob 2. Cook's tools, Ob 2. Blacksmith/Black Metal tools, Ob 2. Armorer/Weaponsmith/War Art tools, Ob 3. Khirurgion's tools, Ob 4.

FoRKs: White Metal Artifice, War Art

Skill Type: Craftsman

Tools: Yes!

Coarse Persuasion

Root: Will

This bizarre social art is apparently a method of coercion and persuasion among Dwarvenkind and consists of a lot of backslapping, grinning and reassurances: "Come on! You'll love it." That other folk often find it charming and endearing is one of the wonders of the world.

Obstacles: Obstacle is equal to the victim's Will. Obstacle increases for really outlandish requests and proposals.

FoRKs: Intimidation, Interrogation, Ugly Truth

Skill Type: Social

Tools: No.

Drinking

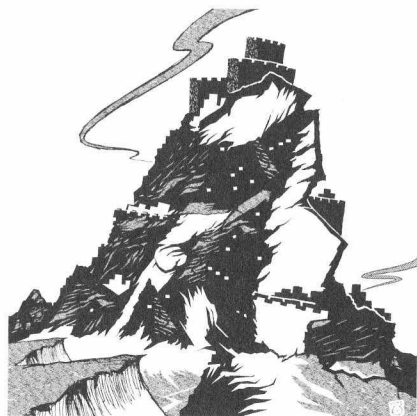
Root: Will/Forte

Dwarves can really put it away. They don't try to hide their inebriation, either. They drink to get roaring drunk. And they let everyone know it. Use this skill when a Dwarf needs to get drunk and loud quickly. The more successes, the faster he gets drunk. This is not meant to imply that he needs less alcohol than another, less skilled drinker. On the contrary, he needs more, in bigger cups, faster!

FoRKs: Beer-wise

Skill Type: Special

Tools: No. (Unless you count beer.)



Excavation

Root: Perception/Power

For Dwarves, delving into the earth and quickly removing rock, dirt and stone is a special art.

FoRKs: Mining, Prospecting, Engineering

Skill Type: Craftsman Tools: Yes.

Forge Artifice

Root: Will/Perception

This special skill teaches the secrets of building the sacred fires of Dwarven forges, which burn hotter and cleaner than the forges of Men, Elves and Orcs. Such heat allows the Artificers to further refine their incredible metalworks. When building a forge, an Artificer may imbue it with runes of everlasting heat and unwavering temperature, which grant advantage dice to the user. To do so, the Artificer must increase his own obstacle by +2 Ob. Each +2 Ob builds +1D into the forge, so long as the final obstacle is met, of course.

Obstacles: Forge Bellows and pumps, Ob 1. Small Kiln, Ob 2. Large Kiln, Ob 3. Small forge (one smith), Ob 4. Mid-sized forge (two smiths), Ob 5. Large forge (5 smiths), Ob 6.

Skill Type: Artisan Tools: Yes.

Gem Artifice

Root: Will/Agility

Gem Artifice teaches the secrets of cutting precious stones so they shine like stars in candlelight and shimmer like eldritch fire in the sun. Any gem cut using this skill may be used as a matrix by an enchanter to create an item of power. Secondly, the Resources obstacle of any gem or stone manufactured using Gem Artifice is increased by one automatically. The value may be further increased by one by adding +2 Ob to the test before the dice are rolled.



Obstacles: Polishing Gems, Ob 1. Shaping opals, Ob 2. Working jade, Ob 3. Cutting and faceting sapphire, Ob 4. Cutting and faceting rubies and emeralds, Ob 5. Cutting and faceting diamond, Ob 6.

FoRKs: White Metal Artifice

Skill Type: Artisan

Tools: Yes.

Hallmaster

Root: Will/Perception

This is the skill that built the sweeping halls of the great delvings. Using this skill, a Dwarven Artificer may reinforce his hall's structure. By adding +2 Ob to his test when building a structure, he may add +1 Integrity or +1 Strength to the final product. He may pile the obstacle as high as he likes and even combine benefits. In order to reap the rewards, he must meet that increased obstacle, otherwise no benefit is conferred.

Obstacle: Simple wall, Ob 1. Column, Ob 2. Arch, Ob 3. Stone bridge, Ob 5. Dome, Ob 5. Fortress gate, Ob 6. Buttressed high walls, Ob 7. The Golden Horn (pressed bow) bridge, Ob 8.

FoRKs: War Engineer, Stone Artifice

Skill Type: Artisan

Tools: Yes.

Lithography

Root: Perception/Agility

Dwarven Artificers learn a special art of inscribing runes into stone. These runes can be carved into walls for decorative or instructional purposes or placed onto blocks, dipped in ink and pressed on paper.

FoRKs: Dwarven Rune Script, Symbology

Skill Type: Artisan

Tools: Yes.

Nogger

Root: Will/Perception

Dwarven brew is renowned throughout the known lands. Some say a single mouthful of the finest Dwarven *nog* is worth the price of the greatest kingdom of Men. For Dwarves, nog has a restorative effect. Downing a full cold draught of the stout brew grants +1D to the next Health test. It also adds +1 Ob to all social skill tests for the scene. No matter how much he drinks, only one bonus/penalty is bestowed. However, if a Dwarf downs a number of steins equal to or greater than his Forte exponent, he becomes drunk—+1 Ob to *all* tests for hours equal to 10 minus Health. If any other creature so much as sips a mouthful of the powerful beverage, it becomes drunk (+1 Ob to all tests) and receives no benefit.

Obstacle: Revered, sacred and most secret ritual of preparing the grain, Ob 2. Sanctifying the distillery in preparation for the most holy, Ob 3. Brewing the nectar of the gods, Ob 5.

FoRKs: Grain Appraisal

Skill Type: Craftsman

Tools: Yes.

**Reason of Old Stone**

Root: Will

This curious skill allows the Master Engraver to extract knowledge from a stone. Merely by seeing, touching, tasting and smelling the stone—and considering it for a long while—the Dwarf can discern a number of facts: How old it is, how long it has been in this place and what events have transpired around it.

Obstacles: Type/name of stone, Ob 1. Age of stone, Ob 2. Length of time the stone has been in its current location, Ob 3. Recent events surrounding the stone that left physical evidence, Ob 4. Recent events that left no physical mark, Ob 5. Past events that left their mark on the stone, Ob 6. Past events that left no mark, Ob 7.

Skill Type: Sorcerous

Tools: No.

Rune Casting

Root: Will/Perception

Learned Elves, Orcs and Men would consider Rune Casting an innocent use of the arcane forces at play in the world, but most Dwarves consider its use a mad and profane act. You see, the Rune Caster uses a set of specially designed runes to discern the future. When cast to the ground, their pattern and order reveal to him another's fate.

A successful test of this natural magic skill allows the Rune Caster player to pronounce the target character's fate. The Rune Caster player may look at the target's Beliefs. The fate that he pronounces must tie in to one of the Beliefs—and it must be suitably dire: a rise to power, a tragic death or a pyrrhic victory, for example.

In order for the pronouncement to even have a chance of coming true, the *Rune Caster player* must change one of *his character's* Beliefs to match the fate. (Playing on or against that Belief earns artha as per the standard rules.) If he does not or if the Belief changes, then the fate is rendered invalid.

It is ultimately up to the target whether or not he will embrace his fate or veer from it. If a scene is played out in which the fate is fulfilled, that player automatically earns a Deeds point. If the fated character is killed in fulfillment of his pronounced fate, the player keeps the Deeds point for his *next* character. In other words, he starts with a Deeds point.

FoRKs: Rune Casting can also be used as a FoRK just like Astrology.

Obstacle: Carving the runes onto the small stones necessary to Rune Casting is Ob 2. The obstacle for pronouncing a fate is equal to 10 minus the target's highest Circles+reputation+affiliation dice total or 10 minus the point value of the character's most expensive special trait. Use whichever obstacle is lower.

Skill Type: Sorcerous

Tools: Yes, rune stones.

Shrewd Appraisal

Root: Perception

The Dwarven eye for detail, especially in regard to craftsmanship, jewelwork or gemcraft, is legendary. Shrewd Appraisal is the art of noting every single flaw in an item—thereby reducing its price.

Obstacle: Common goods, Ob 2. Expensive goods, Ob 3. Rare goods, Ob 4. Unique goods, Ob 5.

FoRKs: Appropriate Wises, Hagglng

Skill Type: Social

Tools: No.

Stentorious Debate

Root: Will

This skill is a combination of Hagglng, Oratory and Persuasion. It is loud, boisterous and heated.

FoRKs: Oratory

Skill Type: Social

Tools: A big Dwarvy mouth.

Stentorious Singing

Root: Will

This skill is simply loud, boisterous and *loud*. Dwarves love to sing, much to the chagrin of their guests and neighbors.

FoRKs: Stentorious Debate, Chronology of Kings, Drunking

Skill Type: Musical

Tools: No.

Stone Artifice

Root: Will/Power

Stone Artifice teaches the proud craft of shaping stone into sturdy material suitable for building. Dwarves are so skilled at cutting and dressing stone that the material becomes more durable and harder to destroy. By increasing his obstacle by +2 Ob, the Artificer may increase by one the Integrity of any wall that receives his stone. (See the Materials rules in the Burning Wheel.)

Obstacles: Making mortar, Ob 1. Cutting sandstone or limestone, Ob 2.

Cutting marble, Ob 3. Cutting granite or basalt, Ob 4.

FoRKs: Hallmaster, Earth-wise

Skill Type: Artisan

Tools: Yes.

War Art

Root: Will/Agility

Mask-Bearers spend much time in the terrible heat of the forges beating out wicked blades and unyielding armor. Using this skill, the Artificer may create weapons or armor.

Obstacles: Creating small run of the mill melee weapons is Ob 2; larger weapons are Ob 3. Run of the mill crossbows/arbalests are Ob 4. Bolts for crossbows and arbalests are Ob 2.



Run of the mill chainmail armor (or an equivalent piece) is Ob 3. Plated mail (or an equivalent piece) is Ob 4.

Using the War Art skill, artificers may build superior quality weapons and armor. For weapons, they may do any and all of the following once to each piece: +1 VA=obstacle penalty is current VA +1; Adding a balance die=+2 Ob; or increase Power by one, for which the obstacle penalty is equal to the current Power. When building armor: To grant armor or shields the ability to reroll one 1 once, add +1 Ob; to make armor superior quality (reroll all 1s all the time), add +3 Ob to the run of the mill obstacles listed above.

To create gray shade devices, the Artificer must have a gray skill—either via an Epiphany or due to his actual shade.

ForKs: Black-Metal Artifice

Skill Type: Craftsman

Tools: Yes.

War Engineer

Root: Will/Perception

This master art contains many terrible secrets of the Dwarven Hosts. It teaches the construction and use of terrible war engines and the knowledge of destroying fortifications from below.

Obstacles: Battering ram, Ob 1. Building a small war tower, Ob 2.

Covered ram, Ob 3. Small stone thrower, Ob 4. Siege arbalest, Ob 5.

Large trebuchet, Ob 6. Hitting a building or wall a trebuchet, Ob 3.

ForKs: Black-Metal Artifice, Hallmaster, War Art, Stone Artifice

Skill Type: Artisan

Tools: Yes.

White-Metal Artifice

Root: Will/Agility

Dwarves truly love working with gold, silver, platinum and true silver, all of which they refer to as “white metal.” This adoration, augmented by their superior skills, allows them to create works of intricate detail and wondrous beauty. First, any item made using this skill may be used as a matrix by an enchanter to create items of power. Second, the Resources obstacle of any bauble or crown manufactured using White-Metal Artifice is increased by one automatically. A Dwarven Artificer may further increase the value: +2 Ob increases the Resources obstacle by one.

Obstacles: Hairpins, Ob 2. Spoons and cups, Ob 3. Embellishing armor or a weapon, Ob 3. Tea service, Ob 4. Brooches and necklaces, Ob 4.

Tiara and headbands, Ob 5. Crowns, Ob 6.

ForKs: Black-Metal Artifice, War Art, Gem Artifice

Skill Type: Craftsman

Tools: Yes.

Dwarven Greed

Lying in the heart of every Dwarf is a terrible seed—one of avarice, lust and greed. It is a strange facet of their nature. Some Dwarves manage to suppress it and hold it in check, others give in to it—acquiring all they desire in a bloody swath of war, murder and betrayal.

Greed is an emotional attribute like Faith, Grief and Hatred. It is not directly tested like Faith, though. Instead it is a factor in many rolls and situations.

Greed in Play

In play, the Greed emotional attribute is used by the player to acquire, create or retain wealth, power or beauty. When it is invoked, that which it was used in favor of cannot be willingly relinquished.

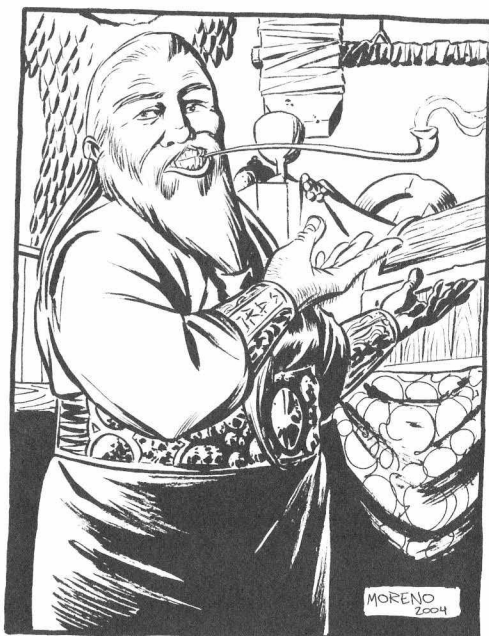
Starting Greed

- +1 Greed if Will exponent is 4 or lower.
- +1 Greed for every 60 resource points.
- +1 Greed for each of the following lifepaths: Trader, Mask-Bearer, Master of Arches, Master of Forges, Master Engraver, Treasurer, Quartermaster, Seneschal or Prince.
- +1 Greed if the Dwarf has coveted something owned by another.
- Has the Dwarf ever stolen something he coveted? If so, +1 Greed.
- Has the Dwarf ever had his prized treasure stolen from him? +1 Greed.
- Has the character ever been in the presence of the master craftsmanship of the Dwarven fathers? If so, +1 Greed.
- Has the character witnessed an outsider (Elf, Man, Orc, Roden, etc.) in possession of a work of Dwarven art? If so, +1 Greed.
- Is the Dwarf over 200 years old? If so, +1 Greed.
- Is the Dwarf over 400 years old? If so, +2 Greed.
- Relationships: Each romantic relationship is -1 Greed. Each hateful relationship is +1 Greed. A hateful immediate family member is +2 Greed.

Total the Greed points. This is the character's starting exponent. Alternately, the player may spend five of those points to shade shift his Greed to gray. The remainder equals the current exponent

What's Your Pleasure: Greed Idiom

Once the starting exponent for Greed has been established, the Dwarf player must choose what his character lusts after. Choose three of the four categories: riches (gems, gold), physical beauty, craftsmanship or power.



Covetousness: Greed and Steel

When that which the character lusts after presents itself, the Dwarf player must make a Steel test.

She's Magnificent...

Greed makes Dwarves vulnerable to a form of wonderment. Whenever they see something awe inspiring—an ancient artifact, a hoard of gold, a beautifully crafted hall—the GM (or player himself) can call for a Steel test. If the Greed exponent is higher than the character's standard hesitation, use that as hesitation instead.

I Must Have It!

When a Steel test for Greed is failed, the player can choose two

reactions: He can either Stand and Drool or he can invoke the *I Must Have It* rule. This new reaction allows the player to choose to have his character "go for it!" He Stands and Drools for one action—a blink of an eye. For the remaining duration of the hesitation, he must attempt to purchase, steal, barter or kill for the item/person in question. In either case, whether he drools or goes for it, the object of the failed test becomes the focus of his attention—always lingering somewhere in the back of his mind, nagging at him.

Oaths, Beliefs and Greed

Beliefs and Oaths can mitigate Greed. If a character has a Belief or Oath that directly contradicts a situation in which a Greed Steel test is called for, hesitation for the Greed/Steel test is reduced by one.

Greed and Resources

Greed can both help and hinder Resources. If Greed is lower than Resources, the player may FoRK his Greed into Resources tests. The burning desire gives him the edge and urge to acquire more.

If Greed is higher than Resources, the Dwarf is hard put to part with what he has. All Resources obstacles are made at a +1 Ob penalty. If Greed and Resources exponents are the same, no benefit or penalty is incurred.

Fuel the Fires: Greed and Artha

A single Persona point can be spent to tap the burning fires of Greed. It can be spent on any test where the character is creating, acquiring or attempting to retain a thing of beauty/wealth/power/craftsmanship.

Doing so allows the player to add *any* amount of dice from his *Greed exponent* to an ability test. The dice act like Persona point artha spent on a test, but there is a consequence—Greed is incrementally increased.

A Dwarf with a B4 Greed can spend a Persona point and add up to four dice to a single roll.

Greed and Advancement

Tests for advancement of Greed are earned when the player spends a Persona point to Fuel the Fires, when a Steel test is *made* for the She's Magnificent rule, when I Must Have It! is *chosen* as a Steel result, when Greed is FoRKed into Resources and when the situational conditions in the list below are met. (Note that a failed Steel test in which the player chooses I Must Have It! counts as *two* Routine tests for advancement.)

Type of Greed Tests

Routine tests always count for advancement for Greed. Always. Even though it says otherwise in the Burning Wheel, when the attribute is at exponent 5 or higher, filling up *any two* of the three test requirements—Routine, Difficult or Challenging—counts toward advancement.

Anytime dice are added from Greed to another ability, it count as a test for Greed. Compare the dice added to your current Greed exponent. The dice used count as the obstacle of the Greed test for advancement.

If your character has a B3 Greed and you spend three Greed dice on the test, you log a difficult test for advancement (for Greed). One die added to a test counts as a Routine test.

The Limits of Greed

Once Greed reaches exponent 10, the Dwarf goes mad with his covetous desires and shuts himself in his halls forever.

Situational Greed Test Obstacles

The following are just examples. Feel free to add your own situations.

Obstacle 1— Taking or demanding the biggest portion.

Obstacle 2— Exaggerating an item's quality, whether buying, selling or trading. Coveting another's wealth.



Obstacle 3— Straight out lying about an *item's* quality, whether buying, selling or trading. Failing to take a risk because you fear the cost. Betraying an Instinct for Greed. Pronouncing a Grudge stemming from Greed.

Obstacle 4— Stealing what you covet. Buying the very best no matter if it might ruin you. Using an opportunity to advance your political aims at the expense of a friend. Betraying a Belief for Greed. Claiming someone else's work or idea as your own.

Obstacle 5— Manipulating the downfall of a rival in order to take his possessions or power. Failing to take a moderate risk in order to increase wealth. Swearing an Oath driven by Greed.

Obstacle 6— Beholding a beauty in nature a Dwarf can never attain: a perfect sunset, a perfect spark of a forge, a glitter on water, an Elf maiden's sweet voice. Breaking an Oath for Greed.

Obstacle 7— Robbing another of his livelihood for your gain. Killing another character to keep one's own wealth. Failing to take a small risk because it *might* cost more than it gains.

Obstacle 8— Killing someone to gain what they possess and you desire.

Obstacle 9— Killing for small gain or petty vengeance. Failing to swear an Oath out of Greed.

Obstacle 10— Ruining the health and prosperity of others so that you might have what you desire.

Dwarven Resources

Shoddy Arms.	5	Clothes	1
Dwarven Arms.	20	Traveling Gear.	1
Shoddy Crossbow	6	Sturdy Shoes.	1
Dwarven Arbalest	20	Finery	5
Dwarven-made Plated Leather	9	Printed Chronicles.	15
Dwarven-made Chainmail.	10	Keg o' Nog.	20
Dwarven-made Plated Mail	20	Dwarven Houses, Hall, Holds See Below	
Dwarven Mail	100	Workshops.	60
Forge Mask	40	Dwarven Tools.	10 per set
Dwarven Shield	20	Shoddy Tools.	5 per set
Riding Mount or Pack Animal	8	Carts and Baggage.	15

Notes on Dwarven Possessions

Shoddy Equipment— Any gear choices listed as “shoddy” merely means the stuff is not Dwarf-made. It counts as run of the mill gear and provides none of the bonuses of the more expensive Dwarven gear.

Dwarven Arms— All Dwarven Arms are considered *superior quality* items. In addition, they add a +1D balance die to the skill of the wielder. Traditionally, Dwarves use only axes and hammers, though this choice can include throwing axes, pins and knives. Players may purchase beaks, spikes and weights for their character's weapons at ++ rps per modification, per weapon.

Dwarven Arbalest— The arbalest is a special Dwarven make of the traditional crossbow. It can fire rocks or bolts. It counts as a crossbow, but only requires 10 actions to load when firing bolts, or 6 actions when firing rocks. These devices are so well-made they add +1D balance die to the wielder's skill.

Rocks IMS: I B3, M B6, S B9 VA -. When firing rocks, the arbalest counts as an *arquebus* for Range and Cover and DoF rules.

It can fire bolts using the range and damage of a crossbow.

Dwarven-made Armor— This is *run of the mill* armor made by Dwarves. It obeys the standard rules for armor, except that the first “1” rolled on an armor test per piece may be ignored. After that, it obeys the normal rules for armor failure. Once the 1 is gone, the special ability is gone. Lastly, Dwarven-made armor does not cause a Clumsy Weight Speed penalty (no obstacle penalty or -1D).

Dwarven Mail— This is the most precious of all armors. Dwarven mail covers the bearer in fine and supple chainmail. It gives no clumsy weight penalties except for gauntlets and chainmail penalties for stealthy. The armor counts as *gray shade chainmail* from head to hand to boot. It is, of course, superior quality. *Dwarven mail counts as property when factoring Resources.*





Forge Mask— This is a highly coveted piece of Dwarven craftsmanship. Forge Masks are constructed under great secrecy using the most complex and obscure Dwarven forging techniques. Designed to withstand the extreme heat of the Dwarven forge and errant heavy blows of the smithing process, they are requisite protection for every Artificer and Mask-Bearer, as well as a sign of rank and skill. The mask may also be worn as a piece of armor added onto another suit and counts as 4D of *gray shade armor* for the face and head (with only a +1 Ob clumsy weight penalty). The mask is highly resistant to heat and flame. It allows an *armor* test against flames directed at the head. Also, the mask can cause an opponent to make a Steel test at the time of the wearer's choosing. This fear effect only works once per target, costs one action to activate and can only be used on a target face to face with the Mask Bearer.

Dwarven Shields— This magnificent device counts as a 3D gray shade shield of superior quality. Against heat and flame, the shield counts as *armor*. The bearer of a Dwarven shield may test his 3D of difficulty number 3 *armor* vs any incoming flame attacks. Black shade fire has no VA, gray shade is VA 1, and white shade is VA 2. Use these VAs instead of any spell VA. If the shield bearer is wearing a Forge Mask, he may add +2D to this armor test.

Riding Mount— Dwarves tend to ride ponies or mules.

Keg o' Nog— A Keg o' Nog provides the Dwarf with 12 tall mugfuls of the fabled drink. Each mug is worth +1D to a Health test and +1 Ob to social skill tests. (Only one bonus/penalty is in effect, no matter how much of the brew is quaffed by Dwarves.)

Dwarven House, Hall, Hold— A small house, 10 rps; large house, 15 rps; a Dwarven hall (a large apartment in the undermountain holds), 30 rps; a Graybeard's hold, *40 rps; an Engineer's hold, *45 rps; a Master Artificer's hold, *60 rps; a Warden's hold, *75 rps; a High Captain's hold, *90 rps; a Prince's hold, *105 rps. *These all count as property when factoring Resources.*

*Only Dwarves of the listed rank or higher may take this kind of property.

Dwarven Workshops— Workshops are necessary to completely utilize Dwarven Artificer and Dwarven craftsman skills—without one, the Dwarf may only undertake smaller projects easily done by hand (Ob 3 tests or lower). Also, Dwarven Workshops are required if the character will be building special Dwarven items like masks, shields, arms or mail. Dwarven Workshops include (portable) skill tool kits as part of their cost. *Workshops count as property when factoring Resources.*

Dwarven Tools— Every Master Artificer builds and maintains his own tools. It is an ancient and proud art passed down from master to student: a vital tradition, for the tools are the Artificer's fingers and hands in the forge. Dwarven Tools (of any type) provide the user with 1D of equipment dice when used with the appropriate skill.

Carts and Baggage— Guilders bring their wares down from the holds in great lumbering carts. Carts and Baggage represents trade and salable goods for Guilder Dwarves. *They (and any pack animals) count as property when factoring resources and may be purchased multiple times for multiple bonuses.*

Dwarves in Play

Dwarves in Burning Wheel are potent and emotional characters. They have good stats, good skill point distribution and a host of useful open-ended skills. And, of course, their gear choices are unparalleled.

What's more, every Dwarven character is directly tied to the plot by default. How so? Oaths and Greed, my friend. Using these two elements, it is practically impossible to keep them from being intricately involved in the story at hand.

When starting off with a Dwarf in the game, make sure that two of his *four* Beliefs are oaths. One oath is tied to his past—an obligation or promise hanging over his head. The other oath should be tied to the situation at hand—the promise or oath he made that got him into this mess! It can be made to a PC, a relationship or about something else entirely.

Oh, and as the GM don't be afraid to restrict the use of Dwarven Mail. It's very powerful and not for every game.

Greed should not be used outside of its core interpretation. It is a powerful force for the Dwarves and, frankly, if abused by players, it will break the game. Should you find the game suffering from such abuse, I recommend tightening up your definition of Greed and thoroughly restricting it. Interpreting the idiom strictly and literally is a good first step.

Have fun! 🎲

Ariadh's Story

by Richard Douek

Aërid smoke and the stench of blood filled the air. The dead were piled high upon the field. But it was over, at last. The Cyranthian camp was full of laughter and the songs of victory. The battle was over. Ariadh gathered her surviving sword singers and signalled them to prepare to march immediately. Gareth, the Cyranthian king stopped her with a shout.

"Ho, fair princess!" he bellowed. "What's this? 'Tis the eve of victory! Come, join my captains by the fire, raise a glass and share our bread!"

Ariadh bowed her head and turned. She stood over a pile of corpses, "Your people fought valiantly today, Gareth, but we cannot revel in the midst of such destruction."

"It was a terrible battle, aye," Gareth admitted. "Yet this is all the more reason to celebrate! Cyranth is safe! Our enemies have been driven from our lands!"

"And what of your men who lie upon the field?" Ariadh asked. "Do they share in your joy?"

Gareth shifted uncomfortably. "Milady, perhaps one so fair and gentle as yourself can understand." He paused a moment and then raised his voice: "Their sacrifice makes them heroes. We celebrate to honor them."

"Gentle?" the Elven princess spat and raised a bloody gauntlet to the king. "I have suffered more torment and pain than all that you have met in your life, and been the agent of far more still." She continued coolly, "You know less of honor and sacrifice than you think, Gareth."

Gareth's eyes glinted with a light between rage and amusement.

"Then teach me, fair Ariadh." Gareth offered. "I sit upon my throne alone, a widower. Join me, and I will give you a kingdom to mine! Together we shall be strong." He clenched his fist and spoke sincerely, "I will ride into Sifk, and grind them beneath our heels."

"You fail to understand, Gareth." Ariadh said, shaking her head, "You talk of marriage, and conquest, yet your dead are not even buried—you have not even considered what has come to pass."

"Unlike you, we do not have the luxury of centuries to muse and contemplate," Gareth said. "We must act upon things when we are able, or not at all. My life is short. Marriage and conquest are two small joys I wish very much to endure. I say the time is ripe for us to end the threat of Sifk forever."

"Sifk is no threat while I guard your borders," Ariadh spoke at a whisper.

"No threat to you, mayhaps. 'Twas your aid that granted us this sweeping victory!" Gareth said, his hand gestured at the carnage. "If you came not to crush the unrighteous, why did you come at all? Are we not allies?"

"A long time ago, Gareth," the princess' voice grew deep and pained, "Your grandfather was a friend to me. To him I promised to look after Cyranth... to help her blossom into greatness. It is that promise that brought me here today."

The camp turned to listen as the princess' words resounded. Gareth stood quietly before her.

"You have routed the Sifkeem...but they shall return. Be it in one year, or one hundred, they will return to repay you. You may defeat them yet again, but one day, Cyranth will fall, and your grandfather's trust in me will have been broken."

Gareth inhaled sharply and turned on the king's great warriors, "Or perhaps you will ride out after them and slay every man of that retreating host? It still will not suffice. Their sons will thirst for vengeance. They too must be slaughtered, their mothers enslaved. And should this come to pass? I will call you a liar and a betrayer, for the name of Cyranth will be tyrant."

"Better its name be tyrant than vassal," Gareth growled. "You speak of promises: They are truly difficult to keep, but more difficult to let lie. Abandon us to our fate with the Sifkeem, and you will fail in your promise."

Gareth looked at her the moment I swore the vow." She bowed her head. "I was foolish, wistful...lovelorn." She raised her head to the king, tears carved scars down her dirt-masked visage. "How many lives must be cut down for a single promise? How long does a vow of love and loyalty last?" The camp fell silent at her words. "I know not, but I can bear this terrible burden no longer."

Gareth was waiting for words. King Gareth, simply stared at the seemingly young woman who stood before him. She radiated youth and vitality, but her sword arm was hoary with blood and bone chips—death had touched the air around her.

"I am your king," she looked him meaningfully in the eye, "Hail us not as heroes in your halls, but as base men and blackhearts. Reserve for us your foulest curses. Drink not to our names."

"I will," Gareth cried, as tears came unbidden to his eyes.

"I will fulfill my promise." Ariadh declared, "Cyranth's fate is her own. Come not to our halls, nor our fields and valleys, for we cannot look upon you now without memory of this tragedy."

Ariadh, bloody-handed princess

Ariadh, Born 1 thurch, Attendant, Second, Sword Singer, Princess

Age 33

Abilities: Ps B6, Wi B6, Ag B6, Sp B6, Po B4, Fo B5

Weaknesses: Ref B6, Ste B7, Hea B5, MW B10, Hesitation 4/3 vs surprise, Grief B5

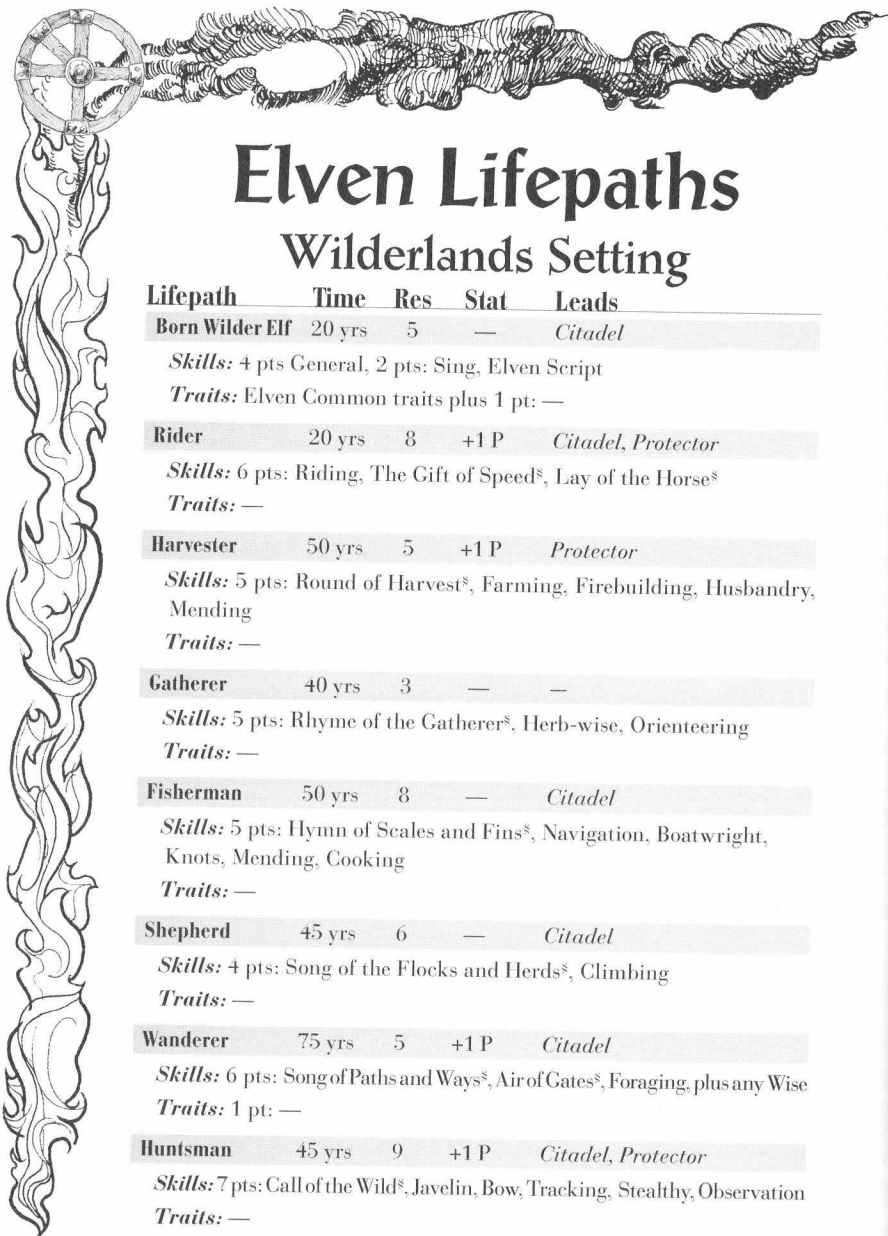
Skills: B4 (+1D Affiliation with Ariadh's family) Resources: B5 (wealthy land owner)

Equipment: Elven Script B4, Etiquette B4, Ride B6, Sword B6, Bow B4, Mending B3, Song of Bonding B3, Advanced Combat Training, Song of the Sword B5, Song of Lordship B3, Voice of Ages B6, Lament of the Fallen B3, Lay of the Horse B4, Song of Songs B3, Lament of the Fallen B4

Appearance: A large man in a peaceful glen, Elven Steed, Elven Arms (sword and knife), travelling with Elven Chainmail

Personality: A large man in a peaceful glen, Elven Steed, Elven Arms (sword and knife), travelling with Elven Chainmail. Men are cash fools who act with no thought to consequence. War must ever be the last resort. Sometimes help can be harmful, and harm helpful.

When entering into a Duel of Wits, use the Voice of Ages. When confronted, go aggressive.



Elven Lifepaths

Wilderlands Setting

Lifepath	Time	Res	Stat	Leads
Born Wilder Elf	20 yrs	5	—	<i>Citadel</i>
<i>Skills:</i> 4 pts General, 2 pts: Sing, Elven Script				
<i>Traits:</i> Elven Common traits plus 1 pt: —				
Rider	20 yrs	8	+1 P	<i>Citadel, Protector</i>
<i>Skills:</i> 6 pts: Riding, The Gift of Speed [§] , Lay of the Horse [§]				
<i>Traits:</i> —				
Harvester	50 yrs	5	+1 P	<i>Protector</i>
<i>Skills:</i> 5 pts: Round of Harvest [§] , Farming, Firebuilding, Husbandry, Mending				
<i>Traits:</i> —				
Gatherer	40 yrs	3	—	—
<i>Skills:</i> 5 pts: Rhyme of the Gatherer [§] , Herb-wise, Orienteering				
<i>Traits:</i> —				
Fisherman	50 yrs	8	—	<i>Citadel</i>
<i>Skills:</i> 5 pts: Hymn of Scales and Fins [§] , Navigation, Boatwright, Knots, Mending, Cooking				
<i>Traits:</i> —				
Shepherd	45 yrs	6	—	<i>Citadel</i>
<i>Skills:</i> 4 pts: Song of the Flocks and Herds [§] , Climbing				
<i>Traits:</i> —				
Wanderer	75 yrs	5	+1 P	<i>Citadel</i>
<i>Skills:</i> 6 pts: Song of Paths and Ways [§] , Air of Gates [§] , Foraging, plus any Wise				
<i>Traits:</i> 1 pt: —				
Huntsman	45 yrs	9	+1 P	<i>Citadel, Protector</i>
<i>Skills:</i> 7 pts: Call of the Wild [§] , Javelin, Bow, Tracking, Stealthy, Observation				
<i>Traits:</i> —				
Chandler	50 yrs	15	+1 M	<i>Citadel, Protector</i>
<i>Skills:</i> 5 pts: Chant of Offering [§] , Haggling, Conspicuous, Appraisal				
<i>Traits:</i> 1 pt: —				

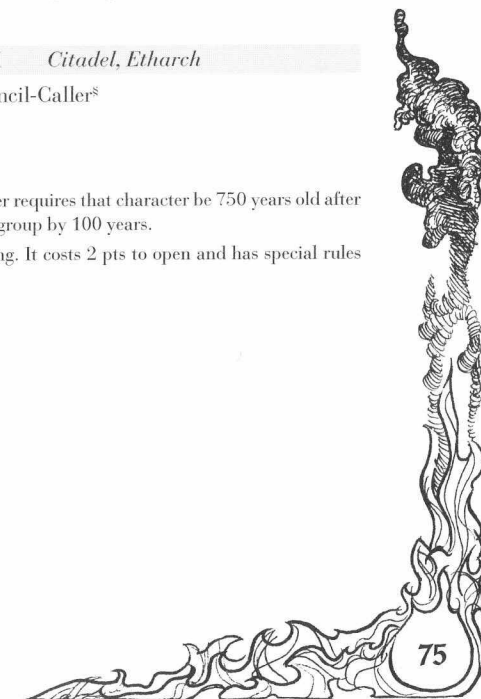


Weaver	50 yrs	10	+1 M	<i>Citadel</i>
<i>Skills:</i> 5 pts: Weaving Way [§] , Threading Chant [§] , Mending				
<i>Traits:</i> —				
Forester	90 yrs	5	+1 P	<i>Citadel, Protector</i>
<i>Skills:</i> 6 pts: Song of Arbors [§] , Forest-wise, Tree-wise, Song of the Eldar [§]				
<i>Traits:</i> 2 pts: Stern				
Vintner	60 yrs	20	+1 M	<i>Citadel</i>
<i>Skills:</i> 5 pts: Purple Song [§] , Vine-wise, Cooper				
<i>Traits:</i> —				
Miller	60 yrs	18	+1 M	<i>Citadel</i>
<i>Skills:</i> 6 pts: Grain Song [§] , Mending, Carpentry, Mill-wise, Grain-wise				
<i>Traits:</i> —				
Song Singer	45 yrs	10	+1 M	<i>Citadel, Protector</i>
<i>Skills:</i> 6 pts: Song of Songs [§] , Song of Soothing [§] , Lament of the Westering Sun [§] , Oratory				
<i>Traits:</i> —				
Spouse	75 yrs	10	+1 M	<i>Citadel, Protector</i>
<i>Skills:</i> 5 pts: Song of Soothing [§] , Rhyme of Rules [§] , Song of Feasting [§]				
<i>Traits:</i> 1 pt: —				
Patriarch/Matriarch¹	100 yrs	15	+1 M	<i>Citadel</i>
<i>Skills:</i> 6 pts: Homesong [§] , Lyric of Healing [§] , Dignity of the Wilderlands [§]				
<i>Traits:</i> —				
Elder²	150 yrs	30	+1 M	<i>Citadel, Etharch</i>
<i>Skills:</i> 5 pts: Verse of Decision [§] , Council-Caller [§]				
<i>Traits:</i> 2 pts: Wise Aphorisms				

WILDER NOTES

1: Patriarch/Matriarch requires Spouse. 2: Elder requires that character be 750 years old after taking this path or the oldest character in the group by 100 years.

§ This skill is a special Elven spell or skill song. It costs 2 pts to open and has special rules described in this chapter.





Citadel Setting

Lifepath	Time	Res	Stat	Leads
Citadel Born	20 yrs	7	—	<i>Wilderlands</i>
<i>Skills:</i> 5 pts General; 2 pts: Elven Script, Sing				
<i>Traits:</i> Elven common traits plus 1 pt: —				
Servitor	20 yrs	5	—	<i>Wilderlands, Protector</i>
<i>Skills:</i> 5 pts: Citadel-wise, Althing-wise plus one Wise of player's choosing				
<i>Traits:</i> 2 pts: Humility, Lifting Heavy Things				
Wanderer	75 yrs	5	+1 P	<i>Wilderlands</i>
<i>Skills:</i> 6 pts: Song of Paths and Ways [§] , Air of Gates [§] , Scavenging, Streetwise				
<i>Traits:</i> —				
Song Singer	25 yrs	10	+1 M	<i>Wilderlands, Protector</i>
<i>Skills:</i> 5 pts: Sing, Song of Songs [§] , Song of Soothing [§] , Lament of Stars [§]				
<i>Traits:</i> —				
Student	20 yrs	10	+1 M	<i>Wilderlands, Protector</i>
<i>Skills:</i> 6 pts: Lyric of Law [§] , Ballad of History [§] , Elven Script, Etiquette, Oratory				
<i>Traits:</i> —				
Clothier	75 yrs	20	—	<i>Wilderlands, Protector</i>
<i>Skill:</i> 5 pts: Tailor, Embroidery, Leathercraft [§] , Weaving Way [§]				
<i>Traits:</i> —				
Soldier-Protector¹	5 yrs	10	+1 P	<i>Wilderlands, Protector, Etharch</i>
<i>Skills:</i> 8 pts: Alarm [§] , Armor [‡] , Shield [‡] , Sword, Bow, Knives, Fletcher, Mend				
<i>Traits:</i> —				
Seafarer	50 yrs	5	+1 P	<i>Wilderlands, Protector</i>
<i>Skills:</i> 9 pts: Weathersong [§] , Rope Chant [§] , Rhyme of the Mariner [§] , Pilot, Rowing Training [‡] , Spear				
<i>Traits:</i> —				
Sea Captain²	100 yrs	15	+1 M	<i>Wilderlands, Protector, Etharch</i>
<i>Skills:</i> 8 pts: Slip of Currents [§] , Supplication to the Wind [§] , Command, Oratory, Sword				
<i>Traits:</i> 1 pt: —				
Novice	10 yrs	10	+1 P	<i>Wilderlands</i>
<i>Skills:</i> 4 pts: Mending, Craft-wise				
<i>Traits:</i> 2 pts: Loyal				
Shaper³	35 yrs	15	+1 P	<i>Wilderlands, Protector</i>
<i>Skills:</i> 6 pts: Woodcraft [§] , Stonecraft [§] , Smithcraft [§]				
<i>Traits:</i> —				

Jeweler⁴	75 yrs	20	—	<i>Wilderlands, Protector</i>
<i>Skills:</i> 5 pts: Jewelcraft [§] , Gemcraft [§] , Appraisal				
<i>Traits:</i> 2 pts: Patient, Nimble				
Artisan⁵	150 yrs	40	+1 M	<i>Wilderlands, Protector, Etharch</i>
<i>Skills:</i> 6 pts: Archcraft [§] , Starcraft [§] , Canticle of Years [§] , Antiphon Union [§]				
<i>Traits:</i> 1 pt: —				
Keel Master⁶	100 yrs	25	+1 M/P	<i>Wilderlands, Protector</i>
<i>Skills:</i> 6 pts: Shipwright, Ship-wise, Carving				
<i>Traits:</i> 2 pts: Perfectionist				
Artist	60 yrs	12	+1 M	<i>Wilderlands</i>
<i>Skills:</i> 5 pts: Song of Form [§] , Painting				
<i>Traits:</i> 2 pts: Appreciation for Beauty				
Bard⁶	65 yrs	20	+1 M/P	<i>Wilderlands, Protector</i>
<i>Skills:</i> 11 pts: Song of Merriment [§] , Lament of Mourning [§] , Verse of Friendship [§] , Tract of Enmity [§] , Oratory, Conspicuous, Lyre, Flute				
<i>Traits:</i> 1 pt: —				
Adjutant⁷	75 yrs	20	+1 M	<i>Wilderlands, Protector</i>
<i>Skills:</i> 7 pts: Code of Citadels [§] , Etiquette, Administration, Etharch-wise, Citadel-wise, Protector-wise				
<i>Traits:</i> 2 pts: Organized, Patient				
Loremaster⁸	200 yrs	25	+1 M	<i>Wilderlands, Etharch</i>
<i>Skills:</i> 10 pts: Ancient and Obscure History, Research, Ballad of History [§] , Lyric of Law [§] , Canticle of Years [§] , Rhyme of Tongues [§]				
<i>Traits:</i> 1 pt: —				
Althing⁹	250 yrs	100	+1 M, P	<i>Wilderlands, Protector, Etharch</i>
<i>Skills:</i> 10 pts: Council-Caller [§] , Song of Silence [§] , Persuasion, Soothing Platitudes, Ugly Truth, Administration				
<i>Traits:</i> 2 pts: Servant of the Citadel				

CITADEL NOTES

1: Soldier-Protector requires Wanderer, Seafarer, Spouse, Rider, Huntsman or any Etharch or Protector lifepath. 2: Sea Captain requires Seafarer, Adjutant, Lieutenant or Sword Singer. 3: Shaper requires Novice. 4: Jeweler requires Shaper. 5: These paths require Shaper. 6: Bard requires Song Singer. 7: Adjutant requires Herald, Attendant, Student or Spouse. 8: Loremaster requires Bard, Adjutant, Steward or Patriarch/Matriarch. 9: Althing requires Patriarch/Matriarch, Loremaster, Steward, Bard, Artisan, Sea Captain or Captain.

§ This skill is a special Elven spell or skill song. It costs 2 pts to open and has special rules described in this chapter.

‡ This is a special training skill. It costs 2 pts to open and may not be advanced.

§ Antiphon Union is a very special training skill. It costs 4 pts to open and may not be advanced.

Etharch Setting

Lifepath	Time	Res	Stat	Leads
Born Etharch	25 yrs	10	—	<i>Wilderlands, Citadel</i>
<i>Skills:</i> 5 pts General; 2 pts: Elven Script, Etiquette, Sing				
<i>Traits:</i> Elven common traits plus 2 pts: Etharchal, Fêa, Aman				
Student	25 yrs	10	+1 M	<i>Wilderlands, Citadel</i>
<i>Skills:</i> 9 pts: Ages of the Etharch [§] , Lyric of Law [§] , Ballad of History [§] , Oratory, Calligraphy, Song of the Eldar [§]				
<i>Traits:</i> —				
Attendant	25 yrs	15	+1 P	<i>Wilderlands, Citadel, Protector</i>
<i>Skills:</i> 4 pts: Etiquette, Ride, Brawl, Sword				
<i>Traits:</i> 2 pts: Calm Demeanor				
Second¹	35 yrs	15	+1 P	<i>Any</i>
<i>Skills:</i> 8 pts: Song of Bonding [§] , Sword, Knives, Bow, Mending, Riding, Mounted Combat [†]				
<i>Traits:</i> 2 pts: Lesson of One, Patient				
Sword Singer²	40 yrs	10	+1 P	<i>Any</i>
<i>Skills:</i> 10 pts: Song of the Sword [§] , Sword, Armor [‡] , Shield [‡] , Knives, Brawling				
<i>Traits:</i> 1 pt: Fealty to the Fêa, Cool Headed				
Steward³	110 yrs	20	+1 M	<i>Citadel, Protector</i>
<i>Skills:</i> 8 pts: Estate Management, Accounting, Etiquette, Estate-wise				
<i>Traits:</i> 1 pt: —				
Prince(ss)⁴	150 yrs	100	+1 M/P	<i>Citadel, Protector</i>
<i>Skills:</i> 6 pts: Song of Lordship [§] , Voice of Ages [§] ; 4 pts: General				
<i>Traits:</i> 1 pt: Prince of the Blood				
Etharch⁵	250 yrs	200	+1 M, P	<i>Citadel, Protector</i>
<i>Skills:</i> 8 pts: Council-Caller [§] , Voice of Thunder [§] , Doom Sayer [§] , Discerner [§] ; 4 pts: General				
<i>Traits:</i> 2 pts: Lord of Ages				

ETHARCH NOTES

1: Second requires Attendant, Bowyer, Spearbearer, Seafarer or Soldier-Protector. 2: Sword Singer requires Second, Lancer or Lieutenant. 3: Steward requires Lieutenant, Artisan, Bard, Loremaster, Adjutant, Sea Captain or Matriarch/Patriarch. 4: Prince requires the Fêa trait and Sword Singer. 5: Etharch requires the Aman trait and either Loremaster or Prince.

§ This skill is a special Elven spell or skill song. It costs 2 pts to open and has special rules described in this chapter.

† This is a special training skill. It costs 2 pts to open and may not be advanced.



Protector Sub-Setting

Lifepath	Time	Res	Stat	Leads
Rider	15 yrs	8	+1 P	<i>Wilderlands, Citadel</i>
<i>Skills:</i> 6 pts: Riding, Animal Husbandry, The Gift of Speed [§] , Lay of the Horse [§]				
<i>Traits:</i> —				
Herald	35 yrs	10	+1 M/P	<i>Wilderlands, Citadel</i>
<i>Skills:</i> 5 pts: Paeon of Deeds [§] , Mornsong [§] , Evensong [§] , Recitation of Ages [§] , Silver Trumpet				
<i>Traits:</i> 2 pts: Stoic				
Soother	30 yrs	10	+1 M	<i>Wilderlands, Citadel</i>
<i>Skills:</i> 6 pts: Lyric of Healing [§] , Song of Soothing [§] , Doom of Strength [§] , Foraging				
<i>Traits:</i> 1 pt: —				
Ranger¹	45 yrs	10	+1 M/P	<i>Wilderlands</i>
<i>Skills:</i> 10 pts: Observation, Stealthy, Sprinting [‡] , Bow, Foraging, Rhyme of the Pathfinder [§] , Song of Soothing [§] , Threne of the Chameleon [§] , Lyric of Healing [§]				
<i>Traits:</i> —				



Bowyer 20 yrs 8 +1 P *Wilderlands, Citadel*

Skills: 5 pts: Bowcraft[§], Mending, Bow, Bow-wise

Traits: —

Spearbearer 20 yrs 8 +1 P *Wilderlands, Citadel*

Skills: 8 pts: Spearcraft[§], Spear, Armor[‡], Formation Fighting[‡]

Traits: 1 pt: —

Sword Singer[‡] 30 yrs 10 +1 P *Any*

Skills: 10 pts: Sword, Armor[‡], Shield[‡], Knives, Brawling, Song of the Sword[§]

Traits: 1 pt: Sword of the White Towers

Outrider[‡] 20 yrs 10 +1 P *Citadel, Wilderlands*

Skills: 9 pts: Mounted Combat: Bowman[‡], Sword, Riding, Animal Husbandry, Mending, Stealthy, Shield[‡]

Traits: —

Lancer[‡] 50 yrs 12 +1 P *Any*

Skills: 10 pts: Song of Burning Bright[§], Lament for the Fallen[§], Lance, Mounted Combat[‡], Shield[‡], Armor[‡]

Traits: 1 pt: —

Lieutenant[‡] 65 yrs 10 +1 M *Any*

Skills: 7 pts: Paeon of Deeds[§], Command, Sword, Shield[‡], Formation Fighting[‡]

Traits: 1 pt: Ear to the Ground

Captain[‡] 85 yrs 15 +1 M, P *Any*

Skills: 9 pts: Oratory, Sword, Command, Tactics, Formation Fighting[‡], Monody of the March[§], Silent Fury[§], The Hymn of Victory[§]

Traits: 2 pts: Sworn to the Lord Protector (or Etharch or Althing)

Armorer[‡] 90 yrs 15 +1 P *Wilderlands, Citadel*

Skills: 7 pts: Armorer, Etching, Tailor, Tanner, Antiphon Union[§]

Traits: —

Bladesmith[‡] 80 yrs 15 +1 P *Wilderlands, Citadel*

Skills: 4 pts: Riddle of Steel[§], Etching

Traits: 1 pt: Acute

Lord Protector[‡] 125 yrs 60 +1 M, P *Any*

Skills: 10 pts: Strain of Far Sight[§], Anthem of Courage[§], Ballad of Rage[§], Command, Formation Fighting[‡], Administration, Logistics, Strategy

Traits: 1 pt: Sworn to Protect

PROTECTOR NOTES

1: Ranger requires Forester, Wanderer, Bowyer or Second. 2: Sword Singer requires Second, Soldier Protector, Soother, Spouse or Spearbearer. 3: Outrider requires Rider. 4: Lancer requires Outrider or Second. 5: Lieutenant requires Sword Singer, Lancer, Sea Captain or two Bowyer/Spearbearer lifepaths. 6: Captain requires Lieutenant, Prince, Sea Captain, Steward or two Sword Singer lifepaths. 7: Armorer requires Shaper. 8: Bladesmith requires Shaper, Bowyer or Spearbearer. 9: Lord Protector requires Captain or Prince.

§ This skill is a special Elven spell or skill song. They require 2 pts to open and have special rules described in this chapter.

‡ This is a special training skill. It costs 2 pts to open and may not be advanced.

‡ Antiphon Union is a very special training skill. It costs 4 pts to open and may not be advanced.

Starting Stat Points for Elves by Age

Starting Age	Mental Pool	Physical Pool
01-25 years	7 pts	13 pts
26-60 years	8 pts	13 pts
61-100 years	9 pts	14 pts
101-125 years	9 pts	15 pts
126-160 years	10 pts	16 pts
161-225 years	10 pts	17 pts
226-325 years	11 pts	17 pts
326-425 years	12 pts	17 pts
426-525 years	13 pts	18 pts
526-625 years	13 pts	19 pts
626-725 years	14 pts	19 pts
726-825 years	14 pts	20 pts
826-925 years	15 pts	20 pts
926-1025 years	15 pts	21 pts
1026-1125 years	15 pts	22 pts
1126-1225 years	15 pts	23 pts
1226-1325 years	15 pts	24 pts
1326+ years	16 pts	24 pts



The Ages of Elves

Elves are often perceived as either aloof and cold or out of touch and bizarre. Neither perception is true. Elves are a passionate people, keenly involved in the affairs of the world. However, their long view of matters gives them a unique perspective. What might seem urgent and necessary to short-lived Men and Dwarves is a matter that can be considered at length for the Elves. But once their interest is piqued or ire aroused, Elves engage with force and intensity.

Nor are the Elves above the common struggle. They are as complex and internecine as any other people. In fact, it is the mix of their need to be involved, their temperamental nature and their immortal being that gives rise to their Grief. Often their aged wisdom allows them to predict that their affairs will come to a tragic end, but their fiery nature grants them little latitude to stop the calamity. Watching and living this endless cycle of strife nurtures within them a great anguish, ever growing across their endless lives.

Elven Common Traits

Born Under the Silver Stars *Char*

To those who look upon the Elves with clear eyes, there shimmers an unmistakable halo, like white light through a gossamer veil, like stars shining at night.

Essence of the Earth *Dt*

Elves do not feel the effects of earthly cold and heat as do Men; they do not fall ill; they are ageless and will only pass on when the Earth ends. Elves do not have to take Health tests for illness, and they gain +1D to Health and Forte tests for resiting fatigue and poison. Yet, they are not deathless: Elves may be killed by violence or may waste away due to Grief.

Fair and Statuesque *Char*

Elves are fair and beautiful to all who look upon them. The Elven form inclines toward tall and slender, rounded by graceful curves.

First Born *Dt*

Elves are made from the very fabric of nature—wind, air, wood and water. Thus, they know its secrets very well: They know how to preserve much of her power—even when she is taken and shaped into something new. It is this intimate knowledge that allows the Elves to weave their songs.

Their unadulterated essence grants them insight into their world unmatched by the races of Men, Dwarves and Orcs. Due to this, Elves' Perception maximum is 9 rather than 8.

Grief *Dt*

Years of emotion and strife take their toll, and eventually all Elves begin to feel Grief tug at their hearts. See the Elven Grief section for the mechanics of this trait.

Keen Sight *Dt*

Like an eagle, Elves may see a great distance with perfect clarity. Add +1D to all Perception-based (or Observation-based) field maneuvers for Range and Cover or any Perception test involving seeing long distances. Elves also may see in starlight as if it were day. They suffer no obstacle penalties for dim light. Smoke and haze still bar their vision—normal penalties apply. In complete darkness Elves suffer +4 Ob like Men or Dwarves.

Elven Lifepath Traits

Character Traits

The following traits lend color to the Elven character: Appreciation for Beauty, Humility, Patient, Perfectionist. Additional character traits can be purchased for Elves from the General List in the back of this book.

General Traits

The following traits are described in the General Trait List: Lifting Heavy Things, Nimble.

Elven Special Lifepath Traits

The traits described below are unique to the Elves and may only be purchased by characters who have taken the specific lifepaths on which they are found.



Acute

Dt

Elven Bladesmiths tend to be very sharp—their attention to detail and ability to reason is renowned even among the Elves. It is said that this ability to see a matter to its conclusion comes from centuries of staring at the tip of the blade. Bladesmiths may round up when factoring the roots for any *skill* that includes Perception in its base stat.

Aman

Char

This trait indicates the Elf is of a rare lineage—those first to walk even among the First Born. Down through the ages, the Aman have most often tread the path of the Etharch—they are the lords and kings of all Elves. This character need not be an Etharch himself, but he is eligible for that rank. In addition, the Elf-folk of the Wilderlands and Citadel treat him with a mixture of fear and adoration.

Calm Demeanor

C-O

The Elven Attendant learns that an implacable visage is crucial to winning favor and advancement in the Elven court. To portray fear and agitation is to betray oneself. Call-on for Steel in the Duel of Wits.

Ear to the Ground

Dt

The harried Lieutenant serves his Captain as best he can. The player may purchase a Captain relationship or an affiliation with Spearbearers and/or Bowyers at a 25% discount of the resource point cost.

Etharchal

Dt

This character is of Elven noble stock. His facial features, bearing, accent and manners are distinct from those born in the wilds or the citadel. His heritage is recognizable at a glance. Grants a 1D affiliation with Elven Etharchs. This compounds with all other appropriate affiliations.

Fêa

Char

The Fêa trait denotes that this Elf has been born into a family whose lineage typically holds the rank of prince. This character need not hold the rank of prince himself, but possessing this trait indicates that he is eligible for the rank. This trait is required if the player wishes to take the Prince lifepath for his character.

Fealty to the Fêa

Char

Sword Singers trained in the palace of the Etharch are traditionally considered the Prince's own bodyguard. They report directly to him in times of peace and war.



Lesson of One

Dt

A Second is a Sword Singer in training. One of the rituals of this rigorous regimen is to dissolve the ego entirely. The Second learns to think, act and be his master—his own psyche is stripped bare. This forms an intense bond between the two Elves, one that typically lasts beyond the Second's elevation to Sword Singer himself. The Elven player may purchase a relationship with the character's Sword Singer/master at a 25% discount.

Lord of Ages

Dt

This character is the lord and master of an Elven dominion. He governs the Althings, Princes, Captains and Lords. He is ancient and powerful—his life spans the ages. The Lord of Ages trait grants +1D to one reputation or affiliation the player chooses for this character.

Organized

C-O

Call-on for Administration, Estate Management or Accounting.

**Prince of the Blood***Dt*

Among the Fêa, this Elf is a ruling prince and destined to one day be Etharch. By taking the Prince lifepath, the player is creating a character who is directly related to either the ruling Etharch or his forebears. A Prince of the Blood, though not an Etharch himself, is in line for the Elven crown. This trait adds +1D to the Elf's starting base Circles rating. Prince of the Blood requires the Fêa trait as well.

Servant of the Citadel*Dt*

The Althing is the most powerful Elven citizen barring the Lord Protector. He is the ruler of a vast and ancient Citadel—heir to a tradition stretching back nearly to the dawn of time. Such as it is, the Althing tends to take his job pretty seriously. If the *player* takes it seriously and adds both a Belief and an Instinct relating to the welfare of his city—and these are relevant to the game at hand—the character gets a 2D reputation and 2D major affiliation in and around the citadel. These may be improved with additional resource point allocations.

Sword of the White Towers*Dt*

If the protector Sword Singer served his citadel or army with distinction and acquitted himself well, he may add a 1D minor reputation in either the citadel and surrounds or amongst the army of Protectors. If he left his post under ill stars, then he receives no such bonus. But if the player chooses an antipathic *relationship* in his former profession, the character starts with an extra persona point.

Sworn to Protect*Dt*

If the Lord Protector's player uses one of his Beliefs to describe his vow to defend the citadel/wilderlands/royalty, and such a vow is relevant to the current game, the Lord Protector receives a 2D reputation (he's the boss) and a 2D major affiliation within the Protectors. These may be further improved upon with resource points.

Sworn to the Lord Protector*Dt*

The Captain has sworn a vow to loyally serve his lord. If Captain is the character's last lifepath, I recommend adding this vow as one of his Beliefs. Regardless, this trait allows the player to purchase a relationship with a Lord Protector at a 25% discount.

Wise Aphorisms*C-O*

Elves are full of pertinent old sayings. Use this a call-on for Persuasion, Oratory, Interrogation or Seduction *if* the player can come up with some appropriately sagacious dialogue to throw into play at the right moment.

Special Elven Traits**Exile***Dt*

2 pts

This Elf has committed some crime that has nearly earned him the title of *enemy* among his people. Rather than dishonor him with such a stigma, his people instead sent him into exile. Ultimately, though, it is a death sentence. The Exile cannot journey West. Should his Grief overtake him, he'll have no succor and will simply waste away. This trait adds +1D to starting Grief, and a 1D infamous reputation among all Elves.

Mourner*Dt*

3 pts

The Mourner is obsessed with his Grief. He is a sad soul and morose. The player may add *any* amount to his starting Grief that he sees fit, up to a maximum of exponent 9. In addition, all Laments are made at +2 Ob, and any time the character's Grief is one test from advancing, the next test—regardless of its difficulty—advances him. Grief clings to this character's spirit and cannot be shaken.

Slayer*Dt*

4 pts

This Elf has been marked as a slayer of his kin. In his past, his rage overcame his Grief and compassion and he slew one of his own. Now he is marked as enemy and hunted by his own people. +1D to starting Grief, a 2D infamous reputation (all Elven people) as a Slayer, and +1D to Intimidate/Silent Fury any Elf.

Unbreakable*Dt*

5 pts

This Elf is possessed of an unbreakable spirit. Grief seems to have no effect on him whatsoever. Subtract -2D from starting Grief. In addition, all Grief tests are taken at -1 Ob.

World Weary*Dt*

1 pt

Certain Elves feel a weariness creep into their bones. The constant trial and tribulation that marks the passing of years begins to drag them down. Reduce hesitation by one, but increase Grief by one.

Elven Skills**Working with the Care of the Eternal**

Elves have time and patience to work more carefully than any other people. Therefore, Elven characters may use the *working carefully* bonus twice—+2D to a test at the cost of doubling the time spent. Conversely, Elves may never work quickly. This applies to both skill songs and spell songs.



General Skills

The following skill descriptions and mechanics can be found in the General Skill List: Administration, Accounting, Ancient and Obscure History, Animal Husbandry, Appraisal, Armor Training, Armorer, Boatwright, Bow, Brawling, Calligraphy, Carpentry, Carving, Climbing, Command, Conspicuous, Cooking, Cooper, Embroidery, Etching, Etiquette, Estate Management, Farming, Firebuilding, Fletcher, Flute, Foraging, Formation Fighting, Haggling, Herbalism, History, Husbandry, Javelin, Knives, Knots, Lance, Logistics, Lyre, Mending, Mounted Combat Training, Mounted Combat: Bowman, Navigation, Observation, Oratory, Orienteering, Painting, Persuasion, Research, Riding, Rowing, Shield Training, Shipwright, Singing, Spear, Sprinting, Stealthy, Sword, Tailor, Tanner, Tracking, Weaver.

Wises

These Wises obey the standard rules for Wise described in the General Skill List: Althing-wise, Estate-wise, Forest-wise, Vine-wise, Mill-wise, Grain-wise, Citadel-wise, Etharch-wise, City-wise, Protector-wise, Ship-wise.

Special Elven Skills List

These are standard-type skills only available to Elven characters:

Elven Script

Root: Perception

Elven Script combines disciplines of reading and writing into one literacy-like skill. Elven culture is more disciplined in educating its youth than nearly any other.

Skill Type: Academic

Tools: Yes, writing only.

Silver Trumpet

Root: Will

Elven silver trumpets are renowned and fabled throughout the known world. Heralds are taught how to produce wondrous and clear strains from the instrument so that the arrival of the Loremasters, Althings and Etharchs may be properly heralded.

Skill Type: Musical

Tools: Yes, an Elven silver trumpet.

Elven Skill Songs List



The majority of these skills are variations of similar skills listed in the General Skill List. In order to save space and not repeat myself, the skill description indicates the skill they mimic. If more information is needed (like sample obstacles) please refer to the general list. I apologize for the extra page flippage.

Skill songs are rooted in natural magic. The majority have no additional or special effect aside from the fact that *all rolls made using them are open-ended*. Any additional/special effects are listed in the description. They are called "skill songs" because the instructions, rules and strictures for these skills are passed from Elf to Elf in long and winding songs. These verses are sung as the Elf performs his tasks.

Ages of the Etharch

Root: Will/Perception

This is a specialized History skill relating to the ages of the Etharchs.

Skill Type: Academic

Tools: No.

Antiphon Union

Root: Will (for aptitude only)

This specialized training allows the Artisan to blend his crafts or arts with spell songs. Any of the items or materials he creates via a *skill song* can be imbued with the power of a *spell song*.

Once the Artisan with this training finishes his making (via standard skill test rules), the spell song must be sung. The singer has one chance to transfer his power. The song is sung at its base obstacle. Extra successes are considered to be the "enchantment." They are the dice rolled when the item is used.

No enchantment will hold unless the structure is of highest quality. Any item created by any skill song can be used. However, regardless if it's a shoe or a crown, the base obstacle to create the item is 5. If the obstacle would naturally be higher, add the margin to 5. If the item is cheap or shoddy, it simply will not hold the spell.

This training costs 4 *skill points* to open up in character burning.

For example, if an Artisan wanted to create a cloak imbued with the Threne of Chameleon, he would have to know the Weaving Way skill song, and either he or someone close to him would have to know the Threne of Chameleon spell song. Obstacle to weave the cloak would be 5. Once the skill test to build the cloak is passed, the Threne of the Chameleon is sung over it. Successes over the Threne obstacle are imbued into the cloak. Four successes over would mean the cloak grants a 4D of Threne of the Chameleon.

Skill Type: Artisan

Tools: Yes.

Archcraft

Root: Will/Agility

Archcraft is a comprehensive discipline teaching the principles of both architecture and engineering. Using this broad skill, Elven Artisans create halls of sweeping beauty and depth. Combined with Antiphon Union and various spell songs, this skill can be used to create myriad enchanted dwellings for the Elves. The following are but a



few examples: Using Song of Arbors, buildings can be constructed to weave in and out of ancient trees; with Alarm, certain gates will warn of intruders; with Weathersong, an atrium can be built so it predicts the coming weather.

FoRKs: Woodcraft, Stonecraft

Skill Type: Artisan

Tools: Yes.

Ballad of History

Root: Perception

Elves learn their history and that of many others in memorable, mnemonic songs.

FoRKs: Any appropriate history or Wise skill or song

Skill Type: Academic

Tools: No.

Bowcraft

Root: Will/Agility

An Elven bowman learns more than just how to fell an opponent with a shaft. For years he trains to discover the very heart and soul of the bow. When he joins the ranks of his fellow protectors, the Bowyer comes forth with his own personally crafted weapon—a product of a decade of learning and labor. This skill counts as Bowyer and Fletcher.

Obstacles: Hunting bow, Ob 2. Great bow, Ob 3. Horse bow, Ob 4. Elven Bow, Ob 6. Arrows and flights, Ob 2.

FoRKs: Woodcraft

Skill Type: Craftsman

Tools: Yes.

Call of the Wild

Root: Perception/Agility

This is the Elves' Hunting skill. It obeys the same mechanics as Hunting.

FoRKs: Song of Paths and Ways, Rhyme of Rules

Skill Type: Peasant

Tools: Yes.

Code of Citadels

Root: Will/Perception

This is a specialized natural magic skill that is similar to Etiquette. The Elves' long years allow them to delve deep into the culture of a place and people. When dealing with any Citadel born Elf, Code of the Citadels may be used in place of Etiquette.

Skill Type: Social

Tools: No.

Dignity of the Wilderlands

Root: Will/Perception

Similar to the Code of the Citadels, Dignity of the Wilderlands is an exploration of the culture and ritual of the Elves of the Wilderlands. This skill song may be used in place of Etiquette when dealing with Wilder-born Elves.

Skill Type: Social

Tools: No.

Gemcraft

Root: Will/Agility

Many Elves delight in the simple and straight-forward art of cutting and polishing gems. Their experience, dedication and patience in the art shows in the quality of their work. Any gem stone cut by an Elf adds +1D of Resources value compared to what it would normally be. In addition, this skill shares the same flexibility with Antiphon Union as Smithcraft.

FoRKs: Jewelfcraft, Smithcraft

Skill Type: Craftsman

Tools: Yes.

Grain Song

Root: Perception

Elven Millers grind the finest grain in any land. This skill is similar to the Miller skill.

FoRKs: Round of the Harvest, Rhyme of Rules

Skill Type: Peasant

Tools: Yes.

I lymn of Scales and Fins

Root: Perception/Agility

Elven fishermen sing to the waters and the fish seemingly leap into their nets. Functions like the Net Fishing skill.

FoRKs: Slip of Currents, Rhyme of Rules

Skill Type: Peasant

Tools: Yes.

Jewelfcraft

Root: Will/Agility

This skill is used to manufacture delicate brooches, subtle rings, fine tiaras and magnificent crowns. Using Antiphon Union, many of these objects can be enchanted: a crown with the Paean of Deeds, a mask with the Ballad of Rage or a tiara imbued with the Strain of Far Sight.

FoRKs: Smithcraft, Gemcraft

Skill Type: Craftsman

Tools: Yes.

Leathercraft

Root: Will/Agility

This skill teaches Elven Clothiers how to work leather into supple boots, soft gloves and sturdy belts. Combining this skill with Antiphon Union and the Song of Silence can produce fabled Elven Boots (+1D to Stealthy), or with the Doom of Strength, can create a belt of terrible fortitude.

FoRKs: Weaving Way

Skill Type: Craftsman

Tools: Yes.

Lyric of Law

Root: Perception

Elven law is a great tradition stretching back to the dawn of time. This skill song abides by the same guidelines as Rule of Law and concerns itself with the nature and application of Elven law.

FoRKs: Any appropriate history or Wise skill or song

Skill Type: Academic

Tools: No.

**Paeon of Deeds**Root: *Will*

Striding forth, full of confidence, the Elven Lieutenant announces himself in rhythm, setting the tenor to which he shall best his foe! This skill song acts like Conspicuous.

FoRKs: Silent Fury

Skill Type: Social

Tools: No.

Purple SongRoot: *Perception/Agility*

Elven vintners are possessed with a unique perspective—they are able to literally watch their wines age. A hundred-year vintage is a matter of course for them. This skill is similar to the Vintner skill except that wine made using the Purple Song may be treated with the Antiphon Union and imbued with either the Lyric of Healing or the Doom of Strength. It is by this method that Elven Mirrorwine is created.

FoRKs: Grain Song, Rhyme of Rules

Skill Type: Peasant

Tools: Yes.

Rhyme of the GathererRoot: *Perception*

Elven foragers are wise and know the name and shape of many plants, flowers, herbs and roots. This skill song acts as Foraging.

FoRKs: Round of the Harvest, Rhyme of Rules

Skill Type: Peasant

Tools: Yes.

Rhyme of the MarinerRoot: *Agility/Speed*

When away aloft, the Seafarers sing playful songs to the wind and cloth. These chanting tunes are meant to please the wind and soothe the rope as the sailors harness their powers to drive their vessel. This skill acts like Rigging in all respects.

FoRKs: Rope Chant

Skill Type: Seafarer

Tools: No.

Rhyme of the PathfinderRoot: *Perception*

The Rhyme of the Pathfinder is the skill song that mimics the Tracking skill.

FoRKs: Song of Paths and Ways, Rhyme of Rules

Skill Type: Forester

Tools: No.

Riddle of SteelRoot: *Will/Agility*

The first Elven Bladesmiths learned the Riddle of Steel ages ago from their Dwarven allies. The Riddle teaches Elves how to shape metal so it will quickly and efficiently kill a foe. With this skill song, the Bladesmith may create swords and knives of all types, axes if he wishes and arrowheads for the Bowyers. Spearheads are left to the ancient

rites of the Spearbearers. Combining the Riddle of Steel with Antiphon Union and various songs can create some very interesting results.

Obstacles: Elven Bladesmiths may make run of the mill or superior quality gear, the stats for which are listed in the Weapons Appendix in the Burning Wheel. Run of the mill knives, Ob 2. Run of the mill sword or axe, Ob 3. Elven knife, Ob 4. Bodkin arrows, Ob 1. Hunting arrows, Ob 2. Leaf heads, Ob 3. Superior quality swords or axes, Ob 6.

FoRKs: Smithcraft

Skill Type: Craftsman

Tools: Yes.

Rope ChantRoot: *Agility*

This curious song teaches the art of weaving ropes and tying knots. It also grants the Elf a chance at unravelling any knot or tangle, no matter how complex. The skill acts as Knots, with additional abilities as described by the obstacles below.

Fabled Elven rope may be created by combining this song with Antiphon Union, Rhyme of Rules and the Song of Merriment.

Obstacles: Repairing rope, Ob 1. Weaving regular ol' rope, Ob 2. Weaving Elven rope, Ob 5. Untangling a twist, Ob 1. Undoing a snarl, Ob 2. Unbinding a deliberate and forceful knot, Ob 3. Deciphering a mind-bending tangle, Ob 4. Gordian Knot, Ob 5.

FoRKs: Threading Chant, Rhyme of Rules, Rhyme of the Mariner

Skill Type: Seafarer

Tools: No. (only rope)

Round of HarvestRoot: *Perception*

Elves are attuned to the earth and the seasons in ways that Men and Dwarves are not. This song describes their methods of planting and harvesting. Round of Harvest obeys the same rules as Farming.

FoRKs: Grain Song, Weathersong, Rhyme of Rules

Skill Type: Peasant

Tools: Yes.

Silent FuryRoot: *Will*

With but a glare, the Captain can send shivers down the spine of those who cross him. This skill follows the same rules as Intimidation.

Obstacle: Victim's Will.

FoRKs: Paeon of Deeds

Skill Type: Social

Tools: No.

Slip of CurrentsRoot: *Perception*

With the Slip of Currents on his tongue, it is very rare an Elf is lost at sea. This skill acts like the Navigation skill.

FoRKs: Rhyme of Rules, Rhyme of the Mariner

Skill Type: Seafarer

Tools: No.

**Smithcraft**Root: *Will/Agility*

Such is the experience of a life of centuries that an Elven smith learns the techniques for working many types of metals. This skill counts as Blacksmith, Whitesmith and Coppersmith. With Smithcraft, a forge and the proper tools, the Elf may fabricate nearly any type of metal item—pots, pins, chains, tools, cups and horseshoes. Combined with Antiphon Union, Smithcraft becomes immeasurably potent. Add the Gift of Speed to horseshoes, add the Lay of the Horse to a whistle, add the Air of Gates to a headband or the Voice of Ages to a clasp. The list goes on and on.

FoRKs: Gemcraft, Jewelcraft, Riddle of Steel

Skill Type: Craftsman Tools: Yes.

Song of the EldarRoot: *Perception*

The cycles of the of stars are of great interest to the wise Elves. This skill acts like Astrology.

FoRKs: Rhyme of Rules, Slip of Currents

Skill Type: Academic Tools: No.

Song of FeastingRoot: *Perception/Agility*

Elves are tremendous cooks and enjoy presenting bounteous feasts to their guests and relatives. This song mimics the arts of Cooking.

Also, using this skill song along with Antiphon Union and the Lyric of Healing or the Doom of Strength allows the Elf to create Elven Bread.

FoRKs: Song of Soothing, Rhyme of Rules

Skill Type: Peasant Tools: Yes.

Song of Flocks and HerdsRoot: *Will*

This skill follows the same rules as Animal Husbandry.

FoRKs: Rhyme of Rules

Skill Type: Peasant Tools: No.

Song of FormRoot: *Will*

Using the Song of Form, the Elf may sculpt stone into shapes and curves pleasing to the eye. Combining the Song of Form with Antiphon Union and Alarm will create a warding statue. Combining it with Antiphon Union, Discerner and Voice of Ages creates a statue that will speak of the lies and deceit before it. Combine the Song of Form, Antiphon Union, Voice of Ages and the Strain of Farsight and

a statue is created that can see far off lands and speak of them. For all of the above, the sculptor must meet Ob 5 in order for the creation to be able to accept the Antiphon Union process.

Obstacles: A simple shape, Ob 1. Crude mimicry, Ob 2. Anatomical approximation, Ob 3. Expressionistic depiction, Ob 5.

FoRKs: Stonecraft, Gemcraft

Skill Type: Artist Tools: Yes.

Song of LordshipRoot: *Will*

The rights of rulership of the lord. This is a specialized Etiquette skill for use among characters with the Etharchal, Fêa and Aman traits.

Skill Type: Social Tools: No.

Song of Paths and WaysRoot: *Perception*

This skill song is the Elven version of Orienteering.

FoRKs: Weathersong, Rhyme of Rules

Skill Type: Forester Tools: No.

Song of SoothingRoot: *Will/Perception*

Using this special song, the Elf can attempt to soothe the pain of another injured character. For treating injuries, this skill acts like Herbalism. The Song of Soothing can also cure the effects of poison. See the obstacles below.

Obstacles: If the poison causes injury (like Deadly Venom), the obstacle is the same as for Herbalism treating that wound. If successful, the effects of the poison (the die penalties) are reduced by half, rounded up. If the poison causes an obstacle penalty, the obstacle to cure is equal to the penalty. Successes over the obstacle reduce the penalty. For poison that subtracts dice directly, the obstacle is equal to double the dice subtracted. Successes over the obstacle restore one die each.

Skill Type: Medicinal Tools: Yes.

SpearcraftRoot: *Will/Agility*

Spearbearers, like Bowyers, learn more than just the art of killing. They learn to cherish and understand their weapon—they know it from its birth to the first time it sheds blood. For many, their spear is the last piece of this world they hold in their hands before their own life is cut short.

Obstacle: Reshafting a run of the mill spear, Ob 1. Making a run of the mill spear, Ob 2. Reshafting an Elven spear, Ob 3. Making an Elven spear, Ob 5.

FoRKs: Riddle of Steel, Smithcraft, Woodcraft

Skill Type: Craftsman Tools: Yes.

StarcraftRoot: *Will/Agility*

Certain Elves have a particular fascination with the manufacture of crystalline orbs. About the size of a fist, these “stars” are typically designed to be vessels for various enchantments. One of the most famous, and perhaps the first, was a star that had Mornsong sung over it. To the amazement of its creator, the vessel then took on the light of the sun—eternally projecting those very first rays which warmed the earth.

FoRKs: Rhyme of Rules, Gemcraft, Jewelcraft

Skill Type: Artisan

Tools: Yes.

StonecraftRoot: *Will/Agility*

Elven Shapers learned their trade an age ago from the first Dwarves to emerge from their subterranean holds. Over the centuries, Elves have developed their own styles and methods. This skill is similar to the Mason skill—it is used to quarry, cut, move and place stone.

FoRKs: Archcraft

Skill Type: Craftsman

Tools: Yes.

Threading ChantRoot: *Perception/Agility*

This skill acts like the Tailor skill.

FoRKs: Weaving Way

Skill Type: Craftsman

Tools: Yes.

Voice of ThunderRoot: *Will/Forte*

The Etharch's voice booms across the battlefield as he issues commands to his Sword Singers and vassals. This skill acts like Command and also doubles the Presence of the Elf for the purposes of Command.

Skill Type: Social

Tools: No.

Weaving WayRoot: *Will/Agility*

Elves know a trick or two on the loom. Long have they been playing at Fate's game with their threads and weaves, and their many years serve them well. Combine Weaving Way, Antiphon Union and the Threne of the Chameleon to create Elven Cloaks.

FoRKs: Threading Chant

Skill Type: Peasant

Tools: Yes.

WoodcraftRoot: *Will/Agility*

Elven carpentry is a marvel to behold. The Shapers use no saw, nails or glue. Simply by warping, bending, shaping and sculpting living wood they are able to produce stunning forms and functional designs.

Skill Type: Craftsman

Tools: No.

**Elven Spell Songs**

Men possess Sorcery, Orcs have their Rituals of Night and Blood, but both pale in comparison to the beauty and subtle might of the Elven Songs. Their position as the First Born grants Elves a deep and intuitive understanding of the earth and its ways. They gather this knowledge into powerful and effective songs.

These abilities are less skills and more like individual spells. To create the spell-like effect, the Elf player needs to test his appropriate spell song skill. There's no Tax or spell failure like Sorcery. See the individual spell song descriptions for their effects.

Also, all Elven spell songs count as a *sorcerous* skill for the purposes of practice and learning. None of them require tools, and no FoRKs are possible. Helping dice may only come from another Elf with the same song or the Song of Songs.



All spell songs have their own shade and exponent. They are advanced like a skill. Spell songs are considered natural magic. Tests are therefore always open-ended.

Special Spell Song Rules: *Wonderment*

All spell songs, regardless of primary effect, cause *wonderment*. This enchantment affects all non-Elves in the Presence of the singer, forcing them to make a Steel test. Wonderment takes effect in a number of exchanges equal to the target character's Will.

For example, The Recitation of the Ages has no major spell effect like Threne of the Chameleon, but, if sung during the game, it will cause wonderment to all who hear the stories of the ages—even if they do not understand a word of it.

When the Elf has sung for a number of exchanges equal to his victim's Will, the player should test his song ability. If it is sung successfully, all those susceptible within his Presence should make a Steel test with hesitation modified by the margin of success. Add +1 Ob hesitation for each success over song obstacle.

This doesn't mean that Elves should go about half-cocked singing songs. The primary effect still takes precedence. If an Elven Prince sings Doom Sayer to impress a girl, he has just bound that maiden fair to an inescapable fate!

Spell Song Roots

Unless otherwise specified, the root for Elven spell songs is Will.

Casting Spell Songs

Songs are listed with an action cost for casting them using the Duel of Wits, Range and Cover and Fight! mechanics. However, song singing always counts as a tandem action—song singing is essentially speech. No actual actions are devoted to it. Actions are listed merely for timing purposes.

Like sorcerous spells, 20 actions of spell songs can be performed in a Duel of Wits or Range and Cover volley.

Sustaining Spell Songs

Elves may only sing one song at a time. They may sing a song continuously (sustain it) for a number of hours equal to their Will exponent. If the song is not complete or the Elf wishes the song to continue, he may pass the tune off to another Elf who knows the song. The new singer need only make a successful song test to pick up where the first Elf left off.

Origin and Area of Effect of Spell Songs

The Origin of spell songs is always Personal. The song starts from the singer and emanates outward. The area of effect of most songs is Presence, which is determined in precisely the same manner as it is for sorcerers. In general, any character who is close enough to comprehend the Elf's normal speaking voice is considered eligible to be affected by the song. The individual descriptions detail any exceptions to this rule.

Elven Spell Songs List

Air of Gates

Ob: See Description

This is a special song an Elf can sing to a door or gate. The singer may ask one gate in his presence, "What lies beyond?" and be answered.

Obstacle: Fence gates, Ob 1. Cabin doors, Ob 2. House doors, Ob 3.

Doors of a great hall, Ob 4. Fortress gate, Ob 5. Castle gate, Ob 6.

City gates, Ob 7. Gates of the realm, Ob 8.

Actions: 25 x the obstacle

Alarm

Ob 3

Alarm is sung when on watch deep in the night. While singing this tune quietly to himself, the character counts as having an extra Instinct: Shout for help when surprised. The cry rings out across the range of a normal voice, but in addition it carries a special force with it. Allies within 25 paces plus 25 paces per extra success are instantly and immediately awakened from sleep with the cry in their ears.

Actions: 75

Anthem of Courage

Ob 4

The Anthem of Courage is a fierce song of hope that holds Elves steadfast against abominable foes. When properly sung, no Elf in the host will leave his station so long as the lord lives. Extra successes from the song are added as dice to the Steel of every friend and ally within 100 paces of the lord.

Actions: 20

Ballad of Rage

Ob 5

The Lord Protector can summon forth his raw Grief and hone it into a fine rage. While he sings of his wrathful sorrow and coming vengeance, Grief dice are added to the Lord Protector's weapon skills.

Actions: 20

Song Root: Grief

**Canticle of Years**

Ob 4

The Canticle of Years is typically sung in the baritone and bass range. It is a long and winding song that tells the story of time itself. Its primary effect is wonderment.

Actions: 600 per year.

Chant of OfferingOb: *Will of Customer*

This devilish song draws the eyes of customers to the wares of the Elven merchants. When selling, extra successes from Chant of Offering are added onto the Conspicuous skill to attract customers.

Actions: 4

Council-CallerOb: *10 minus Elf's Perception*

Using this powerful song, the Elven lord sends forth a call to his brothers and cousins—a call heard in the very dreams of those he seeks. Successes over the obstacle are added to the Elf's base Circles exponent when seeking to contact great lords and rulers.

Actions: 160

DiscernerOb: *See Description*

This spell song allows the prince to see what lurks in the hearts of Men, Dwarves and Elves. It counts as Observation against Falsehood, Soothing Platitudes, Persuasion, Inconspicuous and Seduction. If any of these skills are used against the Etharch while he is singing Discerner, make a versus test between the Etharch's Perception (with bonus dice from extra song successes) and the dissembler's skill. If the Etharch wins, he is aware of the *intentions* of the manipulator or deceiver, but never the precise nature of the lie.

Obstacle: The Discerner song obstacle is equal to the target character's Will, then make a versus test as described above.

Actions: 5. It is a short stanza sung under the breath while seeming to agree with and listen to the target character. In the Duel of Wits, its sung during your opponent's action.

Doom of StrengthOb: *10 minus Health of Wounded*

In the throes of battle every soul is needed to assure victory over the enemy. During these desperate times, the Soother will sing the Doom of Strength to revitalize the wounded and send them back into the fray. If successful, the song temporarily reduces the target victim's wounded dice by the margin of success. The effect lasts for minutes equal to Health of recipient, after which the die penalty immediately returns.

Actions: 45

Doom SayerOb: *1 + the Will of the Doomed*

Doom Sayer isn't quite a song: It's a powerful pronouncement, spoken in meter and rhyme, that evokes a forceful and binding magic. It bestows the arrogant power to judge the fate of another.

If a doom is successfully uttered, the Etharch may change one of the *target character's* Beliefs so that it reflects the destiny. However, the Etharch must also change one of his Beliefs to that very same doom. Playing the Belief earns artha as per normal. Dooms involve exile, punishment, a vow of vengeance, an oath of enmity, etc. Fulfilling the doom earns a Deeds point for the doomed character. If the Doom involves the character's death, the artha is transferred to the player's next character.

Actions: Variable. The time it takes to speak the doom.

Evensong

Ob 5

A festival song sung to greet the Moon on the evening of her First Rising. The primary effect of this song is wonderment.

Actions: 9000

Gift of SpeedOb: *Perception of Horse*

This powerful song lightens the tread of the rider's horse until it seems the steed is galloping on air. Extra successes increase the Speed of the horse for as long as the song is sung. The rider must be mounted on the horse to be gifted.

Actions: 3

Hymn of Victory

Ob 5

A song sung of all the victories of the Elves—this one included. The primary effect of this song is wonderment; the Hymn of Victory is a fine way to round up and finish off the straggling remnants of the enemy forces.

Actions: 60

Homesong

Ob 5

Homesong helps keeps the hearth safe. When sung over a hearth, the master of the house knows everyone who enters (or tries to enter) his dwelling. Homesong is typically sung to greet guests returning home after a long journey to a fantastic feast.

Actions: 60

**Lament for the Fallen** Ob: See Grief Section

Elves must lament their fallen, otherwise Grief will overwhelm them. This lament is sung to alleviate the pain of seeing comrades fall in battle. It obeys the standard rules for laments as described in the Grief section of this chapter.

Actions: Obstacle x 100

Lament of Mourning Ob: See Grief Section

The Lament of Mourning is sung to remember the tragedies and boons of past ages. It obeys the standard obstacles and rules for laments as described in the Grief section of this chapter.

Actions: Obstacle x 200

Lament of Stars Ob: See Grief Section

The Lament of Stars was the first lament learned by the Elves. As they left their ancestral homeland and crossed the sea to their new home, the Bards composed this song to ease the heartpain and homesickness. This lament obeys all the standard rules for laments. See the Grief section for more on that.

Actions: Hours equal to obstacle.

Lament of the Westering Sun Ob: See Grief Section

In this lament, the Elves call to the setting sun to purge them of their grief—to take it into the sea where the sun sleeps, so that on the new day they might be free and clean of their sadness. This lament obeys all the standard rules for laments. See the Grief section for more.

Actions: One day, from sunup to sundown.

Lay of the Horse Ob: Will of Horse

Through this lay, an Elf may communicate with his horse and may call to it over great distances. Distance for calling is 100 paces plus 100 paces per extra success.

Actions: 3

Litany of Responsibilities Ob 5

The Litany is the endless list of duties of the Steward of an Elven house. The primary effect of this song is wonderment.

Actions: This song never ends.

Lyric of Healing Ob: Health of Wounded

This beautiful and strong song seeps into the veins of the wounded and weary, strengthening body and mind. When sung over an injured character, successes over the obstacle add dice to Health tests for the purposes of recovery.

Actions: 125

Monody of the March Ob 4

This helpful tune keeps the mind occupied while the soldier is marching. It is so effective that if the cadence is successfully achieved, the soldier gains +1D to any Health tests incurred by fatigue when on the march.

Actions: 180

Mornsong Ob 3

A festival song sung to commemorate the first rising of the sun. The primary effect of this song is wonderment.

Actions: 306,050

Recitation of Ages Ob 4

This spell song is both a history lesson and a wondrous show of lights and images. As the ages are recited, the Elf intermingles phrases of memory and power, and scenes of aeons past float before the listeners. The primary effect of this song is to cause wonderment.

Actions: Infinite, really. The ages never end.

Rhyme of Rules Ob 3

The Rhyme of Rules is an ever-growing song comprised of all the adages, apothegms, axioms, dictums, maxims, morals, precepts, proverbs, rules, sayings and truisms of the Elves. When sung itself, its primary effect is wonderment. However, Rhyme of Rules is also the only spell song that can be used as a FoRK (not a helping die, though). The FoRK die can be invoked for any *skill song* test (not spell song) for which the player can recite a clever bit of folklore obliquely pertinent to the situation.

Actions: 3-10, depending on the length of the player's verse

Rhyme of Tongues Ob: See Description

Elven Loremasters spend many years studying the languages of all things. This simple Rhyme helps them remember what they have learned and allows them to communicate with nearly any creature.



Once the rhyme is successfully sung, the spell lasts for hours equal to the Elf's Will.

Obstacles: Dialects of native/known languages, Ob 1. Foreign language, Ob 2. Foreign language dialect, Ob 3. Vile Language, Ob 4. *Low Speech:* Dogs, wolves, pigs and dolphins, Ob 5. Horse and other ungulates, Ob 6. Birds, Ob 7. Fish, Ob 8. Insects, Ob 9.

Actions: 4

Song of Arbors

Ob: See Description

The Song of Arbors allows the Elves to communicate in the tongue of the leafed ones and learn what news they can from the cryptic mind of the wood. An Elf may sing to any tree in his Presence. If successful, he may communicate with the tree about its well-being and any recent notable events.

Obstacle: Ancient trees, Ob 1. Elder trees, Ob 2. Full-grown trees, Ob 3. Young trees, Ob 4. Saplings, Ob 5. Vines and hangers, Ob 6.

Actions: 4444

Song of Bonding

Ob: 10 minus Will of the Singer

The Song of Bonding is usually only sung once in each Elf's life—to bind himself into the master-student relationship with his sword-father. Once successfully sung, the Bonded Second now gains a new trait: Bonded. This counts as a call-on for Steel when his master is in danger.

If a player is starting a Second in a game with his Sword Singer, sing this song before the game starts. If the song fails, or the Second's Sword Singer is not part of the game, then the player may choose to bond himself to another master as the game progresses.

Actions: 555

Song of Burning Bright

Ob: 10 minus Grief

The Song of Burning Bright evokes the true fire within the Elven heart. Once summoned, it drives the Elf into a blinding fury that strikes terror in the hearts of his enemies. All who look upon him must make a Steel Test. Hesitation is increased by the Elf's successes over the song obstacle. The Song of Burning Bright negates all hesitation-reducing traits for purposes of the Steel test. The victims must make a Steel test—*no matter what*—at 10 minus Will plus extra song successes.

Actions: Obstacle x 2

If an Elven Lancer's Grief is B5, his obstacle to Burn Bright is 5 (10 minus 5). If he rolls 7 successes his enemies must make Steel tests at +2 hesitation obstacle.

Song of Merriment

Ob 3

The Song of Merriment brings joy to all who hear it. Sadness is washed away and fatigue forgotten. The primary effect of this song is to cause wonderment.

Actions: 120

Song of Silence

Ob: 10 minus Will of Singer

To voice his displeasure, an Elven Lord will utter the brief syllables of the Song of Silence and then fall into an impenetrable aphony, thinking deeply on all matters at hand. No social skills or "mind affecting" spells will have any effect on the Lord while he is under the Song of Silence. If sung as an action during a Duel of Wits, the Elf can end the duel. No winner is declared, and no compromise can be made.

Song Root: Grief

Actions: 2

Song of Songs

Ob: See Description

This beautiful harmony can be sung in accompaniment to any other *spell-song*. The Song of Songs may help a Elven spell song as if it were a related skill. Song of Songs may not help skill-songs.

For example, the Lord Protector is in dire need; the servants of the Dark have unleashed terrible beasts of shadow, and his war-host quails before them. He calls his Song Singers to aid him as he sings the mighty Anthem of Courage. The Lord has an Anthem of Courage of B6. Each Song of Songs singer gives helping dice according to the standard rules. The Lord Protector's player would then cast his song dice plus the helping dice to pass the test.

If an obstacle is needed for Song of Songs, use the *time and obstacles of the skill being helped*. The Song of Songs may be used to cause wonderment like other spell songs at a base Ob 2, 25 actions.

Song of the Sword

Ob: See Description

The Song of the Sword infuses the blade with a dread and vengeful power. The Sword Singer may only sing one blessing at a time, but he may bless any sword in his presence.

Obstacle: The singer chooses the blade blessing to be sung before rolling: Preternatural Balance, Ob 3, +1D; Crushing Edge, Ob 4, +1 VA; Singing Blade, Ob 5, open-ended sword dice; Sword of Might, Ob 6, +1 Power; Blinding Blade, Ob 7, Fast Weapon; Blood Drinker, Ob 8, reduce Add by 1. All blessings also make the weapon a "spirit blade" which may affect creatures with the Spirit Nature trait.

Actions: Obstacle x 1

**Strain of Far Sight**

Ob: See Description

This ancient and powerful song amplifies the Lord Protector's vision.

Obstacle: +1D to field maneuvers, Ob 2. +1D to Bow skill, Ob 3. +1D to Perception, Ob 4. Seeing impossibly long distances, Ob 5. +2D to Perception, Ob 6. Free forfeit in the script for Fight!, Ob 7. Free forfeit in the Duel of Wits, Ob 8. Free forfeit for Range and Cover, Ob 9.

Actions: 10 x obstacle

Supplication to the Wind

Ob: See Description

Elven Seafarers are friends to the wind, and in times of need, they may ask her to treat them kindly. Supplication to the Wind counts as the first test in a series of linked tests to maneuver a sailing ship. All song successes over the obstacle are added to the linked rolls for Rhyme of the Mariner and Slip of Currents. The GM sets the wind obstacle needed.

Obstacle: Summon a light wind, Ob 3. Calm a light wind, Ob 4. Call a moderate wind, Ob 5. Calm a moderate wind, Ob 6. Call a strong wind, Ob 7. Calm a strong wind, Ob 8.

Actions: 60

Threne of the Chameleon

Ob 3

This quiet song escapes the lips as barely a whisper. While it is sung, the Ranger is cloaked in shadow and shifting light, invisible to the eyes of his foes. Successes from the Threne are added to any Stealthy successes of the Ranger. If the character doesn't have Stealthy, then extra Threne successes act as Stealthy successes. The number of Threne successes over the obstacle also increases all obstacles to shoot the Elf. In addition, so long as the player gets one success, his character cannot be seen unless the opposing characters *explicitly* look for him—either via an applicable Instinct or a trait or by simply stating, "I look around."

Actions: 8

Tract of Enmity

Ob 5

When dire deeds are performed against the houses of the Elves, terrible, undying oaths of vengeance are sung. Once marked as an enemy, the creature is given a new name and thenceforth *all* Elves know him thusly. Such enemies arouse the passion of Elves: They are relentlessly sought and remorselessly destroyed.

If a player has the Tract of Enmity sung over his character, he might as well write down the new name they give him. All Elves shall know

him by it, and shall seek to thwart his deeds and end his life: He is the enemy. 2D infamous reputation among Elves; all failures invoke the Enmity Clause.

Actions: 30

Verse of Decision

Ob: 10 minus Singer's Will

This potent spell is used when an Elven Elder sets his mind to a task. After a decision is arrived at via a Duel of Wits, the Elder may sing the Verse of Decision. The song effectively locks the compromise/decision in place—no further debate on the topic is possible with the Elder. He *cannot* be drawn into a Duel of Wits on the subject at hand. If wily players wish to draw out a decided Elder into a related Duel, his body of argument is automatically doubled.

Actions: 55

Verse of Friendship

Ob: See Description

The Verse of Friendship is a formidable spell. Once it is sung over a character, henceforth he is known by all Elves as *friend*. The character gains a 1D reputation when dealing with Elves.

Obstacle: Will, Greed, Faith, Spite, or Hatred of the target, whichever is higher.

Actions: 500

Voice of Ages

Ob: See Description

Announcing his age and wisdom, the Elven lord lends weight and authority to his opinion, such that none can deny him. This effect lasts through the duration of one Duel of Wits.

Obstacle: +1D to Oratory or Persuasion, Ob 2. +1D Will (applied to Body of Argument or as an obstacle vs social skills), Ob 3. +3D to Oratory or Persuasion, Ob 4. Open-ended social skill dice, Ob 5. +5D to Oratory, Ob 6.

Actions: 4 x obstacle of the spell

Weathersong

Ob: See Description

The Seafarers sing to the sky and listen to her reply to learn the coming weather. Unless the GM plays with strict house weather rules—I don't—the Weathersong essentially gives the player the ability to dictate the weather. Why else would he pick this spell unless he was concerned about having the right weather for something or other? Anyway, I say let him predict it based on the obstacles below—and let his predictions come true. Game mechanically, this spell acts

as a linked test with Orienteering, Navigation or any other weather-dependent skill. But add dice *equal to the obstacle of the casting*. It's a powerful spell.

Obstacle: Useless vague predictions ("Rain soon"), Ob 1. Accurate weather, Ob 2. Approximate location, Ob 3. Approximate time, Ob 4. Accurate location, Ob 4. Accurate time, Ob 5.



Elven Grief

Grief is an emotional attribute born from the toll of living an ageless life while watching endless tragedy unfold. Elves are plagued with Grief—it is the only force that can kill them, apart from violence. Nearly all Elves have some stain of it on them, but very few show it, and even fewer let it overwhelm them. Grief manifests in many ways: in sadness, in bitterness, in anger, in silence and in isolation.

When an Elf's Grief reaches exponent 10, he can no longer tolerate this world and its tribulations. Either he must pass on into the West or his heart breaks and he wastes away due to Grief.

The Deeds of Grief

The Elf player may spend a Deeds point to tap his character's Grief while performing a spell or skill song. Instead of doubling dice like a standard Deeds point, this adds the *Grief attribute dice* to the song exponent for the test. This dice are open-ended. Adding a Grief Deeds like this *always* counts as a Difficult test for advancing Grief. This cannot be mitigated by a lament.

Starting Grief

I recommend that Grief follow the same guidelines as stats and skills regarding starting exponents. If you're limiting characters to exponent 6 skills, then Grief shouldn't start above 6 either. This should be discussed with the Elf player(s) beforehand. Note that Grief may never, ever start higher than exponent 9.

All Elves start with an exponent 0 Grief. Consult the following list of conditions to determine the actual starting exponent:

- Add one if the character has taken *any* Protector lifepath
- In addition, add one if the character has been a Lancer, Lieutenant or Captain; and add another one if the character has been a Lord Protector or Soother
- Add one if the character was Born Etharch
- Add one if the character has been a Loremaster, Adjutant or Althing
- Add one if the character has taken the Elder lifepath
- Add one if the character *does not know* any Lamentations
- Add one if the character's history includes tragedy
- Add one if the character has lived among non-Elven people
- Add one for every point of the character's Steel *over 5*
- Add one if the character's Perception exponent is greater than 5
- Add one if the character is starting 500 years old; add two if the character is starting 750 years old; add three if the character is starting older than 1,000 years

Gray Grief

If it is appropriate to the game, and the GM and other players approve, the Elven player may spend five of his starting Grief exponent points to shade shift to gray.

Tragedy: Advancing Grief

Grief is an attribute like any other, and it advances like Steel or Health. However, it is *tested* a little differently from other abilities. The in-game *experiences* of the character test Grief. The magnitude of the experience determines the level of the test.

Obstacle 1 Grief

Being lied to. Going against an instinct.

Obstacle 2 Grief

Being robbed. Lying.

Obstacle 3 Grief

Being accused of a crime you did not commit. Being maliciously attacked or wounded. Witnessing a drought or famine. Seeing a person killed. Betraying a belief once.

Obstacle 4 Grief

Killing. Having *your* home burnt to the ground. Losing a friend due to separation or imprisonment. Stealing and causing others harm through that act.



**Obstacle 5 Grief**

Fighting in a bloody battle. Having your homeland/city/village betrayed by a friend. Being captured by the enemy. Betraying a belief a second time.

Obstacle 6 Grief

Being imprisoned for a crime you did not commit. *Losing* a massive and bloody battle. Being personally betrayed by a friend. Being mortally wounded. The death of a friend or loved one.

Obstacle 7 Grief

Forced to flee your homeland by scourging tides of darkness. Having to kill your friend whose mind has been twisted to the side of darkness. Betraying a belief a third time.

Obstacle 8 Grief

Being tortured. Witnessing your friend, the most powerful wizard around and the sole hope of all that is good, pulled down by a demon. Having to kill innocents in order to accomplish what is "right." Betraying family and friend.

Obstacle 9 Grief

Realizing that all of your hopes and dreams have led to nothing but murder, destruction and evil. Watching a friend commit suicide (this includes choosing *not* to journey west and embracing grief).

Obstacle 10 Grief

To watch the light of the world doused and to witness the cold tide of darkness come rushing forth. *To give up hope.*

Each time a character participates in or witnesses the above conditions, the player notes a Grief test on his character sheet. The obstacle is used only to determine the level of the test for the purposes of advancement.

An Elf with a starting Grief of B5 sees his companion cut down by an Orc. In a rage the Elf then slays the Orc. He now must note two Grief tests on his character sheet: one Ob 4 for killing, and one Ob 6 for the death of a friend.

The Limit of Grief

An Elf whose Grief has reached exponent 10 can no longer tolerate the trials and struggles of this world—his sadness, disgust, contempt or pity has overwhelmed him. He lays aside his worldly trappings and passes on, either wasting away from Grief or wandering into the West. Either way he is not seen or heard from again—until the ending of days.

Laments: Mitigating Grief

Elves are well aware of the toll of living an ageless life. They know that unless they are careful, the strain of Grief will overtake them. They will either collapse under its weight or fly into a burning, all-consuming rage which will inevitably result in their death. Knowing this, Elves are mindful to vent their sadness and lament tragedy in their lives. These songs help mitigate the bite of Grief.

When a Grief test need be taken, an Elf may sing a Lament to counteract its effects. Any of the laments can be used; the various descriptions are provided for color. The lament need not be sung immediately. So long as it is sung at a reasonable and appropriate juncture afterwards—at

a funeral, for example—it will have its intended effect. While Elves often lament their sorrows in great processions or mass chants, Grief is a private thing. Each Elf must lament and grieve personally.

The obstacle for all Laments is the same obstacle as the Grief test.

The effects of the Lament are a bit different from normal spells or songs. *They lower the “level” of the Grief test the character would have taken by one step.* If the character takes a Challenging Grief test, a properly sung Lament will lower that to a Difficult test. Laments do not make Grief go away, but they do help the Elf cope with its effects.

Elven Resources

Run of the Mill Bow	5	Elven Rope	12
Run of the Mill Arms	5	Elven Bread	10
Quilted Armor	3	Elven Mirrorwine	8
Plated Leather Armor	6	Starlight	50
Chainmail	10	Tome of Lore	20
Plated Mail	20	Elven Flute or Lyre	8
Elven Armor	See Below	Silver Trumpet	5
Elven Arms	15	Traveling Gear	2
Elven Bow	25	Elven Smithy	50
Elven Cloak	30	Artisan’s Shop	60
Elven Steed	8	Elven Craftsman Tools	15
Elven Clothes	2	Other “Skill” Tool Kits	8
Elven Shoes	1	Elven Ship	80
Elven Finery	5	Elven Land	See Description

Notes on Elven Possessions

Elven Arms—Elven Arms are considered superior quality weapons. Elven Spears are Power 2, Add 2, VA 2, Fast weapon, May Great Strike, Longest weapon length; all other Elven Arms use the Superior Quality weapons stats. Players may purchase beaks, spikes and weights for their characters’ weapons at +3 rps per modification, per weapon.

Elven starting characters who have four or fewer lifepaths and whose last lifepath is Sword Singer or Spearbearer may take the appropriate Elven Arms for 5 rps.

Elven Armor—Elven Armor is superior quality armor. Also, there are no Clumsy Weight penalties for the following: Elven Quilting for 9 rps, Elven Plated Leather for 20 rps and Elven Chain for 40 rps. Elven Plated Mail can be bought for 75 rps. It’s superior quality, *but it retains all Clumsy Weight penalties.* Elves may buy armor piecemeal as described in the Mannish Resources section.



Run of the Mill Weapons and Armor—Use the stats for the equipment listed in the Lifepaths of Man and run of the mill lists for this gear.

Elven Bow—These are the weapons made using the Elven Bowcraft skill. Elven Bows are bigger than hunting bows, but not as big as the great bows of men. They provide 3D of range dice at extreme, and 2D at optimal. Maximum range is 300 paces. In the Fight! mechanics, they have a nock/draw/release time of six actions.

When purchasing an Elven Bow, Elves may choose from these arrows:

Hunting Head:	I: B4, M: B8, S: B11	VA 2	Free
Leaf Head:	I: B5, M: B9, S: B12	VA 1	+1 rp
Bodkin:	I: B4, M: B7, S: B10	VA 3	+2 rps

Elven characters who take four or fewer lifepaths and whose last lifepath is Elven Bowyer may take an Elven Bow for 5 rps.

Elven Cloak—Elven Cloaks are also known as Gray Mantles. They are imbued with the Threne of the Chameleon and conceal Elven Rangers who guard the fences of the hidden kingdoms of the Elves. Gray Mantles count as if the character were singing Threne of the Chameleon with four successes over the obstacle. If the character is using Stealthy and/or the actual Threne, he may add the cloak’s dice to the skill or song when rolling to hide. In addition, Elven Cloaks are warm in winter, cool in summer, covering in rain and quick to dry.

Elven Steed—Elven Steeds are swift in travel and steadfast in war. Pe: B3(4), Wi: B2, Ag: B3, Sp: B8, Po: B5, Fo: B6. He: B5, St: B5, Re: B3, MW: B12 (Tough). Hesitation: 7 (Determined). **Skills:** Mounted Combat Training, Rider Training, Intimidation B3, Foraging B4. **Traits:** Good Bone, Fleet of Hoof, Obedient, Loyal, Tough and Determined, plus Long-Limbed, Keen Hearing, Hooved, Ungulate.

Elven Bread—This rare and cherished bread is nourishing and restorative. After it is eaten, it grants +3D to all Health tests taken for the day after it is eaten. One portion of Elven Bread will suffice as a meal for a day. 10 rps buys six portions.

Elven Rope—Elven Rope is light and strong. It weighs half as much as its normal counterpart and holds twice as much for its thickness. Knots and Rigging tests taken using Elven Rope may add +1D. Any Elf or Elf-friend may cue his rope to unknot and untie itself with a tug, nod or gesture.



Starlight—A bottle of starlight to illuminate the darkest times with the silver halo of the favored star. The Starlight is as bright as Mage Light with four successes over the obstacle. Counts as sunlight for creatures with Cold Black Blood or Enemy of the Sun traits.

Elven Mirrorwine—Mirrorwine refreshes and restores those who taste it. Add +2 open-ended dice to the next Health test taken. 8 rps buys four draughts.

Elven Workshops—Workshops are necessary to completely utilize Stonecraft, Smithcraft, Starcraft and Gemcraft skills—without one, the Elf may only undertake smaller projects easily done by hand (Ob 3 or lower). Also, Elven Workshops are required if the character will be building special “Elven works.” *Workshops count as property when factoring Resources.*

Craftsman Tools—The Elven crafts require rare and expensive tools. Players who wish to purchase tools for any “craft” skills must pay 15 rps. Other skill tool kits only cost 8 rps.

Elven Ship—This is a beautiful, sleek and sturdy sea-going vessel. She has two masts and can accommodate a crew of about twenty. The crew is included so long as the player purchases a relationship with an Elf who acts as his pilot, navigator or first mate. Their exact abilities are determined via the I Need a Gang or Crew rules. *A ship counts as property when factoring Resources.*

Elven Land—Elves, though not as particular or land-hungry as Men and Dwarves, do lay some claims of ownership to certain tracts. Pastoral lands are 20 rps. This cost includes a single important terrain feature like a lake, a length of river, a hill or prairie and a modest but comfortable dwelling for the Elf's family. 50 rps for a large country manor and land, 100 rps for a palace. 150 rps allows the Elf and his family to occupy a major terrain feature like a forest, bay or mountain. Alternately, 25 rps gets a sumptuous apartment in the Citadel. *Obviously, Elven Land counts as property when factoring Resources.*

Elves in Play

It bears noting that these rules will create some very powerful Elven characters. No attempt has been made to balance with Men or Orcs. Instead, we decided to represent Elves as they were in literature: potent, immortal and passionate. So in these rules, a 5 LP Elf is going to have an edge over other 5 LP characters. He gets more stat points and access to a host of powerful spells.

Speaking of spells, it is the intention of these rules that Elves not cast Sorcery spells. Elves cannot take the Gifted trait, nor can they be Faithful. They have their own magic, rooted in their Essence of the Earth trait, in the form of songs. While songs don't have the high-powered kick that Sorcery and Faith do, I think you'll find that the benefits they do provide augment the Elves' powers nicely.

The Elven gear is also a rare and precious resource. If players are ignoring Rope, Bread and Starlight in favor of a Cloak, Arms and Armor, bat them upside the head. Encourage them to choose diverse items from the list. Also, I entreat all of you to use the Antiphon Union rules and create your own cool Elven stuff! I gave a bunch of examples in the skill song section. It's perfectly acceptable to build that stuff pre-game and allow players to buy it and incorporate it into their characters. Price them at about 10-15 rps per +1D of song ability and you should be ok.



When bringing Elves into play, make sure to play off of the Grief attribute. That ability is a measure of how much an individual Elf can take before he loses it. Push Elves to the edge. Drive that Grief up. Simply by focusing on the scenes and situations suggested in the *Tragedy: Advancing Grief* section you have ideas for dozens of different scenarios. Murder, betrayal, tragedy—an Elven character must react to them. His Grief compels him. Use this. The attribute lends itself to some very powerful story/game ideas: Ruined homelands, eternal war, murder of immortal brethren and the inevitable short-sighted suicide of the younger races. The sadness is an after-effect—of the rage; the fleeting love; the decaying, corroding material world. In the moment, there is only seething, powerful emotion to contend with. Go with it!

Whatever you do, don't let a player join into your game as “the remote and aloof Elven Ranger; I'm quiet and I shoot things.” Boring! Turn it up a notch. The Ranger in our demo scenario is practically a stalking assassin, but he's also a racist bastard who can't keep his mouth shut. The internal conflict in that character creates a wealth of game play possibilities. I'm sure you'll find similar inner struggles to drive characters in your games.

Lastly, players like to play “half elves.” When a player wishes such a character, he must choose whether his character has embraced his Elven or human nature. If he chooses Elven, the character is for all intents and purposes an Elf. The player may take a 1 pt character trait, Half Elf, to represent his ancestry. Lifepaths, skills and traits are chosen from the Elven list. If he chooses human, lifepaths, skills and traits are from the Mannish list. Take the Fey Blood trait and an Elven common trait to represent his ancestry.

The Exorcist's Story

by Sean Bosker

"Your prayers are nothing more than the squeals of a pig." Flecks of spit sprayed from Father Karras's thick lips. His face was red from drinking, and though his bushy eyebrows were raised, his eyelids drooped. Father Dyer's cheeks were flushed as well, but it was anger that brought the blood to his face. "The ale has loosened your tongue, good friend, but I must insist you temper your speech."

Father Karras paused. He pursed his lips before bringing his glass to them for another mouthful of bitter brew. With a deft hand, he cut a slice of pork roast from the carving board and stuffed it into his mouth. The salty meat tasted good with the drink. Mouth full of warm meat, he continued his jeremiad.

"Because you have always been a good friend, I won't provoke you. But neither will I change my mind."

"The loss of Father Lankester was hard on us all; it's no wonder your faith has been tested." Dyer looked at his friend sternly.

"It was a fair bit worse than hard on me, Dyer. He was my mentor, and he was slaughtered like a beast. No man deserved to die in such a way. But my faith? Oh, it remains as strong as ever." His fingers absentmindedly stroked the ebony handle of the carving knife.

"That's a blessing, then." Father Dyer let his shoulders relax and offered a smile.

"It's not a matter of faith, it's a matter of understanding. The gods care nothing for our faith, our prayers or our conduct."

Father Dyer's shoulders hunched again. "You don't know what you're saying, Karras."

"Don't I?" Father Karras sucked his teeth loudly, an old habit before he launched into a sermon. "When a pig squeals in his pen, does it stay the hand of the farmer who butchers him?"

"Of course not."

"And what if his squeals are pious? What if he squeals a piggish cant of constant praise for the farmer? Does that lengthen his life by one day?"

"Men are not pigs, Karras." Father Dyer's cheeks flushed.

"Aren't they? And if the pig instead squeals in hoggish spite, does that make the farmer twist the knife deeper with cruelty?" He raised the carving knife. The point hovered just under Dyer's chin.

"Put down that knife, man." The priest's voice was low and steady. The blush

of rage fled his cheeks and left him pale. Father Karras glanced at the knife, lowered it quickly and placed it back on the carving board.

"My point was only..."

"Never mind your point," Father Dyer cut him off. He stood and roughly pulled his jacket on. "I won't try to talk you out of leaving the Church. That point has been made, God save you."

The exorcist admonished him, "The gods exist. True power is theirs; and they slaughter us at their leisure. Our prayers are but squeals, and our lamentations desperate grunts. Devote yourself to their glorification if you must, but don't think that when they want their bacon, your end will be postponed."

Father Dyer turned to go. He called back, "I pity you, Karras."

"Save your pity for the swine, Dyer." Karras held up a slice of pork to Dyer's back. "I'm hungry."

Father Karras, former exorcist

Lifepaths: Village Born, Acolyte, Village Priest, Exorcist, Interpreter

Age: 37

Stats: Pe B5, Wi B5, Ag B3, Sp B3, Po B3, Fo B4

Attributes: Ref B3, Ste B5, Hea B4, MW B9, LOST Faith B5, Hesitation 5/3

Circles: B2 (+3D minor affiliation with the church as wayward exorcist)

Reputation: 1D local reputation within the church as a maverick and loner

Resources: B2 (a small stipend in exchange for teaching at the seminary)

Skills: Doctrine B4, Oratory B2, Obscure History B4, Read B4, Write B4, Ancient Languages B4, Instruction B2, Foreign Languages B3, Observation B4, Symbology B4, Demonology B4, Exorcist Ritual Training

Gear: Comfortable shoes, street clothes and priestly vestments

Traits: Tonsured, Vested, Faithful, Skeptical, Haunted, Lost Faith, Ink-Stained Hands, Cool-Headed, Reserved

Relationships: The ghost of my mentor—Father Lankester—who haunts me (minor), Father Dyer—friend and drinking companion—(minor), and my mother, a poor, dying village weaver.

Beliefs: LOST: There is no salvation in Faith. Lankester was right, I'm a failure. The gods exist: True power is theirs; and they slaughter us at their leisure.

Instincts: Always make the holy signs when entering a sanctified place. When confronting the deranged, observe for signs of chicanery. Pray for Father Lankester's soul every night before sleep.



Lifepaths of Man

Peasant Setting

Lifepath	Time	Res	Stat	Leads
Born Peasant	8 yrs	3	—	Serv., Soldier, Sea, Religious

Skills: 3 pts: General

Traits: 2 pts: —

Farmer	8 yrs	5	+1 P	Villager, Soldier, Serv.
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Skills: 8 pts: Farming, Mending, Animal Husbandry, Weaving, Cooking, Sewing, Firebuilding, Sing

Traits: 1 pt: Hoarding

Head of Household ¹	15 yrs	20	+1 M	Villager, Soldier
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Skills: 8 pts: Carpentry, Hunting, Hagglng, Almanac

Traits: 2 pts: —

Midwife ²	10 yrs	15	+1 M	Villager, Outcast
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Skills: 7 pts: Animal Husbandry, Herbalism, Midwifery, Omen-wise

Traits: 2 pts: Bedside Manner

Lazy Stayabout	7 yrs	3	—	Outcast, Servitude, Soldier
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Skills: 3 pts: Lazy-wise, Peasant-wise, Wife-wise, Work-wise

Traits: 1 pt: A Little Fat

Conscript	1 yr	4	—	Servitude, Soldier, Outcast
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Skills: 2 pts: Foraging, Battle-wise, Rumor-wise

Traits: 1 pt: Flee from Battle

Peasant Pilgrim	4 yrs	4	—	Outcast, Servitude, Villager
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Skills: 2 pts: Doctrine; 1 pt: General

Traits: 2 pts: Road Weary, Alms-Taker

Miller	7 yrs	15	—	Villager
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Skills: 5 pts: Miller, Brewer, Mending, Carpentry

Traits: —

Fisherman	6 yrs	5	+1 P	Villager, Outcast, Seafaring
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Skills: 6 pts: Fishing, Rigging, Knots, Mending, Cooking, Boatwright

Traits: 2 pts: Superstitious

Shepherd	4 yrs	4	+1 P	Villager, Outcast
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Skills: 5 pts: Animal Husbandry, Sing, Climbing, Flute

Traits: 1 pt: Cry Wolf

Woodcutter	5 yrs	5	+1 P	Villager, Outcast
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Skills: 5 pts: Firebuilding, Mending, Foraging, Orienteering, Tree-wise, Tree Cutting

Traits: 1 pt: —

Hunter	5 yrs	6	+1 M, P	Villager, Outcast, Soldier
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Skills: 7 pts: Hunting, Tracking, Stealthy, Cooking, Orienteering; Javelin or Bow

Traits: 1 pt: —

Trapper	5 yrs	8	+1 M, P	Villager, Outcast, Soldier
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Skills: 6 pts: Trapper, Stealthy, Tracking, Cooking, Hagglng, Taxidermy

Traits: —

Peddler	5 yrs	10	+1 M	Villager, Serv., City, Outcast
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Skills: 7 pts: Mending, Sing, Hagglng, Candlemaker, Persuasion, Inconspicuous, Falsehood

Traits: 2 pts: Blank Stare, Glib, Eidetic Memory

Elder ³	15 yrs	5	+1 M	Villager, Outcast
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Skills: 6 pts: Observation, Persuasion, Ugly Truth, Peasant-wise, Local History

Traits: 1 pt: Crotchety

Augur ⁴	5 yrs	10	+1 M	Servitude, Outcast
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Skills: 4 pts: Astrology, Sorcery, Falsehood, Ugly Truth, Omen-wise

Traits: 2 pts: Disturbed, Dreamer, Cassandra, Touch of Ages

Itinerant Priest ⁵	6 yrs	8	+1 M	Villager, Outcast, City, Religious
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Skills: 7 pts: Oratory, Suasion, Candlemaker, Riding, Read, Write, Doctrine

Traits: 2 pts: Dusty, Faithful

Recluse Wizard ⁶	15 yrs	28	+1 M	Outcast, Villager, City, Court
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Skills: 7 pts: Astrology, Alchemy, Enchanting, Illuminations, Ancient and Obscure History

Traits: 2 pts: Batshit, Gifted

Country Wife	10 yrs	5	+1 M, P	Religious
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Skills: 2 pts: Child-Rearing, Cooking; also, see note below*

Traits: 1 pt: —

* Note: A player who takes the Country Wife lifepath may also choose her husband's lifepath from the Peasant setting may choose from his skills. She gets half of his skill points, rounded down. She also receives half of her husband's resource points.

PEASANT NOTES

1: A character must be 3 LPs minimum to choose Head of Household. 2: Midwife requires any female gender-specific LP (Lady, for example) or Farmer or Itinerant Priest. 3: In order to take the Elder LP, the character must have at least four LPs and start the game over 50 years old. 4: Augur requires any female gender-specific LP (Lady, Wife, etc), Neophyte or Devotee. 5: Itinerant Priest requires any Acolyte LP from any setting. 6: Recluse Wizard requires the character have taken a previous lifepath that contains the Sorcery skill.

† This is a training skill. It costs 2 pts to open and may not be advanced.



Villager Setting

Lifepath	Time	Res	Stat	Leads
Village Born	10 yrs	4	—	<i>Peasant, Servitude, Sea, Religious</i>
<i>Skills: 3 pts: General</i>				
<i>Traits: 2 pts: —</i>				
Kid¹	4 yrs	3	+1 P	<i>Any except Noble and Court</i>
<i>Skills: 3 pts: Trouble-wise, Throwing, Inconspicuous</i>				
<i>Traits: 1 pt: Bad Egg, Good for Nothing, Fleet of Foot</i>				
Idiot	10 yrs	4	—	<i>Outcast, Peasant</i>
<i>Skills: 4 pts: Inconspicuous, Conspicuous, Ugly Truth</i>				
<i>Traits: 1 pt: Problems, Alcoholic, Abused, Handicapped</i>				
Pilgrim	2 yrs	4	—	<i>Religious, Servitude, City</i>
<i>Skills: 5 pts: Religious Rumor-wise, Road-wise, Shrine-wise, Alms-wise, Relic-wise, Doctrine</i>				
<i>Traits: 2 pts: Collector</i>				



Conscript	1 yr	5	—	<i>Servitude, Soldier, Outcast</i>
<i>Skills: 2 pts: Foraging, Baggage Train-wise</i>				
<i>Traits: 1 pt: Hide before Battle</i>				
Groom	4 yrs	7	—	<i>Peasant, City Dweller, Soldier</i>
<i>Skills: 4 pts: Animal Husbandry, Riding, Mending, Horse-wise, Road-wise</i>				
<i>Traits: 1 pt: —</i>				
Runner	4 yrs	6	+1 P	<i>City Dweller, Peasant, Soldier</i>
<i>Skills: 3 pts: Streetwise, Inconspicuous</i>				
<i>Traits: 1 pt: Skinny, Fleet of Foot</i>				
Village Peddler	5 yrs	10	+1 M	<i>Peasant, Serv., City Dweller, Outcast</i>
<i>Skills: 7 pts: Mending, Sing, Haggling, Candlemaker, Persuasion, Inconspicuous, Falsehood</i>				
<i>Traits: 2 pts: Odd</i>				
Shopkeeper	6 yrs	15	—	<i>City Dweller, Peasant</i>
<i>Skills: 5 pts: Haggling, Accounting, Observation, Merchant-wise</i>				
<i>Traits: 1 pt: —</i>				
Clerk	4 yrs	9	—	<i>City Dweller, Outcast, Soldier</i>
<i>Skills: 4 pts: Bureaucracy, Read, Write</i>				
<i>Traits: 1 pt: Cramped Hands, Mind for Small Details</i>				
Sailor	5 yrs	5	+1 P	<i>Soldier, City, Peasant, Serv., Sea</i>
<i>Skills: 6 pts: Rigging, Knots, Brawling, Mending, Sing, Fishing</i>				
<i>Traits: 1 pt: Superstitious, Sea Legs</i>				
Laborer	4 yrs	4	+1 P	<i>Soldier, Outcast, Serv., Peasant</i>
<i>Skills: 2 pts: Ditch Digging</i>				
<i>Traits: 2 pts: Calloused, Starved, Broken, Hardened, Numb</i>				
Taskmaster²	6 yrs	15	—	<i>City Dweller, Outcast, Soldier</i>
<i>Skills: 5 pts: Intimidation, Brawling, Sing, Conspicuous</i>				
<i>Traits: 1 pt: Hard-Hearted, Mean, Barker, Booming Voice</i>				
Serving Wench	3 yrs	5	+1 M	<i>Any except Noble</i>
<i>Skills: 4 pts: Soothing Platitudes, Ugly Truth, Customer-wise, Sleight of Hand</i>				
<i>Traits: 2 pts: Either: Extremely Bitter and Ugly or Drop Dead Gorgeous and Buxom</i>				
Hosteller³	6 yrs	15	—	<i>City, Peasant</i>
<i>Skills: 5 pts: Cooking, Mending, Accounting, Soothing Platitudes, Guest-wise</i>				
<i>Traits: 1 pt: Fixed Smile, Gossip</i>				
Village Guard	3 yrs	7	+1 P	<i>Soldier, City, Peasant, Servitude</i>
<i>Skills: 4 pts: Appropriate Weapons, Intimidation, Brawling, Graft-wise, Village-wise, Guard-wise</i>				
<i>Traits: 1 pt: Thug</i>				



Village Sergeant⁴ 5 yrs 9 +1 M/P *Soldier, Servitude, Noble Court*
Skills: 6 pts: Command, Intimidation, Field Dressing, Appropriate Weapons, Shield Training², Armor Training², Bribe-wise, Wealthy-wise
Traits: —

Corrupt Sergeant⁴ 5 yrs 12 +1 M/P *Soldier, Servitude, Noble Court*
Skills: 6 pts: Intimidation, Appropriate Weapons, Shield Training², Armor Training², Bribe-wise, Wealthy-wise, Criminal-wise
Traits: 1 pt: Predatory

Tailor 5 yrs 12 — *City Dweller, Peasant*
Skills: 5 pts: Sewing, Weaving, Embroidery, Clothing-wise
Traits: 1 pt: Frillery

Tax Collector³ 5 yrs 15 +1 M *City Dweller, Peasant, Outcast*
Skills: 4 pts: Intimidation, Accounting, Haggling, Persuasion
Traits: 1 pt: Hard-Hearted, Manhunter

Cobbler⁵ 8 yrs 20 — *City*
Skills: 4 pts: Cobbler, Shoe-wise, Feet-wise, Leather-wise, Nail-wise
Traits: —

Farrier⁵ 5 yrs 12 — *Peasant, Soldier, City*
Skills: 4 pts: Blacksmith, Animal Husbandry, Horse-wise, Haggling
Traits: 1 pt: A Bit Deaf

Butcher 6 yrs 15 — *City, Peasant, Outcast*
Skills: 4 pts: Butchery, Cooking, Guts-wise, Anatomy
Traits: 2 pts: Prominent Scar, Thick Skin, Stinky, Muttering

Barber 7 yrs 16 — *City, Peasant, Outcast*
Skills: 5 pts: Bloodletting, Anatomy, Apothecary, Village-wise, Gossip-wise
Traits: 1 pt: Agreeable, Seemingly Concerned

Brewer 8 yrs 15 — *City, Peasant, Noble Court*
Skills: 4 pts: Brewer, Miller, Grain-wise, Brew-wise
Traits: 1 pt: Reeks of Alcohol, Ruddy Complexion

Acolyte 7 yrs 10 +1 M *Peasant, Servitude, City, Religious*
Skills: 6 pts: Doctrine, Bureaucracy, Read, Write, Ritual, Religious History, Temple-wise
Traits: 2 pts: Tonsured, Early Riser, Broken, Perfect Pitch

Failed Acolyte 6 yrs 8 — *Outcast, Soldier, Peasant*
Skills: 4 pts: Temple-wise, Dirty Secrets-wise, Doctrine, Religious History
Traits: 2 pts: Bitter

Village Priest⁶ 8 yrs 15 +1 M *Any except Noble and Noble Court*
Skills: 5 pts: Oratory, Suasion, Symbology
Traits: 2 pts: Vested, Devout, Faithful

Venal Priest⁷ 9 yrs 20 +1 M *Any except Noble and Noble Court*
Skills: 6 pts: Persuasion, Soothing Platitudes, Falsehood
Traits: 2 pts: Venal, Vested

Apprentice 7 yrs 7 +1 P *City, Peasant, Soldier, Sea*
Skills: 6 pts: Mending, Blacksmith, Carpentry, Tanner, Potter, Cooper
Traits: 2 pts: Broken In, Back-Breaking Labor

Journeyman³ 6 yrs 15 +1 M/P *City, Peasant, Soldier, Sea*
Skills: 5 pts: Haggling, Appraisal, Read, Write, Geometry Training²
Traits: 1 pt: Made Man

Cloth Dyer⁵ 5 yrs 20 +1 M *City Dweller, Peasant*
Skills: 6 pts: Cloth Dyeing, Dye Manufacture, Accounting, Haggling, Fabric-wise, Mineral-wise
Traits: 1 pt: Many Colored Hands

Bowyer⁶ 6 yrs 15 — *Soldier, Outcast, Peasant*
Skills: 4 pts: Bowyer, Fletcher, Mending, Bow, Bow-wise
Traits: 1 pt: —

Master Craftsman⁹ 10 yrs 30 +1 M, P *City Dweller, Soldier*
Skills: 6 pts: Craftsman-wise, Artisan-wise, Materials-wise, Tools-wise; 3 pts: General
Traits: 1 pt: Perfectionist, Early Riser, Stubborn, Healthy

Vintner³ 10 yrs 40 +1 M *Noble Court, Peasant, Villager*
Skills: 4 pts: Vintner, Wine Tasting, Estate Management, Grape-wise
Traits: 1 pt: Patient, Lugubrious

Apiarist 8 yrs 20 +1 M *City, Peasant*
Skills: 4 pts: Insect Husbandry, Carpentry, Firebuilding, Honey-wise
Traits: 2 pts: Stung Once (Once), Beespeaker

Mining Engineer⁵ 8 yrs 15 +1 M *City, Noble Court, Soldier*
Skills: 5 pts: Prospecting, Engineer, Ore-wise, Rock-wise, Command
Traits: 1 pt: Grim, Agoraphobic, Deep Sense

Town Official¹⁰ 5 yrs 25 +1 M *City Dweller, Outcast, Soldier*
Skills: 8 pts: Rule of Law, Persuasion, Etiquette, Interrogation, Falsehood, Town-wise
Traits: 1 pt: Pragmatic



Merchant¹¹ 7 yrs 30 +1 M *City Dweller, Outcast, Seafaring*

Skills: 6 pts: Accounting, Persuasion, Falsehood, Haggling,
Wholesale-wise, Landlord-wise

Traits: 1 pt: Distracted

Village Wife 8 yrs 5 +1 M, P *Religious, City*

Skills: 2 pts: Child-Rearing, Cooking; also, see note below*

Traits: 1 pt: —

* Note: Players who take the Village Wife lifepath may also choose their husband's lifepath from the Village setting. The Village Wife may choose from her husband's skills—she gets half of his skill points, rounded down—and she gets half of her husband's Resources.

VILLAGE NOTES

1: If chosen (it's certainly not required), Kid must be the second lifepath chosen and may only be taken once. 2: Taskmaster requires Sergeant or any Soldier lifepath. 3: These lifepaths may not be the character's second lifepath. 4: Village Sergeant and Corrupt Sergeant require Village Guard, Squire, Freebooter, Sergeant-at-Arms or Man-at-Arms. 5: These lifepaths require Apprentice. 6: Village Priest requires Acolyte (from any setting). 7: Venal Priest requires Acolyte, Clerk, Student or any Religious setting L.P. 8: Bowyer requires Apprentice, Huntsman, Forester or Archer. 9: Master Craftsman requires Journeyman from any setting. 10: Town Official requires Clerk, Priest or Student. 11: Merchant requires Accountant, Sea Captain, Shopkeeper, Smuggler, Fence, Vintner or Chamberlain.

† This is a training skill. It costs 2 pts to open and may not be advanced.

City Dweller Setting

Lifepath	Time	Res	Stat	Leads
City Born	12 yrs	10	—	<i>Servitude, Court, Noble, Outcast</i>

Skills: 4 pts: General

Traits: 1 pt: —

Runner	3 yrs	7	+1 P	<i>Villager, Soldier</i>
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Skills: 3 pts: Streetwise, Inconspicuous

Traits: 1 pt: —

Courier	4 yrs	8	+1 M	<i>Villager, Soldier</i>
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Skills: 4 pts: Riding, Streetwise, Country-wise

Traits: 1 pt: —

Laborer	4 yrs	4	+1 P	<i>Soldier, Outcast, Serv., Peasant</i>
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Skills: 2 pts: Ditch Digging, Hauling

Traits: 2 pts: Drunk, Mind-Numbing Work

Duelist¹	4 yrs	8	+1 P	<i>Soldier, Outcast, Servitude</i>
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Skills: 7 pts: Sword, Brawling, Two-Fisted Fighting Training[†], Streetwise, Haggling, Conspicuous, Trial by Combat-wise

Traits: 1 pt: Mercenary, Cold-Blooded, Fearless

Coin Clipper	6 yrs	15	+1 M	<i>Outcast, Noble Court</i>
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Skills: 5 pts: Streetwise, Forgery, Falsehood, Intimidation, Counterfeiting, Coin-wise

Traits: 1 pt: Light Sleeper

Pickpocket	4 yrs	8	+1 P	<i>Outcast, Villager, Servitude</i>
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Skills: 4 pts: Inconspicuous, Streetwise, Sleight of Hand

Traits: 1 pt: Plain Face

Street Thug	3 yrs	5	+1 P	<i>Outcast, Servitude, Soldier</i>
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Skills: 4 pts: Brawling, Intimidation, Streetwise

Traits: 1 pt: Cruel, Street Smart

Criminal	5 yrs	10	+1 M/P	<i>Outcast, Village, Soldier</i>
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Skills: 6 pts: Inconspicuous, Streetwise, Intimidation, Knives, Climbing

Traits: 2 pts: Cynical, Poker Face, Rainman, Alert

Confidence Man	4 yrs	12	—	<i>Outcast, Soldier, Village</i>
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Skills: 5 pts: Falsehood, Inconspicuous, Disguise, Persuasion

Traits: 1 pt: —

Barkeep	5 yrs	15	—	<i>Villager, Peasant</i>
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Skills: 4 pts: Drink-wise, Drunk-wise, Persuasion

Traits: 1 pt: Good Listener

Student	4 yrs	5	+1 M	<i>Any except Noble</i>
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Skills: 11 pts: Read, Write, Philosophy, Geometry[†], Rule of Law, History, Symbolology, Anatomy, Astrology, Inconspicuous, Streetwise, City-wise

Traits: 2 pts: —

Tinkerer	7 yrs	8	+1 M	<i>Villager, Peasant, Outcast</i>
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Skills: 5 pts: Mending, Scavenging, Junk-wise

Traits: 2 pts: —

Coal Man	4 yrs	5	—	<i>Servitude, Peasant, Outcast, Soldier</i>
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Skills: 4 pts: Firebuilding, Streetwise, Charcoal-wise, Haggling

Traits: 2 pts: Hacking Cough

Baker	6 yrs	10	—	<i>Village, Peasant</i>
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Skills: 4 pts: Baking, Cooking, Bread-wise

Traits: 1 pt: Floury

Urchin	2 yrs	4	—	<i>Outcast, Servitude, Village</i>
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Skills: 5 pts: Inconspicuous, Falsehood, Streetwise, Stealthy

Traits: 1 pt: Sickly, Fleet of Foot, Unheeded



Beggar	5 yrs	4	—	<i>Outcast, Servitude, Village</i>
<i>Skills:</i> 6 pts: City-wise, City Guard-wise, Wealth-wise, Inconspicuous, Persuasion, Falsehood				
<i>Traits:</i> 1 pt: Lame, Downtrodden, Hurt, Broken				
Hospital Warden	4 yrs	10	—	<i>Outcast, Servitude, Religious</i>
<i>Skills:</i> 5 pts: Administration, Beggar-wise, Vagrant-wise, Leper-wise				
<i>Traits:</i> 2 pts: Overworked, Generous, Venal, Hypochondriac				
Gaol Warden²	4 yrs	15	—	<i>Outcast, Court, Soldier, Village</i>
<i>Skills:</i> 4 pts: Gaol-wise, Amercement, Etiquette				
<i>Traits:</i> 1 pt: —				
Clerk	4 yrs	9	+1 M	<i>Villager, Outcast, Soldier</i>
<i>Skills:</i> 4 pts: Bureaucracy, Read, Write, Accounting, Bribe-wise, Paperwork-wise				
<i>Traits:</i> 1 pt: —				
Shopkeeper	6 yrs	16	+1 M	<i>Villager, Peasant</i>
<i>Skills:</i> 4 pts: Merchant-wise, Haggling, Accounting, Observation				
<i>Traits:</i> —				
Sailor	5 yrs	5	+1 P	<i>Soldier, Seafaring, Peasant, Serv.</i>
<i>Skills:</i> 5 pts: Rigging, Knots, Brawling, Mending, Sing, Gambling				
<i>Traits:</i> 1 pt: Superstitious, Sea Legs				
Privateer³	5 yrs	15	+1 M/P	<i>Soldier, Seafaring, Outcast</i>
<i>Skills:</i> 6 pts: Navigation, Fat Merchant-wise, Sword, Climbing, Intimidation				
<i>Traits:</i> 2 pts: Letter of Marque				
Seamstress	5 yrs	10	—	<i>Villager, Peasant</i>
<i>Skills:</i> 4 pts: Tailor, Sewing, Embroidery, Clothing-wise, Fashion-wise				
<i>Traits:</i> 1 pt: Fretful, Sharp Dresser				
City Peddler	5 yrs	10	—	<i>Village, Serv., Peasant, Outcast</i>
<i>Skills:</i> 7 pts: Mending, Sing, Haggling, Candlemaker, Persuasion, Inconspicuous, Falsehood				
<i>Traits:</i> 1 pt: The Story				
Conner	6 yrs	12	—	<i>Noble Court, Peasant, Villager</i>
<i>Skills:</i> 5 pts: Brewer, Mending, Drinking, Cooper				
<i>Traits:</i> 1 pt: Red Cheeks, Drunk				
Alewife	6 yrs	12	+1 P	<i>Noble Court, Peasant, Villager</i>
<i>Skills:</i> 5 pts: Brewer, Mending, Drinking, Administration				
<i>Traits:</i> 1 pt: Domineering				
Sculptor	5 yrs	8	+1 M/P	<i>Outcast, Peasant, Noble Court</i>
<i>Skills:</i> 6 pts: Sculpture, Mason, Blacksmith, Carpentry, Stone-wise				
<i>Traits:</i> 2 pts: Passionate				

Painter	5 yrs	5	+1 M/P	<i>Outcast, Peasant, Noble Court</i>
<i>Skills:</i> 5 pts: Painting, Illuminations, Anatomy, Paint-wise				
<i>Traits:</i> 2 pts: Odd, Perspective, Greater Muse				
Composer	4 yrs	5	+1 M	<i>Outcast, Peasant, Noble Court</i>
<i>Skills:</i> 5 pts: Music Composition, Poetry, Sing, Musical Instrument				
<i>Traits:</i> 2 pts: Esoteric, Remote				
Dramaturge	4 yrs	5	+1 M	<i>Outcast, Peasant, Noble Court</i>
<i>Skills:</i> 3 pts: Playwright, Waiting Tables				
<i>Traits:</i> 1 pt: Other Life				
Performer	3 yrs	5	+1 M	<i>Villager, Outcast, Soldier</i>
<i>Skills:</i> 6 pts: Acting, Persuasion, Sing, Falsehood, Conspicuous, Sleight of Hand, Musical Instrument				
<i>Traits:</i> 2 pts: Colorful				
Scribe⁴	7 yrs	10	+1 M	<i>Villager, Peasant</i>
<i>Skills:</i> 5 pts: Write, Read, Illuminations, Cartography				
<i>Traits:</i> 1 pt: Near-Sighted, Cramped Hands				
Scholar⁵	10 yrs	15	+1 M	<i>Villager, Outcast, Noble Court</i>
<i>Skills:</i> 11 pts: Read, Research, History, Philosophy, Symbology, Instruction, Illuminations, Foreign Languages, Ancient Languages				
<i>Traits:</i> 1 pt: Know It All, Bookworm				
Pilgrim	2 yrs	3	+1 M	<i>Religious, Servitude, Villager</i>
<i>Skills:</i> 4 pts: Religious Diatribe, City-wise, Shrine-wise, Doctrine				
<i>Traits:</i> 2 pts: Tall Tale Teller, Stinky				
Groom	4 yrs	5	+1 P	<i>Peasant, Villager, Soldier</i>
<i>Skills:</i> 6 pts: Road-wise, Riding, Animal Husbandry, Mending, City-wise, Traveler-wise				
<i>Traits:</i> —				
Tax Collector²	5 yrs	18	+1 M	<i>Villager, Peasant, Outcast</i>
<i>Skills:</i> 4 pts: Intimidation, Accounting, Haggling, Interrogation				
<i>Traits:</i> 1 pt: Hard-Hearted				
Taskmaster²	6 yrs	15	+1 M/P	<i>Villager, Outcast, Soldier</i>
<i>Skills:</i> 5 pts: Intimidation, Brawling, Sing, Conspicuous, Laborer-wise				
<i>Traits:</i> 1 pt: Intimidating, Dreadful				
City Guard	5 yrs	9	+1 P	<i>Soldier, Outcast</i>
<i>Skills:</i> 5 pts: Brawling, Intimidation, Drinking, Appropriate Weapons, Armor ²				
<i>Traits:</i> —				



Sergeant-at-Arms⁶	6 yrs	11	+1 P	<i>Soldier, Outcast</i>
<i>Skills:</i> 6 pts: Intimidation, Appropriate Weapons, Armor ⁴ , Field Dressing				
<i>Traits:</i> 1 pt: Overworked				
Guard Captain⁷	6 yrs	15	+1 M	<i>Soldier, Outcast, Noble Court</i>
<i>Skills:</i> 6 pts: Etiquette, Riding, Intimidation, Command, Appropriate Weapons				
<i>Traits:</i> 1 pt: Exasperated				
Apprentice	7 yrs	8	+1 P	<i>Village, Peasant, Soldier, Sea</i>
<i>Skills:</i> 6 pts: Mending, Blacksmith, Carpentry, Tanner, Potter, Cooper				
<i>Traits:</i> 2 pts: Broken In, Back-Breaking Labor				
Journeyman⁸	6 yrs	15	+1 M/P	<i>Village, Peasant, Soldier, Sea</i>
<i>Skills:</i> 7 pts: Hagglng, Appraisal, Read, Write, Geometry Training ⁴				
<i>Traits:</i> 1 pt: Made Man				
Master Craftsman⁹	10 yrs	45	+1 M, P	<i>Village, Court, Soldier</i>
<i>Skills:</i> 6 pts: Craftsman-wise, Artisan-wise, Materials-wise, Tools-wise; 3 pts: General				
<i>Traits:</i> 2 pts: Ambitious, Charismatic				
Saddler⁵	8 yrs	25	+1 M/P	<i>Villager, Soldier, Court</i>
<i>Skills:</i> 6 pts: Saddlery, Tanner, Tailor, Embroidery, Mending, Mount-wise				
<i>Traits:</i> 1 pt: —				
Armorer³	10 yrs	25	—	<i>Soldier, Court, Outcast</i>
<i>Skills:</i> 7 pts: Swordsman-wise, Blacksmith, Tanner, Armorer, Weaponsmith				
<i>Traits:</i> 1 pt: Diligent				
Plumber⁵	7 yrs	20	+1 M	<i>Noble Court, Outcast</i>
<i>Skills:</i> 5 pts: Plumbing, Engineer, Coppersmith, Waterworks				
<i>Traits:</i> 1 pt: A Touch of Madness				
Locksmith⁵	8 yrs	13	+1 M	<i>Peasant, Villager</i>
<i>Skills:</i> 4 pts: Locksmith, Hagglng, Lock-wise				
<i>Traits:</i> 1 pt: Steady Hands				
Apprentice Artisan	8 yrs	10	+1 P	<i>Villager, Soldier</i>
<i>Skills:</i> 8 pts: Artisan-wise, Mason, any "smith" skill, Carpentry, Read, Write, Jargon				
<i>Traits:</i> 1 pt: —				
Artisan¹⁰	10 yrs	45	+1 M	<i>Soldier, Noble Court</i>
<i>Skills:</i> 9 pts: Jargon, Mason, Engineer, Architect				
<i>Traits:</i> 1 pt: Self-Confident				
Engraver⁸	7 yrs	15	+1 P	<i>Soldier, Noble Court</i>
<i>Skills:</i> 4 pts: Engraving, Etching, Jargon				
<i>Traits:</i> —				

Accountant	10 yrs	15	+1 M	<i>Villager, Peasant</i>
<i>Skills:</i> 4 pts: Accounting, Bureaucracy, Read, Write				
<i>Traits:</i> —				
Advocate¹¹	6 yrs	25	+1 M	<i>Outcast, Noble Court, Villager</i>
<i>Skills:</i> 6 pts: Rule of Law, Bureaucracy, Persuasion, History, Rhetoric				
<i>Traits:</i> 1 pt: Shrewd				
Doctor¹¹	7 yrs	20	+1 M	<i>Outcast, Noble Court, Villager</i>
<i>Skills:</i> 6 pts: Anatomy, Apothecary, Bloodletting, Surgery, Soothing Platitudes				
<i>Traits:</i> 2 pts: Frustration with Church				
Physician¹²	5 yrs	15	+1 M	<i>Noble Court, Soldier</i>
<i>Skills:</i> 6 pts: Herbalism, Apothecary, Anatomy, Research, Herbalist-wise				
<i>Traits:</i> 1 pt: —				
Banker¹³	10 yrs	60	—	<i>Noble Court, Noble</i>
<i>Skills:</i> 4 pts: Accounting, Administration, Currency-wise; 2 pts: General				
<i>Traits:</i> —				
Jeweler⁵	9 yrs	20	—	<i>Villager, Peasant</i>
<i>Skills:</i> 5 pts: Jeweler, Lapidary, Appraisal, Hagglng, Falsehood				
<i>Traits:</i> —				
Moneylender	8 yrs	20	—	<i>Villager, Peasant, Outcast</i>
<i>Skills:</i> 4 pts: Accounting, Hagglng, Currency-wise				
<i>Traits:</i> 1 pt: Penny-wise				
Merchant¹⁴	6 yrs	30	+1 M	<i>Villager, Peasant, Noble Court</i>
<i>Skills:</i> 6 pts: Accounting, Hagglng, Supplier-wise, Lord-wise, Peasant-wise				
<i>Traits:</i> —				
Dilettante	3 yrs	8	+1 M	<i>Village, Court, Outcast</i>
<i>Skills:</i> 4 pts: Sorcery-wise, Obscure History, Falsehood				
<i>Traits:</i> 1 pt: Superstitious, Cypher, Entropic				
Neophyte Sorcerer	6 yrs	12	+1 M	<i>Villager, Peasant, Outcast, Serv.</i>
<i>Skills:</i> 6 pts: Read, Write, Research, Symbology, Sorcery				
<i>Traits:</i> 1 pt: Extremely Respectful of One's Betters, Bitter, Gifted				
Sorcerer¹⁵	6 yrs	32	+1 M, P	<i>Villager, Outcast, Noble Court</i>
<i>Skills:</i> 6 pts: Sorcery, Enchanting, Calligraphy				
<i>Traits:</i> 1 pt: —				
Temple Acolyte	5 yrs	10	+1 M	<i>Peasant, Outcast, Serv., Religious</i>
<i>Skills:</i> 5 pts: Doctrine, Bureaucracy, Read, Write, Temple-wise				
<i>Traits:</i> 1 pt: Believer, Tonsured, Faithful				



Temple Priest¹⁶ 5 yrs 20 — *Any except Noble*

Skills: 8 pts: Church Politics-wise, Doctrine, Oratory, Suasion, Symbology

Traits: 2 pts: Vested, Aloof, Imperious, Strong-Willed

Bishop¹⁷ 12 yrs 60 +1 M *Court, Religious*

Skills: 5 pts: Etiquette, Bureaucracy, Ritual, Church-wise, City-wise

Traits: 1 pt: Holier

Judge¹⁸ 10 yrs 30 +1 M *Court, Village*

Skills: 5 pts: Rule of Law, Amercement, Criminal-wise, Interrogation

Traits: 2 pts: Ornery, Quick-Witted

Municipal Minister¹⁹ 9 yrs 30 +1 M *Villager, Noble Court, Outcast*

Skills: 6 pts: Persuasion, Rule of Law, Administration, Oratory, Law-wise, Minister-wise

Traits: —

Magnate²⁰ 12 yrs 75 +1 M *Any*

Skills: 6 pts: Administration, Merchant-wise, Court-wise, Commodities-wise, Pirates-wise, Bandit-wise; 1 pt: General

Traits: 2 pts: Self-Satisfied, Greedy, Affinity for Business

Ganymede 5 yrs 15 — *Outcast, Servitude, Court*

Skills: 5 pts: Fashion-wise, Inconspicuous, Conspicuous, Soothing Platitudes

Traits: 2 pts: Catamite, Flamboyant, Comely, Sharp Dresser

City Wife 6 yrs 5 +1 M *Religious*

Skills: 2 pts: Child-Rearing, Husband-wise; also, see note below*

Traits: 1 pt: —

* Note: A player who takes the City Wife lifepath may also choose her husband's lifepath from the Peasant setting. The City Wife may choose from her husband's skills—she gets half of his skill points, rounded down—and she gets one quarter of her husband's Resources.

CITY DWELLER NOTES

1: Duelist requires any LP from Outcast or Soldier settings or any Guard LP. 2: These lifepaths may not be the character's second lifepath. 3: Privateer requires Sailor, Pirate or Knight. 4: Scribe requires Student, Acolyte or Clerk. 5: Scholar requires Scribe, Thinker, Archivist, Interpreter, Custodian, Bishop or any sorcerous LP. 6: Sergeant-at-Arms requires any Guard LP, Marine, First Mate, Foot Soldier, Freebooter, Squire, Man-at-Arms or Cavalryman. 7: Captain of the Guard requires Knight, any Sergeant or Captain LP. 8: This lifepath requires the craftsman's Apprentice LP. 9: Master Craftsman requires Journeyman. 10: Artisan requires Apprentice Artisan, Engineer or Master Craftsman. 11: This lifepath requires Student. 12: Physician requires Midwife, Young Lady or Student. 13: Banker requires Merchant, Moneylender, Steward, Accountant or Chamberlain. 14: Merchant requires Master Craftsman, Moneylender, Steward, Jeweler, Saddler, Armorer, Cobbler, Courtier or Chamberlain. 15: Sorcerer requires Neophyte Sorcerer or Arcane Devotee. 16: Temple Priest requires any Acolyte LP. 17: Bishop requires Archpriest, Canon, Steward, Chamberlain or the Your Grace trait. 18: Judge requires Town Official, Tax Collector or Justiciar. 19: Municipal Minister requires Town Official, Scholar, Priest, Bishop, Captain, Sea Captain, Artisan, Master Craftsman, Knight, Courtier or Master of Horses. 20: Magnate requires Merchant or Master of Horses.

† This is a training skill. It costs 2 pts to open and may not be advanced.

Noble Setting

Lifepath	Time	Res	Stat	Leads
Born Noble	8 yrs	15	—	<i>Any</i>
Skills: 5 pts: General				
Traits: 1 pt: Mark of Privilege, Your Lordship, Your Eminence, Your Grace				
Bastard¹	6 yrs	15	+1 M/P	<i>Outcast, Soldier, City, Religious</i>
Skills: 4 pts: Family Secret-wise, Etiquette, Extortion				
Traits: 2 pts: Bastard, Bitter, Cynical, Happy-Go-Lucky				
Page¹	6 yrs	15	+1 P	<i>Soldier, City, Servitude</i>
Skills: 7 pts: Riding, Brawling, Read, Write, Sword, Etiquette				
Traits: 1 pt: —				
Student	4 yrs	10	+1 M	<i>City Dweller, Noble Court</i>
Skills: 8 pts: Read, Write, Rule of Law, Oratory, Doctrine, Etiquette				
Traits: 1 pt: —				
Squire²	6 yrs	15	+1 M, P	<i>Soldier, City, Serv., Outcast</i>
Skills: 9 pts: Sword, Shield [†] , Armor [†] , Lance, Knives, Mounted Combat [†] , Crossbow				
Traits: 1 pt: —				
Arcane Devotee	6 yrs	10	+1 M	<i>City Dweller, Court, Outcast</i>
Skills: 7 pts: Calligraphy, Read, Write, Research, Symbology, Sorcery				
Traits: 2 pts: Base Humility, Gifted				
Religious Acolyte	5 yrs	10	+1 M	<i>City Dweller, Religious, Court</i>
Skills: 6 pts: Doctrine, Bureaucracy, Read, Write, Etiquette				
Traits: 2 pts: Tonsured, Faithful				
Young Lady³	10 yrs	20	+1 M	<i>City Dweller, Court, Religious</i>
Skills: 11 pts: Read, Write, Etiquette, Astrology, Musical Instrument, Composition, Field Dressing, Apothecary, Doctrine				
Traits: 2 pts: —				
Knight⁴	5 yrs	20	+1 P	<i>Soldier, City, Outcast, Religious</i>
Skills: 10 pts: Mounted Combat [†] , Shield [†] , Armor [†] , Appropriate Weapons, Intimidation, Falconry, Conspicuous				
Traits: 2 pts: Sworn Homage				
Lady⁵	5 yrs	25	+1 M	<i>City, Outcast, Religious, Court</i>
Skills: 11 pts: Etiquette, Estate Management, Persuasion, Seduction, Inconspicuous, Doctrine, Husband-wise, Estate-wise, Staff-wise, Court-wise				
Traits: 1 pt: —				



Lord⁶	7 yrs	50	+1 M	<i>Soldier, Noble Court, City</i>
<i>Skills:</i> 6 pts: Hunting, Dance, Sing, Falconry, Estate Management, 1 pt: General				
<i>Traits:</i> 1 pt: —				
Dame⁷	7 yrs	40	+1 M	<i>City, Court, Outcast, Religious</i>
<i>Skills:</i> 3 pts: Estate Management, Noble-wise; 2 pts: General				
<i>Traits:</i> 1 pt: —				
Baron⁸	8 yrs	60	+1 M/P	<i>Court, Soldier</i>
<i>Skills:</i> 1 pt: General				
<i>Traits:</i> 1 pt: Noblesse Oblige, Regal Bearing, Pompous, Sharp Dresser, Callous				
Viscount⁹	9 yrs	65	+1 M/P	<i>Court, Soldier</i>
<i>Skills:</i> 2 pts: General				
<i>Traits:</i> 1 pt: Noblesse Oblige, Regal Bearing, Pompous, Sharp Dresser, Callous				
Count¹⁰	10 yrs	70	+1 M/P	<i>Court, Soldier</i>
<i>Skills:</i> 3 pts: General				
<i>Traits:</i> 1 pt: Noblesse Oblige, Regal Bearing, Pompous, Sharp Dresser, Callous				
Duke¹¹	10 yrs	90	+1 M/P	<i>Court, Soldier</i>
<i>Skills:</i> 3 pts: General				
<i>Traits:</i> 1 pt: Noblesse Oblige, Regal Bearing, Pompous, Sharp Dresser, Callous				
Noble Prince¹²	10 yrs	100	+1 M/P	<i>Court, Soldier</i>
<i>Skills:</i> 4 pts: General				
<i>Traits:</i> 1 pt: Noblesse Oblige, Regal Bearing, Pompous, Sharp Dresser, Callous				
Prince of the Blood¹³*	60	—		<i>Court, Soldier, Religious</i>
<i>Skills:</i> 2 pts: General				
<i>Traits:</i> 2 pts: Born to be King, Noblesse Oblige, Regal Bearing, Pompous, Sharp Dresser, Callous				

* Players may take the Prince of the Blood LP for any appropriate length of time, from 2 years to 20. Subject to GM approval, of course.

NOBLE NOTES

1: If chosen, this path must be the character's second lifepath and may only be taken once. 2: Squire requires Page or any Professional Soldier lifepath. 3: Young Lady may only be taken as the second or third LP for the character and it may only be taken once. 4: Knight requires Squire or Cavalryman. 5: Lady requires Young Lady, Courtier, Knight or City Wife with Magnate or Bishop chosen as the husband's LP. 6: Lord requires Knight or the Your Lordship trait. 7: Dame requires Lady, City Wife with Magnate or Bishop as the husband's LP or the Your Lordship trait. 8: Baron requires Knight and the Your Lordship trait; or Magnate, Master of Horses, Steward, Lord, Constable or Justiciar. 9: Viscount requires Knight and the Your Eminence trait; or Magnate, Baron, Constable or Justiciar. 10: Count requires Knight and the Your Eminence trait, or Magnate, Constable or Justiciar. 11: Duke requires Knight and the Your Grace trait. 12: Noble Prince requires Knight and the Your Grace trait. 13: Prince of the Blood requires the Your Grace trait and express permission from the GM and all players in the current game.

† This is a training skill. It costs 2 pts to open and may not be advanced.

Noble Court Sub-Setting

Lifepath	Time	Res	Stat	Leads
Minstrel	4 yrs	10	+1 M	<i>City Dweller, Outcast, Villager</i>
<i>Skills:</i> 5 pts: Poetry, Sing, Musical Instrument				
<i>Traits:</i> 1 pt: Recondite				
Court Artist¹	6 yrs	15	—	<i>City Dweller, Outcast</i>
<i>Skills:</i> 5 pts: Sculpture, Painting, Engraving, Seduction				
<i>Traits:</i> 1 pt: Romantic				
Servant	6 yrs	7	—	<i>Outcast, Servitude</i>
<i>Skills:</i> 4 pts: Inconspicuous, Etiquette, Court Gossip-wise				
<i>Traits:</i> 2 pts: Veneer of Obedience, Lifting Heavy Things, Bored				
Nurse	6 yrs	7	—	<i>Outcast, Servitude, Villager</i>
<i>Skills:</i> 5 pts: Child-Rearing, Etiquette, Court Gossip-wise, Field Dressing, Child-wise				
<i>Traits:</i> 2 pts: Maternal				
Groom	4 yrs	5	+1 P	<i>City Dweller, Villager, Soldier</i>
<i>Skills:</i> 5 pts: Animal Husbandry, Riding, Mending, Border-wise, Road-wise				
<i>Traits:</i> 1 pt: —				
Gardener	10 yrs	10	+1 P	<i>City Dweller, Servitude</i>
<i>Skills:</i> 7 pts: Plant-wise, Flower-wise, Tree-wise, Pest-wise, Herbalism, Farming, Almanac				
<i>Traits:</i> 2 pts: Earthy Smell, Salt of the Earth, Down to Earth, Affinity for Plants				
Torturer	5 yrs	10	+1 M	<i>Outcast, Servitude, Soldier</i>
<i>Skills:</i> 5 pts: Interrogation, Torture, Anatomy, Torture Devices-wise				
<i>Traits:</i> 1 pt: Unsavory Madman				
Forester	7 yrs	9	+1 M/P	<i>Peasant, Soldier, Villager, Outcast</i>
<i>Skills:</i> 8 pts: Observation, Orienteering, Foraging, Survival, Tracking, Trapper, Cudgel, Staff, Bow, Poacher-wise, Park-wise				
<i>Traits:</i> 1 pt: —				
Man-at-Arms²	6 yrs	12	+1 P	<i>Soldier, City Dweller, Outcast</i>
<i>Skills:</i> 8 pts: Mounted Combat [†] , Shield [†] , Armor [†] , Brawling, Intimidation, Etiquette, Appropriate Weapons				
<i>Traits:</i> 1 pt: —				
Student	4 yrs	10	+1 M	<i>City, Noble, Religious</i>
<i>Skills:</i> 9 pts: Read, Write, Geometry [†] , Rule of Law, Oratory, Doctrine, Etiquette				
<i>Traits:</i> —				



Page	6 yrs	15	+1 P	<i>Soldier, City; Servitude, Noble</i>
<i>Skills:</i> 6 pts: Riding, Brawling, Read, Write, Sword				
<i>Traits:</i> 1 pt: —				
Squire³	6 yrs	15	+1 M, P	<i>Soldier, City; Serv., Outcast, Noble</i>
<i>Skills:</i> 9 pts: Sword, Shield [‡] , Armor [‡] , Lance, Knives, Mounted Combat [‡] , Crossbow, Etiquette				
<i>Traits:</i> 1 pt: Pragmatic, Tough, Determined				
Young Lady⁴	10 yrs	20	+1 M	<i>City Dweller, Noble, Religious</i>
<i>Skills:</i> 11 pts: Read, Write, Etiquette, Astrology, Musical Instrument, Composition, Field Dressing, Apothecary, Doctrine				
<i>Traits:</i> 2 pts: —				
Knight⁵	5 yrs	20	+1 P	<i>Soldier, Noble, Outcast</i>
<i>Skills:</i> 11 pts: Mounted Combat [‡] , Shield [‡] , Armor [‡] , Appropriate Weapons, Intimidation, Falconry, Conspicuous				
<i>Traits:</i> 1 pt: Sworn Homage, Sense of Entitlement				
Court Jester	5 yrs	10	—	<i>Outcast, Servitude</i>
<i>Skills:</i> 7 pts: Sing, Sleight of Hand, Climbing, Conspicuous, Throwing, Ugly Truth				
<i>Traits:</i> 3 pts: Scapegoat, Aura of Innocence				
Herald	4 yrs	10	—	<i>Soldier, Servitude, City Dweller</i>
<i>Skills:</i> 4 pts: Heraldry, Noble-wise				
<i>Traits:</i> 1 pt: Formalist, Rainman, Eidetic Memory				
Falconer	5 yrs	10	+1 M/P	<i>Peasant, Soldier, City Dweller</i>
<i>Skills:</i> 4 pts: Falconry, Bird Husbandry, Hunting				
<i>Traits:</i> 2 pts: Boaster, Weird, Birdie Talk				
Courtier	5 yrs	15	+1 M	<i>City Dweller, Outcast, Noble</i>
<i>Skills:</i> 8 pts: Etiquette, Observation, Persuasion, Seduction, Inconspicuous, Court Gossip-wise, Noble-wise				
<i>Traits:</i> 2 pts: Rapier Wit				
Governess⁶	8 yrs	12	—	<i>Outcast, Servitude, Villager</i>
<i>Skills:</i> 5 pts: Family-wise, Administration, Intimidation, Etiquette, Corporal Punishment Discipline [‡] (A spanking! A spanking!)				
<i>Traits:</i> 1 pt: Dismissive, You Should Know Better than That!, Bitter				
Chaplain⁷	5 yrs	18	+1 M/P	<i>Soldier, City; Religious, Servitude</i>
<i>Skills:</i> 8 pts: Oratory, Doctrine, Riding, Armor [‡] , Mounted Combat [‡] , Shield [‡] , Appropriate Weapons				
<i>Traits:</i> 1 pt: —				

Court Sorcerer⁸	8 yrs	32	+1 M	<i>Outcast, City Dweller</i>
<i>Skills:</i> 7 pts: Etiquette, Falsehood, Astrology, Alchemy, Sorcery				
<i>Traits:</i> 1 pt: Inscrutable, Gifted, Second Sight				
Court Lawyer⁹	8 yrs	25	+1 M	<i>City Dweller, Outcast, Religious</i>
<i>Skills:</i> 6 pts: Etiquette, Oratory, Persuasion, Rule of Law, History				
<i>Traits:</i> 1 pt: Rhetorical, Evasive				
Court Doctor⁹	8 yrs	20	+1 M	<i>City Dweller, Outcast</i>
<i>Skills:</i> 7 pts: Etiquette, Apothecary, Bloodletting, Surgery, Anatomy, Astrology, Falsehood				
<i>Traits:</i> 1 pt: Incomprehensible Diagnosis				
Chronicler⁹	10 yrs	15	+1 M	<i>City Dweller, Outcast, Villager</i>
<i>Skills:</i> 6 pts: Composition, History, Etiquette, Illuminations, Obscure History				
<i>Traits:</i> 2 pts: Prone to Exaggeration, Flatterer, Denouncer, Cynical, Righteous				
Court Chef	5 yrs	14	+1 M	<i>Outcast, City Dweller</i>
<i>Skills:</i> 5 pts: Cooking, Sing, Herbalism, Falsehood				
<i>Traits:</i> 1 pt: —				
Armorer¹⁰	7 yrs	25	+1 P	<i>City Dweller, Soldier</i>
<i>Skills:</i> 9 pts: Etching, Armorer, Blacksmith, Tanner, Tailor, Weaponsmith				
<i>Traits:</i> —				
Atiliator¹⁰	10 yrs	30	+1 P	<i>Soldier, City Dweller</i>
<i>Skills:</i> 6 pts: Atiliator, Carpentry, Carving				
<i>Traits:</i> 1 pt: Professionally Diligent				
Court Priest¹¹	6 yrs	20	+1 M	<i>Outcast, City Dweller, Religious</i>
<i>Skills:</i> 5 pts: Etiquette, History, Symbology, Doctrine, Persuasion				
<i>Traits:</i> 2 pts: Royal Favorite, Faithful				
Steward¹²	7 yrs	15	+1 M	<i>City, Noble, Outcast, Religious</i>
<i>Skills:</i> 6 pts: Estate Management, Accounting, Observation, Manor-wise				
<i>Traits:</i> 1 pt: —				
Huntsman	5 yrs	12	+1 M/P	<i>Peasant, Soldier</i>
<i>Skills:</i> 8 pts: Hunting, Animal Husbandry, Forest-wise, Stealthy, Cooking, Tracking, Orienteering, Crossbow				
<i>Traits:</i> 1 pt: —				
Master of Horses¹³	8 yrs	40	—	<i>City Dweller, Soldier</i>
<i>Skills:</i> 4 pts: Horse Husbandry, Appraisal, Horse-wise				
<i>Traits:</i> 1 pt: Love of the Horse, Low Speech, Affinity for Horses				
Master of Hounds¹⁴	7 yrs	20	—	<i>City Dweller, Soldier</i>
<i>Skills:</i> 7 pts: Dog Husbandry, Dog-wise, Hunting, Instruction, Mimicry				
<i>Traits:</i> 1 pt: Dog Lover, Pigpen, Emotional, Iron Stomach				



Hostage ¹⁵	6 yrs	*	—	City; Noble, Soldier, Religious
<i>Skills:</i> 4 pts: Etiquette, Court-wise, Foreign Languages, Foreign History				
<i>Traits:</i> 1 pt: Homesick, Bored, Darling of the Court				
Bailiff ¹⁶	4 yrs	15	+1 M/P	City Dweller, Soldier, Outcast
<i>Skills:</i> 7 pts: Intimidation, Rule of Law, Outlaw-wise, Village-wise, City-wise, Tax-wise				
<i>Traits:</i> 1 pt: Nose for Trouble				
Justiciar ¹⁷	5 yrs	15	+1 M/P	City; Soldier, Religious, Outcast
<i>Skills:</i> 6 pts: Rule of Law, Amercement, Interrogation, Criminal-wise, Circuit-wise				
<i>Traits:</i> 1 pt: Stern Demeanor, Amenable to Other Options				
Coroner ¹⁸	6 yrs	15	—	City Dweller, Soldier
<i>Skills:</i> 5 pts: Rule of Law, Anatomy, Writ-wise, Observation				
<i>Traits:</i> 1 pt: Hard-Hearted, Seen It All				
Constable ¹⁹	6 yrs	50	+1 M	City Dweller, Soldier, Outcast
<i>Skills:</i> 5 pts: Soldier-wise, Cavalry-wise, Heraldry, Logistics				
<i>Traits:</i> —				
Treasurer ²⁰	7 yrs	45	—	City Dweller, Soldier, Religious
<i>Skills:</i> 5 pts: Accounting, Estate Management, Tax-wise, Debt-wise				
<i>Traits:</i> 1 pt: Pecunious, Lavish Taste				
Chamberlain ²⁰	7 yrs	30	+1 M	City Dweller, Soldier, Religious
<i>Skills:</i> 5 pts: Soothing Platitudes, Persuasion, Ugly Truth; 1 pt: General				
<i>Traits:</i> 1 pt: —				
Advisor to the Court ²¹ §	10/yr	+1 M/P	Any	
<i>Skills:</i> 1 pt: General per year of tenure ^s				
<i>Traits:</i> 1 pt: —				

*Hostage gives resource points equal to half of the character's previous lifepath.

§Players may choose their tenure. The player determines number of years: Character earns 1 general skill point and 10 resource points per year. The stat and trait bonus are one time only.

NOBLE COURT NOTES

1: Court Artist requires Court Jester, Painter or Sculptor. 2: Man-at-Arms requires Page, Squire or any Professional Soldier lifepath. 3: Squire requires Sergeant, Page or Man-at-Arms. 4: Young Lady may only be taken as the second or third LP for the character and it may only be taken once. 5: Knight requires Squire or Cavalryman. 6: Governess requires Nurse, any Wife, Midwife or Lady. 7: Chaplain requires Priest or Military Order. 8: Court Sorcerer requires Arcane Devotee, Rogue Wizard or Sorcerer. 9: These lifepaths require Student. 10: These lifepaths require Apprentice. 11: Court Priest requires Chaplain, Priest or Religious Acolyte. 12: Steward requires Town Official, Municipal Minister, Judge, Court Lawyer, Court Doctor, Governess, Young Lady, Magnate or Lord. 13: Master of Horses requires Captain, Baron, Saddler, Merchant or Magnate. 14: Master of Hounds requires Huntsman. 15: Hostage requires any Noble lifepath. 16: Bailiff requires Knight or the Your Lordship trait. 17: Justiciar requires Judge, Captain, Bailiff or Lord. 18: Coroner requires

Steward, Town Official, Municipal Minister, Judge, Court Lawyer, Court Doctor, Magnate or Lord. 19: Constable requires Captain, Baron, Viscount, Count, Duke or Prince. 20: These lifepaths require Steward, Town Official, Municipal Minister, Judge, Court Lawyer, Court Doctor, Magnate, Baron, Bishop, Viscount, Count or Duke. 21: Advisor to the Court requires Captain, Sea Captain, Magnate, Master Craftsman, Artisan, Bishop, Rogue Wizard, Mad Summoner, Heretic Priest, Dame, Baron, Viscount, Count, Duke or Prince.

† This is a training skill. It costs 2 pts to open and may not be advanced.

Religious Sub-Setting

Lifepath	Time	Res	Stat	Leads
Castrati	7 yrs	15	+1 M	Outcast, Noble Court
<i>Skills:</i> 7 pts: Sing, Persuasion, Falsehood, Etiquette, Administration, Rule of Law				
<i>Traits:</i> 3 pts: Eunuch, Schemer				
Pardoner	5 yrs	12	—	Peasant, City, Villager, Outcast
<i>Skills:</i> 5 pts: Persuasion, Falsehood, Intimidation, Doctrine				
<i>Traits:</i> 1 pt: Pardoner, Corrupt				
Zealous Convert	4 yrs	10	—	Outcast, Peasant, Servitude, Court
<i>Skills:</i> 4 pts: Religious Diatribe, Doctrine, Rhetoric				
<i>Traits:</i> 3 pts: Infallible Religious Logic, Righteous, Firm, Demagogue				
Military Order ¹	3 yrs	7	+1 M, P	Any except Peasant
<i>Skills:</i> 5 pts: Doctrine, Riding, Armor Training ² , Appropriate Weapons				
<i>Traits:</i> 2 pts: Disciplined, Fanatical Devotion, Sworn to the Order				
Grave Digger	4 yrs	6	—	Outcast, Servitude, City, Village
<i>Skills:</i> 5 pts: Digging, Burial Rites, Grave-wise, Cemetery-wise				
<i>Traits:</i> 2 pt: Superstitious				
Porter	3 yrs	5	—	Outcast, Village, Peasant
<i>Skills:</i> 4 pts: Temple-wise, Priest-wise, Worshipper-wise, Church Treasure-wise				
<i>Traits:</i> 1 pt: Keys to the Church, Familiar Face				
Notary ²	4 yrs	15	—	City Dweller, Outcast, Court
<i>Skills:</i> 4 pts: Rule of Law, Bureaucracy, Church Law				
<i>Traits:</i> 1 pt: —				
Custodian ³	5 yrs	10	+1 M	City Dweller, Outcast
<i>Skills:</i> 7 pts: Relic-wise, Observation, Obscure History, Religious History, Folklore, Saint-wise				
<i>Traits:</i> 2 pts: Strange, Erudite, Obsessed, Arcane				
Interpreter ⁴	5 yrs	10	—	City Dweller, Court, Village
<i>Skills:</i> 7 pts: Read, Ancient Languages, Instruction, Write, Doctrine, Foreign Languages				
<i>Traits:</i> 2 pts: Ink-Stained Hands, Condescending				



Archivist³ 7 yrs 8 +1 M *City Dweller, Village, Court*

Skills: 5 pts: Research, Library-wise, Ancient History, Symbology

Traits: 1 pt: Myopic, Affinity for Books and Scrolls

Itinerant Monk 6 yrs 6 — *Peasant, Villager, Outcast*

Skills: 7 pts: Doctrine, Suasion, Meditation, Begging, Alms-wise, Streetwise, Road-wise

Traits: 2 pts: Tonsured

Cloistered Nun 10 yrs 12 — *Peasant, Outcast, Noble Court*

Skills: 6 pts: Research, History, Meditation, Monastic Ritual, Vintner, Symbology

Traits: 1 pt: Tonsured, Restless, Bored

Abbot/Abbess⁶ 10 yrs 45 +1 M *City Dweller, Outcast, Court*

Skills: 4 pts: Administration, Accounting, Wine Tasting; 2 pts: General

Traits: 1 pt: —

Temple Acolyte 6 yrs 5 +1 M *City Dweller, Outcast, Soldier*

Skills: 4 pts: Read, Write, Doctrine, Temple-wise

Traits: 1 pt: Tonsured, Obedient, Faithful

Priest⁷ 5 yrs 18 +1 M *Villager, Outcast, Soldier, Court*

Skills: 7 pts: Oratory, Suasion, Read, Write, Doctrine, Ritual, Symbology, Religious History

Traits: 2 pts: Vested

Exorcist⁸ 6 yrs 10 +1 M *Outcast, City, Court*

Skills: 9 pts: Doctrine, Obscure History, Observation, Church Law, Symbology, Demonology, Ancient Languages, Exorcist Ritual[†]

Traits: 2 pts: Skeptical, Haunted, Possessed, Lost Faith, Faithful

Inquisitor⁹ 6 yrs 15 +1 M/P *Outcast, Soldier, City, Court*

Skills: 6 pts: Doctrine, Interrogation, Torture, Heresy-wise

Traits: 2 pts: Suspicious, Merciless, Cold-Blooded, Righteous

Theologian¹⁰ 10 yrs 9 +1 M *City Dweller, Village, Court*

Skills: 10 pts: Doctrine, Rhetoric, Philosophy, History, Religious History, Church Law, Obscure History, Read, Write

Traits: 2 pts: Learned, Insightful, Bookworm, Academic

Archpriest⁸ 5 yrs 25 +1 M/P *City Dweller, Outcast, Court*

Skills: 10 pts: Oratory, Suasion, Read, Write, Doctrine, History, Religious History, Ritual, Church-wise, Parish-wise, Tithe-wise

Traits: 2 pts: Imperious Demeanor

Canon¹¹ 10 yrs 45 +1 M/P *City Dweller, Outcast, Court*

Skills: 6 pts: Rule of Law, Church Law, Administration, Doctrine, Church-wise

Traits: —

Bishop¹² 8 yrs 45 — *City, Outcast, Noble Court*

Skills: 7 pts: Religious History, Intimidation, Ritual, Symbology, History, Obscure History

Traits: 2 pts: Domineering Presence

RELIGIOUS NOTES

1: Knight of a Holy Military Order requires Squire, Knight or any Professional Soldier lifepath. 2: Notary requires Clerk or Student. 3: Custodian requires Student, Cloistered Monk/Nun, Temple Acolyte, Inquisitor, Exorcist or Theologian. 4: Interpreter requires Student, Temple Acolyte, Exorcist or Theologian. 5: Archivist requires Student, Cloistered Nun/Monk, Exorcist or Theologian. 6: Abbot/Abbess requires Cloistered Monk/Nun or Itinerant Monk/Nun. 7: Priest requires Acolyte or Religious Acolyte. 8: These lifepaths require any Priest or Chaplain LP from any setting. 9: Inquisitor requires Priest, Judge or Justiciar. 10: Theologian requires Scribe, Archivist, Court Lawyer, Advocate, Custodian, Interpreter, Priest or Bishop. 11: Canon requires Archpriest. 12: Bishop requires Archpriest, Baron, Viscount, Count, Duke or Prince and the Your Grace trait.

† This is a training skill. It costs 2 pts to open and may not be advanced.

Professional Soldier Sub-Setting

Lifepath	Time	Res	Stat	Leads
Runner	3 yrs	5	+1 P	<i>Villager, Peasant, Serv., Outcast</i>

Skills: 4 pts: Inconspicuous, Sprinting Training[†], Stealthy, Sing

Traits: 2 pts: Skinny, Fleet of Foot

Musician	3 yrs	5	+1 M	<i>Villager, Peasant, Servitude</i>
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Skills: 4 pts: Appropriate Musical Instrument, Conspicuous, Riding

Traits: 1 pt: —

Foot Soldier	3 yrs	6	+1 P	<i>Outcast, Village, Servitude</i>
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Skills: 6 pts: Soldiering, Appropriate Weapons, Shield Training[†], Brawling, Foraging, Firebuilding

Traits: 1 pt: —

Archer	3 yrs	5	+1 P	<i>Outcast, Village, Servitude</i>
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Skills: 5 pts: Bow, Fletcher, Brawling, Foraging, Firebuilding

Traits: 1 pt: —

Crossbowman	3 yrs	7	+1 P	<i>Outcast, Village, Servitude</i>
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Skills: 5 pts: Crossbow, Fletcher, Brawling, Foraging, Firebuilding

Traits: 1 pt: —

Sailor	5 yrs	5	+1 P	<i>Sea, Outcast, Village, Servitude</i>
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Skills: 6 pts: Seamanship, Rigging, Knots, Mending, Navigation, Knives, Sword

Traits: 1 pt: Iron Stomach, Sea Legs, Affinity for Rope

Herald	3 yrs	7	+1 M	<i>Villager, Servitude, Noble Court</i>
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Skills: 4 pts: Oratory, Conspicuous, Riding, Heraldry

Traits: 1 pt: —



Bannerman	3 yrs	7	+1 P	<i>Villager, Servitude, Noble Court</i>
<i>Skills:</i> 5 pts: Conspicuous, Riding, Appropriate Weapons, Armor Training [‡]				
<i>Traits:</i> 2 pts: Honored, Brutal, Aggressive				
Scout	3 yrs	4	+1 P	<i>Peasant, Servitude, Outcast</i>
<i>Skills:</i> 5 pts: Stealthy, Foraging, Orienteering, Appropriate Weapons, Observation				
<i>Traits:</i> 1 pt: —				
Sergeant¹	5 yrs	8	+1 M/P	<i>Villager, Servitude, Noble Court</i>
<i>Skills:</i> 6 pts: Intimidation, Command, Field Dressing, Appropriate Weapons				
<i>Traits:</i> 1 pt: —				
Veteran²	8 yrs	20	—	<i>Outcast, Court</i>
<i>Skills:</i> 5 pts: Soldier-wise, Soldiering, Campaign History, Tactics				
<i>Traits:</i> 2 pts: Stubborn, Maimed				
Cavalryman³	4 yrs	9	+1 P	<i>Villager, Servitude, Noble Court</i>
<i>Skills:</i> 10 pts: Riding, Mounted Combat [‡] , Armor Training [‡] , Shield [‡] , Appropriate Weapons, Horse-wise, Haggling				
<i>Traits:</i> 1 pt: —				
Apprentice	7 yrs	6	+1 P	<i>City Dweller, Peasant, Villager</i>
<i>Skills:</i> 5 pts: Mending, Blacksmith, Carpentry, Tanner				
<i>Traits:</i> 2 pts: Exhausted				
Journeyman⁴	5 yrs	15	+1 M/P	<i>Villager, Peasant, Outcast</i>
<i>Skills:</i> 4 pts: Blacksmith, Appraisal, Haggling				
<i>Traits:</i> 1 pt: —				
Armorer⁴	8 yrs	20	+1 M	<i>City Dweller, Villager, Outcast</i>
<i>Skills:</i> 9 pts: Mending, Blacksmith, Armorer, Weaponsmith, Etching, Tanner				
<i>Traits:</i> 1 pt: —				
Atilliator⁴	10 yrs	22	+1 P	<i>Court, City Dweller, Outcast</i>
<i>Skills:</i> 6 pts: Atilliator, Carpentry, Carving, Blacksmith, Tanner				
<i>Traits:</i> 1 pt: —				
Chaplain⁵	5 yrs	15	+1 M/P	<i>Outcast, City, Sea, Court, Religious</i>
<i>Skills:</i> 6 pts: Oratory, Riding, Armor Training [‡] , Mounted Combat [‡] , Appropriate Weapons				
<i>Traits:</i> 1 pt: Ideologue, Psychotic				
Engineer⁶	5 yrs	18	+1 M	<i>City Dweller, Court, Outcast</i>
<i>Skills:</i> 6 pts: Artillerist, Engineer, Fortifications				
<i>Traits:</i> 1 pt: Smart, Sense of Distance				

Wizard of War⁷	4 yrs	20	+1 M	<i>City Dweller, Court, Outcast</i>
<i>Skills:</i> 6 pts: Strategy Games, Soldier-wise, War-wise, Haggling, Cartography				
<i>Traits:</i> 1 pt: Arrogant				
Quartermaster⁸	5 yrs	17	+1 M	<i>Villager, City Dweller, Court</i>
<i>Skills:</i> 6 pts: Administration, Accounting, Haggling, Logistics				
<i>Traits:</i> 1 pt: Light Sleeper				
Captain⁹	6 yrs	35	+1 M, P	<i>Any except Noble</i>
<i>Skills:</i> 9 pts: Command, Contract-wise, Haggling, Oratory, Appropriate Weapons, Field Dressing, Riding, Strategy				
<i>Traits:</i> 2 pts: Savvy				

SOLDIER NOTES

1: Sergeant requires Squire, Village Guard, City Guard or Foot Soldier. 2: Veteran requires Sergeant, Sergeant-at-Arms, Knight, Military Order or Freebooter. 3: Cavalryman requires a prior lifepath having to do with horses—Knight, Squire, Groom, Master of Horses, etc. 4: These lifepaths require any Apprentice LP. 5: Chaplain requires Priest or Military Order. 6: Engineer requires Student, Engineer, Mining Engineer or Artillerist's Hand. 7: War Wizard requires Neophyte or Arcane Devotee. 8: Quartermaster requires Sergeant, Veteran, any Steward LP, Ship's Captain, Captain of the Guard, Merchant, Man-at-Arms, Smuggler, Constable or Lord. 9: Captain requires Captain of the Guard, Knight, Lord, Constable or two Freebooter lifepaths.

[‡] This is a training skill. It costs 2 pts to open and may not be advanced.

Seafaring Setting

Lifepath	Time	Res	Stat	Leads
Son of a Gun	8 yrs	3	—	<i>Servitude, Soldier, Outcast</i>
<i>Skills:</i> 3 pts: General (yes, this is a Born lifepath)				
<i>Traits:</i> 2 pts: Sea Legs				
Boy¹	4 yrs	8	—	<i>City, Servitude, Soldier, Outcast</i>
<i>Skill</i> 4 pts: Sailor-wise, Ship-wise, Sprinting				
<i>Traits:</i> 1 pt: Veneer of Obedience, Curses like a Sailor				
Galley Slave	6 yrs	3	—	<i>Servitude, Soldier, Outcast</i>
<i>Skills:</i> 3 pts: Rowing [‡] , Sing				
<i>Traits:</i> 3 pts: Tasting the Lash, Eating Maggots, Following the Beat, Iron Stomach, Bottomless Stomach, Gnawing Hunger				
Ratcatcher	6 yrs	4	—	<i>Outcast, Servitude, City Dweller</i>
<i>Skills:</i> 5 pts: Trapper, Poisons, Ratiquette				
<i>Traits:</i> 3 pts: Bilge-Drinker, Rat-Speak, Feral				
Landsman	4 yrs	5	—	<i>Servitude, Soldier, Outcast</i>
<i>Skills:</i> 3 pts: Seamanship, Knots, Brawling, Rope-wise				
<i>Traits:</i> 1 pt: Cursing, Aches and Pains				
Drummer	5 yrs	6	—	<i>Soldier, City, Villager, Outcast</i>
<i>Skills:</i> 3 pts: Drum, Sing, Drum Maker				
<i>Traits:</i> 2 pts: Incessant Tapping				



Sailor	5 yrs	7	+1 P	<i>Servitude, Soldier, City, Outcast</i>
<i>Skills:</i> 6 pts: Seamanship, Rigging, Knots, Brawling, Sing, Sea-wise, Gambling				
<i>Traits:</i> 2 pts: Sailor's Oath: I Vow to Drink to Excess at Every Opportunity I Get				
Crazy Old Sailor²	10 yrs	8	+1 M	<i>Servitude, Outcast</i>
<i>Skills:</i> 3 pts: Ugly Truth, Intimidation, Omen-wise				
<i>Traits:</i> 3 pts: Superstitious, Metal Plate in the Skull, "He's a Jonah, that one."				
Purser³	4 yrs	9	—	<i>Servitude, Soldier</i>
<i>Skills:</i> 4 pts: Accounting, Crew-wise, Supply-wise, Ship-wise				
<i>Traits:</i> 2 pts: Gnawing Hunger, Bitter				
Signalman	5 yrs	8	+1 M	<i>Servitude, Soldier</i>
<i>Skills:</i> 5 pts: Signaling, Observation, Cryptography				
<i>Traits:</i> —				
Pilot⁴	4 yrs	8	—	<i>Soldier, City, Villager, Outcast</i>
<i>Skills:</i> 5 pts: Pilot, Ship-wise, Observation, Shoal-wise				
<i>Traits:</i> 2 pts: Blisters, Light Sleeper, Bored, Paranoid about the Ship				
Marine⁴	4 yrs	10	+1 P	<i>Soldier, City, Villager, Outcast</i>
<i>Skills:</i> 4 pts: Appropriate Weapons, Knots, Intimidation				
<i>Traits:</i> 1 pt: Bruiser, Sea Legs				
Bosun⁴	5 yrs	8	—	<i>Soldier, City, Villager, Outcast</i>
<i>Skills:</i> 3 pts: Intimidation, Brawling, Sailor-wise				
<i>Traits:</i> 1 pt: Mean, Obedient				
Sailmaker⁴	5 yrs	9	+1 P	<i>Soldier, City, Villager, Outcast</i>
<i>Skills:</i> 5 pts: Sewing, Weaving, Mending, Sail-wise				
<i>Traits:</i> 1 pt: —				
Ship's Doctor²	6 yrs	15	+1 M	<i>Soldier, City, Villager, Outcast</i>
<i>Skills:</i> 8 pts: Apothecary, Bloodletting, Surgery, Anatomy, Astrology, Falsehood, Tar-wise, Scurvy-wise				
<i>Traits:</i> 3 pts: Incomprehensible Diagnosis, Ugly Reputation				
Ship's Cook⁴	5 yrs	10	+1 M	<i>Soldier, City, Villager, Outcast</i>
<i>Skills:</i> 4 pts: Cooking, Sing, Falsehood				
<i>Traits:</i> 3 pts: Crippled, My Name is Not Cookie, Maggot Connoisseur				
Ship's Chaplain⁶	5 yrs	15	—	<i>Villager, City, Religious, Soldier</i>
<i>Skills:</i> 4 pts: Oratory, Doctrine, Burial at Sea Rites ⁵				
<i>Traits:</i> 1 pt: World Weary, Secretly Worships the Black Sea God				
Weather Witch⁷	5 yrs	20	+1 M/P	<i>Servitude, City, Villager, Outcast</i>
<i>Skills:</i> 6 pts: Sea-wise, Summoning, Superstition-wise, Navigation, Astrology				
<i>Traits:</i> 2 pts: Weather Sense				

Navigator⁸	6 yrs	15	+1 M	<i>Soldier, City, Servitude, Outcast</i>
<i>Skills:</i> 6 pts: Navigation, Sea-wise, Cartography, Astrology, Current-wise				
<i>Traits:</i> 1 pt: —				
Carpenter's Mate	6 yrs	8	+1 P	<i>Soldier, Servitude, Villager, Outcast</i>
<i>Skills:</i> 3 pts: Mending, Gambling				
<i>Traits:</i> 1 pt: Cursing, Bullseye-Accurate Spitting				
Ship's Carpenter⁹	4 yrs	16	+1 P	<i>Soldier, City, Servitude, Outcast</i>
<i>Skills:</i> 5 pts: Carpentry, Shipwright, Boatwright, Ship-wise				
<i>Traits:</i> 1 pt: I Know This Ship Like My Own Hands				
Artillerist's Mate	4 yrs	8	+1 M	<i>Soldier, City, Servitude, Outcast</i>
<i>Skills:</i> 4 pts: Mending, Carpentry, Artillerist				
<i>Traits:</i> 1 pt: Disturbingly Confident				
Engineer¹⁰	4 yrs	25	+1 M	<i>Soldier, City, Servitude, Outcast</i>
<i>Skills:</i> 6 pts: Engineer, Munitions, Artillerist, Carpentry, Mending				
<i>Traits:</i> 1 pt: It Just Might Work!				
Officer's Mate¹³	4 yrs	10	+1 M/P	<i>Servitude, Outcast, Soldier, City</i>
<i>Skills:</i> 4 pts: Etiquette, Captain-wise, Seamanship				
<i>Traits:</i> 3 pts: Pegboy				
Steward¹¹	6 yrs	20	+1 M	<i>Soldier, City, Servitude, Outcast</i>
<i>Skills:</i> 5 pts: Accounting, Ship Management, Hagglng, Merchant-wise, Appraisal				
<i>Traits:</i> 1 pt: —				
First Mate¹²	6 yrs	18	+1 M	<i>Soldier, City, Servitude, Outcast</i>
<i>Skills:</i> 6 pts: Intimidation, Command, Conspicuous, Seaman-wise, Sword				
<i>Traits:</i> 1 pt: —				
Ship's Captain¹⁴	7 yrs	30	+1 M	<i>Any except Noble</i>
<i>Skills:</i> 6 pts: Command, Oratory, Ship-wise, Sea-wise; 2 pts: General				
<i>Traits:</i> 2 pts: Stern Demeanor				

SEAFARING NOTES

1: If Boy is chosen, it must be the second lifepath taken and may only be taken once. 2: Crazy Old Sailor requires Sailor, Pirate or Privateer and that the character take this path sometime in his 40s. 3: Purser requires Clerk, Student or Sailor. 4: These lifepaths require Sailor, Pirate or Privateer. 5: Ship's Doctor requires Barber or Student. 6: Ship's Chaplain requires Military Order or Temple Acolyte. 7: Weather Witch requires Augur, Neophyte or Devotee. 8: Navigator requires Pilot, Privateer, Sailor or Student. 9: Ship's Carpenter requires Apprentice or Carpenter's Mate. 10: Engineer requires Artillerist's Mate, Student or any sorcerous lifepath except Augur. 11: Steward requires Purser, Merchant, or any Steward lifepath. 12: First Mate requires Knight or any two sailor/seafaring lifepaths. 13: Officer's Mate must be the second or third lifepath taken and requires Born Noble, Page or Son of a Gun. 14: Ship's Captain requires First Mate, Knight, Knight of a Holy Military Order or two Privateer lifepaths.

† This is a training skill. It costs 2 pts to open and may not be advanced.



Servitude and Captive Setting

Lifepath	Time	Res	Stat	Leads
Born Slave	12 yrs	5	-1 M/P	<i>Soldier, Outcast</i>
<i>Skills:</i> 2 pts: General; 1 pt: Slavery-wise				
<i>Traits:</i> 3 pts: Broken, Scarred, Maimed, Lame				
Ditch Digger	4 yrs	4	—	<i>Soldier, Outcast</i>
<i>Skills:</i> 3 pts: Ditch Digging, Sing				
<i>Traits:</i> 2 pts: Blisters, Back-Breaking Labor				
Servant	5 yrs	6	—	<i>Outcast, Soldier, City Dweller, Court</i>
<i>Skills:</i> 2 pts: Soothing Platitudes				
<i>Traits:</i> 2 pts: Mind-Numbing Work, Obsequious				
Field Laborer	6 yrs	5	—	<i>Outcast, Soldier</i>
<i>Skills:</i> 2 pts: Farming, Mending, Sing				
<i>Traits:</i> 3 pts: Hope				
Captive of War	4 yrs	4	—	<i>Outcast, Soldier, City Dweller</i>
<i>Skills:</i> 2 pts: Cell-wise, Chain-wise				
<i>Traits:</i> 2 pts: Claustrophobia, Resigned to Fate				
Gaol	3 yrs	3	—	<i>Outcast, Soldier, City Dweller</i>
<i>Skills:</i> 3 pts: Gaol-wise, Ratiquette				
<i>Traits:</i> 2 pts: Involuntary Shudders				
Harem Slave	5 yrs	4	—	<i>Outcast</i>
<i>Skills:</i> 3 pts: Falsehood, Seduction				
<i>Traits:</i> 2 pts: Numb, Worldly				
Bondsman	7 yrs	7	—	<i>Peasant, Soldier, Outcast</i>
<i>Skills:</i> The player may choose his Bondsman's owner's lifepath from the Noble, City Dweller, Soldier or Villager setting. The Bondsman may purchase from owner's skills with one quarter of that path's skill points (minimum of 1).				
<i>Traits:</i> 2 pts: Lucky				

Outcast Sub-Setting

Lifepath	Time	Res	Stat	Leads
Apostate¹	3 yrs	6	—	<i>City Dweller, Soldier, Religious</i>
<i>Skills:</i> 4 pts: Doctrine, Heretical Doctrine, Foreign Doctrine				
<i>Traits:</i> 1 pt: Apostate				
Blackmailer	3 yrs	10	+1 M	<i>City Dweller, Soldier, Village, Sea</i>
<i>Skills:</i> 4 pts: Forgery, Ugly Truth, Falsehood				
<i>Traits:</i> 2 pts: Cold-Hearted				

Kidnapper	3 yrs	10	+1 M	<i>City Dweller, Soldier, Village, Sea</i>
<i>Skills:</i> 5 pts: Interrogation, Torture, Intimidation, Ransom-wise				
<i>Traits:</i> 2 pts: Hard-Hearted				
Pillager	4 yrs	7	—	<i>Soldier, City, Servitude, Sea</i>
<i>Skills:</i> 4 pts: Scavenging, Foraging, Army-wise, Battle-wise, Haggling				
<i>Traits:</i> 1 pt: —				
Vagrant	3 yrs	5	—	<i>City Dweller, Soldier, Servitude</i>
<i>Skills:</i> 4 pts: Road-wise, Hostel-wise, Hospital-wise, Inconspicuous				
<i>Traits:</i> 2 pts: —				
Cripple¹	6 yrs	3	—	<i>Servitude, City Dweller</i>
<i>Skills:</i> 6 pts: Begging, Inconspicuous, Conspicuous				
<i>Traits:</i> 2 pts: Lame or Missing Limb				
Poacher	5 yrs	5	+1 M/P	<i>Servitude, Soldier, Village</i>
<i>Skills:</i> 6 pts: Royal Parks-wise, Hunting, Stealthy, Tracking, Orienteering				
<i>Traits:</i> 1 pt: —				
Deranged¹	6 yrs	3	—	<i>Servitude</i>
<i>Skills:</i> 3 pts: Inconspicuous, Quack-wise				
<i>Traits:</i> 2 pts: Sick, Phobia, Lunatic, Linguist, Possessed				
Outlaw¹	4 yrs	5	+1 M/P	<i>Soldier, City, Village, Peasant, Sea</i>
<i>Skills:</i> 5 pts: Authority-wise, Inconspicuous, Conspicuous				
<i>Traits:</i> 1 pt: Outlaw				
Fence²	6 yrs	15	+1 M/P	<i>Servitude, City Dweller, Soldier</i>
<i>Skills:</i> 6 pts: Appraisal, Haggling, Inconspicuous, Streetwise, Guard-wise				
<i>Traits:</i> 2 pts: Shrewd				
Gravedigger	5 yrs	4	—	<i>Soldier, Servitude</i>
<i>Skills:</i> 6 pts: Ditch Digging, Philosophy, Grave-wise, Cemetery-wise, Bone-wise				
<i>Traits:</i> 3 pts: Bitter				
Ratcatcher¹	5 yrs	4	—	<i>Rats</i>
<i>Skills:</i> 4 pts: Trapper, Poisons, Ratiquette				
<i>Traits:</i> 2 pts: Diseased, Rat-Speak				
Beggar	3 yrs	5	—	<i>Peasant, Soldier, Village</i>
<i>Skills:</i> 5 pts: Inconspicuous, Conspicuous, Streetwise, Falsehood				
<i>Traits:</i> 2 pts: The Story				
Urchin²	4 yrs	3	—	<i>Peasant, Soldier, Servitude</i>
<i>Skills:</i> 4 pts: Inconspicuous, Streetwise, Sleight of Hand				
<i>Traits:</i> 2 pts: Addicted, The Story				



Leper¹	4 yrs	3	-1 P	<i>Servitude, Peasant</i>
<i>Skills:</i> 5 pts: Hospital-wise, Priest-wise, Pilgrim-wise				
<i>Traits:</i> 3 pts: Leprosy, Unbeliever, White-Gold Wielder				
Prostitute	5 yrs	6	—	<i>Peasant, Villager, City, Servitude</i>
<i>Skills:</i> 3 pts: Conspicuous, Inconspicuous, Persuasion, Falsehood, Haggling, Soothing Platitudes				
<i>Traits:</i> 2 pts: Tolerant				
Whoremonger²	6 yrs	12	—	<i>Villager, City, Soldier</i>
<i>Skills:</i> 5 pts: Intimidation, Haggling, Prostitute-wise, City-wise, Guard-wise				
<i>Traits:</i> 1 pt: —				
Itinerant Performer	4 yrs	5	—	<i>Peasant, Villager, City, Soldier</i>
<i>Skills:</i> 8 pts: Cooking, Sewing, Acting, Sleight of Hand, Haggling, Mending, Disguise				
<i>Traits:</i> 2 pts: Odd				
Insurrectionist¹	3 yrs	5	—	<i>City Dweller, Soldier</i>
<i>Skills:</i> 4 pts: Philosophy, Rule of Law, Doctrine, Oratory, Firebombs				
<i>Traits:</i> 2 pts: Zealot				
Poisoner	5 yrs	8	+1 M	<i>City Dweller, Villager, Court</i>
<i>Skills:</i> 5 pts: Poisons, Cooking, Inconspicuous, Disguise				
<i>Traits:</i> 2 pts: Off-Kilter				
Thug	4 yrs	7	—	<i>Soldier, City Dweller</i>
<i>Skills:</i> 4 pts: Streetwise, Murder-wise, Guard-wise, Brawling				
<i>Traits:</i> 2 pts: Cold-Blooded, Jaded				
Desperate Killer	3 yrs	5	—	<i>Soldier, City Dweller, Servitude</i>
<i>Skills:</i> 5 pts: Appropriate Weapon, Inconspicuous, Assassination-wise				
<i>Traits:</i> 2 pts: Desperate, Murderous, Cold-Hearted, Hard-Hearted				
Bandit	3 yrs	7	+1 P	<i>Soldier, Peasant</i>
<i>Skills:</i> 4 pts: Appropriate Weapons, Intimidation, Stealthy, Caravan-wise				
<i>Traits:</i> 1 pt: —				
Pirate	4 yrs	5	—	<i>Seafaring, City, Village</i>
<i>Skills:</i> 6 pts: Pirate Cove-wise, Rigging, Knots, Knives, Sea-wise, Map-wise				
<i>Traits:</i> 2 pts: Problem with Authority, Scurvy, Maimed, Crippled, Lame				
Smuggler	4 yrs	15	+1 M	<i>Soldier, City Dweller, Villager</i>
<i>Skills:</i> 6 pts: Persuasion, Falsehood, Appraisal, Law-wise, Forgery, Stealthy, Inconspicuous				
<i>Traits:</i> 2 pts: Paranoid				

Freebooter¹	4 yrs	10	+1 P	<i>Soldier, Peasant, Servitude</i>
<i>Skills:</i> 8 pts: Intimidation, Appropriate Weapons, Countryside-wise, Fortress-wise, Army-wise, Foreign Languages, War-wise, Loot-wise, Extortion-wise				
<i>Traits:</i> 2 pts: Cold-Blooded, Merciless				
Strider²	5 yrs	6	+1 P	<i>Soldier, Peasant, Servitude</i>
<i>Skills:</i> 9 pts: Forest-wise, Orienteering, Foraging, Tracking, Firebuilding, Riding, Stealthy, Appropriate Weapons				
<i>Traits:</i> 2 pts: Loner				
Mad Summoner⁶	8 yrs	20	+1 M/P	<i>Peasant, City Dweller, Seafarer</i>
<i>Skill:</i> 6 pts: Summoning, Enchanting, Demonology, Empyrealia				
<i>Traits:</i> 2 pts: Mad, Fear of Cheese, Fear of Wet Noises, Alarming				
Rogue Wizard⁶	6 yrs	24	+1 M, P	<i>Servitude, Seafarer, Religious</i>
<i>Skills:</i> 8 pts: Inconspicuous, Graveyard-wise, Astrology, Bloodletting, Ugly Truth, Apocalypse-wise, Enchanting, Alchemy				
<i>Traits:</i> 3 pts: Spooky, Aura of Fear, Obscure Aura				
Crazy Witch⁷	6 yrs	6	+1 M/P	<i>Peasant, Servitude, Village</i>
<i>Skills:</i> 4 pts: Herbalism, Sorcery, Poisons				
<i>Traits:</i> 2 pts: A Little Crazy, Gifted, Mark of the Beast				
Cultist¹	4 yrs	8	—	<i>Peasant, Servitude, Soldier</i>
<i>Skills:</i> 5 pts: Cult Doctrine, Inconspicuous, Conspicuous, Falsehood, Persuasion				
<i>Traits:</i> 2 pts: Zealot, Rabble-Rouser, Speaker of the Secret Language				
Heretic Priest⁸	7 yrs	6	—	<i>Peasant, Servitude</i>
<i>Skills:</i> 7 pts: Heretical Doctrine, Oratory, Apostate-wise, Demonology, Summoner-wise, Cultist-wise				
<i>Traits:</i> 2 pts: Lunatic, Overbearing Loony, Faith in Dead Gods				
Thinker⁹	15 yrs	5	+1 M	<i>Any</i>
<i>Skills:</i> 6 pts: Philosophy, Strategy, Strategy Games, Calligraphy, History, Painting; 1 pt: General				
<i>Traits:</i> 2 pts: —				

OUTCAST NOTES

1: Be sure to read about the required traits for these lifepaths before choosing them, you may not like the restrictions/complications. 2: These lifepaths require an additional prior Outcast lifepath or criminal-type lifepath from City Dweller. 3: Urchin must be the second lifepath chosen and may only be taken once. 4: Freebooter requires Bandit, Smuggler, Squire, Knight, City Guard, Village Guard, Marine Sailor or any Professional Soldier lifepath. 5: Strider requires Born Noble, Hunter, Trapper, Huntsman or Scout. 6: These lifepaths require Cultist, Augur, Neophyte or Devotee. 7: Crazy Witch requires Weather Witch, Young Lady, Augur or Midwife. 8: Heretic Priest requires Acolyte, Cultist, Apostate, Theologian, Venal Priest, Interpreter or Archivist. 9: Thinker can only be taken if the character's starting age will be 36 years or older.

† This is a training skill. It costs 2 pts to open and may not be advanced.



Stat Pools by Age for Man

Starting Age	Mental Pool	Physical Pool
01-10 years	5 pts	10 pts
11-14 years	6 pts	13 pts
15-16 years	6 pts	16 pts
17-25 years	7 pts	16 pts
26-29 years	7 pts	15 pts
30-35 years	7 pts	14 pts
36-40 years	7 pts	13 pts
41-55 years	7 pts	12 pts
56-65 years	7 pts	11 pts
66-79 years	7 pts	10 pts
80-100	6 pts	9 pts

The Kingdoms of Man

Mannish Common Traits

Men have no common traits in the view of these rules. Why? Because the ability, bodily shape and psychological makeup of humans is the benchmark for normalcy in the Burning Wheel. Traits are used to describe how characters differ from that norm. However, players are offered a wide range of variation and options using Lifepath and Special traits. Also, *cultural traits* provide a way to further identify and make unique various cultures and races of men.

Cultural Traits

Cultural traits are a subset of common traits. They are used to describe bits of culture or racial physiology that characters carry with them—an accent, a particular attitude or perhaps the color of their skin (if it's different from their neighbors).

If building a game with multiple Mannish cultures, the GM, in concert with the players, can assign each culture a set of three traits. The traits should be minor, but telling.

One culture in my campaign world is Superstitious, Industrious and Stubborn. Another group is Tall, Lithe and Deferential to Women. Any player who wants his character to be from either of these cultures, starts with those character traits for free.

Small details like these really help to bring even more life to characters built with the Lifepaths of Man.

Mannish Lifepath Traits

Lifepath (LP) traits represent the unavoidable effects of the choices made in life. Men have tons of lifepath traits, so there's a lot to choose from. Remember, the first LP trait on each path is required and costs one point. The others are optional and can be purchased for one point each.

Lifepath Character Traits

The most important function of character traits is to add color to the game. They are meant to evoke a feel and assist in embellishing roleplay. These traits are fairly self-explanatory—their name generally says it all, so there's no need to describe them in detail. Players are free to interpret and sculpt them in order to better incorporate them into their characters. It's even possible (and quite fun) to play against your own character traits—they can be aspects of the character's personality that even he doesn't like! A list is provided below so players can determine if a lifepath trait is a character trait, call-on or die trait.

A-G

Abused, Aches and Pains, Agoraphobic, Agreeable, Aggressive, Alarming, Alcoholic, Alms-Taker, Aloof, Amenable to Other Options, Arcane, Bad Egg, Batshit, Barker, Base Humility, Bilge-Drinker, Bitter, Blisters, Boaster, Bored, Bottomless Stomach, Broken-Man, Bruiser, Brutal, Buxom, Callous, Calloused, Claustrophobia, Collector, Colorful, Comely, Condescending, Corrupt, Cramped Hands, Crotchety, Cruel, Cry Wolf, Curses like a Sailor, Cursing, Cynical, Darling of the Court, Denouncer, Demagogue, Devout, Diligent, Disciplined, Dismissive, Distracted, Disturbingly Confident, Dog Lover, Domineering, Downtrodden, Drop Dead Gorgeous, Drunk, Dusty, Earthy Smell, Eating Maggots, Emotional, Erudite, Esoteric, Eunuch, Evasive, Exasperated, Extremely Bitter, Extremely Respectful of One's Betters, Fanatical Devotion, Fear of Cheese, Fear of Wet Noises, Feral, Firm, Fixed Smile, Following the Beat, Formalist, Flamboyant, Flatterer, Floury, Frippery, Frustration with Church, Generous, Gnawing Hunger, Good for Nothing, Gossip, Greedy, Grim

H-O

Hacking Cough, Happy-Go-Lucky, Haunted, "He's a Jonah, that one," Hide before Battle, Hoarding, Holier, Homesick, Honored, Hope, Hurt, Hypochondriac, Ideologue, Imperious, Incessant Tapping, Infallible Religious Logic, Ink-Stained Hands, Insightful, Inscrutable, Involuntary Shudders, Iron Stomach, Know It All, It Just Might Work!, Lavish Taste, Learned, A Little Crazy, A Little Fat, Loner, Love of the Horse, Mad, Maggot Connoisseur, Mark of the Beast, Maternal, Mean, Mercenary, Merciless, Metal Plate in the Skull, Mind for Small Details, Muttering, My Name is Not Cookie, Nose for Trouble, Obedient, Obsessed, Odd, Off-Kilter, Other Life, Overworked

P-Z

Paranoid, Paranoid about the Ship, Passionate, Pegboy, Pigpen, Pompous, Predatory, Prominent Scar, Prone to Exaggeration, Psychotic, Rabble-Rouser, Recondite, Red Cheeks, Reeks of Alcohol, Regal Bearing, Remote, Resigned to Fate, Restless, Rhetorical, Righteous, Road Weary, Romantic, Royal Favorite, Ruddy Complexion, Sailor's Oath, Salt of the Earth, Scapegoat, Scarred, Seemingly Concerned, Seen It All, Secretly Worships the Black Sea God, Self-Confident, Self-Satisfied, Sense of Entitlement, Schemer, Shrewd, Sick, Skeptical, Skinny, Starved, Stern Demeanor, Stinky, Strange, Strong-Willed, Stung Once (Once), Superstitious, Thick Skin, Thug, Tolerant, A Touch of Madness, Unbeliever, Ugly, Unsavory Madman, Venal, Vencer of Obedience, Weird, White-Gold Wielder, World Weary, Worldly, You Should Know Better Than That!

General Traits

Descriptions of the following can be found in the General Trait List in the back of the Character Burner: Academic, Addicted, Affinity for..., Aura of Innocence, Booming Voice, Cypher, Deep Sense, Eidetic Memory, Entropic, Familiar Face, Fearless, Fleet of Foot, Good Listener, Handicapped, Intimidating, Lamé, Leprosy, Light Sleeper, Linguist, Low Speech, Lunatic, Manhunter, Missing Limb, Phobia, Rainman, Second Sight, Sharp Dresser, Sickly, Steady Hands, Street Smart, Weather Sense.

Mannish Special Lifepath Traits

Lifepath traits can only be purchased if the character walked a path containing that trait. If a lifepath trait is not described here, it can be found in the general or special trait list. Such traits are available to all types of characters, but those who have particular lifepaths get them for one point.

Affinity for Business

Dt

This character has a hard nose for the cutthroat world of business. Affinity for Business gives +1D to any Resources test.

Affinity for Horses

Dt

Affinity for Horses, like all Affinities, gives +1D when dealing with the subject of the trait. In this case, Animal Husbandry and Riding tests are +1D.

Back-Breaking Labor

C-O

Call-on for Power or Forte when performing hard labor.

Beespeaker

Dt

This character understands the secret lives of bees. He can understand their signs and buzzing, but he can't really talk back to them. His Perception acts as Aura Reading on bees.

Believer

Dt

Believers fervently accept the truth of miracles and the power of Faith. All Faith obstacles used against Believers are made at -1 Ob.

Birdie Talk

Dt

This character is just weird. He tweets and chirps at birds and they respond in kind—landing on his shoulders and twittering away. This character is considered to have Low Speech for birds only.

**A Bit Deaf**

Dt

The incessant clanging and banging has made this character a bit deaf. +1 Ob to all auditory-based Perception tests.

Bookworm

Dt

This character loves books and all the wealth they contain. Round up when factoring the roots for any Academic-type skill.

Broken

Dt

-1 Ob to all Intimidation, Interrogation, Command and Seduction tests used against this character. His Will has been broken.

Broken In

Dt

The Apprentice is stripped of his pride and ego. The player must remove any lifepath traits related to such emotions—Noblesse Oblige, for example.

Bruiser

C-O

The Marine has spent his days at sea a-bettin' and a-brawlin'. Take your bets, gents! This trait is a call-on for Brawling.

Bullseye-Accurate Spitting

Dt

"I spit in yer eye!" In calm weather and good light, this character simply does not miss his target. When spitting in the Fight! mechanics, it's a "longer" weapon, it costs one action, and it gives your opponent +1 Ob to his next test. Use this in Duel of Wits and give your opponent +1D to his next action. Use this against a sorcerer to distract him—counts as a *may not*. Use this in Range and Cover and count your days numbered. This trait may only be used once per opponent—ever.

Cold-Blooded

Dt

This murderous soul has had a bellyful of killing and he won't hesitate to do more. Reduce hesitation for pain, fear and the shock of death or murder by 1. Do not reduce hesitation for surprise or wonderment.

Cold-Hearted

Dt

Reduce hesitation for surprise and fear (including Intimidation) by one. Pain hesitation is not reduced.

Crippled

Dt

This character is missing a limb or is horribly disfigured. Choose one stat. It cannot start higher than exponent 3 and it is capped at exponent 4. If this restriction creates an excess of stat points during character burning, the extra points are discarded.

Diseased

Dt

This character possesses an honest-to-god communicable disease. He is covered with scabs and sores, he stinks like a corpse, and he can't sleep due to the itching. Should he ever fail a Health test for recovery from an injury, he loses 1D from his Health as his illness overcomes him. Any physical contact with him necessitates a Health test. Obstacle is equal to 10 minus the Diseased's Health. Failure means the character who came into contact with him is now Diseased as well.

Domineering Presence

Dt

Characters with Domineering Presence may, once per scene, make their verbal maneuver *first* in a Duel of Wits. In the case of a Rebuttal versus Point (or something similar), this trait doesn't have any effect. But if a Bishop is attempting to Dismiss while his opponent is making a Point, then the Bishop player makes his point and rolls his dice *first*. If he fails to win the Duel, then the other player may respond.

Down to Earth

C-O

This character is very grounded. He understands the natural order and lives by it. Use this skill as a call-on for Farming, Plant-wise or any other earthy skill the GM approves.

Exhausted

Dt

Pushed to the brink of his endurance one too many times, this character is simply exhausted. +1 Ob to all Health tests.

Hard-Hearted

Dt

They always have excuses, and this character has heard them all. He may add four successes to any body of argument in a Duel of Wits where his opponent is trying to weasel out of an obligation.

Hardened

Dt

Hard labor has turned this character's back to stone and his muscles to iron. Round up when factoring Health.

I Know This Ship Like My Own Hands

C-O

The Carpenter is a strange bloke, but he definitely knows the ship. This trait acts as a call-on for any ability used in trying to figure out something about the sailor's ship—be it the location of something lost or the knowledge to repair terrible damage.

Imperious Demeanor

C-O

Use this trait as a call-on for Circles when dealing with anyone of lower rank or station.

**Incomprehensible Diagnosis** C-O

Call-on for Falsehood when trying to hide the true facts of a medical diagnosis.

Keys to the Church Dt

At one point, some church official thought it was a good idea to appoint this character a Doorkeeper and grant him keys to the church. It was he who locked the doors and guarded the reliquaries. This grants him a 1D affiliation with the church. If he acquitted his duties well, he gains a 1D reputation (local, no power) within the Church. If he took liberties with his duties, he gains a 1D infamous reputation (and +1 Ob to all Circles tests dealing with the Church). This compounds with other reputations and affiliations in the church.

Lifting Heavy Things C-O

Call-on for Power when lifting something that is obviously too heavy, bulky or cumbersome for the character.

Light Sleeper Dt

Light Sleepers will always wake when disturbed—no test is made. If the alarm is raised or someone is stomping around their room or creeping through their window, they wake up. Perception tests to spot Stealthy or Inconspicuous characters still apply.

Lost Faith Dt

Answer the Faith questions from the standpoint of “before” the character gained this trait, then circle it and write LOST next to it. The player has no access to the character’s Faith attribute. Then write into the character’s Beliefs the reasons why he no longer believes. Should that Belief (or Beliefs) change into one of renewed faith (via an appropriate in-game situation) and the player spent a Deeds point during the conflict, he may reopen his attribute. Erase the circle and “LOST.” Once restored, the player may perform miracles as per the standard rules.

Lucky Dt

There’s always the lucky ones. Always. They make the rest of us look like shlubs, while they skate through life. This trait can be used in a number of ways. First, it can be used as a call-on for any ability. This can only be used once per *adventure*. Second, it can be used to buy off one failed roll to save the character’s life once—a failed armor test, a flubbed Speed test, etc. The test is passed and the trait is *lost*. Lastly, if the player makes a random in-game guess (via roleplay), the guess is always right—so long as the player isn’t aware the guess is right.

Made Man Dt

A good craftsman is always in demand; and good craftsmen always look out for one another. 1D affiliation for being a journeyman craftsman.

Maimed Dt

This character has been horribly maimed during his career. Choose the nature of the disfigurement and associate it with one physical stat, all tests against that stat are +2 Ob. If Forte is chosen, the penalty transfers over to Health, or the Mortal Wound is reduced by one.

Mark of Privilege Dt

Those born into nobility bear certain features—telltale signs of their lineage. Their nose, their bearing, their skin or even their speech mark them as one of the privileged. This confers a 1D affiliation with nobility, but also adds +1 Ob to all Inconspicuous or Falsehood tests when masquerading as someone lower than your station.

Mind-Numbing Work C-O

Call-on for Will when performing mind-numbing, repetitive work.

Myopic Dt

This character has terrible vision. He can barely see what is in front of his face. +2 Ob to all visual-based Perception tests.

Near-Sighted Dt

Too much time spent reading in candlelight has strained this character’s vision. +1 Ob to all tests requiring long-distance vision: including Bow, Crossbow, Throwing, and Range and Cover Field Maneuvers.

Noblesse Oblige Dt

This character was born into nobility. He has been raised with the idea that not only is he privileged, but he is obligated to perform his duty to society. The player may add a fourth Belief to his character. It must be one of the following: It is my duty to guard society and uphold its interests; I govern from duty, heritage and right; rulership is my natural and ordained task; the opinions of commoners are uneducated, therefore worthless; I am responsible for the people; my reverence is to the crown; rule of the many strips society of its strength and divides it into unfriendly fragments; rulership by minds unaccustomed to privilege is impossible; wealth, birth and intellect mark an individual to undertake governance.*

*Apologies to Mrs. Tuchman and Lord Salisbury—I have misappropriated and maligned their insight and wisdom. (quoted loosely from *The Proud Tower*, 1994, Ballantine.)

Numb*Dt*

This character has lived life under the whip. The Numb trait gives the character pronounced scars along his back, shoulders and legs. Also, the character does not feel the +1 Ob effects of Superficial wounds. Three Superficials still equal -1D.

Pardoner*Dt*

A pardoner has an interesting reputation in society—he is publicly reviled and secretly loved. A character with this trait has been given a special dispensation from the church to pardon the sins of the faithful and devout. With the Pardoner trait, a player can provide the opportunity for any character with the Gullible, Superstitious or Believer traits to change one of their Beliefs. The change can happen any time, so long as the Pardoner has a say in it and the new Belief relates to the church, god, absolution or sin. In addition, this trait gives a 1D reputation among the layfolk; which also counts as an infamous reputation in the church (+1 Ob to Circles tests in ecclesiastical or church settings). This compounds with other reputations and affiliations in the church.

Penny-Wise*C-O*

Call-on for Resources. This character keeps track of all his expenses, all the way down to the penny!

Perspective*C-O*

This artist possesses the incredible ability to represent three-dimensional objects and depth relationships on a two-dimensional surface. This trait acts as a call-on for any situation in which such an ability would prove useful.

Possessed*Dt*

This special trait may only be chosen after consultation with the GM and/or other players. If it is taken, the character is *possessed* by a daemon, spirit or seraph. Choose one appropriate trait to be made manifest through the human vessel from the daemon/seraph list in the Monster Burner. I recommend that Lawbreaker come along with any and all choices, but it's not required. Once the nature of the possession is determined, the player and the GM need to devise a separate set of Beliefs and Instincts for the possessing spirit. When these come into conflict with the character's own BITs, a versus Will test must be made—the spirit against the character. Use the appropriate Will from the stat blocks in the Monster Burner. Whoever wins the test can enact his Belief or Instinct.

A Possessed person can be exorcised as per the Faith mechanics in the Burning Wheel. Whether or not he wants to be exorcised is another matter. Also, the Possessed aura (for Aura Reading) will show the additional trait and the additional set of Beliefs and Instincts.

Problems*Dt*

If anyone has problems, it's the village idiot. This trait can manifest in two ways. The character can either be maladjusted and unable to perform socially, or he can be mentally handicapped in some way. If social problems are chosen, the character has double aptitude requirements for social skills and +2 Ob to all Will and social skill tests. If mental problems are chosen, the character has double aptitude requirements for all Perception-rooted skills and +2 Ob for all academic, craftsman and artisan skills.

Rapier Wit*Dt*

This character has a lightning-quick mind and a sharp tongue; he never hesitates to offer a cutting remark. In a Duel of Wits, if the player can interject a searing *bon mot* while his opponent is speaking, he gains +2D to his next verbal action. If the action is a versus test—Rebutter, Obfuscate, or Incite—and the character with the Rapier Wit does not win the test, or if the action is a failed Dismiss, Rapier Wit may not be used again in the duel.

Rat-Speak*Dt*

Squeak, squeak, I say! This character has Low Speech for rats and vermin.

Savvy*C-O*

Captains are self-reliant and clever men—when they want something, they know how to ask so people listen. This is a call-on for Circles.

Sea Legs*C-O*

Call-on for Speed when aboard a ship. Also, this character doesn't get seasick.

Sense of Distance*Dt*

With an Ob 2 Perception test (plus disadvantages for weather and light), this character can correctly guess any distance.

The Story*C-O*

This character is adept at playing to his audience—he's always got the right story on hand to impress them and win them to his side. Call-on for Falsehood.

**Sworn Homage***Dt*

The knight must swear homage to his lord, the king. He promises fealty to his lord; to guard his land and fight in wars with armor, horse and sword; to manage his land in good stead, to collect and pay taxes; and generally to obey the law and uphold the peace. The player doesn't have to write in a Belief for this, though it is encouraged. The Sworn Homage trait indicates the belief is internalized. This trait grants a 1D affiliation in the nobility. Should the character fail to perform his duties, then he may be stripped of rank. The mechanics for this are discussed in the Circles chapter in the Burning Wheel. This compounds with other noble affiliations.

Sworn to the Order*Dt*

A knight of a holy military order may add an additional (fourth) Belief dictated by his particular Order (poverty, chastity, protection of pilgrims, etc.). Sworn to the Order replaces the Noblesse Oblige trait and Belief.

Tall Tale Teller*Dt*

This character has seen it all. At least he says he has. His yarn is always wilder, larger and more incredible than his companions' stories. The player may add +1D to Persuasion, Seduction, Interrogation or Falsehood tests so long as he can come up with an appropriate tall tale.

Tasting the Lash*Dt*

The rule of the lash is the only rule for the poor Galley Slave. He's been broken under the whip. When another character cracks a whip across his back and gives an order, the player *must* obey the orders (so long as the orders aren't to "stick that knife in your throat" or something similar). He can be driven to attack, to flee, to drop his weapon, fall to his knees or just plain row the boat.

Tonsured*Dt*

This character has symbolically shaved his head as part of the ritual of initiation into his religious order. The Tonsured trait grants a 1D affiliation with a monastic or religious order. Also, the character is authorized to officiate the rituals of his order, whatever the players and GM decide they are. This compounds with other reputations and affiliations in the church.

Ugly Reputation*Dt*

The Ship's Doctor has something of an unpleasant reputation with the sailors. This trait grants a 1D infamous reputation among sailors and seafarers. "Oh... you were a 'doctor'...."

Unheeded*C-O*

No one notices this character. Call-on for Inconspicuous.

Vested*Dt*

Priests become vested in their Order. In Western/Christian canon, the vestment is called a surplice. It is the choir dress, the vestment for processions, the official priestly dress of the lower clergy, the vestment worn by the priest in administering sacraments and when giving blessings. The right to wear a surplice shows that the character is at the very least a member of the lower clergy. This trait grants a 1D affiliation with the church and its faithful parishioners. This compounds with other reputations and affiliations in the church.

Your Eminence*Char*

Viscounts and Counts are referred to as "Your Eminence." This trait indicates that the character was born into this rank. He need not have ever been a count himself, but it is his birthright to be addressed as one. A character *must* have this trait in order to take the Count or Viscount lifepaths.

Your Grace*Char*

Dukes and Bishops bear the appellation of Your Grace. To fail to refer to them by title is to lose one's head or the sanctity of one's mortal soul. The character need not have experienced the actual duties of a Duke or Bishop, but the rank is his to flaunt. This trait is required for the Duke or Bishop lifepaths.

Your Lordship*Char*

This trait simply indicates that the character was born into lower nobility. He need not ever have led the life of a lord. Indeed, to do so would require the Lord lifepath. However, his birthright is that of a lord, and he is accustomed to being addressed as "Your Lordship." Failure to do so is an insult. A character *must* have the Your Lordship trait in order to take the Lord lifepath.

**Zealot***Dt*

The Zealot is a fervent believer. He has taken hold of a doctrine and made it his own. The Zealot trait allows the player to add an additional (fourth) Belief to his character. The Belief must relate to the doctrine of his cult or sect.

Special Mannish Traits

Special traits are purchased with trait points left over after buying required lifepath traits. Special traits may be purchased with this list or from the General Traits List in the back of this book.

Apostate*Dt*

3 pts

The Apostate has forsaken one religion for another. Anyone can be an apostate—many Christians captured by the Muslims during the Crusades resorted to apostasy in order to save their lives. The Apostate character must have at least one religiously focused Belief. He also gains a 1D infamous reputation among his former co-religionists.

Bastard*Dt*

4 pts

This character is the illegitimate son of a noble of rank. He will only be heir to the lands and income if all the other heirs die or join the clergy. Bastards are not looked upon kindly, as they dilute claims to birthright and threaten the system of rightful inheritance. Bastards have a 1D infamous reputation among the nobility.

Born to be King*Char*

5 pts

This character is a son in the royal line. If he is the eldest, he is the direct heir to the throne. If he is a younger son, he bears no immediate obligation and is free to pursue his own aims. However, the character is a Prince and the obligations of said rank should play heavily on his life. He may, at some point, be called upon to take the throne!

Catamite*Char*

1 pt

Catamite has been chosen as the trait name to represent openly homosexual characters in the Burning Wheel. Honestly, it was a pejorative medieval term—a slur. It is how society would refer to them, not necessarily how they refer to themselves.

Any character may be homosexual via the player's choice, but by taking the Catamite trait, the player is acknowledging that his character is open about his orientation. The ramifications of such a decision in a conservative medieval society are grist for great game situations.

Chosen One*Dt*

5 pts

If a player's character possesses the Faithful trait, he may purchase this trait to make the Faith shade gray.

Faithful*Dt*

5 pts

This trait is required in order to open the Faith attribute. With Faith, the character is able to perform miracles. The Faith section of this chapter describes how to start the attribute. The Emotional Magic section of the Burning Wheel describes its mechanics.

Gifted*Dt*

5 pts

This trait is required for the character to be able to cast spells, enchant artifacts, speak with the dead or summon spirits. Without it, Sorcery, Summoning and Enchanting are merely academic pursuits. With the Gifted trait, the character can manipulate magic. See the Sorcery section in the Burning Wheel for more.

Outlaw*Dt*

3 pts

The Outlaw is a very particular person in medieval society. A player who chooses the Outlaw trait for his character must consent to a few conditions: First, his character has either committed a grievous crime or is perceived as an enemy of the established order. Second, no law applies to this character—he has *no rights whatsoever*. He cannot appeal to the courts or the mercy of a judge for anything. Any man or beast may kill the outlaw and suffer no legal penalty for it.

When the Outlaw trait is taken, the player must divide his resource points into two pools. Any resource points from City, Noble or Religious lifepaths go into one pool: The player may spend them as per the normal rules. However, he does not get access to the City/Noble/Religious resources until the Outlaw trait is voted off. The character's remaining resource points may be spent as normal on gear, affiliations, relationships, etc.

Outlaws gain a 1D infamous reputation amongst town and city folk and the nobility.

Vigor of Youth*Dt*

5 pts

Though old, this character possesses the strength and vitality of his youth. If starting the game older than 40 years, a character with this trait uses these stat pools: 7 mental and 14 physical.



Mannish Skills

General Skills

The vast majority of Mannish skills can be found in the General Skill List in this book. A handful of specialty skills are presented in the following list. I apologize for the extra page flippage.

Wises

The myriad wises listed with the lifepaths are not described in this section. See the Wises listing in the general skill list for the basic rules.

Doctrine

The *Doctrine* heading contains the various doctrinal skills from the lifepaths: *Cult*, *Heretical*, and *Foreign*.

Special Mannish Skills

The following skills are only available to characters who walk the Lifepaths of Man:

Alchemy

Root: Perception

Alchemy is the distillation of materials in order to divine their essence. Also, alchemists can create mixtures of arcane substances to generate a specific effect.

Obstacles: Components of earth, Ob 1. Components of water or liquid, Ob 2. Components of metal, Ob 3. Components of blood, Ob 4.

FoRKs: Enchanting, Herbalism, Apothecary, Munitions, Poisons

Skill Type: Sorcerous

Tools: Yes.

Amercement

Root: Perception

Amercement is the knowledge of fees and criminal fines given as judicial punishment. Such amercements are almost always offered in place of corporal punishment, e.g. "Ye may take 30 days in the stocks or ye may pay the court a fee." Using this skill the character may set the Resources obstacle for a fine. The skill test obstacles indicate how accurate and just the amount is according to the law.

Obstacles: Low justice (where the punishment is only a fine), Ob 2. Middle justice (where the punishment would be amputation or branding or the amercement), Ob 3. High justice (crimes punishable by death—like murder, adultery or grand larceny), Ob 5.

Skill Type: School of Thought

Tools: No.



Astrology

Root: Perception

The study of the stars, the planets and the zodiac—astrology is a deep and ancient science that describes the relations of the celestial sphere to the terrestrial.

FoRKs: Any. Astrology may be FoRKed with any skill except those of martial or physical type. However, the Astrology FoRK die is different from other FoRKs. It is always open-ended. Unlike standard open-ended dice, it open-ends both ways. 6s are rerolled as per the normal open-end rules, but 1s are open-ended as well. If a 1 is rolled, reroll the die. If the second roll is a failure, then a success is *subtracted* from the main skill dice! For a less risky roll, use this skill as a linked test toward any endeavor or gambit—this roll does not use the open-ended die.

Skill Type: Academic

Tools: Yes.

**Burial at Sea Rites**Root: *Perception (for aptitude only)*

This specialized ritual instructs the character on the proper rites for burial at sea. Add +1D to any Faith test when sanctifying or purifying a body for burial at sea. This is a training skill.

Skill Type: School of Thought Train. Tools: No.

Burial RitesRoot: *Perception (for aptitude only)*

Burial Rites training grant +1D to Faith tests when sanctifying or purifying a body for interment.

Skill Type: School of Thought Train. Tools: No.

Church LawRoot: *Perception*

This is a specialized legal skill dealing only with ecclesiastical law. Church Law is quite different than civil or courtly law. The punishments for crimes are religious in nature, not monetary or corporal.

Skill Type: School of Thought Tools: No.

DoctrineRoot: *Perception*

Doctrine describes the tenets and beliefs of a particular religious faith. A character may only take the following variations if they were available on his lifepaths or through general skill points:

Cult Doctrine is the application of a belief system to a non-standard, unapproved or independent school of thought.

Foreign Doctrine is the knowledge or study of an accepted popular religion from another land or culture.

Heretical Doctrine is the understanding and knowledge of a set of beliefs and tenets that are an offshoot of the popular religion but are not commonly accepted by the religious power structure.

Obstacles: Common, popular beliefs, Ob 1. Citing relevant passages from common religious texts, Ob 2. Naming an obscure saint, Ob 3.

FoRKs: Philosophy

Skill Type: School of Thought Tools: No.

EnchantingRoot: *Perception*

Enchanting is a school of magic that instructs the sorcerer on techniques for imbuing seemingly mundane objects with wondrous and magical properties. It is similar to Sorcery and Summoning in many respects, except that it uses its own Wheel of Enchanting (rather than the Wheel of Magic) and requires two major material components—the object to be imbued and a piece of some creature or substance that contains a trait similar to the power to be invested.

The “piece of trait” is called the *antecedent* by enchanters; the object is referred to as a *matrix*. The Wheel of Enchanting can be found online as a free downloadable pdf at www.burningwheel.org.

Skill Type: Sorcerous

Tools: Yes.

Exorcist RitualRoot: *Perception (for aptitude only)*

This specialized training skill teaches the priest the obscure rituals necessary for driving demons from the possessed. Exorcist Ritual grants +1D to Faith when performing exorcisms (usually Minor Miracles).

Skill Type: School of Thought Train. Tools: Yes.

FirebombsRoot: *Perception/Agility*

I’m going to be a very bad game designer/publisher and tell you to buy my other book, the Monster Burner, for details on Firebombs. I know, I’m bad. But at least I admit it!

Skill Type: Special

Tools: Yes.

Monastic RitualRoot: *Will*

The diligent daily rituals of monastic life are detailed and difficult. This skill instructs the character on the proper life for a monk.

Skill Type: Special

Tools: No.

MunitionsRoot: *Perception/Agility*

This skill allows a character to manufacture firearms, powder, shot and bombs. Absolute failure (no successes) while manufacturing powder or explosives indicates a cook-off or misfire. The character takes the Mark result for the device he was building.

Obstacles: Cleaning a firearm, Ob 1. Repairing a jam or minor damage, Ob 2. Making shot, Ob 3. Making powder, Ob 4. Building a pistol or arquebus, Ob 5. Building a musket, Ob 6. Bombs: B4 Mark bomb, Ob 2. B6 Mark bomb, Ob 3. B7 Mark bomb, Ob 5. B12 Mark bomb that does two Breaches on impact, Ob 8.

FoRKs: Alchemy

Skill Type: Artisan

Tools: Yes.

RatiquetteRoot: *Will*

Rats have a particular etiquette they prefer in all their dealings. If one is willing and nimble, this social art can be learned and even mastered. Use this skill in place of Etiquette whenever dealing with rats or their cousins.

FoRKs: Etiquette

Skill Type: Social

Tools: No.



Religious Diatribe

Root: Will

This is a specialized form of Oratory for angry religious types.

Skill Type: Social

Tools: No.

Ritual

Root: Will/Perception

The rituals of religion can help focus Faith. If the player can pass a Rituals test equal to the Faith obstacle, he may add +1D to his Faith test. This is a standard linked test.

Skill Type: Academic

Tools: No.

Sorcery

Root: Perception

Sorcery is the skill that allows the character to understand written or spoken magical formulae. Should the character have the Gifted trait, he can then translate those formulae into spells and thereby cast magic. He may also use this skill to begin creating new spells. The mechanics of Sorcery are described in detail in the Sorcery section of the Burning Wheel.

Skill Type: Sorcerous

Tools: No.

Summoning

Root: Perception

The Summoning skill teaches the Gifted one how to call forth, bind and command spirits, seraphim and dæmonim. Characters without the Gifted trait may use this skill to draw circles of protection but may not call or bind. The mechanics for Summoning are described in detail in the Summoning chapter available at www.burningwheel.org as a free downloadable pdf.

Skill Type: Sorcerous

Tools: Circination, yes. Calling, no.

Mannish Resources

Arms	See Description	Printed Volumes	10
Missiles	See Description	Paper, Parchment, Scrolls	2
Armor	See Description	Quills/Inks	1
Riding Mount or Pack Animal	5	Companion Animal	3
Warhorse (Courser)	12	Herd of Animals	20
Clothes	1	Sorcerous Spells	See Description
Traveling Gear	1	Rent	10 rps
Shoes	1	Workshop	20 rps
Finery	5	Property	See Description
Skill Toolkit	8		

Arms— Arms covers the necessary hand weaponry to suit a character's idiom. Arms for a knight would consist of a sword, lance and dirk. For a foot soldier, perhaps an axe and dagger. Whatever it is, just take what you need. Players may purchase beaks, spikes and weights

for their characters' weapons at +1 rp per modification per weapon, +4 rps per modification per weapon of superior quality.

Poor Quality Arms— 3 rps. These are base Ob 2 to use and use the poor quality weapon stats.

Run of the Mill Quality Arms— 5 rps. Base Ob 1 to use and have the run of the mill stats for weapons.

Superior Quality Arms— 20 rps. Base Ob 1 to wield. Use the superior quality weapon stats.

Armor— Run of the mill armor: Quilted or leather, 3 rps. Plated or reinforced leather, 6 rps. Chainmail or lamellar, 10 rps. Plated mail, 20 rps. Full plated mail, 50 rps.

An armor purchase includes a full suit of the armor type—helmet, arms, chest and legs. The player may choose individual pieces if he likes. A single piece of armor of a certain type is -3 rps (minimum 1 rp) from the total cost of the suit. So a Plated Leather breastplate would only cost 3 rps. Two pieces are -2 rps, three pieces subtract -1 rp from the total. A plated mail helmet and breastplate combination costs 18 rps, quilted chest, arms and leggings cost 2 rps. Shields may be included in an armor kit at no extra cost.

Poor Quality Armor— Half cost rounded up. This armor falls apart; all 1s count for losing armor dice.

Superior Quality Armor— 4x cost of a full suit. Only the first 1 counts, which is rerolled; if that die comes up a 1 again, an armor die is lost.

Traveling Gear— This is all the necessary bits, odds and ends and what-nots that are needed for survival on the road—candles, matches, flint and steel, a pocket knife, a rain cloak, a rain hat, a good sturdy rucksack, a thick leather belt, a money purse or wallet, a warm coat, etc. The exact choices are up to the player, but the GM has some say—no flamethrowers or Elven cloaks in traveling gear. Oh, yes, I almost forgot...don't forget to bring a good length of rope; you'll want one if you don't.

Missiles— Throwing weapons like knives or javelins, 3 rps. Hunting bow, 5 rps. Great bow, 10 rps. Crossbow, 7 rps. Heavy crossbow, 12 rps. Pistol, 15 rps. Arquebus, 20 rps. Included in the costs of these weapons are enough missiles to adequately outfit the character. Special arrowheads are not included and cost extra resource points. They cost 1 rp per special head type—take as many of each head as you like. Rules for special arrowheads are given in the Weapon Appendix of the Burning Wheel.



Poor Quality Missiles— half resource points cost rounded up. Poor quality missiles are all base Ob 2 to hit.

Superior Quality Missiles— 3x rps cost. Superior quality missile weapons grant the character a +1D bonus balance die. This is added to his skill every time he takes a shot.

Riding Mount— A horse, pony, camel and so forth can be bought with this choice. Basic riding horse stats follow: **Stats:** Pe: B3(4), Wi: B2, Ag: B2, Sp: B6, Po: B6, Fo: B6. **Attributes:** He: B4, St: B3, Re: B4, MW: B12. **Hesitation:** 8. **Skills:** Rider Training, Foraging B2. **Traits:** Castrati, Docile, Obedient, Proud, plus Long-Limbed, Keen Hearing, Hooved, Ungulate. The Mount Burner, available at www.burningwheel.org as a free downloadable pdf, contains many stats for mounts.

Warhorse— A warhorse is trained to carry its master into battle. Basic warhorse stats: Pe: B3(4), Wi: B2, Ag: B4, Sp: B6, Po: B7, Fo: B7. **Attributes:** He: B5, St: B7, Re: B4, MW: B13. **Hesitation:** 5 (Fearless and Determined). **Skills:** Rider Training, Mounted Combat Training, Armor Training, Formation Fighting Training, Intimidation B2, Brawling B3, Foraging B2. **Traits:** Level-Headed, Loyal, Determined, Fearless, Aggressive plus Long-Limbed, Keen Hearing, Hooved, Ungulate. The Mount Burner, available at www.burningwheel.org as a free downloadable pdf, contains many stats for mounts.

Skill Toolkits— Many skills require tools. If a skill is listed with “Tools: Yes,” then a character must spend resource points on a toolkit in order to be able to adequately perform skill tests. Tests without tools (for skills that require them) are at a double obstacle penalty.

A toolkit that has finite supplies—like medicine for Herbalism—can run dry. Each use after the first, roll the DoF. If a 1 comes up, the kit is empty. The character must make an Ob 2-5 Resources test to replenish it. The GM may set the obstacle depending on how rare the contents of the kit are. Ob 2 for carpenter’s tools, Ob 4 for surgeon’s tools, Ob 5 for sorcerous tools.

Paper/Parchment/Scrolls— This is basically blank paper. In game, players tend to find all sorts of uses for stuff like this. Parchment and scrolls can be used as toolkits for skills requiring paper—Forgery, Writing, Research, Cartography, etc.

Clothes— This resource purchase includes all of the clothing a character would need for everyday life in his station. It is not just one outfit. Like the Arms purchase, Clothing allows the player to take what he needs to trick out his character (short of Finery).



Finery— Finery covers specialty clothing and expensive items that one would wear either on special occasions or when trying to make a point. Courtly regalia for nobles, vestments for priests, shining robes for mages, etc. Like Clothing, this purchase includes a whole wardrobe, not just a single outfit. Take as much or as little as you like.

Workshop— A workshop is just a big toolkit. It is used for artisan and craftsman skill tests that require more than just simple tools. Purchasing this gives the character an appropriate room/building/tower to house the workshop. *This counts as property when factoring resources.*

Companion Animal— Some players may wish to take a dog, cat or falcon as an accoutrement to their character. Stats are provided for these beasties in the Monster Burner, but they are really there more for show than for stealing the spotlight in an adventure.

Herd of Animals— Characters with the Animal Husbandry skill, or the Master of Horses, Merchant or Magnate lifepath, may take an appropriate herd of animals. This purchase counts as property when factoring resources.

Printed Volumes— A player may purchase books or scrolls containing lore, history or stories for his character. Choose what is appropriate for the story and for the character’s lifepaths.

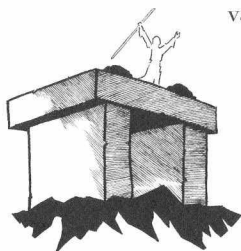
Property— A leaky shack, 1 rp; a small cottage, 3 rps; a house or “cottage industry” like a weaver, 10 rps; a villa or a farm or a knight’s fee, 15 rps; a small business (a workshop, a cargo ship), 20 rps; moderate-sized business, 30 rps; manor or estate, an urban hôtel, *40 rps; well-paid position (like mayor), *45 rps; successful small business, a large business, a keep, *60 rps; a fortress or moderate-sized estate, *75 rps; a castle with attendant town, a large estate, *90 rps; a palace or government position in a prosperous town, *105 rps. *Property obviously counts as property when factoring Resources.*

* Note that only Noble Born characters or characters with the Minister, Town Official, Merchant, Magnate, Steward, Master of Horse, Master of Hounds, Bailiff, Justiciar, Coroner, Constable, Treasurer, Bishop or Abbot LPs may spend more than 40 rps on property. Other characters simply may not own that degree of property (unless otherwise specified). The property purchase comes with appropriate and attendant staff, buildings and accoutrements. It does not provide the character with other free purchases from the Resources list.

Rent—Characters who cannot afford to own property live on leased land or rented houses/apartments. It's a common condition of the age. This purchase gives the character a place to live and counts as an Ob 2 Resources maintenance test. *Paying rent counts as property when factoring Resources.*

Purchasing Spells with Resources

Starting sorcerer characters purchase their spells with resource points. Resource point costs are provided with each spell. But in case you need to price your own spells, the costs are as follows: The resource point cost for each spell is 2 rps for every point of obstacle. If the spell is listed with a "^^", the cost is 4 rps per obstacle point. If the obstacle is listed as a "range," price the spell using the obstacle in the middle of the variable range. For example, if a spell obstacle is 1-10, price the spell as an Ob 5 spell. If the spell Obstacle is based on a stat, price the spell based on a stat of 5 plus the cost of any base obstacle.



Faith

Faith is the ability to work miracles. It is not merely belief, but a connection to the divine that grants great power. Faith has a shade and exponent like any other ability—the mechanics and rules for testing it are covered in the Emotional Attributes section of the Burning Wheel.

Starting Faith

When a player purchases the Faithful trait for his character, he may open a B3 Faith attribute.

By answering the following questions, he may raise his starting attribute. Once in play, advancement is governed by the standard mechanics. However, the player must incorporate his Faith into one of his Beliefs. See Emotional Magic in the Burning Wheel.

The GM should ask the player the following questions. The answers should be based on the character's Beliefs and the situation at hand:

- Whom do you trust most?
- When in danger, whom do you consult for aid?
- Ultimately, how can you best serve your allies?

There is only one answer to these questions: God. Each "correct" answer grants +1D to starting Faith.



Beware of Faith munchkins who do not consider these questions carefully and merely write in a B6 Faith because nothing's stopping them. An 6 exponent Faith is subject to Peer Review (as described in the Monster Burner). All of the players, including the GM, may decide the proper exponent for the character. They may not lower it by more than two, or raise it by more than one.

Advancing Faith

Faith can only advance via *successful* tests and practice (in the form of many hours at prayer). Faith uses the sorcerous skill type for practice.

Sorcery Spells

The following spells are available for purchase by characters with the Sorcery skill. As described in the Sorcery chapter of the Burning Wheel, each spell is listed with its obstacle, effect, facets, resource point cost and actions required for casting.

A-B

Arcane Kindness

Ob 4^

10 Actions

Soothing rhythms emanate from the sorcerer and make agreeable his desires. This incantation grants bonus dice to Seduction, Haggling, Oratory, Persuasion and Circles tests. Margin of success is added as dice to the listed skills.

Origin: Personal

Area of Effect: Caster

Element: Anima

Impetus: Enhance

Duration: Sustained

Resource Points: 16

Bilious Smoke

Ob 5

16 Actions

Inky, sulphurous vapor pours forth from the wizard's black mouth. The smoke obscures vision for those trapped in it and looking through it (+5 Ob Perception to tests, +3 Ob to Observation). In addition, those within the cloud are stung and smothered. Every exchange spent in the cloud requires an Ob 3 Forte test. Margin of failure is temporarily subtracted from the victim's Health. If Health reaches zero, the victim falls unconscious. Health is recovered at one die per exchange.

Origin: Personal

Area of Effect: 10s of Paces

Element: Fire/Air

Impetus: Create/Tax

Duration: Sustained

Resource Points: 24

**Binding**

Ob 2 2 Actions

Like so many stalks of grain, he sweeps aside the glittering spears of his foes. This useful incantation allows the wizard to sorcerously bond two or more *similar* items together, so that they lock together like pieces of a puzzle. A sorcerer may choose a number of items of earth, stone, wood or metal equal to his Will exponent within the area of effect. These items are held together with a Power equal to his Will exponent.

Origin: Personal Area of Effect: Half Presence
Element: Earth Impetus: Control
Duration: Sustained Resource Points: 4

Blessed Hands

Ob Target's Health^ 750 Actions

Fire is the breath of life. The sorcerer lays hands upon a wounded target. Each success over the target's Health adds +1D to his recovery roll. This spell does not count as *treatment*. An herbalist or surgeon must attend to the wound first. This spell is then cast to speed recovery.

Origin: Personal Area of Effect: Single Target
Element: Anima Impetus: Enhance
Duration: Instantaneous Resource Points: 20

Blue-Blooded Heart

Ob 4 15 Actions

Cold holds no pain for one who knows the secret of the Blue-Blooded Heart. This incantation protects the recipient from the drain of cold. No Health or Forte tests need to be made due to cold, and no injury is sustained from cold air/water/frost damage.

Origin: Presence Area of Effect: Single Target or Caster
Element: Anima Impetus: Control
Duration: Sustained Resource Points: 8

Breath of Wind

Ob 4^ 4 Actions

Roaring winds howl from the throat of the sorcerer. Natural effects of the winds: 1 over Ob: Kicks up dust; 2 over: A nice breeze, papers flutter, candles doused; 3 over: Branches blown down from trees, shutters broken; 4 over: Larger branches blown from trees; 5 over: Wooden buildings damaged, people picked up and tossed down; 6 over: Trees blown down, 12-foot swells; 7 over: Doors ripped from hinges, 15-foot swells; 8 over: Sturdy roofs damaged; 18-foot swells; 9 over: Wooden buildings collapse; 10 over: Most structures destroyed.

Origin: Personal Area of Effect: Natural Effect
Element: Air Impetus: Destroy
Duration: Instantaneous Resource Points: 16

C**Call of Iron**

Ob 3 2 Actions

With a flick of the wizard's wrist, the knife was wrenched from the assassin's hand. Using Call of Iron, a wizard can grab objects made of metal—a sword, for example—with his mystical might and call them to him. Pulling something is a Power test, where Power = Will. For example, wresting a metal weapon from an enemy's hand would be a versus test, your Will vs the enemy's Power.

Origin: Double Presence Area of Effect: Single Target
Element: Earth Impetus: Control
Duration: Instantaneous Resource Points: 6

Cat's Eye

Ob 3 7 Actions

Twilight becomes bright, and what lies in the shadows is revealed. This incantation reduces obstacle penalties for dimness, haziness and darkness by two.

Origin: Presence Area of Effect: Single Target or Caster
Element: Anima Impetus: Enhance
Duration: Sustained Resource Points: 6

Chameleon

Ob 4^ 8 Actions

Skin and clothing swirl and fade as the sorcerer blends seamlessly into his surroundings. Successes over the obstacle count as Stealthy successes (even if the character doesn't have the skill). In addition, so long as one success over the obstacle is generated, the chameleoned character cannot be casually spotted. Another character must explicitly state that he is looking about (either via expressed action or by an Instinct or trait). Only then can his Perception/Observation be tested to spot the one so concealed.

Origin: Personal Area of Effect: Single Target or Caster
Element: Heaven Impetus: Control
Duration: Sustained Resource Points: 16

Chaos Ward

Ob 5^ 45 Actions

A cacophony of lights and sounds swirls round, obscuring the very earth from thy feet and the sun from thy brow. This incantation causes confusion to all who fall under it. All obstacles in the area are increased by +1 for every success over the spell obstacle.

Origin: Sight Area of Effect: 10s of Paces
Element: Heaven Impetus: Influence/Tax
Duration: Sustained Resource Points: 20

**Choking Hand**

Ob 3^ 4 Actions

His malignant will forms an invisible appendage eager to do his terrible bidding. This incantation conjures a "hand" with a Power equal to the caster's Will plus one per *three* successes over the obstacle. The Hand chokes its victims using the rules for Locks (it automatically counts as being inside the arm's reach). If the Choking Hand manages to incapacitate its victim, then it may continue to choke him to death (*ugh*) as per the Damaging Lock rules. Victim may resist with his Power as per normal Locking rules. If the victim breaks the hold of the Choking Hand, then the spell is broken.

Origin: Presence Area of Effect: Single Target
 Element: Anima Impetus: Tax
 Duration: Sustained Resource Points: 12

Courage

Ob 4^ 2 Actions

The word is fire in thy veins. This simple incantation negates current hesitation around the caster. Successes over the obstacle reduce any hesitation currently in progress within the sorcerer's Presence.

Origin: Personal Area of Effect: Presence
 Element: Anima Impetus: Influence
 Duration: Instantaneous Resource Points: 16

D**Dark of Night**

Ob 3^ 5 Actions

A dim pall suffocates the hall as the wizard enters; shadows lengthen and deepen; lamps shine but give no light. This spell is the antithesis of Mage Light. It smothers or diminishes light sources around the wizard. The intensity of the darkness is determined by the number of successes generated over the obstacle. Thus a candle can be seen in the Dark of Night, but it illuminates nothing. Use the Mage Light list for the effects of the spell. For example, 1 success over obstacle smothers candlelight around the caster, 4 successes over the obstacle will envelope campfire lights, and so forth.

Origin: Personal Area of Effect: 10s of paces/Nat. Effect
 Element: Heaven Impetus: Tax
 Duration: Sustained Resource Points: 12

Delirium Tremens

Ob Target's Forte 3 Actions

The touch of the wizard sends all thy senses reeling. This spell increases obstacles by 10 minus the victim's Will. Effects lessen over time; obstacle penalty drops by one each volley after initial contact.

Origin: Personal Area of Effect: Single Target
 Element: Anima Impetus: Tax
 Duration: Instantaneous Resource Points: 10

Dexterity of the Cat

Ob 1+Speed 35 Actions

Purring incantations imbue the recipient with the infallible balance of the cat. +2D are added to the character's Speed for purposes of climbing, leaping, dodging and other cat-like actions. Anima Enhancers like this spell can be used to affect positioning and maneuvers.

Origin: Personal Area of Effect: Single Target or Caster
 Element: Anima Impetus: Enhance
 Duration: Sustained Resource Points: 12

Dog's Ear

Ob 1+Perception 35 Actions

Suddenly the world is a storm crashing through an ocean of sound—a man's breath like a gust of wind, a baby's cry like the howl of a gale, footfalls like lightning strikes. Increases Perception by +1D overall, and by +2D for strictly auditory-based Perception tests. Anima Enhancers like this spell can be used to affect positioning and maneuvers.

Origin: Personal Area of Effect: Single Target or Caster
 Element: Anima Impetus: Enhance
 Duration: Sustained Resource Points: 12

E**Eldritch Shield**

Ob 3^ 9 Actions

The Eldritch Shield protects the caster from the Destroy and Tax impeti spells—Fire Breath, Rain of Fire, White Fire, Fire Fan, Emperor's Hand, Havoc's Hand, Choking Hand, etc. It will not protect against a spell like The Fear or Persuasion.

When casting the spell, note the number of successes over the obstacle. This is the strength of the shield. When a spell effect hits the shield, subtract the shield's strength from the dice used to cast the spell. If the shield reduces the incoming spell's dice below the obstacle needed to cast it, then the spell is completely absorbed. If the spell is not completely reduced, subtract the shield dice from the spell cast and use this number as the new Power/effect for the spell.



For example, if a sorcerer is sustaining a 10-die Eldritch Shield and a witch throws a Fire Fan (Ob 3) at him with six extra successes, the shield absorbs the spell, but is reduced to three dice. If the shield then absorbs a White Fire bolt at seven successes, three of them are blocked by the shield and the other four get through. Just enough to meet the spell obstacle. Damage for the spell is factored using the remaining successes.

If the shield "fails"—if all of its dice are knocked down—the caster must make an Ob 2 Tax test. Also shield failure counts as a "may not" for Sustained Spells.

A sorcerer may extend his shield to his friends. Additional successes may be spent to cover additional characters. Those characters gain the full benefits of the remaining dice of the shield.

If six successes are rolled, the mage may touch his friend and bring him into the shield. It's an Ob 3 spell, one additional success is spent, and now a two-die shield protects them both.

Origin: Personal	Area of Effect: Caster+Single Targets
Element: Arcana	Impetus: Control
Duration: Sustained	Resource Points: 12

Emperor's Hand Ob 3^ 4 Actions

Cold blue fire arcs from the wizard's hand into the very soul of his prey, draining his strength. Each success over the obstacle drains one point of Forte from the victim.

Origin: Presence	Area of Effect: Single Target
Element: White	Impetus: Tax
Duration: Instantaneous	Resource Points: 12

F-G

Falcon Skin Ob 4 12 Actions

Invoking the names and powers of the shaper, the sorceress and the trickster, the wizard transmutes his form into that of a sleek falcon. While sustaining Falcon Skin, the caster takes on the stats of the Bird of Prey listed in the Creature Codex in the Monster Burner (also available as a free pdf download on www.burningwheel.org). He may fly as the bird does, but since he cannot speak or gesticulate, he may not cast spells. For the purposes of The Power Still Flows Through Him rules, use the wizard's own Forte.

Origin: Personal	Area of Effect: Caster
Element: Anima	Impetus: Transmute
Duration: Sustained	Resource Points: 8

The Fear Ob 3 1 Action

This charm causes all in the sorcerer's Presence, who are looking at the him, to make Steel tests.

Origin: Personal	Area of Effect: Presence
Element: Anima	Impetus: Influence
Duration: Instantaneous	Resource Points: 6

Fire Breath Ob 3^ 3 Actions

A tongue of fire lashes out from the caster's gaping maw and bathes his enemies in flames. Damaging effect spell: Power = Will, +1 Power per extra success. DoF. VA: 4.

Origin: Personal	Area of Effect: Paces
Element: Fire	Impetus: Destroy
Duration: Instantaneous	Resource Points: 12



Fire Fan Ob 3^ 1 Action

Flickering flames flare out from the caster's fingertips and scorch his enemies. Damaging effect: Power = 1/2 Will, +1 Power for every 2 extra successes. Test DoF. VA: 4.

Origin: Personal	Area of Effect: Half Presence
Element: Fire	Impetus: Destroy
Duration: Instantaneous	Resource Points: 12

Firewalker Ob 4 4 Actions

Fire cannot burn him who knows this secret. This incantation will protect the caster and his belongings from the ravages of fire. This does not protect against fire created via the Destroy facet.

Origin: Personal	Area of Effect: Caster or Single Target
Element: Anima	Impetus: Control
Duration: Sustained	Resource Points: 10

Fish Lung Ob 5 10 Actions

Briny water becomes like air for the lungs. Fish Lung allows the recipient to breathe underwater.

Origin: Presence	Area of Effect: Caster or Single Target
Element: Water/Anima	Impetus: Enhance
Duration: Sustained	Resource Points: 10

**Flame Finger**

Ob 3 12 Actions

A small, bright flame leaps into being in the palm of the sorcerer. This flame can be used to ignite fires (like any brand would) or shed a little candlelight.

Origin: Presence

Area of Effect: Single Target

Element: Fire

Impetus: Create

Duration: Sustained

Resource Points: 6

Force of Will

Ob 6+Will 133 Actions

The most foul sorcerous power is that of twisting man's will. This spell allows the mage to implant forceful commands into the victim's mind. The words of the mage become thoughts—as if the victim had formulated them himself. This is a very powerful spell—the words of the sorcerer are permanently embedded and resonate against the character's personality for the rest of his days.

Origin: Presence

Area of Effect: Single Target

Element: Anima

Impetus: Control

Duration: Permanent

Resource Points: 22

Grey Cloak

Ob 6 19 Actions

Cold tendrils of gray mist unfold from the sorcerer's robes, blurring shape and hiding form. The Grey Cloak increases all Perception obstacles within (or looking into) its folds by 6. It increases Observation obstacles by 3.

Origin: Presence

Area of Effect: 10s of Paces

Element: Water/Air

Impetus: Create/Control

Duration: Sustained

Resource Points: 12

H-K**Havoc's Hand**

Ob 3^ 4 Actions

The sorcerer's hand becomes a venomous blade. The merest touch wreaks havoc upon his victim. The sorcerer's hand is a weapon. He must simply touch his opponent to deliver his retribution. The damage done is according to the spell, not the successes of the hit. The touch has a damaging effect Power = Will, + 1 Power per three successes over obstacle. DoF. No armor against this spell.

Origin: Personal

Area of Effect: Single Target

Element: Anima

Impetus: Destroy

Duration: Sustained

Resource Points: 12

Horse's Stride

Ob 3 4 Actions

The swiftness of the running mare courses through the sorcerer's shanks. This spell increases the recipient's Speed multiplier to that of a horse (x8).

Origin: Personal

Area of Effect: Caster or Single Target

Element: Anima

Impetus: Enhance

Duration: Sustained

Resource Points: 6

Horror

Ob 4^ 2 Actions

Terrible emanations of fear and loathing pour forth from the wizard. This spell causes all in the mage's presence who can see him to make a Steel test at their base hesitation, +1 Ob for each success over the spell obstacle.

Origin: Personal

Area of Effect: Presence

Element: Anima

Impetus: Influence

Duration: Instantaneous

Resource Points: 16

L**Lights of St. Andrew**

Ob 3^ 2 Actions

A rushing blast of color and light flies from the outstretched hands of the caster and stuns all in its path. Extra successes from the spell create an obstacle for the victim's Forte test. Margin of failure becomes an obstacle penalty. The penalty drops by one each volley.

Origin: Personal

Area of Effect: Paces

Element: Heaven

Impetus: Tax

Duration: Instantaneous

Resource Points: 12

Low Speech

Ob See Description x3 Actions

This spell allows the caster to communicate with animals. Apes and simians, Ob 1. Dogs, pigs and dolphins, Ob 2. Horses, oxen, Ob 3. Wild beasts, Ob 4. Birds, Ob 5. Reptiles, Ob 6. Fish, Ob 7. Insects, Ob 8. Decide which type of animal before casting.

Origin: Personal

Area of Effect: Presence

Element: Anima

Impetus: Enhance

Duration: Sustained

Resource Points: 8





M-O

Mage Light

Ob See Description x4 Actions

Mage Light is a subtle and powerful spell. It can be used to call upon the simple light of a candle or the awesome light of day. Before casting, the sorcerer must indicate what kind of light he is conjuring and where the light is set to emanate from: his brow, his staff, a ring on his finger, etc. Candlelight, Ob 1. Torchlight, Ob 2. Lantern light, Ob 3. Campfire light, Ob 4. Bonfire light, Ob 5. Beacon light, Ob 6. Twilight, Ob 7. Dawn light, Ob 8. Cloudy daylight, Ob 9. Full daylight, Ob 10.

Origin: Personal Area of Effect: Natural Effect
 Element: Heaven Impetus: Create
 Duration: Sustained Resource Points: 10

Magesense

Ob 4^ 300 Actions

Magesense is a powerful spell that extends the sorcerer's senses from the realm of the mundane into that of the arcane. When this spell is erected, the mage sees, hears and smells magic. He can see auras and, using the Aura Reading skill, he can parse the very mysteries of the soul. He can also sense when magic is being invoked: When a spell is cast within his Magesense area of effect, the mage may make a Perception test at the obstacle of 10 minus the spell obstacle. If successful, he can pinpoint the location of the cast spell. This also counts for sustained spells entering into his detection range. Enchanted items subtract their highest die pool/bonus from 10 to determine the mage's obstacle.

If a mage can directly see the source of a spell, he may add extra successes from the Magesense casting to his Perception to detect the spell. Once detected, a mage can see, sense and feel the bonds and bounds of the spell. Aura Reading is used to determine what type of spell it is. Lastly, while the Magesense is being sustained, the sorcerer's Perception counts as Observation for detecting Stealthy and Inconspicuous characters; and the sorcerer suffers a +1 Ob penalty to all physical activities like fighting, running and jumping.

Origin: Personal Area of Effect: 10s of Paces
 Element: Anima/Arcana Impetus: Enhance
 Duration: Sustained Resource Points: 16

Mask

Ob 3^ 4 Actions

A mage may alter the appearance of his face with this simple illusion. Successes over the obstacle count as an Observation obstacle to penetrate the illusion. Also, the Mask successes count as Disguise skill successes.

Origin: Personal Area of Effect: Caster
 Element: Control Impetus: Heaven
 Duration: Sustained Resource Points: 12

Mend

Ob 4^ 27 Actions

Under the witch's careful tending, the wear and tear of daily life disappears from cloth, wood and even metal. Meeting the obstacle repairs clothing and shoes; 1 success over mends tools, weapons or 1D of shield damage; 2 over mends 1D of armor; 3 over repairs stuff like gears or 2D of armor; 4 over repairs machines, like a bicycle or a lift, or large tools like a plowshare.

Origin: Personal Area of Effect: Single Target
 Element: Earth Impetus: Control
 Duration: Sustained Resource Points: 16

Minor Maker

Ob 3^ 12 Actions

Starting with a scrap, piece or fragment, the wizard can recreate and multiply wood, rope, cloth or paper.

Origin: Personal Area of Effect: Single Target, Paces
 Element: Earth Impetus: Create
 Duration: Sustained Resource Points: 12

P-Q

Persuasion

Ob Will 4 Actions

Using Persuasion, a sorcerer may offer a "suggestion" to his target. It must be a minor request or suggestion and seemingly normal or mundane; the sorcerer may not *command* his target to do anything. If the spell is successfully cast, then the victim must do as the sorcerer suggests. He must attempt to complete the request in the time allotted by the duration. After that time, the suggestion will lose importance, and the victim will move on.

Origin: Presence Area of Effect: Single Target
 Element: Anima Impetus: Influence
 Duration: Sustained Resource Points: 10

**Phantasmagoria**Ob 3[^]

56 Actions

Shadows, dreams and phantasms come at the witch's beck and call. Using Phantasmagoria, a witch may conjure images and illusions. The size, scope, depth, texture and detail of the vision depend on the success of the spell. Meeting the obstacle allows her to change the shape of one small, palm-sized object—but to all who view it, it seems real enough. Exceeding the obstacle allows her to increase the size and breadth of that illusion: 1 success over for an object or animal the size of a hat; 2 over for a dog or chair; 3 over creates a person, a wall or a bed; 4 over for a horse or cart or a complex image like a painting or tapestry; 5 over to create a small house or a crowd of people; 6 over to create a house, a court or a monstrous creature like a Giant or Ancient Seneschal.

To penetrate an illusion, a character must pass an Ob 3 Perception test or an Ob 2 Observation test. To make the illusions harder to penetrate, the witch may add her extra successes into complexity instead of scope. Successes allocated to the complexity of the illusion are added to the Perception/Observation obstacle.

Origin: Presence

Area of Effect: Natural Effect

Element: Heaven/Anima

Impetus: Control

Duration: Sustained

Resource Points: 12

Philosopher's Perch

Ob 3

4 Actions

His pure thoughts drain his form of weight; he floats in air akin to a feather. This incantation allows the wizard to rise straight up into the air. He may rise a number of paces equal to his Will, and may only rise straight up.

Origin: Presence

Area of Effect: Caster or Single Target

Element: Air

Impetus: Control

Duration: Sustained

Resource Points: 6

Pyrotechnics

Ob 3

8 Actions

The sorcerer commands the life of fire. He may cause it to burn high and bright or cause it to be low and smoking. This spell affects bonfire-sized fires and smaller. The mage may increase or reduce a fire's strength by two steps on the natural magic scale. Fires reduced to zero are doused.

Origin: Presence

Area of Effect: Single Target/Nat. Effect

Element: Fire

Impetus: Control

Duration: Instantaneous

Resource Points: 6

R**Rain of Fire**Ob 5[^]

7 Actions

The sky turns a smoky red and streams of fire erupt suddenly on the wind, annihilating the wizard's enemies. Damaging effect spell: Power = Will, +2 Power for every additional success. DoF. VA: 5.

Origin: Sight

Area of Effect: 10s of Paces

Element: Fire/Air

Impetus: Destroy

Duration: Instantaneous

Resource Points: 20

RainstormOb 4[^]

256 Actions

Leaden clouds rush to the sorcerer's call; thick, stinging rain sweeps the fields, causing his enemies to despair. This incantation causes a torrential downpour that turns the earth to soupy mud, drowns out the cries of men and washes out bridges and homes. 1 over: Light rain; 2 over: Rain; 3 over: Heavy rain; 4 over: Downpour with accompanying, minor flash floods; 5 over: Storm squall with flooding and minor damage to buildings; 6 over: Storm and serious flooding, cows float away; 7 over: Heavy storm with damage to wooden buildings; 8 over: Flooding and sudden downpour causes buildings to collapse.

Origin: Sight

Area of Effect: 100s of Paces

Element: Water/Air

Impetus: Control

Duration: Instantaneous

Resource Points: 16

Raise Bread

Ob 2

9 Actions

Under the power of this potent spell, no yeast can resist its power. Any bread, baked or unbaked, that has Raise Bread cast over it will rise to crusty, fresh-baked glory.

Origin: Presence

Area of Effect: Single Target

Element: Bread

Impetus: Enhance

Duration: Minutes

Resource Points: 4

S**Sarch's Glare**

Ob 1+Will/Forte 4 Actions

Arcane power flares from the brow of the sorcerer, and his eyes become scintillating stars of fear. Those who look into his eyes freeze; their limbs go dead, paralyzed. The sorcerer may nominate one character to be the recipient of his gaze and attempt to paralyze him. Obstacle is the target's Will or Forte, whichever is lower.

Origin: Presence

Area of Effect: Single Target

Element: Anima

Impetus: Tax

Duration: Sustained

Resource Points: 12

ShardsOb 2[^] 1 Actions

With a gesture, the sorcerer gouges massive splinters from nearby wood and stone and flings them with great velocity into the unwary.

Damaging effect spell: Power = 1/2 Will, +1 Power for every 2 successes.

The spell leaves deep grooves in the material used as its source. VA: 3.

Origin: Presence

Area of Effect: Paces

Element: Earth

Impetus: Destroy

Duration: Instantaneous

Resource Points: 8

Sight of the Eagle

Ob Perception 30 Actions

Light sharpens, and that which is hazy and distant becomes clear.

The recipient gains +2D to Perception tests. Anima Enhancers like this spell can be used to affect positioning and maneuvers.

Origin: Personal

Area of Effect: Caster or Single Target

Element: Anima

Impetus: Enhance

Duration: Sustained

Resource Points: 10

SparkshowerOb 2[^] 1 Actions

Fire leaps and spits sparks at the sorcerer's call. Anyone sitting around the targeted fire suffers. Damaging effect spell: Base Power = 1/2 Will, +1 Power for every 2 successes. DoF. Must be cast from fire source. Will douse torches when cast, but will not unduly affect campfires or larger blazes. VA: 3.

Origin: Presence

Area of Effect: Single Target

Element: Fire

Impetus: Destroy

Duration: Instantaneous

Resource Points: 8

Spirit Servant

Ob 3 50 Actions

A ghostly presence forms and shadows the sorcerer, answering his beck and call. The servant may perform simple functions for the caster: carry, serve, open, etc. The servant's Speed and Power are equal to the caster's Will. The Servant may not leave the sorcerer's sight.

Origin: Presence

Area of Effect: Single Target

Element: Arcana/Earth

Impetus: Control

Duration: Sustained

Resource Points: 6

Storm of LightningOb 6[^] 20 Actions

The sky chokes into a purple rage and voices its displeasure with searing thunderbolts. Damaging effect spell: Power = Will, +3 for each additional success. DoF. VA: 8.

Origin: Sight

Area of Effect: 10s of Paces

Element: White/Air

Impetus: Destroy

Duration: Instantaneous

Resource Points: 24

Strength of the Ox

Ob Power 30 Actions

Calling forth the power of ancient spirits, the sorcerer summons the limitless strength of the ox into his veins. The recipient gains +2D to Power.

Origin: Presence

Area of Effect: Caster or Single Target

Element: Anima

Impetus: Enhance

Duration: Sustained

Resource Points: 10

T-U**Thunderclap**

Ob 3 2 Actions

Speaking this primal incantation and bringing his hands together, the wizard causes a small thunderclap to erupt and deafen his enemies. Thunderclap deafens all those around the caster for one hour and causes +1 Ob to all actions for one exchange. Victims may make a Forte test to reduce time of deafness: 10 minutes per success. Multiple thunderclaps have no cumulative effect (*What? I can't hear you*).

Origin: Personal

Area of Effect: Presence

Element: Air

Impetus: Tax

Duration: Instantaneous/Hours

Resource Points: 6

Turn Aside the BladeOb 4[^] 11 Actions

A true sorcerer is untouchable by swords, arrows, spears, and even fists. Turn Aside the Blade increases the obstacle to strike or shoot the caster by one for each success over the spell obstacle. Thus, if a sorcerer casts the spell with eight successes, all incoming Strikes are at +4 Ob.

Origin: Personal

Area of Effect: Caster

Element: Anima/Earth

Impetus: Control

Duration: Sustained

Resource Points: 16

V**Valor**Ob 4[^] 6 Actions

Waves of courage and zeal pour steadily forth from the wizard. Each success over the spell obstacle adds 1D of Steel to all characters in his Presence.

Origin: Personal

Area of Effect: Presence

Element: Anima

Impetus: Enhance

Duration: Sustained

Resource Points: 16

**Voice Caster**

Ob 4 5 Actions

The voice of the sorcerer has no source. He may produce sound wheresoever he desires in his Presence. This spell takes the sound from the sorcerer's throat and projects it elsewhere. The sorcerer is silent; his voice is heard from a different point.

Origin: Presence Area of Effect: Natural Effect
 Element: Anima/Air Impetus: Control
 Duration: Sustained Resource Points: 8

W-Z**Wallwalker**

Ob 3 3 Actions

Like a hunting spider, the witch clings to walls and clambers about. This spell allows the witch to walk upon walls as if they were horizontal surfaces. Add +1D to Speed-based maneuvers when able to utilize walls and ceilings for advantage. Anima Enhancers like this spell can be used to affect positioning and maneuvers.

Origin: Personal Area of Effect: Caster
 Element: Anima Impetus: Control/Enhance
 Duration: Sustained Resource Points: 10

Waterwalker

Ob 5 4 Actions

Water becomes like ice to the ensorcelled feet of the witch. The recipient of this spell may tread upon water as if it were solid ground. White/rough water counts as unstable ground—at least +1 Ob to all actions. The character can climb rapids with Speed and/or Climbing tests.

Origin: Personal Area of Effect: Caster or Single Target
 Element: Anima Impetus: Control
 Duration: Sustained Resource Points: 10

Wave

Ob 4^ 8 Actions

Smashing his hand against the glassy surface of the water, the incanter sends forth a powerful wave rippling across the surface. Natural effects of waves: 1 success over obstacle, ripples. 2 over, don't rock the boat, baby. 3 over, small craft sway dangerously, people have difficulty standing. 4 over, people knocked down. 5 over, small boats capsized, people flattened. 6 over, mid-sized craft swamped, small boats shattered. 7 over, mid-sized boats capsized. 8 over, large vessels swamped, mid-sized vessels shattered. 9 over, large vessels capsized. 10 over, large seagoing vessels shattered.

Wave must be cast in a suitably sized body of water. Deep pools of water (like a big fountain in a city) can only produce up to "4 over" effects. Ponds and streams can only produce up to "5 over" effects.

Origin: Personal Area of Effect: 100s of Paces
 Element: Water Impetus: Control/Destroy
 Duration: Instantaneous Resource Points: 16

Weatherworker

Ob 5 12 Actions

With a word, a plea and a pitch of luck, the Weather Witch asks the clouds, wind and rain to move along, remain a little longer or even calm down a bit. The caster may influence clouds, rain, and storms. He may not influence sun or light independent of moving clouds about. When successfully cast, the spell reduces any nasty weather to something merely bothersome, and can magnify bothersome weather to something nasty. Weatherworker can reduce or increase the intensity of weather by up to three steps on the Natural Effect chart. Reducing the effect to zero moves the phenomenon completely out of the caster's vicinity. Weather may only be increased up to the "10-over" effects—an act tantamount to suicide.

Origin: Sight Area of Effect: Natural Effect
 Element: Air/Water Impetus: Influence
 Duration: Elapsed Time: Hours Resource Points: 10

Whisper on the Wind

Ob 3^ 8 Actions

Power arcane sends words winging like divine messengers across the gulf of distance into the ear of the named receiver. The caster can deliver a short (syllables = 2x Caster's Will) message to a named and known recipient. Spell travels 1 mile (1500p). This distance may be increased by upping the obstacle for area of effect.

Origin: Personal Area of Effect: Single Target/Miles
 Element: Air Impetus: Control
 Duration: Instantaneous Resource Points: 12

White Fire

Ob 4^ 3 Actions

A crashing bolt of lightning arcs from the caster's brow, obliterating his enemies. Damaging effect spell: Power = Will, +2 Power for every additional success. DoF. VA: 8.

Origin: Personal Area of Effect: 10s of Paces
 Element: White Impetus: Destroy
 Duration: Instantaneous Resource Points: 16

**Windlash**

Ob 4 10 Actions

Rain and wind grow hostile and lash out at the enemies of the witch. Windlash increases obstacle penalties for those out in the weather: +2 Ob for light rain; heavy rain is +3 Ob; storms are +6 Ob. If a test is, for some reason, not normally penalized by being performed in the rain, Windlash adds a +2 Ob modifier.

Origin: Sight Area of Effect: 10s of Paces
 Element: Air Impetus: Control/Tax
 Duration: Sustained Resource Points: 8

Wisdom of the Ancients

Ob Will 30 Actions

Voices whisper answers and questions across the indigo gulf of time. This spell grants the wizard +2D Will.

Origin: Personal Area of Effect: Caster
 Element: Anima Impetus: Enhance
 Duration: Sustained Resource Points: 10

Witch Flight

Ob 3 8 Actions

This incantation launches the witch in a long leap and allows her to come safely to earth. She leaps 10 paces. She may add distance by increasing the spell obstacle with area of effect—10 paces per obstacle increase.

Origin: Personal Area of Effect: Caster/Single T./10s of p.
 Element: Anima Impetus: Enhance
 Duration: Instantaneous Resource Points: 6

Witch Key

Ob 3^ 4 Actions

Witch Key opens any mundane lock for the caster. Successes over the obstacle count as successes from the Lockpick skill.

Origin: Personal Area of Effect: Single Target
 Element: Earth Impetus: Control
 Duration: Instantaneous Resource Points: 12

Wolf Snout

Ob Perception 32 Actions

To the witch, a man's scent becomes as distinct as his voice, fear becomes a taste on the tongue. This incantation increases Perception by +1D overall, by +2D for strictly olfactory/taste-based tests. Also, Perception counts as Observation for detecting Stealthy characters. Anima Enhancers like this spell can be used to affect positioning and maneuvers.

Origin: Personal Area of Effect: Single Target or Caster
 Element: Anima Impetus: Enhance
 Duration: Sustained Resource Points: 12

Wyrd Light

Ob 2 9 Actions

Globes of swirling light orbit the caster and move with a Speed equal to the caster's Will. The lights hover and float at the caster's command, illuminate as if they were torches, and may not move beyond the limits of the caster's Presence.

Origin: Presence Area of Effect: Natural Effect
 Element: Heaven Impetus: Control
 Duration: Sustained Resource Points: 4

Men and Women in Play

Of the four character stocks presented in Burning Wheel, Men are the "least fantastic." They are designed to closely emulate the facets of medieval life: All walks of life are represented, and nearly any combination of fate and fortune is possible. There are myriad options in their lifepaths, more than any other stock, in fact.

Despite being the least fantastic, the Lifepaths of Man are where it's at for traditional fantasy mystic archetypes—sorcerers and priests. Only men and women can tap the power of sorcerous magic or divine miracle. These are potent abilities. I recommend that either only one player take on the role of the above, or *all* players play one. Having a group of half magical and half mundane characters is challenging to run. Such grouping creates a pretty big rift in the standard adventuring party-style play group.

Lifepaths of Man also set the benchmark for all other characters. The four-lifepath man or woman is the archetypal starting character in Burning Wheel. Such characters are competent, but not powerful. Three lifepathers are rank beginners; five lifepathers are experienced veterans.

Most characters built with these lifepaths are going to come into the game with relatively vanilla numbers: stats and skills of 3-5. But they are by far the most quirky. Men and women get more trait points on average than Dwarves, Elves or Orcs of the same number of lifepaths. This allows players to juice those vanilla stats and skills with lots of really cool traits.

If you find yourself struggling with a character concept, try different paths or a different order so that different leads open up. Keep your eye on your end goal/concept, but let the journey there develop as you choose lifepaths.





Also, don't be afraid to close down or open up options in lifepaths or leads in order to emulate other cultures, either historical or imaginative. For example, Bishops might not work well in an East Asian style game, and might be better replaced with a mandarin or geomancer lifepath of your own design. Lifepath creation guidelines can be found in the Monster Burner.

Finally, the role of gender in these lifepaths deserves mention: The vast majority of the lifepaths are gender neutral. Even though medieval Europe was male-dominated, there are enough examples of female participation in all facets of society to make restricting women to "traditional" roles counter to the ethos of these rules. Women fought in wars, started rebellions, ruled kingdoms, ran businesses, worked the fields and dug the ditches. They were disenfranchised, though. The customs and laws of the age denied them inheritance rights and limited their access to legal recourse. Still, there are a few *female-only* lifepaths. These paths represent roles that women can fulfill due to biology, and present a few of the female stereotypes of the age. You don't have to play them or include them if you don't want to. Yet if I excluded them, I would be remiss in my duties of presenting a broad and reasonably accurate picture of the age. ●

The Follower's Story

by Richard Douek

"A gift, Follower." The Black Destroyer sneered with contempt, and tossed the wolf skin at the Follower's feet. "Your cur's not fit to ride anymore, so he thought you'd best get some use out of it."

"There was nothing wrong with that wolf," the Follower hissed. "You know it!"

"Perhaps not," the Black Destroyer chuckled. "A little slogging it with the goblins'll teach you to keep your mouth shut."

The Follower spat on the ground as the Black Destroyer turned to go. "What the hell am I supposed to do with this?" he shouted.

"I hear it's cold in the Named's shadow," the Black Destroyer said. "Use it for a blanket."

The Follower unfolded the skin and held it wide. Vile curses streamed from his lips. The Black Destroyer had rent the skin, rendering it useless. With a bellow, he hurled it off the crag into the chasm.

Blood dripped from his fists as his claws gouged into his palms. With a jerk, he hefted his axe and strode toward the Named's pavilion.

Ducking into the ragged tent, he saw his wolf's carcass splayed like a cruel joke. Named, Black Destroyer, Astride the Beast and all the rest feasted on the fresh meat. The Named took a long pull from his cup and laughed. Warm blood splattered down his chin. Roaring, he cursed mountain and sun—how dare they succor and shelter his enemies! A ragged, jeering cheer went up. The Follower stood silent.

The others hadn't noticed him. He was beneath notice. Where did he stand but in the Named's shadow? Mocked by those above him, and loathed at by those below. Worthless, like a dog, making do with scraps from the master's table.

The Named raised his cup once more and the Follower gripped his axe reflexively. But, he had not taken a step when the Named fixed him with his one good eye and smiled. With naught but a glance, the Named slapped him: You're slow. Stupid. You'll never be equal to the task.

Rage welled up inside him. It sought to burst from his bowels like steam from an over-boiling cauldron. His old friend anger gripped his throat—once again, he had been defeated; this time before he had even struck a blow. He had made Elves and Men weep. It sickened him to think that this sore, welling blister of emotion made him like them.

He ground his teeth and forced the swelling heat down, down, down, until it was a burning coal in his chest. He felt ill as the smoke and charring meat filled his nostrils. The Black Destroyer caught his eye. The Follower choked on his bile and shivered as he tried to mask his hate.

The dark-skinned warrior bawled with laughter. He raised his cup in salute to the Follower and a chorus of howls erupted from the clan. Searing anger and shame cut him to the quick. Yet a thought tumesced in the dark depths of his wretchedness. His scarred lips spread in a ruinous smile. The clan saw him join in on the joke—he would debase himself before them. They cheered and laughed at him. The Follower shook with growing mirth—a maniacal glee overcame him. Lunging forward, he hurled his axe. It tumbled across the feast in a wicked arc, embedding itself in the Black Destroyer's shoulder with a sickening crack. Three strides and the Follower was on the wounded Orc, laughter pealing from his throat in gales. Blood spurted in obscene geysers. The Black Destroyer's eyes flew into the fire, which sputtered and it devoured them. The Follower fell to the ground and rolled in the Black Destroyer's viscera, inchoate with laughter, like a pup.

"Silence, dog!" bellowed the Named.

"Even a dog will bite if kicked," the Follower choked in his mirth. "I don't walk into battle. I ride."

"Your animal was injured," The Named said with a wave of his hand.

"And his was not..." the Follower took his feet and resumed his traditionally silent posture, but a smile still played havoc across his lips.

Follower, bristling with hate

Lifepaths: Born Chattel, Ravager, Black Hunter, Astride the Beast, Follower

Age: 28

Stats: Pe B3, Wi B3, Ag B4, Sp B4, Po B5, Fo B5

Attributes: Ref B3, Ste B6, Hea B4, MW B11, Hatred B5, Hesitation 7

Circles: B1 Resources: B0

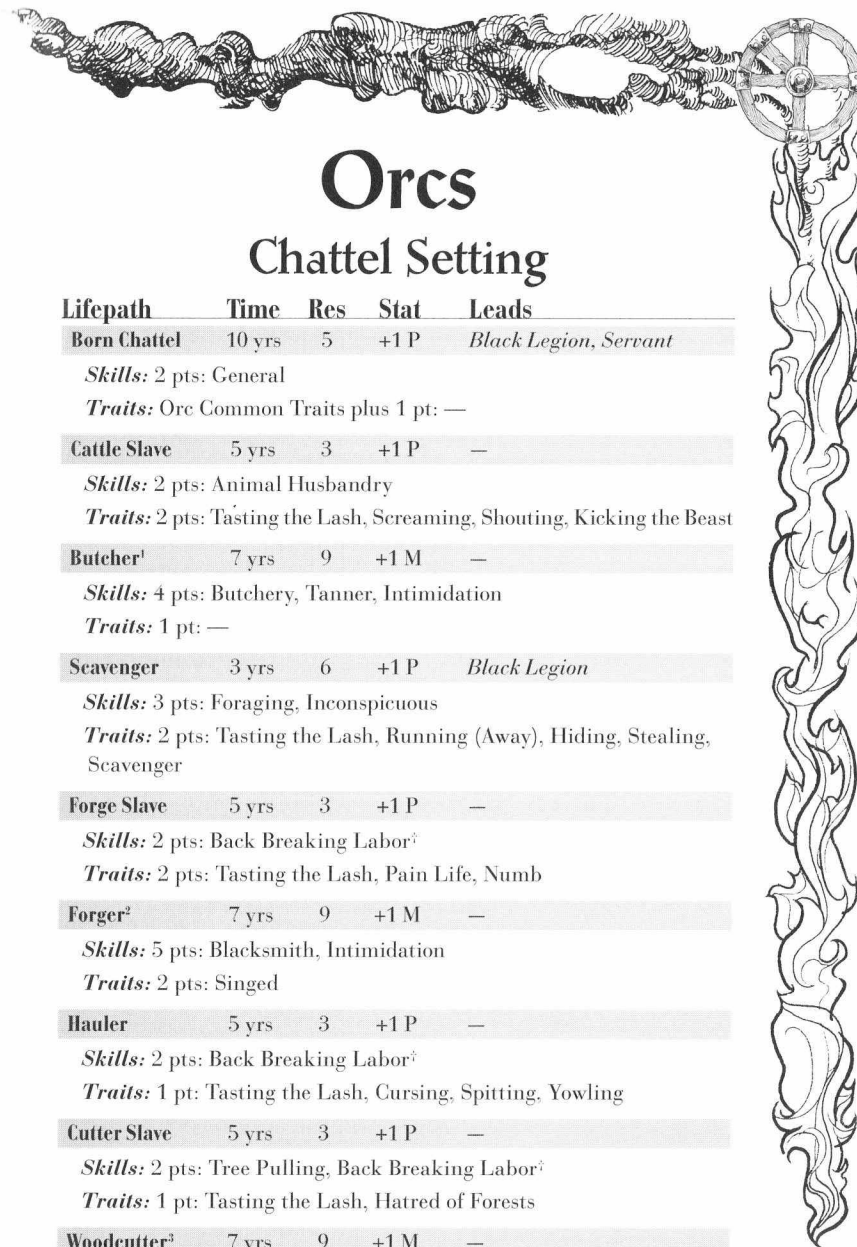
Skills: Brawling B4, Intimidation B5, Bow B3, Hunting B1, Stealthy B3, Riding B2, Axe B5, Knives B2, Black Bile Poison Training, Mounted Combat Training, Armor Training, Shield Training

Gear: Axe, knife, bow, plated leather armor, deadly poison, hobnailed boots

Traits: Loathsome and Twisted, Fanged and Clawed, Cold Black Blood, Lynx-Eyed, Cannibal, Breeder, Brash, Pack Hunter, Cry of Doom, Silent Hatred, Missing Digit

Beliefs: My name is mine to take. Bargaining is for weaklings; I take what I want. The surest way to win is to cheat.

Instincts: Keep a poisoned blade handy. Always agree with the Named. Bark an order, crack the whip.



Orcs

Chattel Setting

Lifepath	Time	Res	Stat	Leads
Born Chattel	10 yrs	5	+1 P	<i>Black Legion, Servant</i>
<i>Skills: 2 pts: General</i>				
<i>Traits: Orc Common Traits plus 1 pt: —</i>				
Cattle Slave	5 yrs	3	+1 P	—
<i>Skills: 2 pts: Animal Husbandry</i>				
<i>Traits: 2 pts: Tasting the Lash, Screaming, Shouting, Kicking the Beast</i>				
Butcher¹	7 yrs	9	+1 M	—
<i>Skills: 4 pts: Butchery, Tanner, Intimidation</i>				
<i>Traits: 1 pt: —</i>				
Scavenger	3 yrs	6	+1 P	<i>Black Legion</i>
<i>Skills: 3 pts: Foraging, Inconspicuous</i>				
<i>Traits: 2 pts: Tasting the Lash, Running (Away), Hiding, Stealing, Scavenger</i>				
Forge Slave	5 yrs	3	+1 P	—
<i>Skills: 2 pts: Back Breaking Labor²</i>				
<i>Traits: 2 pts: Tasting the Lash, Pain Life, Numb</i>				
Forger²	7 yrs	9	+1 M	—
<i>Skills: 5 pts: Blacksmith, Intimidation</i>				
<i>Traits: 2 pts: Singed</i>				
Hauler	5 yrs	3	+1 P	—
<i>Skills: 2 pts: Back Breaking Labor²</i>				
<i>Traits: 1 pt: Tasting the Lash, Cursing, Spitting, Yowling</i>				
Cutter Slave	5 yrs	3	+1 P	—
<i>Skills: 2 pts: Tree Pulling, Back Breaking Labor²</i>				
<i>Traits: 1 pt: Tasting the Lash, Hatred of Forests</i>				
Woodcutter³	7 yrs	9	+1 M	—
<i>Skills: 4 pts: Rude Carpentry, Mending, Intimidation</i>				
<i>Traits: 1 pt: —</i>				
Tunneler	4 yrs	3	+1 P	—
<i>Skills: 2 pts: Ditch Digging, Back Breaking Labor²</i>				
<i>Traits: 2 pts: Tasting the Lash, Black Lung</i>				



Pitwright⁴	8 yrs	10	+1 M	—
<i>Skills:</i> 4 pts: Excavation, Intimidation <i>Traits:</i> 1 pt: Deep Sense				
Ravager	3 yrs	8	+1 P	<i>Black Legion</i>
<i>Skills:</i> 4 pts: Brawling, Cudgel, Intimidation <i>Traits:</i> 2 pts: Pack Hunter				
Edge Grinder⁵	10 yrs	15	+1 M/P	<i>Black Legion</i>
<i>Skills:</i> 6 pts: Mending, Weaponsmith, Armorer, Tanner <i>Traits:</i> 2 pts: Suspicious				
Whipmaster⁶	9 yrs	15	+1 M	<i>Black Legion</i>
<i>Skills:</i> 4 pts: Interrogation, Intimidation, Brawling, Torture <i>Traits:</i> 1 pt: Where There's a Whip, There's a Way				

CHATTTEL NOTES

1: Butcher requires Cattle Slave. 2: Forger requires Forge Slave. 3: Woodcutter requires Cutter Slave. 4: Pitwright requires Tunneler. 5: He Who Grinds the Edges of our Axes to Glinting Sharpness requires Forger. 6: Whipmaster requires Pitwright, Forger, four slave lifepaths or any Great and Black or Legion lifepath.

† This is a training skill. It costs 2 pts to open and may not be advanced.

Great and Black Setting

Lifepath	Time	Res	Stat	Leads
Born Great	10 yrs	5	—	<i>Servant of the Dark</i>
<i>Skills:</i> 3 pts: General <i>Traits:</i> Orc Common traits plus 2 pts: Born to Rule Them All, Enemy of the Sun				
The Rites¹	3 yrs	3	+1 M, P	<i>Legion, Servant of the Dark</i>
<i>Skills:</i> 5 pts: Intimidation, Brawling, Torture, Sprinting [†] <i>Traits:</i> 1 pt: Life is Death				
Servant of the Gate	4 yrs	7	+1 P	<i>Legion, Chattel</i>
<i>Skills:</i> 2 pts: Soothing Platitudes <i>Traits:</i> 1 pt: Humble Before My Master				
Follower²	5 yrs	9	+1 M, P	<i>Legion, Chattel</i>
<i>Skills:</i> 8 pts: Armor [†] , Axe, Bow, Knives, Mace, Riding, Shield [†] , Clan-wise <i>Traits:</i> 1 pt: Silent Hatred				
Black Destroyer³	5 yrs	12	+1 M, P	<i>Chattel</i>
<i>Skills:</i> 6 pts: Mounted Combat [†] , Intimidation, Great Wolf Husbandry, Riding, Axe, Spear <i>Traits:</i> 2 pts: Intense Hatred, Low Cunning				
Named⁴	8 yrs	25	+1 M, P	<i>Chattel</i>
<i>Skills:</i> 5 pts: Command, Brutal Intimidation, Torture <i>Traits:</i> 2 pts: Savage Consequences				

Siege Master⁵	10 yrs	30	+1 M	<i>Chattel</i>
<i>Skills:</i> 5 pts: Siege Engineer, Artillerist, Mending <i>Traits:</i> 1 pt: The Bigger They Come..., Brutish Efficiency				
Gate Forger⁶	10 yrs	30	+1 M	<i>Chattel</i>
<i>Skills:</i> 5 pts: Mason, Bastions of Hatred Architect, Excavation <i>Traits:</i> 1 pt: Rare Talent				
Whisperer⁷	9 yrs	40	+1 M	<i>Servant of the Dark</i>
<i>Skills:</i> 5 pts: Poisonous Platitudes, Falsehood, Persuasion, Clan-wise, Ambition-wise <i>Traits:</i> 2 pts: Forked Tongue, Poisonous Ambition				
Great One⁸	20 yrs	60	+2 M, P	—
<i>Skills:</i> 5 pts: Command, Strategy, Name Ritual; 1 pt: General <i>Traits:</i> 2 pts: Brooding, Flights of Murderous Fancy, Unrelenting Hatred				

CREAT AND BLACK NOTES

1: The Rites may only be taken once and it must be the character's second lifepath. 2: He Who Walks in the Named's Shadow requires The Rites or Astride the Beast. 3: He Whose Skin is like Winter Night, Whose Mere Presence Causes Those Beneath Him to Shiver in Terror and Cower Beneath His Wicked Blade requires Follower, Astride the Beast or Head-Taker. 4: He Who is Mighty and Earned the Ancient Right to be Named requires Black Destroyer, Troll Lord or Head-Taker. 5: Siege Master requires Servant of the Gate. 6: Gate Forger requires Siege Master. 7: Whisperer requires Slave to the Dark, Whipmaster, Gate Forger or Bears the Lash. 8: Great One requires Named *and* the Born to Rule Them All trait.

† This is a training skill. It costs 2 pts to open and may not be advanced.

Black Legion Sub-Setting

Lifepath	Time	Res	Stat	Leads
Goblin	3 yrs	2	+1 P	<i>Chattel</i>
<i>Skills:</i> 2 pts: Foraging, Brawling <i>Traits:</i> 2 pts: Tasting the Lash, Exhaustion, Running (Away), Charging Blindly, Marching				
Sun-Blotter	3 yrs	3	+1 P	<i>Chattel</i>
<i>Skills:</i> 2 pts: Bow, Mending, Fletcher <i>Traits:</i> 1 pt: Hiding, Running (Away)				
Nightseeker¹	4 yrs	4	+1 M, P	<i>Chattel</i>
<i>Skills:</i> 5 pts: Orienteering, Tracking, Trapper, Stealthy, Climbing, Garrote <i>Traits:</i> 1 pt: Tasting the Lash				
Legioner²	4 yrs	5	+1 P	<i>Chattel</i>
<i>Skills:</i> 4 pts: Spear, Shield [†] , Brawling, Foraging <i>Traits:</i> 1 pt: —				



Hatred Bearer³ 1 yr 15 +1 M, P *Chattel*

Skills: 3 pts: Conspicuous, Black Legion-wise

Traits: 1 pt: Psychotic, Paranoid, Booming Voice

Despair Shouter³ 3 yrs 10 +1 P *Chattel*

Skills: 3 pts: Brazen Horn of Despair, Intimidation, Brawling

Traits: 2 pts: Reviled

Black Hunter⁴ 5 yrs 5 +1 P *Chattel*

Skills: 6 pts: Bow, Black Bile Poison[†], Hunting, Field Dressing, Stealthy

Traits: —

Astride the Beast⁵ 5 yrs 6 +1 P *Chattel, Great and Black*

Skills: 8 pts: Mounted Combat[†], Riding, Great Wolf Husbandry, Intimidation, Spear, Armor[†]

Traits: 1 pt: Brash, Cry of Doom

Bears the Lash⁶ 6 yrs 9 +1 M *Chattel, Great and Black*

Skills: 5 pts: Intimidation, Torture, Command, Sword, Brawling

Traits: 1 pt: Where There's a Whip, There's a Way

Packmaster⁷ 7 yrs 10 +1 M/P *Chattel, Great and Black*

Skills: 5 pts: Animal Husbandry, Great Wolf-wise, Pack-wise, Mending

Traits: 1 pt: Flea-Bitten; Where There's a Whip, There's a Way; Show No Fear

Head-Taker⁸ 6 yrs 15 +1 M, P *Chattel, Great and Black*

Skills: 5 pts: Command, Brutal Intimidation, Axe, Brawling

Traits: 2 pts: Unrelenting Savagery, Fondness for Elven Blood, Taste for Man-Flesh

Troll Lord⁹ 5 yrs 20 +1 M, P *Great and Black, Servant*

Skills: 6 pts: Troll-wise, Troll Etiquette, Hammer, Shield Training[†]

Traits: 2 pts: Arrogant, Troll Speak

LEGION NOTES

Born Great Orcs may never take *Goblin*, *Sun-Blotter*, *Nightseeker* or *Legioner*. **1:** He Who Lurks in the Twilight and Seeks Our Enemies requires *Legioner*, *Sun-Blotter*, *Scavenger* or *Ravager*. **2:** *Legioner* requires *Ravager*, *Whipmaster* or *Goblin*. **3:** These paths require *The Rites*, *Legioner* or *Whipmaster*. **4:** He Who is Fell and Stalks the Night requires *Follower*, *Ravager* or *Nightseeker*. **5:** He Who Sits Astride the Howling Black Beast requires *Black Hunter* or *Follower*. **6:** He Who Bears the Lash and Drives Us Ever On requires *Whipmaster*, *Black Hunter*, *Astride the Beast* or *The Rites*. **7:** He Who Rules the Black Wolf Pack requires *Bears the Lash*, *Follower*, *Whipmaster*, *Master of Eight* or *Knower of Secrets*. **8:** He Who Cleaves the Heads of His Enemies From Their Shoulders and Sets Them Upon Stakes for All to See requires *Bears the Lash*, *Black Destroyer* or *Named*. **9:** *Troll Lord* requires *Bears the Lash*, *Pack Master* or *Named*.

[†] This is a training skill. It costs 2 pts to open and may not be advanced.

Servant of the Dark Blood Sub-Setting

Lifepath	Time	Res	Stat	Leads
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Slave to the Dark	6 yrs	3	—	<i>Chattel</i>
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Skill: 2 pts: Servant-wise

Traits: 2 pts: Fearful Respect of the Servants, Naked Hatred

Drinker of the Dark¹	5 yrs	6	+1 M, P	<i>Chattel</i>
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Skill: 4 pts: Void Embrace[†], Doctrine of Night's Blood

Traits: 2 pts: Stark Madness, Blasphemous Hatred

Bloodletter²	5 yrs	6	+1 M, P	<i>Chattel</i>
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Skill: 5 pts: Rituals of Blood, Torture, Intimidation, Knives

Traits: 1 pt: —

Knower of Secrets³	6 yrs	7	+1 M/P	<i>Chattel, Legion</i>
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Skill: 4 pts: Rituals of Night, Vile Poisoner, Foraging

Traits: 1 pt: —

Master of Eight⁴	8 yrs	8	+1 M/P	<i>Chattel, Legion</i>
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Skills: 7 pts: Spider Husbandry, Riding, Mounted Combat[†], Web-wise, Climbing

Traits: 2 pts: Batshit, Affinity for Spiders

Master of Blood⁵	7 yrs	8	+1 M/P	—
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Skill: 4 pts: Rituals-wise, Animal Husbandry, Ore-wise, Elf-wise, Wolf-wise

Traits: 2 pts: Where There's a Whip, There's a Way

Master of Darkness⁶	7 yrs	8	+1 M/P	—
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Skill: 3 pts: Cave-wise, Tunnel-wise

Traits: 1 pt: —

Dark Summoner⁷	10 yrs	12	+1 M/P	—
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Skill: 3 pts: Darkness-wise; 1 pt: General

Traits: 1 pt: —

Blood Summoner⁸	10 yrs	12	+1 M/P	—
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Skill: 3 pts: Poison-wise, Bat-wise, Troll-wise; 1 pt: General

Traits: 1 pt: —

Servant⁹	50 yrs	30	+1 M	—
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Skill: 2 pts: Great and Black-wise, Name Ritual; 2 pts: General

Traits: 1 pt: —

SERVANT OF THE DARK BLOOD NOTES

1: *Drinker of the Dark* requires *Slave to the Dark*. **2:** *Bloodletter* requires *Drinker of the Dark*. **3:** *Knower of Secrets Profane* requires *Drinker of the Dark*. **4:** *Master of Eight* requires *Knower of Secrets*. **5:** *Master of Blood* requires *Bloodletter*. **6:** *Master of Darkness* requires *Knower of Secrets*. **7:** *Dark Summoner* requires *Master of Darkness*. **8:** *Blood Summoner* requires *Master of Blood*. **9:** *Servant* requires the *Born to Rule* them all trait *and* *Dark Summoner* or *Blood Summoner*.

[†] This is a training skill. It costs 2 pts to open and may not be advanced.

Starting Stat Points for Orcs by Age

Starting Age	Mental Pool	Physical Pool
01-10 years	3 pts	10 pts
11-16 years	4 pts	11 pts
17-22 years	5 pts	12 pts
23-30 years	5 pts	13 pts
31-40 years	6 pts	14 pts
41-50 years	6 pts	15 pts
51-60 years	7 pts	16 pts
61-80 years	7 pts	17 pts
81-99 years	8 pts	17 pts
100-125 years	8 pts	18 pts
126-150 years	9 pts	18 pts
150-200 years	9 pts	19 pts



The Hate of Orcs

Twisted, tortured and fulgent with hate. Orcs. Cousins of the Elves, they exist in a culture that is a cruel mockery of civilization—one of fear and brutality, a society of the whip.

But they know their plight. They mass in the caves and shadows, gathering strength, beating their war drums, summoning their fury in preparation for sweeping and sudden war. A slaughter in which they will take revenge upon those who dared taunt them with what they do not, and will never, have.

Brutal Life

Like their Elven kin, Orcs are immortal—they are tied to the fate of the earth and will only die when it dies. However, like Elves, they may be prematurely killed by violence or be driven over the brink of madness by their powerful, latent emotions.

Unlike their cousins, Orcs live under terrifying and brutal conditions—an Orc is far more likely to be killed by his kin than he is to die in battle against his true enemies.

To represent this difficulty of living a peaceful and fruitful existence, Orcs have a special rule when taking lifepaths. An Orc may take up to four lifepaths at no penalty. After the fourth lifepath, the player must roll the Die of Fate for each additional lifepath he wishes to take. If the DoF comes up a 1, it indicates that the Orc would have died on this lifepath—he would have been savaged, slaughtered and eaten by his allies and companions. This doesn't quite mesh with a character creation system based on freedom of choice, now, does it? So, rather than crumpling up the character and starting over, the Orc is given a crippling trait—to represent the character's narrow escape from death. The player may continue to take lifepaths until he is satisfied or his Orc is a complete cripple.

Rolling the DoF is no joke. Before you decide to take another path, ask yourself this question: Can I live without this lifepath? Can my character live without this limb?



# Lifepath	DoF	Result
≥4 LPs	—	May take 4 LPs without risk
5th LP	1	Missing Digits character trait
6th LP	1	Lame trait (x3 Speed Multiplier)
7th LP	1	Missing Eye trait: +2 Ob shooting
8th LP	1	Missing Hand (-1D Agility)
9th LP	1	Missing Limb trait (see page 232)
10th LP and up	1-2	Missing Limb trait

Um, I really wish I hadn't lost both my legs...

Sometimes a player pushes it too far and ruins a good character that he has been working on for hours. If a player gets a bad roll on the DoF and loses something he didn't want to lose, he can take back the roll. *However, he does not get to travel the lifepath he was rolling for and may not take any other lifepaths. Period.* The Orc was confronted by his betters and he chose to bow and prostrate himself rather than stand against them and fight.

Orc Common Traits

Cannibals Char

So vile are they, Orcs will not hesitate to slay and eat their companions.

Cold Black Blood Dt

The cold substance of night runs through their veins, rendering these tormented souls immortal. But it also makes them susceptible to the sun's burning rays. Orcs suffer +2 Ob to all tests while abroad in the sunlight. If it is cloudy, dawn or twilight, the penalty is only +1 Ob. But the night deadens their nerves as well: *Cold Black Blood reduces hesitation obstacles by two for pain, but not fear and wonderment.*

Breeders Char

Though they loathe life and yearn for death, Orcs are compelled by their accursed nature to procreate often and quickly.

Fanged and Clawed Dt

The mouth of an Orc is a violent organ, well suited to tearing flesh and shouting blasphemies. Orcs may use their Fanged Maw as a weapon when in the "inside arm's reach" fighting distance. The bite is a Power 1, Slow, VA 1, Add 2, Shortest length weapon.

Claws like steel shards protrude from their gnarled fingers. They may be used as weapons: Power 1, Fast, VA —, Add 2, shortest length. They act like knives for purposes of positioning and fighting distance.

Loathsome and Twisted Dt

Orcs are repellent, even to their own kind, and especially to Elves, Men and Dwarves. Their bodies are bent and squat, with ugly, long arms and sickening charred flesh: Orc stat maximums are straight 8s.

Lynx-Eyed, Like Burning Coals Dt

An Orc's eyes glow red with the inner fire of despite and hatred. Orcs can see clearly in darkness and shadows. They never suffer a penalty for such conditions.

Vile Language Char

Orcs speak a special language of shadow, chill and blight. They share this tongue with corrupt vermin, shades, Great Wolves, Trolls, and certain Great Spiders.

Orc Lifepath Traits

Character Traits

The following lifepath traits are character traits and need no description beyond that which is inherent to their definition: Arrogant, Batshit, Brash, Cursing, Fearful Respect of the Servants, Flea-Bitten, Fondness for Elven Blood, Hatred of Forests, Humble Before My Master, Naked Hatred, Paranoid, Poisonous Ambition, Psychotic, Screaming, Shouting, Silent Hatred, Spitting, Taste for Man-Flesh, Unrelenting Hatred, Yowling.

Some of these character traits affect Hatred. See the Hatred section in this chapter for more.

General Traits

Booming Voice, Deep Sense and any other traits not described here can be found in the General Trait List in this book.

Orc Special Lifepath Traits

Affinity for Spiders Dt

The Master of Eight develops a special kinship with his spider slaves. He learns their ways and habits. This trait adds +1D to any spider-related stat or skill tests.

The Bigger They Come... Char

The Siege Master cannot resist big targets. Massive, sturdy donjons are an affront to his sensibilities. The Siege Master will always target the biggest hunk of bricks (or prettiest war machines) first and pound them into dust and ruin.

**Black Lung***Dt*

This Orc is beset with a wretched hacking cough. This wheezing gives him +1 Ob to all Health, Stealthy and Inconspicuous tests.

Blasphemous Hatred*Dt*

See the description in the Orc Special Traits and Blasphemous Hatred sections in this chapter.

Born to Rule Them All*Dt*

Those Born Great and Black are marked by distinctive features—tall stature, broad shoulders and deep-hued skin. This is the mantle of hereditary leadership among the Orcs. In order to be a Great One or a Servant, one must be Born to Rule Them All. This trait grants a 1D affiliation among Great and Black Orcs, and a 1D infamous reputation among the chattel and the legion.

Brooding*Dt*

The Great One is prone to profound mood swings. If ever beaten in a Duel of Wits or surpassed in a social skill test, the Great One must succumb to this trait. He must hesitate for his full hesitation (minimum of two actions). While *Brooding*, the player may invoke his Flights of Murderous Fancy trait. (Note that in order to access that trait, the Great One *must* have this trait.) If the Great One does not have the Flights of Murderous Fancy trait, he simply fumes for a few moments as he broods and then returns to his regular state of mind.

Booming Voice*C-O*

The Hatred-Bearer learns to make his voice carry over the din of battle and the cries of the fallen. This acts as a call-on for Conspicuous.

Brutish Efficiency*C-O*

This trait acts a call-on for Siege Engineer.

Charging Blindly*Dt*

Add +1D to Steel tests when at the van of an attack and charging across the field of battle.

Cry of Doom*Dt*

He Who Sits Astride the Howling Black Beast learns to howl like a Great Wolf. He may deliver a potent and terrifying war cry from the back of his charging mount. The Cry adds +2D to Intimidation when mounted and charging. Intimidation requires two actions. Also using the Cry, the Orc may call his wolf to him over great distances—communicating with him as if he himself were a wolf.

Exhaustion*Dt*

Goblins are marched until their knees bleed. Exhausted Orcs and Goblins are at a +1 Ob to all fatigue-related Health tests.

Flights of Murderous Fancy*Dt*

While under the effects of the Brooding trait, the Great One is beset by the winged visions of his horrid and vile fantasies. These tempting little morsels dance in his mind's eye: Tearing the Elven captain limb from limb, turning pesky knights into dinnerware or slaughtering his entire clan in order get them to shut up, for example. After being humiliated in a social skill test or Duel of Wits, such visions become irresistible. While *Brooding*, the Orc player may design a Flight of Murderous Fancy to focus on. He must name a task and the vivid details of how he'll *accomplish* said task. He may then FoRK his Hatred into any and all tests—stat, skill, Steel, Health or whatever—while on the job. When he sates his fancy (and accomplishes the goal), the player immediately earns a Persona point. Tapping into the Flights of Murderous Fancy trait counts as a Routine test for Hatred.

Forked Tongue*C-O*

This trait is a call-on for Falsehood.

Hiding*Dt*

Goblins learn very quickly that it's better to hide from their masters than be caught or volunteer. Add +1D to Stealthy.

Kicking the Beast*Dt*

It is the Cattle Slaves' responsibility to move any herd animals owned by the clan. Should any animals go missing, the Goblins become the herd.... Characters with this trait may use their Power or Agility, or a weapon skill, to motivate any herd animal (in lieu of Animal Husbandry, Riding or Driving). The animals do suffer wounds from any extreme behavior.

Life is Death*Dt*

Reduce hesitation obstacles due to injury and pain by two.

Marching*Dt*

Orcs with this trait actually know how to march in step. Add +1D to Speed for any marching or travel tests, and +1D to Health tests for fatigue, when marching in formation under the lash.

**Numb**

Dt

This Orc was tortured beyond sensation, and he has pronounced scars along his back, shoulders and legs to prove it. Also, the character does not feel the +1 Ob effects of Superficial wounds. Three Superficials still equal -1D.

Pack Hunter

Dt

Ravagers hunt with one another in an instinctual fashion. This trait adds +1D to all Steel tests so long as the Orcs equal their enemy's numbers. It also adds +1D to all field maneuvers (in Range and Cover) when attacking in a group (as small as two orcs). Lastly, the Ravagers may *help* one another with positioning tests in Fight!

Pain Life

Dt

Pain Life reduces hesitation due to pain by one.

Rare Talent

C-O

Amazingly, and against all expectations, this Orc is actually talented with his hands and mind. The player may choose one craftsman or artisan-type skill for which this trait acts as a call-on. No wonder he was promoted to Gate Forger.

Running (Away)

Dt

Increase the character's Sprint multiplier by 1 pace when he's running in fear, surprise or terror—and not necessarily just from a failed Steel test.

Savage Consequences

Char

The Named pays back any slight or injury two-fold. You wound him, he cripples you. You best half his clan, he slaughters two of your cities.

Scavenger

C-O

Scavengers are a vital part of the Orc clan. Their keen eyes and greedy fingers seek out items of necessity and value. This trait acts as a call-on for Scavenging. These Orcs strive to be good at their jobs because, should they come back empty-handed, their bones will be used as combs for the wolves and toothpicks for the Great One.

Show No Fear

C-O

This is a call-on for Intimidation.

Stark Madness

Char

Drinkers of the Dark are driven to the brink of madness, and then shoved over the edge. Embracing the absence of reason and the totality of fear is essential to mastering Hatred and becoming a true Servant.

Stealing

Dt

Should a player whose character has this trait take a kleptomaniacal Instinct, he may use Stealing as a call-on for Sleight of Hand. If no such Instinct is taken, this character is the *first* one accused when anything is stolen in the clan.

Tasting the Lash

Dt

In Orc culture, there are those with the whips, and those without. Those without spend their lives under the sharp whistling tyranny of those with. Eventually, they simply learn to obey. An Orc with this trait *must* obey commands delivered to him at the crack of a whip. *There is no roll or test.* The character has been broken by the whip; he's a slave conditioned to obey. This trait may not be used to bypass the effects of a failed Steel test.

Troll Speak

Dt

Orc Troll Lords learn to communicate with Trolls, not only in the Vile Language, but in the brute's own language as well. This character may understand spoken Trollish and speak it himself.

Unrelenting Savagery

Dt

Head-Takers earn their position through their ability to master their blood lust. When in battle, or when committing murder, this character may FoRK his Hatred into any weapon skill or Power test. However, the player who controls this character *must take his actions too far.* When he uses this trait he must describe an act so horrid and vile it causes the other players to flinch and grimace. Failure to evoke the savage nature of the Head-Taker is cause for loss of the trait in the Trait Vote. Invoking this trait also counts as a Routine test for Hatred.

Where There's a Whip, There's a Way

Dt

Orcs live by the rule of the lash. With a whip in hand and lads to lash, an Orc taskmaster feels that nothing can stop him! Characters who possess this trait can force other Orcs under them to obey their will.

If an Orc with the Where There's a Whip, There's a Way trait is lashing another Orc or group of Orcs (or Wolves or Trolls or human slaves), and that individual or group fails a test, the Orc can force the character(s) to reroll. This effect is automatic so long as the *player* is bellowing and flailing around like he has a whip in his hand (and his character actually has a whip). Only one reroll per test is allowed.

A group of goblins are attempting to roll a boulder across the mouth of a cave to block pursuit. They fail their Power test. Crack! Down comes



the whip and they are allowed to retest. Or a Troll is being driven into combat ahead of He Who Bears the Lash. The Troll is confronted with Elvish magic and subsequently fails his Steel test. The Troll Lord bellows, "Get back in line!" and the Troll must now retest his Steel, whether he would have rather fled or not.



Orc Special Traits

Blasphemous Hatred Dt 3 pts

This trait transforms the Orc's Hatred into a vehicle for enormous power. It is akin to Faith—an emotional attribute that grants dice to invoke magical effects. However, Orcs are unable to tap their innate power without Rituals. In this regard, Blasphemous Hatred acts like the Gifted trait—allowing the Servant access to the powers of magic, but requiring a skill to make it manifest.

Blasphemous Hatred is rated and advanced exactly like Hatred. In game play, this attribute is used in combination with Rituals for casting. It is also used to sustain spells (rather than Will), and is used to maintain a spell after a distraction.

Enemy of the Sun Dt 3 pts

The greatest, most fearsome of Orcs have been bred to resist the pure rays of the sun. They may travel by day and suffer no obstacle penalties as under the *Cold Black Blood* Orc common trait.

Orc Skills

General Skills

These skills are part of the General Skill List for Burning Wheel. They can be found in the list at the back of the book: Animal Husbandry, Appropriate Weapon, Armor Training, Artillerist, Axe, Blacksmith, Bow, Brawling, Butchery, Climbing, Command, Conspicuous, Cudgel, Ditch Digging, Excavation, Falsehood, Field Dressing, Fletcher, Foraging, Garrote, Hammer, Hunting, Inconspicuous, Interrogation, Intimidation, Mace, Mason, Mending, Mounted Combat Training, Orienteering, Persuasion, Riding, Shield Training, Soothing Platitudes, Spear, Sprinting Training, Stealthy, Strategy, Sword, Tanner, Torture, Tracking, Trapper, Great Wolf Husbandry.

Wises

Wises like Ambition-wise, Bat-wise, Cave-wise, Darkness-wise, Elf-wise, Great and Black-wise, Orc-wise, Poison-wise, Rituals-wise, Tunnel-wise, Web-wise, Wolf-wise follow the standard rules as described in the General Skill List.

Special Orc Skills

The following are skills specific and unique to Orc culture. They may only be taken by Orc characters. Skills rooted in Hatred are open-ended (they're natural magic abilities, but only cost 1 pt to open).

Back-Breaking Labor Root: Power (for aptitude only)

Orc Chattel are familiar with myriad forms of back-breaking labor. Whenever forced to undertake such tasks, the player may test a relevant stat at +1D to complete the job at hand quickly (albeit sloppily).

Obstacles: This training isn't tested; it acts as a special FoRK.

Skill Type: Special Training **Tools:** No.

Bastions of Hatred Architect Root: Hatred

Channeling his mind-numbing rage, the Gate Forger is able to create terrifying edifices. This skill blends Architect and Engineer for the purpose of creating the looming tower fortresses in which the Orcs dwell. Also, using this skill, Orcs may corrupt or adopt caves or pre-existing towers and turn them into something more suitable to the horde's taste. All tests are open-ended.

FoRKs: Siege Engineer

Skill Type: Artisan

Tools: Yes.

**Black Bile Poison**Root: *Forté (for aptitude only)*

Black Hunters know a little known secret about Orc bile. It's toxic to other creatures. A Hunter with this training may simply vomit on his arrows or knives to poison them. It requires four actions to vomit (or an action/die in Range and Cover), and the vomit stays fresh for about a half hour before it loses its potency. No roll is required. Any creature who takes a Mark result hit from such a coated barb must pass an Ob 4 Health test. Margin of failure is added to all Health and Steel test obstacles taken for the rest of the day. (Doesn't affect Orcs.)

Skill Type: Special Training Tools: No.

Black Legion-wiseRoot: *Perception*

Orcs with this skill know the power structure and inner workings of their clan's legion and other legions in the region.

FoRKs: Orc-wise

Skill Type: Wise Tools: Yes.

Brazen Horn of DespairRoot: *Hatred*

Cavernous horns are sounded before the Orcs join battle. The horns strike one note: *Despair*. If the Despair Shouters exceed the mean Will of their opponents, their margin of success is added to their opponents' hesitation for the duration of the conflict. Brazen Horn tests are open-ended.

Skill Type: Musical Tools: Yes, the brazen horn!

Brutal IntimidationRoot: *Hatred*

The most cunning and brutal of Orcs learn how to channel their own inner fires to cow their brethren. Brutal Intimidation is a special Intimidation skill, rooted from Hatred. All tests are open-ended.

FoRKs: Torture (when applicable), Interrogation

Skill Type: Social Tools: No.

Doctrine of Night's BloodRoot: *Will/Perception*

The Doctrine of Night's Blood contains the terrible laws of the Servant's Cult—whom they serve and why.

FoRKs: Servant-wise

Skill Type: School of Thought Tools: No.

Great Wolf HusbandryRoot: *Will*

The particularly dangerous art of raising and tending to Great Wolves.

Obstacles: Most Husbandry obstacles are based on the Will of the animal.

FoRKs: Animal Husbandry, Wolf-wise

Skill Type: Peasant Tools: Yes.

Name RitualRoot: *Will/Perception*

The vast majority of Orcs bear no name—they are too insignificant in their miserable lives to warrant anything more than a grunt or at most an epithet commensurate with their role in the clan. The granting of proper names is an ancient rite and ritual. Name Ritual teaches the requirements and strictures governing the bestowal of said names. A successful Name Rituals test (Ob = target's Will) grants +1D reputation.

FoRKs: Orc-wise

Skill Type: Special Tools: No.

Poisonous PlatitudesRoot: *Hatred*

Flattery is a rare gift among the Orcs. Whisperers use compliments and ingratiation like an assassin uses knives and poisoned barbs. This skill combines Persuasion and Soothing Platitudes into one unholy mess. Like all Hatred-based skills, Poisonous Platitude tests are open-ended.

FoRKs: Falsehood, Persuasion

Skill Type: Social Tools: No.

Rituals of NightRoot: *Perception*

The ancient Rituals of Night grant the Knower of Secrets power beyond the ken of his brethren. Similar to Sorcery, this skill is a spoken and written affair. This skill is combined with Blasphemous Hatred and used to cast spells. See the Blasphemous Hatred section in this chapter for more.

FoRKs: None

Skill Type: Sorcerous Tools: No.

Rituals of BloodRoot: *Perception*

The Rituals of Blood is the Orcs' own Summoning skill. Rather than summoning spirits of nature, Orcs use their sorcerous might to call forth their brethren and cousins from the dark corners of the world. This skill is combined with Blasphemous Hatred and used to cast Summoning spells. See the Blasphemous Hatred section in this chapter for more.

FoRKs: None

Skill Type: Sorcerous Tools: Yes, ritual knives.

Rude CarpentryRoot: *Perception/Agility*

This skill is similar to carpentry, except that Orcs never bother to finish, smooth, polish or plane their work. Their products are always rough, warped and quickly done.

FoRKs: Mending

Skill Type: Craftsman Tools: Yes.

**Servant-wise**Root: *Perception*

The prime mystery of the Servants is the nature of their own cult. They are part of an internecine hierarchy governed by laws and customs apart from the clan.

FoRKs: Great and Black-wise

Skill Type: Wise

Tools: No.

Siege EngineerRoot: *Perception*

Orcs love to construct massive and roaring engines of war that spit fire and shatter stone. This skill is an amalgam of Engineer and Munitions. The two skills are combined here for the sole purpose of making engines of destruction. Any other use is beyond the imagination of the Siege Master.

FoRKs: Blacksmith, Munitions, Rude Carpentry

Skill Type: Artisan

Tools: Yes.

Spider HusbandryRoot: *Will*

The Master of Eight learns how to raise and train Great Spiders. This rare skill is reserved for the most calmly insane among the Servants.

FoRKs: Animal Husbandry

Skill Type: Peasant

Tools: Yes.

Tree PullingRoot: *Hatred*

Orcs don't merely cut trees down, they uproot them entirely. Using labor and ropes, Orc Woodcutters clear the forests until only tortured ground remains—all the wood is taken to the furnace. All tests against this skill are open-ended.

Obstacles: Bush, Ob 1. Sapling, Ob 2. Young tree, Ob 3. Mature tree, Ob 5. Ripe old redwood, Ob 8. Ancient magic tree, Ob 10.

Skill Type: Peasant

Tools: Yes, rope and goblins.

Troll EtiquetteRoot: *Will/Perception*

Troll Lords learn the axe-blade etiquette for dealing with Troll Bellowers and Warlords.

FoRKs: Troll-wise, Intimidation

Skill Type: Social

Tools: No.

Troll-wiseRoot: *Perception*

Troll Lords live among the clan's Trolls. They learn their ways and habits.

FoRKs: Troll Etiquette

Skill Type: Wise

Tools: No.

Vile PoisonerRoot: *Perception/Agility*

This skill teaches the Knower of Secrets how to extract and preserve poisons from venomous and stinging creatures. Using his knowledge, he can create:

- A stinging and nettling poison, Ob = half Victim's Forte. A dose on the skin causes the victim to break out in boils. +2 Ob to all physical, martial and social tests.
- A debilitating poison, Ob 4. Test Health vs Ob 4. Must be *ingested*. Margin of failure is *permanently* subtracted from Health (and Health maximum).
- A deadly poison, Ob 5. The poison must be slathered on a blade or arrowhead and injected into the victim with a Mark result hit. If injected, the poison delivers one additional B9 wound in a number of exchanges equal to six plus the victim's Forte.

FoRKs: Herbalism

Skill Type: Medicinal

Tools: Yes.

Void EmbraceRoot: *Forte (for aptitude only)*

Drinkers of the Dark are immersed in shivering pools of arcane energies. They are taught to imbibe, inhale and exhale the Dark Blood and survive. Even so, Orcs are ill-suited to the rigors of Sorcerous rituals, and without training in the Void Embrace an Orc may not recover from Tax. Orcs with the Void Embrace may recover from the Tax Sickness as per the normal rules.

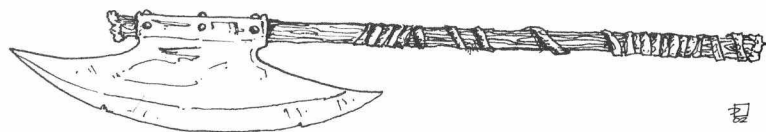
Skill Type: Sorcerous Training

Tools: No.

Orc Hatred

Elves may grieve for the dead and gone as they watch eternity slide into ruin before them, but their Orc cousins feel differently. Tortured and maligned, they learn to hate: hate the world, hate their enemies, hate themselves. A boiling, surging emotion dwells within them—it governs their lives, their society and their fate.

This hate knows no reservation. It is heaped on enemy and kin alike. For many Orcs such powerful emotion can be made manifest—made to serve. Like Elven Grief, Orcs may channel their eternal emotion to supernormal effect. Head-Takers focus their hatred into Brutal Intimidation, Whisperers' hatred drips from their tongues like poison and Servants of the Dark Blood transform their hatred into something blasphemous and altogether more powerful—sorcery incarnadine and black.



Hatred Emotional Attribute

Hatred is an attribute like Faith or Grief. It can be used by Orc characters to focus the bloody anger of their horrid lives into their skills and abilities.

Hatred-Based Skills

The following skills use Hatred as their root: Bastions of Hatred Architect, Brazen Horn of Despair, Brutal Intimidation, Poisonous Platitudes, Tree Pulling and Torture (for this last skill, replace the Will root with Hatred).

The Orc Hatred is so powerful that it fuels the character with a terrible energy. *Tests from any skill rooted in Hatred are open-ended.*

Starting Character Hatred

Similar to Grief, Steel and Faith, players answer questions about their character to determine the starting exponent. A player may spend five points of his Hatred exponent to start with a Gray shade (or 10 points for a White). This, of course, requires GM approval.

Starting Hatred Questions:

- Add one if the character has ever been horribly wounded.
- Add one for each “1” rolled on the Brutal Life table.
- Add one if the character has ever been tortured.
- Add one if the character has ever been a slave to another.
- Add one if the character has ever killed his superior or parents.
- Add one if the character has ever attempted to command a unit of goblins in battle.
- Add one if the character’s Will exponent is 2 or lower.
- Add one if the character’s Steel is 5 or higher.
- Add one if the character’s Perception exponent is 6 or higher.

Hatred Traits

In addition to the above questions, certain traits benefit Hatred. Each of the following adds one to the character’s starting exponent: Kicking the Beast, Yowling, Where There’s a Whip..., Charging Blindly, Cry of Doom, Unrelenting Savagery, Humiliation, Life is Death, Pain Life, Intense Hatred, Silent Hatred, Savage Consequences, Unrelenting Hatred and (of course) Naked Hatred.



Advancing Hatred

Hatred isn’t rolled. Tests for advancement are earned through meeting conditions in play. Blasphemous Hatred is tested, rolled and advanced like Faith. It also earns tests for advancement via the conditions below.

Hatred-Based Skills and Hatred Advancement

Testing *any* Hatred-based skill or invoking any trait that gives a bonus via Hatred *counts as a Routine test for advancement*. Like Greed, Routine tests *always* count for advancement. Hatred behaves like an exponent 4 or lower skill all the way up to exponent 10 when logging tests for advancement.

Hatred Conditions

Obstacle 1 Hatred

Witnessing murder. Eating the dead. Traveling through the woods. Lying. Cheating. Stealing.

Obstacle 2 Hatred

Being whipped. Having your possessions stolen. Being convinced to do something you don’t want to do. Falling ill. Witnessing genuine laughter or personal beauty.

Obstacle 3 Hatred

Killing in battle. Suffering a Midi Wound. Seeing your “friend” killed. Brief exposure to sunlight. Discovering you’ve been lied to. Succumbing to the *Black-Blooded Rage*. Idyllic villages.

Obstacle 4 Hatred

Murder. Suffering a Severe Wound. Being tortured. Starvation. Long exposure to sunlight. Cleanliness and order. Being poisoned. Tasting Elven mirrorwine, eating Elven bread, drinking Dwarven Nog.

Obstacle 5 Hatred

Killing your “friend” because you found out he stole your nice sword (or axe or dolly). Betrayal. Murdering your superior. Watching your bad-ass demon commander dragged into the pit by some treasonous, tricky wizard. Losing an important fight. Nearly dying of thirst. Confronting something ageless, timeless, deathless or ineffable and being unable to enslave it or destroy it.

Obstacle 6 Hatred

Murdering your mother/father/brother because he/she stands in the way of your advancement in the ranks. Suffering a Traumatic Wound. Losing a battle.

**Obstacle 7 Hatred**

Having your unit slaughtered in battle. Losing a precious heirloom.

Obstacle 8 Hatred

Suffering a Mortal Wound and surviving. Being dominated by a sorcerer (and knowing it).

Obstacle 9 Hatred

Being the architect of a great plan (like an invasion) and watching it destroyed and dismantled by your enemies—no matter what you do. Being excluded from salvation. Attempting to overcome Hatred and failing.

Obstacle 10 Hatred

Giving in to Hatred and letting it consume you, body and soul. Realizing that there is no hope for you, and in fact, there never was.

Succumbing to Hatred

If an Orc's hatred should ever reach exponent 10, he snaps. He either commits suicide (in an orgy of bloodletting) or retreats into catatonia. Everyone has their limits—an Orc with an exponent 10 Hatred is no longer playable as a character.

**Summoning Fury****Deeds of Hate**

Orc players may tap their characters' inner fury and call forth the seething rage. When spending a Deeds artha point to double dice, an Orc player may add his Hatred exponent onto the roll instead. The greater the Hatred, the greater the fury. Hatred dice are open-ended.

A Black Destroyer with a B5 Hatred is about to be ridden down by an Elven Outrider. Such humiliation! Rather than be outmaneuvered by his opponent, the player decides to spend a Deeds point and add his five Hatred dice to his B4 Riding skill. He'll roll nine dice, five of which are open-ended.

For the purposes of advancement, this feat always counts as a Difficult Hatred test.

Orc Resources

Orc Arms	See Description	Whip	2
Orc Armor	See Description	Poison	5
Poor Quality Bow	3	Brazen Horn or Clan Banner.	9
Run of the Mill Bow	5	Skill Tool Kits.	9
Poor Quality Crossbow	4	Spoils of War	See Description
Run of the Mill Crossbow	6	Clans and Warbands.	See Description
Black Iron Helmet	5	Servant Resources	
Black Iron Shield	4	Black Robes.	1
Riding Mount or Pack Animal	9	Leather Apron	1
Great Wolf Mount.	15	Ceremonial Knives.	3
Rags.	1	Ceremonial Axe or Sword	7
Traveling Gear	3	Tools of the Trade	7
Hobnailed Boots	1	Poisoner's Toolkit	7

Orc Arms—Orc players may purchase run of the mill or poor quality weapons for their characters. Run of the Mill Arms cost 5 rps. Poor Quality Arms costs 3 rps. Like the other character stocks, Orc players may purchase beaks, spikes and weights for their characters' weapons at +1 rp per modification, per weapon.

Orc Armor—Orc players may purchase the following types of armor for their characters: Run of the Mill Hides 3 rps, Poor Quality Hides 2 rps, Run of the Mill Plated Leather Armor 7 rps, Poor Quality Plated Leather 3 rps, Superior Quality Plated Leather 25 rps, Run of the Mill Chainmail 12 rps. They may purchase armor piecemeal as described in the Mannish Resources section.

Great Wolf Mount—The Great Wolf is the preferred mount of the Orcish cavalry. Though not as swift as horses, they make up for their loss in cunning and ferocity. Use the stats in the Bestiary in the back of the Burning Wheel for the Black Destroyer wolf or burn up the wolf using the Monster Burner. Burned wolves have one less lifepath than their master and obey the other rules for relationships. Lastly, the wolf can be burned up as a character by another player. This more often than not creates a powerful partnership, rather than a master/slave, rider/mount situation. When using a PC wolf, lifepath limits are the same as for any other character.

Black Iron Helmet—A helmet complete with spikes, horsehair tassels and a prison-gate mask. 5D, +2 Ob to Perception tests.

Black Iron Shield—A large, iron, circular shield, stained coal black. The outer edge is sharpened to add a little surprise for those who want to get close. 3D shield. Power 2, Add 2, VA 1, Slow, short weapon.



Whip— The lash is required for making use of the *Where There's a Whip, There's a Way* trait. The whip is not a weapon of any consequence. This may only be purchased by characters with the *Where There's a Whip, There's a Way* trait.

Poison— Three doses of one of the types of poison listed under Vile Poisoner.

Spoils of War— Named, Great Ones, Whisperers, Head-Takers, Summoners and Masters may purchase one item from any character stock resources/gear list they wish. Troll Lords may purchase gear from the Troll resources list in the Monster Burner. Any Orc character who has “failed” a Brutal Life test may also purchase Spoils of War from other character stocks, but the cost of the item/property may not exceed half the Orc's total resource points. Named, Great Ones, etc. may take two Spoils of War if the player *opts to deliberately fail* two Brutal Life rolls. If an Orc player takes *property* as part of their Spoils of War, be sure to factor its cost into the Resources exponent.

Clans and Warbands— Orcs frequently gather together in groups, warbands, clans and hordes. A typical/minor clan falls into the 1D affiliation category. An important or powerful clan or horde is a 2D affiliation. *Relationships* in the group/clan are purchased as normal. Additional characters and functionaries can be generated using the Circles rules in play. Orc commanders are often unaware of who precisely is working under them. It's usually a nest of rabble, a few bitter enemies and one or two diehard heavies. The exact nature of who's who is up to the Circles tests. The character's own position in the warband/horde is dependent on his reputation. Use the standard rules described in *Step 9. Affiliations, Reputations and Circles* to generate this.

Servant Resources

Servants may purchase their resources from their own list or the Orcs'. Don't forget that they also must pay for their spells with resource points.

Ceremonial Weapons— These ornate and hallowed weapons are vital to the Servant for performing his dark rituals. At the GM's discretion, these weapons may count as superior quality specimens. Otherwise they are simply ornate run of the mill types.

Poisoner's Kit— This kit allows the Knower of Secrets to mix poisons. All of the ingredients necessary for concocting the poisons listed under the Vile Poisoner skill are present in this foul smelling pouch. After using this kit, roll the Die of Fate. On a 1, the supplies have run out and the character must refill the kit via a Resources, Foraging or Scavenging test (or another means sanctioned by the GM).

Tools of the Trade— These are a collection of knives, blades, pins, clamps and other strange devices. Tools of the Trade add +1D to the Torture skill.

Blasphemous Hatred and Rituals of Blood and Night

Servants of the Dark Blood learn to channel their Hatred in still more powerful ways. When he is taught the Void Embrace, a Servant opens himself up to a level of almighty blasphemy undreamed of by other Orcs.

Void Embrace

Void Embrace teaches the disciple how to mitigate the pain of Tax, and how to open his Hatred to a new, unholy world. Void Embrace is required to purchase the Blasphemous Hatred trait.

Blasphemous Hatred

Blasphemous Hatred is rated and advanced exactly like Hatred. In game play, this attribute is used in combination with Rituals for casting. It is also used to sustain spells (rather than Will), and is used to maintain a spell after a distraction.

Starting Blasphemous Hatred

When starting a character with Blasphemous Hatred, the GM should ask the controlling player the following questions. Each “correct” answer earns +1D to starting Hatred. After this, the Hatred is then permanently converted to Blasphemous Hatred and the character begins his career as a brutal sorcerer.

Question: Who is thy Master?

Answer: The God of Darkness and Blood.

Question: Who controls thy fate?

Answer: The Darkness and the Blood.

Question: What is the wellspring of thy power?

Answer: Darkness and Blood.

Yes, all the answers are the same. The idea is that the Orc has been trained to be the servant of a force much greater than himself. In order to tap into this fully, he must submit utterly to it. All sense of self must be effaced; to serve is all. Relying on himself or another Orc only limits his access to his Blasphemous Hatred. The Servant of the Dark is alone in this world—no allies, no companions, no friends—all are just tools in his grand design.



Rituals of Blood

Rituals of Blood is the Orc's crude Summoning skill. It is used for casting Black Wings, Cry of the Black Wolf, Gathering of Stones, Pack Lord, and Call Forth His Might.

The Orc Servant rolls his Rituals of Blood plus his Blasphemous Hatred against the obstacle of the spell. Any of the appropriate creature types within range must answer the call—the actual number is completely arbitrary, up to the situation and the GM. There is no accompanying "binding" spell to exact service from these creatures. The summoner must negotiate with his wits or use Rituals of Night to sorcerously influence them. In the case of calling earthbound demons, a successful Duel of Wits is required to win service.

Test Forte for Tax after using a Ritual of Blood.

Black Wings

Ob 4 8 Actions

With a vile, chittering cacophony, the summoner sends forth his power and draws to him all of the stinking, biting bats of the caves and warrens. Once the bats arrive, they create a hideous distraction. +1 Ob to anyone within the fringe of the cloud, +2 Ob to anyone in the center of it. The bats also count as a *may not* for sustaining spells and a distraction for casting spells.

Origin: Personal

Area of Effect: Miles

Element: Anima

Impetus: Calling

Duration: Instantaneous

Resource Points: 8

Gathering of Stones

Ob 5 8 Actions

Trolls are compelled to come forth and heed this call. When they arrive, they are inevitably hungry and angry. The summoner must take care not to cast the Gathering of Stones during the daylight hours—those he calls to him will emerge into the light and truly become stone.

Origin: Personal

Area of Effect: Miles

Element: Anima

Impetus: Calling

Duration: Instantaneous

Resource Points: 10

Pack Lord

Ob 5 8 Actions

Call forth the black-blooded Orcs—friend and enemy alike.

Origin: Personal

Area of Effect: Miles

Element: Anima

Impetus: Calling

Duration: Instantaneous

Resource Points: 10

Cry of the Black Wolf

Ob 6 8 Actions

The howl of the wolf brings forth the packs, wild and broken alike.

Origin: Personal

Area of Effect: Miles

Element: Anima

Impetus: Calling

Duration: Instantaneous

Resource Points: 12

Call Forth His Might

Ob 8 10 Actions

When a Servant utters the incantation to Call Forth His Might, he is sending forth a calling to earth-bound demons. This spell does not bring them from the other side, but if they are here, even on another errand, they are compelled to present themselves before the summoner. He better have a damn good reason for bringing them hence.

Origin: Personal

Area of Effect: 100s Miles

Element: Anima

Impetus: Calling

Duration: Instantaneous

Resource Points: 16



Rituals of Night

Orc sorcery is crude and difficult to cast, but effective. Test Rituals of Night plus Blasphemous Hatred to cast. Forte is used to resist Tax, but Blasphemous Hatred dice are used to sustain spells.

Servants have very few spells available to them: Dark of Night, Black Rust, Death's Howl, His Creeping Hand, Black Cloak, Enemy of the Sun, Black-Blooded Rage and Call of the Pit. But for the web-savvy, Orcs have access to the powers described in the Abstraction chapter (available as a pdf at www.burningwheel.org). The one stipulation is that Orcs may never distill spells; they may only abstract from what spells they have or cast from raw facets. The Rituals of Night skill starts with Personal Origin, Instantaneous Duration and Caster Area of Effect for free. Servants with Rituals of Night have access to Anima, Earth and Heaven elements, all Impeti except Create and Transmute, all Origins, Sustained and Instantaneous Duration and all Area of Effects. These may be purchased in character burning as per the Abstraction rules.

Dark of Night

Ob 3^ 5 Actions

A dim pall suffocates the hall as the Servant enters; shadows lengthen and deepen; lamps shine but give no light. This spell is the antithesis of Mage Light. It creates an aura of darkness that surrounds the caster. The intensity of the darkness is determined by the number of successes generated over the obstacle. Note that this spell does not "snuff out" natural illumination, it only diminishes its light. Thus a candle can be seen in the Dark of Night, but it illuminates nothing. Use the Mage Light list for the effects of the spell: 1 success over obstacle will dim the area around the caster so that candles have no effect, 4 successes over the obstacle will dim campfire lights, and so forth.

Origin: Personal	Area of Effect: 10s of Paces
Element: Heaven	Impetus: Tax
Duration: Sustained	Resource Points: 12

Intonation of Earth's Dark Secrets

Ob 4 7 Actions

Dirt and loam foam and froth, marking a pathway to the nearest caves.

Origin: Personal	Area of Effect: Miles
Element: Earth	Impetus: Influence
Duration: Sustained	Resource Points: 8

Black Rust

Ob 2^ 3 Actions

At the touch of the Servant's black hand, the Black Rust turns flesh into a charred twisted ruin. The Black Rust ruptures skin and bone. Damaging Effect: Power of caster plus 1 per extra success; straight damage, no DoF or IMS. Caster need only touch his victim (Ob 1 Agility test or Strike). Armor does not work against this spell. The caster may poison his hand as he would a blade and use the touch of the Black Rust to deliver the venom.

Origin: Personal	Area of Effect: Caster or Single Target
Element: Anima	Impetus: Destroy
Duration: Sustained	Resource Points: 8

His Creeping Hand

Ob 4 6 Actions

His Creeping Hand sends forth a crawling black vapor from the void. The vapor is noxious to breathe and obscures light. However, once released, His Creeping Hand has a will of its own and is not under the control of the caster—it goes where it wants. Successes over the spell obstacle can be divided between increasing obstacles for all in the cloud (+1 Ob per success), reducing light levels (successes as per the light level table in Mage Light) or increasing the duration (one exchange per extra success).

Origin: Personal	Area of Effect: Double Presence
Element: Air, Heaven	Impetus: Tax
Duration: Exchanges	Resource Points: 16

Death's Howl

Ob 3^ 7 Actions

A frigid wind erupts howling from the mouth of the Servant of Night. The cold is so terrible it freezes flesh on the bone, the wind so powerful it topples trees. Damaging effect: Base Power equals 1/2 Will plus 1 per extra success. Also may allocate successes into wind effects as per Breath of Wind. Breath of Wind successes count as a martial Throw. Target characters must resist with a Natural Defenses test.

Thus one success may go into the damaging effects while three others go into ripping branches off trees.

Origin: Personal	Area of Effect: 10s of paces
Element: Air	Impetus: Destroy, Control
Duration: Instantaneous	Resource Points: 12

**Black Cloak**Ob 4[^]

10 Actions

The Servant covers himself in a humming field of ebon eldritch power. This spell combines the effects of *Eldritch Shield* and *Dark of Night*. Divide successes between darkness and spell protection.

Origin: Personal

Area of Effect: Caster

Element: Arcana, Heaven

Impetus: Tax, Control

Duration: Sustained

Resource Points: 16

Impenetrable GloomOb 5[^]

10 Actions

A Dark Summoner may hide his den from the prying eyes of Elves and Men. Impenetrable Gloom conceals caves and warrens from normal sight, requiring a Perception test at double obstacle to even notice the cave (base obstacle is the successes of the spell). Impenetrable Gloom also conceals the Orcs from magical detection; even the spell itself is difficult to detect. The spell's *extra* successes are added to any detection obstacles for using Magesense or Second Sight. Air of Gates requires successes equal to the total spell successes in order to detect Impenetrable Gloom and those it protects.

Origin: Personal

Area of Effect: Natural Effect (the caves)

Element: Arcana, Heaven

Impetus: Control

Duration: Sustained

Resource Points: 20

Enemy of the Sun

Ob 5

8 Actions

A grey haze falls across the sky, shielding the Orcs from the sun's rays. This spell turns the light in the sky to a dim twilight: Ideal conditions for orcs going to war.

Origin: Personal

Area of Effect: Miles

Element: Heaven

Impetus: Influence

Duration: Sustained

Resource Points: 10

Black-Blooded Rage

Ob 6

8 Actions

Calling upon memories of torture in the pits, goading them with visions of hated enemies, the Black-Blooded Rage sends Orcs into a howling fury. While under this spell, Orcs add +2D to Steel and reduce all hesitation by half. Also, so furious are they, these Orcs ignore pain—they do not suffer the effects of Superficial Wounds.

Origin: Personal

Area of Effect: 10s of paces

Element: Anima

Impetus: Influence

Duration: Minutes

Resource Points: 12

Call of the PitOb 6[^]

10 Actions

Violent, black words tear a rift in the skin of the earth, spewing fire and vapors; tremors shiver the ground into shards like a hammer shatters a mirror. Extra successes count as a Throw to all characters standing in the path of the spell. Material structures take damage equal to the total successes of the spell. If the Breach tolerance is reached, this spell delivers two Breaches.

Origin: Sight

Area of Effect: 100s of paces

Element: Earth

Impetus: Destroy, Control

Duration: Instantaneous

Resource Points: 24



Orcs in Play

These Orcs are not mindless, savage brutes hell-bent on flexing their muscles while screaming gibberish. Burning Wheel Orcs are a little more complex. First, they are cowards. Ninety percent of the Orcs created in these lifepaths are going to have an incredibly high hesitation, which means they flinch from pain and run from danger. They may strike quickly, but they flee even more swiftly. Only the top tier have the Will and Steel combination to overcome their inclination to cowardice.

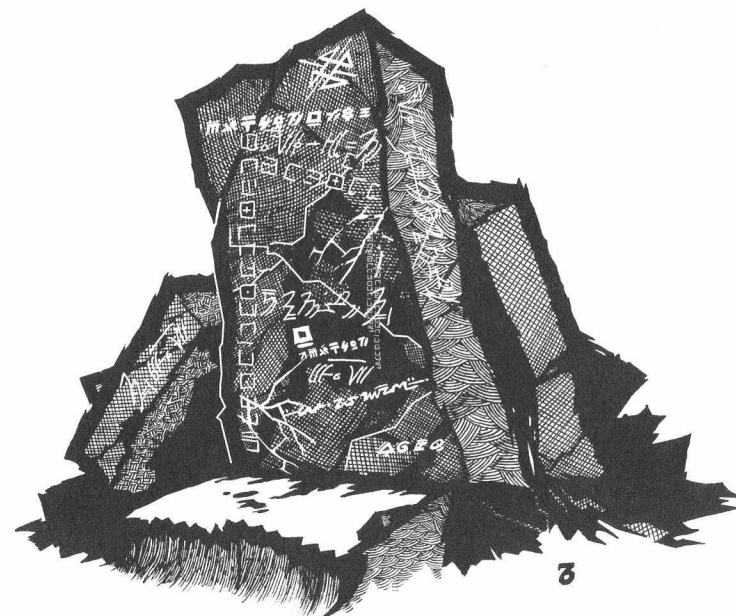
Second, these Orcs have a culture firmly embedded in their lifepaths. Every time you make an Orc, you are birthing the product of a brutal, callous society, beholden to hatred and focused on unreasoning revenge. It's important for an Orc player to be aware of this (primarily when dealing with other Orcs) because when that whip cracks, he may find himself brought to heel, and in a whole lot of trouble.

When creating Orcs, I urge you to give them an extra lifepath to flesh them out. Young and inexperienced Orcs are, for the most part, fodder. The clan doesn't nurture its young, it weeds out the weak through a violent and endless sorting. Three and four lifepath characters won't quite have their feet under them. Five and six lifepath characters will often be better able to meet the demands that adventure (and GMs) will put upon them. They are quite different from humans, where four lifepaths is something of an optimum for a starting character. It's a rather long plateau, but once Orcs survive past five lifepaths and/or a few adventures, they tend to be incredibly potent—lots of physical points and a good host of nasty skills to play with.

Also, I don't advocate incorporating Orcs into a mixed party of Elves, Dwarves and Men. These Orcs have a bad attitude and don't get along well with others. However, it can be done. I've seen some inspiring examples where Orcs are part of a tapestry of civilized cultures in a game world, no better or worse off than any of their brethren. If that's your desire, simply shake the Tolkien out of your head and think, "wiry, green-skinned, smart, tough bastards," and you should be fine. Keep the Hatred, though. It's just too fun to play with. 🐉



The Lists



Handsome gifts that fate and nature lend us are very often those that least befriend us.

—Chaucer, *The Canterbury Tales*



General Skill List

Welcome to the General Skill List. The descriptions of the majority of the skills from the lifepaths are found here. All character types may pick from this list when spending general skill points.

Wises

There are so many different wises, I did not even attempt to describe them all. A general entry for them can be found in W, but by and large, the specifics are left up to your own imagination.

Animal Husbandry

Under the *Animal Husbandry* heading, you'll find listed all of its various humorous incarnations from the lifepaths.

History

The history skills—though they are each a separate skill—are all lumped together under the *History* heading. This was done in an effort to save space and sanity.

A

Accounting

Root: *Perception*

Accountants keep track of expenses, income, stocks and tax. This skill is primarily used in conjunction with Resources when the character must get a job in order to recover Taxed dice.

Obstacles: Factoring taxes for a single income, single residence individual, Ob 1. Maintaining simple personal finances, Ob 2. Maintaining a family's income, Ob 3. A small business' books, Ob 4. An estate's books, Ob 5. A large business' books, Ob 6. A town's books, Ob 7. A city's books, Ob 8. A province's books, Ob 9. A nation's books, Ob 10.

ForKs: Research, Reading, Administration, Management

Skill Type: Academic

Tools: Yes.

Acting

Root: *Perception*

The skill of imitation and recitation used to affect a performance.

ForKs: Inconspicuous, Falsehood.

Skill Type: Special

Tools: No.

Administration

Root: *Perception*

Administration is the skill of running a business or organization. This skill is primarily used to recover Taxed Resources dice.

Skill Type: Special

Tools: No.

Almanac

Root: *Perception*

This particular and peculiar skill comprises a deep traditional and historical knowledge of the seasons, tides, weather, lunar phases and other climatic phenomena. A character with the Almanac skill can always tell the time of year, nearly to the day. In addition, he can make accurate predictions about this season's weather.

Skill Type: Peasant

Tools: No.

Anatomy

Root: *Perception*

Anatomy is the study of the human body's internal functions and structure.

ForKs: Surgery, Field Dressing

Skill Type: Academic

Tools: No.

Ancient Languages

Root: *Perception*

Through this skill, the character knows one or two defunct languages appropriate to the game setting.

Skill Type: Academic

Tools: No.

Animal Husbandry

Root: *Will*

Animal Husbandry involves the raising, care and breeding of animals. The obstacles stand for all the various Animal Husbandry skills. Each iteration is a separate skill: *Bird Husbandry*, *Dog Husbandry*, *Horse Husbandry* and *Insect Husbandry*.

Obstacles: Proper feeding schedule, Ob 1. Proper work schedule, Ob 2.

Basic health care, Ob 3. Tending to wounds and illness, use the Field Dressing skill obstacles.

Skill Type: Peasant

Tools: Yes.

Appraisal

Root: *Perception*

This skill is used to judge the value or worth of certain items such as jewelry, gems, artwork and antiquities. The Appraisal skill can be used by a player before testing his Resources to ensure that he is getting an accurate price.

Obstacles: Appraising cut stones, Ob 1. Appraising old or rare coins,

Ob 2. Appraising uncut stones, Ob 3. Identifying a sacred relic, Ob 4

ForKs: Appropriate wises, academic, artisan or craftsman skills

Skill Type: Special

Tools: No.

**Apothecary**Root: *Perception*

Apothecaries use herbs, roots, minerals and animalia to cure and prevent common and chronic ailments. Apothecaries may mitigate the symptoms of infection and illness; they may also alleviate wound die penalties.

Obstacles: Alleviate Headache, Ob 2. Cure warts, Ob 3. Stop itching, Ob 2. Stop infection, Ob 4. Medicine to alleviate +1 Ob of pain, Ob 3. Medicine to numb an area, Ob 4: This reduces the wounded die penalty by one but increases all obstacles by one and lasts four hours.

FoRKs: Herbalism

Skill Type: Medicinal

Tools: Yes.

Appropriate Weapons

See Individual Entries

See the listing for the individual weapons. This blanket entry is provided so the player may choose any and all of the weapons appropriate to his lifepaths, character concept and game setting.

ArchitectRoot: *Perception*

Architects possess knowledge of the myriad factors used in designing and constructing complex structures, such as buildings, arches and bridges. This skill can be used in game to accurately draw plans of a proposed structure, attempt to draw structural plans for an extant building or read/use existing plans and designs to navigate buildings and structures.

Obstacles: Simple plans like a cottage, Ob 1. A longhouse, Ob 2. Two story structure, Ob 4. Tower, Ob 5. Complex or weird designs like temples, Ob 6. Non-Euclidean Geometric Designs of the Outer Gods, Ob 10.

FoRKs: Engineer, Mason, Carpenter

Skill Type: Academic

Tools: Yes.

Armor TrainingRoot: *Power/Speed (for aptitude only)*

To the unaccustomed, armor is heavy, hot and uncomfortable. Characters without Armor Training who wear chainmail suffer +1 Ob penalty to all tests. Wearing plated mail without Armor Training incurs a +2 Ob penalty. Armor Training mitigates these penalties completely. Clumsy Weight penalties still apply.

Skill Type: Training

Tools: No.

**Armorer**Root: *Perception/Agility*

This specialized and dedicated craft is used to manufacture personal protection worn by soldiers in battle. The skill's knowledge base is diverse, encompassing aspects of Blacksmith, Tailor and Tanner.

Obstacles: Shields, Ob 1. Leather helmets, Ob 1. Quilting, Ob 1. Small metal helmets, Ob 2. Boiled leather pieces, Ob 2. Plated leather, Ob 3. Chainmail, Ob 4. Plated chain, Ob 5. Full plate, Ob 6.

FoRKs: Blacksmith, Tailor, Tanner

Skill Type: Craftsman

Tools: Yes.

ArtilleristRoot: *Perception*

Artillerists use basic physics and mathematics topped with some healthy guesswork to lob indirect-fire projectiles from war machines. They also know the designs for constructing various war engines. Actual construction requires teams of laborers and at least one carpenter.

Obstacles: Carving shot, Ob 1. Assessing suitable shot, Ob 2. Building a small traction trebuchet, Ob 2. Building a large traction trebuchet, Ob 3. Building a mangonel, Ob 4. Building a gigantic counterweight trebuchet, Ob 5. Building a siege crossbow, Ob 5. Building a catapult, Ob 6. Estimating the right tools for the job, Ob 5. Ranging shots (aka hitting the broadside of a barn): Ballista, Ob 2. Mangonel, Ob 3. Trebuchet, Ob 3. Catapult, Ob 4.

Alternate Rule: In campaigns that use black powder weapons, the Artillerist skill can be used to cover the manufacture and operation of cannons, bombards and shot. If this is the case for your game, use Munitions to manufacture bombs and powder.

FoRKs: Engineer, Architect, Geometry Training

Skill Type: Military

Tools: Yes.

AtilliatorRoot: *Perception/Agility*

The manufacture and maintenance of crossbows.

Obstacles: Crossbow, Ob 3. Heavy crossbow, Ob 4.

FoRKs: Bowyer

Skill Type: Craftsman

Tools: Yes.

Aura ReadingRoot: *Will/Perception*

This is the talent to *read* an aura and see within it the present, future and past. Aura readers can decipher gossamer veils of emotion, deception, clarity and purpose. This skill does not grant the character the ability to *see* auras. That ability must be acquired through a trait, prayer or spell.



Obstacles: Detecting if the subject is alive, dead, from this plane or another, Ob 1. Reading an "aura" trait (like Aura of Fear), Ob 1. Reading mood, Ob 2. Reading the primary element of a spell, Ob 2. Seeing a character trait, Ob 3. Reading primary impetus or secondary element of a spell, Ob 3. Seeing a die or call-on trait, Ob 4. Reading a secondary impetus, the origin or duration of a spell, Ob 4. Sensing a person's intent (to deceive, for example), Ob 4. Accurately reading the intended area of effect of a spell, Ob 5. Seeing an Instinct, Ob 6. Naming a spell as it is being cast, Ob 6. Seeing a Belief, Ob 7. Seeing a character's past, Ob 8. Seeing a character's future, Ob 9.

Skill Type: Sorcerous

Tools: No.

Axe

Root: Agility

This skill teaches the character how to use one- and two-handed axes to chop off arms, legs and heads in battle. The Axe skill can be used to do blade strikes with the weapon, as well as strikes with the haft.

FoRKs: Brawling, Martial Arts or appropriate melee weapon skills

Skill Type: Martial

Tools: An axe or something similar.

B

Baking

Root: Perception/Agility

His bread, flatcakes and pastries make the baker an important fixture in any civilized town.

Obstacles: Peasant bread, Ob 1. Flatcakes, Ob 2. Nice bread, Ob 2. Cream-filled buns, Ob 3. Advanced Pastry Mechanics, Ob 4.

FoRKs: Cooking

Skill Type: Peasant

Tools: Yes.



Begging

Root: Will

Begging is a specialized form of Persuasion. A successful test will elicit a few coins from the victim. Begging may not be used as the primary skill in a Duel of Wits. It may be used to replenish Taxed Resources.

Obstacles: Typically, obstacles are equal to the victim's Will. Advantage dice may be awarded to a very convincing beggar.

FoRKs: Persuasion, Falsehood, Soothing Platitudes.

Skill Type: Social

Tools: No.

Blacksmith

Root: Agility/Power

A blacksmith forges iron and steel tools, implements and weapons. This is an arduous and time-consuming task, requiring tools and a workshop. Blacksmith can be used to create implements and tools required for various skills. Also, Blacksmith can be used to replenish Taxed Resources if the character can find a suitable place to ply his trade.

Obstacles: Nails, Ob 1. Horseshoes, Ob 2. Stirrups, Ob 2. Arrowheads, Ob 2. Speartips, Knives, Ob 3. Simple tools, Ob 3. Swords, Ob 4. Complex tools, Ob 5.

FoRKs: Armorer, Weaponsmith

Skill Type: Craftsman

Tools: Yes.

Bloodletting

Root: Perception

Bloodletters believe that when a person is ill, his blood is contaminated with disease and impurities. By draining blood from the system, the bloodletter seeks to purify him. The skill has two sides. On one hand, it has many useful qualities—it can be used like Field Dressing to treat wounds, and can be used as a trade to replenish Resources. On the other hand, anyone treated by a bloodletter for an illness or poisoning temporarily loses one die of Health. The die is recovered in days equal to 10 minus Health.

Obstacles: Leeches, Ob 1. Diagnosis, Ob 3. Use Field Dressing for treatment obstacles.

FoRKs: Apothecary, Surgery

Skill Type: Medicinal

Tools: Yes.

Boatwright

Root: Perception/Agility

This skill allows the character to construct small watercraft, including canoes, dugouts, barges and planked and tarred longboats.

Obstacles: Patching small leaks, Ob 1. Retarring a hull, Ob 2. Making oars and oarlocks, Ob 2. Building a dugout, Ob 3. Building a rowboat, Ob 3. Building a barge, Ob 4. Building a longboat, Ob 5.

FoRKs: Carpenter

Skill Type: Craftsman

Tools: Yes.

Bow

Root: Agility

The bow is a simple, effective, tension-drawn weapon that launches thin shafts at high velocity. This skill allows characters to use said device as an effective weapon in battle.

Obstacles: Rules for hitting targets with bows are detailed in the Range and Cover and Weapons Mechanics sections of the Burning Wheel. The obstacle for hitting a target in optimal range is 2. This can be modified by distance, target size, cover, movement, lighting and weather.

Skill Type: Martial

Tools: A bow.

**Bowyer**Root: *Perception/Agility*

A Bowyer creates bows and fine arrows from suitable wood. He also knows how to make bowstrings from gut.

Obstacles: Carving arrows, Ob 1. Adding flights, Ob 2. Making a hunting bow, Ob 3. Making gut bowstring, Ob 4. Making longbow or great bow, Ob 5.

FoRKs: Carpenter, Carving

Skill Type: Craftsman

Tools: Yes.

Boxing (Martial Arts)Root: *Agility*

This is the blanket term used to describe all trained, unarmed "martial arts." It is superior to Brawling because this skill gives the character access to all the martial actions when they are not using a weapon.

Obstacles: The obstacles for Boxing follow the rules described in Fight! and the Weapons Mechanic section of Burning Wheel.

FoRKs: Brawling or an appropriate melee weapon skill

Skill Type: Martial

Tools: No.

BrawlingRoot: *Agility*

Brawling is the "undisciplined" side of bare-fisted combat. *Brawlers are limited to Strike, Block, Charge, Great Strike, Push and Lock actions.* They may not test this skill using the Beat, Counterstrike, Disarm, Feint or Throw actions. They may also use "found weapons." Found weapons include: clubs, brooms, lamps, rocks, sharp pieces of glass, towels and pencils. These count as melee weapons but rely on the Brawling skill rather than a weapons skill.

Obstacles: The obstacles for Brawling follow the rules described in Fight! and the Weapons Mechanic section of Burning Wheel.

FoRKs: Boxing, or melee weapon skill

Skill Type: Martial

Tools: No.

BrewerRoot: *Perception*

A Brewer is a specialized miller who grinds grain to ferment into alcohol. Obviously, this practice requires a mill (or at least some ground grain) and a still, if not an actual brewery.

FoRKs: Miller

Skill Type: Craftsman

Tools: Yes.

BureaucracyRoot: *Will*

Bureaucracy is the knowledge of the hierarchies within a codified government of officials (or bureaus). This skill allows characters to navigate said structures in order to accomplish certain tasks or impel the bureaucracy to move in a certain direction. Often it involves filling out lots of forms, researching obscure laws and paying bribes to people who are very bored with their jobs.

Obstacles: Locating a bureau or office, Ob 1. Filing forms, Ob 3.

Forming a committee, Ob 4. Finding a coherent policy, Ob 5.

Locating a mid-level bureaucrat, Ob 6. Obtaining useful information in a timely manner, Ob 7. Finding Lord Julius, Ob 8.

FoRKs: Research, Etiquette, Soothing Platitudes, Falsehood

Skill Type: Special

Tools: No.

ButcheryRoot: *Perception/Agility*

Butchers know how to kill, cut and carve an animal or carcass into edible portions.

Obstacles: Fowl, Ob 1. Small game, Ob 2. Pig or dog, Ob 3. Cow or deer,

Ob 4. Moose or horse, Ob 5. Human, Ob 6.

Skill Type: Peasant

Tools: Yes.

C**Calligraphy**Root: *Perception/Agility*

Calligraphy is a formal, stylized handwriting that is required for communicating with religious, royal or governmental bodies.

FoRKs: Write

Skill Type: Academic

Tools: Yes.

CandlemakerRoot: *Perception/Agility*

Candlemaking allows characters to make candles from wax and tallow.

Skill Type: Craftsman

Tools: Yes.

CarpentryRoot: *Perception/Agility*

A carpenter can select suitable trees, cut the lumber and use it to build structures, implements and furniture. Carpentry is a great way to replenish depleted Resources.

Obstacles: Simple box, Ob 1. Cups and bowls, Ob. 2. Shelves, Ob 2. A

stool, Ob 2. A wooden ladder, Ob 2. A wall, Ob 3. A table, Ob 3. A chair,

Ob 4. Cabinets, Ob 4. A slatted floor, Ob 5. A wooden staircase, Ob 6.

FoRKs: Engineer, Geometry Training, Carving

Skill Type: Craftsman

Tools: Yes.

**Cartography**Root: *Perception/Agility*

Cartography is the school of map-making. This skill imparts a hand for illustration and an eye for detail. Since Cartography is somewhat a language of its own, this skill also allows the interpretation of other maps.

Obstacles: Simple local, rural area maps, Ob 1. Detailed rural area maps, Ob 2. Simple urban maps, Ob 3. Detailed urban maps, Ob 4. Simple sea charts, Ob 5. Detailed sea charts, Ob 6. Topographical maps, Ob 7.

FoRKs: Calligraphy, Illuminations

Skill Type: Academic

Tools: Yes.

CartwrightRoot: *Perception/Agility*

Cartwrights build wheeled conveyances to be hauled by animals.

Obstacles: Wheelbarrow or pushcart, Ob 1. Riksha, Ob 2. Two-wheeled cart, Ob 3. Four-wheeled cart, Ob 4. Jitney, Ob 5. Carriage, Ob 6.

FoRKs: Carpentry, Geometry Training

Skill Type: Craftsman

Tools: Yes.

CarvingRoot: *Perception/Agility*

Carving is the careful shaping and engraving of wood.

Obstacles: Whittling a stick to a smooth rod, Ob 1. A low-detail model duck, Ob 2. Carving blocks into reliefs of letters/pictographs to be used as stamps, Ob 3. A high-detail model duck, Ob 4. Intricate reliefs and lifelike carvings, Ob 5. Fine, highly detailed patterns, Ob 6.

FoRKs: Carpentry, Etching, Engraving

Skill Type: Craftsman

Tools: Yes.

Child-RearingRoot: *Will*

Child-Rearing is a rigorous discipline invented to better raise children with the proper values and manners. The skill can also be used as Instruction, Cooking and Field Dressing, but for use on children only.

Obstacle: Will of the child.

Skill Type: Social

Tools: No.

ClimbingRoot: *Speed*

This skill allows the character to navigate sheer surfaces using rope, harnesses and really strong finger muscles. In addition, rougher surfaces can be scaled with bare hands.

Obstacles: Navigating a 45° slope of scree, Ob 1. Climbing a tall wooden, close-faced fence, Ob 2. Navigating 70° rock wall, Ob 3. Climbing 90° jagged rock wall, Ob 4. Climbing 90° ice wall with harness and such, Ob 5. Climbing side of house barehanded, Ob 5. Climbing 90°

rough, rock wall (i.e. a castle wall), Ob 6. Climbing 90° ice wall without equipment, Ob 7. Climbing 90° ice wall without equipment in a windstorm, Ob 8.

FoRKs: Knots, Rigging

Skill Type: Physical

Tools: Yes.

Cloth DyeingRoot: *Perception/Agility*

The fine art of dyeing cloth and making the color keep.

FoRKs: Herbalism, Vintner

Skill Type: Craftsman

Tools: Yes.

CobblerRoot: *Perception/Agility*

Shoes, glorious shoes. The Cobbler makes all types of foot coverings, from the utilitarian to the fashionable.

Obstacles: Simple shoe repair, Ob 1. Sandals, Ob 2. Shoes, Ob 3. Boots or fashionable shoes, Ob 4.

Skill Type: Craftsman

Tools: Yes.

CommandRoot: *Will*

Command is the ability to deliver curt and effective orders on the field of battle. A character's "command radius" only stretches as far as the sound of his voice—a fairly short distance on the battlefield. But to those around them, a commander can be a great boon.

Obstacles: Command can be used to negate hesitation of characters in battle. The obstacle is the amount of hesitation. Margin of success is subtracted from all hesitation within the Commanding character's presence. Obviously, the Commanding character can't be hesitating during this. In the Range and Cover mechanics, a Command test vs the highest Will on your team may count as a linked test for the team members' field maneuvers.

FoRKs: Oratory, Conspicuous

Skill Type: Social

Tools: No.

CompositionRoot: *Will/Perception*

Composition is the discipline of formally arranging one's ideas in written form. Using this skill, a character may compose lengthy books or pen erudite letters.

FoRKs: Write, Research and skills applicable to the content

Skill Type: Academic

Tools: Yes.

**Conspicuous**Root: *Will*

Characters with the Conspicuous skill can make themselves noticed above all in a crowd or scene. Conspicuous characters tend to be flamboyant and overbearing.

Obstacles: Attracting attention to oneself in a crowded room, Ob 1. Attracting attention to oneself in a busy shop, Ob 2. Attracting attention to oneself on a busy street, Ob 3. Attracting the attention of a massive, gathered crowd, Ob 4. Attracting attention to oneself in a pitched battle, Ob 5.

FoRKs: Command, Oratory

Skill Type: Social

Tools: No.

CookingRoot: *Perception*

Preparing meat, veggies and grains for yummy consumption (or not).

Obstacles: Stone soup, Ob 1. Oatmeal, Ob 1. Peeling potatoes, Ob 1. Baking bread, Ob 2. A decent meal, Ob 2. Spicy fish stew, Ob 3. French pastries, Ob 4.

FoRKs: Herbalism, Apothecary, Baking

Skill Type: Peasant

Tools: Yes.

CooperRoot: *Perception/Agility*

A Cooper uses iron, wood and wax to make barrels to store wine, grain and other sundries necessary for the survival of the village.

Obstacles: Barrel staves, Ob 1. Barrel hoops, Ob 2. Barrel lids, Ob 3. Watertight barrels, Ob 4.

FoRKs: Carpenter

Skill Type: Peasant

Tools: Yes.

CoppersmithRoot: *Perception/Agility*

Similar to a Blacksmith or Whitesmith, a Coppersmith specializes in the use of copper.

Obstacles: Roof tiles, Ob 1. Bowls and Cups, Ob 2. Coins, Ob 3.

FoRKs: Blacksmith, Whitesmith

Skill Type: Craftsman

Tools: Yes.

CounterfeitingRoot: *Perception/Agility*

Counterfeiting is the time-honored art of illegally duplicating money—either clipping coins or cutting dies to replicate printed material.

Obstacles: Coin clipping, Ob 1. Die stamps, Ob 3. Coins, Ob 4. Printed material, Ob 5-10 depending on complexity.

FoRKs: Forgery, Whitesmith, Alchemy

Skill Type: Craftsman

Tools: Yes.

CrossbowRoot: *Agility*

The crossbow is a mechanical, tension-drawn missile weapon. The most basic crossbow uses a hook system to hold the string so that the bow can be drawn and held while the weapon is loaded. More complex examples use a winch system to draw the bow. These are very powerful weapons; however, they are slow to load and difficult to manufacture. The crossbow skill allows the character to use the crossbow as a weapon in battle situations. The Range and Cover mechanics covers the use of the crossbow.

Skill Type: Martial

Tools: Yes, a crossbow.

CryptographyRoot: *Perception*

Cryptography is the art of creating and deciphering codes.

Obstacle: Test Cryptography. The number of successes sets the obstacle for deciphering the code. Research or Perception may be used, but at a double obstacle penalty. To decipher, test Cryptography. Obstacle is the number of successes generated when the code was written.

FoRKs: Symbology, Geometry Training, Astrology, Obscure History

Skill Type: Academic

Tools: No.

CudgelRoot: *Agility*

This skill allows the character to use short, single-handed and long, double-handed blunt staves (aka, clubs) as weapons.

Obstacles: See sword for examples.

FoRKs: Brawling, Martial Arts, Boxing, or any melee weapon skill

Skill Type: Martial

Tools: Yes, a big stick.

D**Dance**Root: *Speed*

The art of moving the body in time with rhythm in an expressive manner.

FoRKs: Acting, Seduction

Skill Type: Physical

Tools: No.

DemonologyRoot: *Perception*

Demonology is the study of the history and behavior of demons and devils. This is an academic skill that does not necessarily involve the act of summoning.

Obstacles: Identifying the type of a common spirit, Ob 2. Identifying the type of a obscure spirit, Ob 3. Diagnosing possession, Ob 5.

FoRKs: Ancient and Obscure History, Summoning, Doctrine

Skill Type: Special

Tools: No.

Disguise

Root: Perception/Agility

Disguise is the art of changing one's face or appearance to look like another person or ethnicity. Successful Disguise tests do two things: They act as a linked test with Inconspicuous, and they negate appearance-based obstacle penalties.

Obstacle: Base obstacle is 1: Each obstacle penalty reduction is +2 Ob. Set the obstacle before rolling.

If a character has +2 Ob to his Inconspicuous because he's of a different race than the local people, it's an Ob 5 test to reduce that completely. It can be reduced partially (to +1 Ob) with an Ob 3 Disguise test.

FoRKs: Theatrics

Skill Type: Special

Tools: Yes.

Ditch Digging

Root: Power

The fine and rarefied art of putting holes in the ground.

Skill Type: Peasant

Tools: Yes.

Drinking

Root: Forte

The skill of getting drunk and not showing it.

Obstacles: One beer, Ob 1. Strong wine, Ob 2. Bottle of sake, Ob 3. Half a bottle of vodka, Ob 4. Whole bottle of vodka, Ob 5. 10 tequila shots in a row, Ob 6. Overcoming alcohol poisoning, Ob 10.

Skill Type: Special

Tools: No.

Driving

Root: Will/Agility

Motivating a team of oxen or horses is an arduous task that requires skill and a certain delicacy. The Driving skill is used for maneuvering carts and carriages over roads. Use this skill in place of Riding when determining pursuit or the celerity of travel. It would also be used in the rare case of field maneuver positioning tests involving carts.

Skill Type: Peasant

Tools: No.

Drum Maker

Root: Perception/Agility

The Drum Maker skill involves the curing of skins, carving of wood and tuning of hollows for the manufacture of percussion instruments.

FoRKs: Carpentry

Skill Type: Craftsman

Tools: No.

Dye Manufacture

Root: Perception/Agility

Dye Manufacture teaches where to find materials and how to convert natural substances into dyes.

Obstacle: Woad, Ob 1. Madder, Ob 2. Weld, Ob 3. Batik, Ob 4. Purpura, Ob 5.

Skill Type: Craftsman

Tools: Yes.

E**Embroidery**

Root: Perception/Agility

An embroiderer stitches designs into cloth.

Obstacles: Basting, Ob 1. Blanket Stitching, Ob 2. Saddle Stitching, Ob 2. Galloon, Ob 3. Petit-point, Ob 3. Hardanger, Ob 4. Orphey, Ob 5.

FoRKs: Tailor, Weaver

Skill Type: Craftsman

Tools: Yes.

Empyrealia

Root: Perception

Empyrealia is the study of the hierarchies, courts, and denizens of the celestial halls of light. It is essentially the opposite of Demonology.

FoRKs: Doctrine, Summoning and any ritual type skill

Skill Type: Academic

Tools: No

Engineering

Root: Perception

Engineers are learned men. They possess the knowledge of the myriad factors used in designing and constructing complex structures. Usually engineers direct a team of masons, carpenters, blacksmiths and laborers in the construction of a building or bridge.

Obstacles: Stone wall, Ob 1. Determining load on structural wall of simple building, Ob 2. Obelisk or column, Ob 2. Stone arch, Ob 3. Stone bridge, Ob 4. Dome, Ob 5. Fortress gate, Ob 6.

FoRKs: Architect, Mason, Carpenter

Skill Type: Artisan

Tools: Yes.

Engraving

Root: Agility

Engraving is the careful art of carving symbols into unyielding stone.

Obstacles: Simple low reliefs, Ob 1. Gnosis, Ob 2. Complex low reliefs, Ob 3. Simple high reliefs, Ob 3. Mezzo-relievo, Ob 4. Complex high reliefs, Ob 5.

FoRKs: Etching, Mason

Skill Type: Artisan

Tools: Yes.

Estate Management

Root: Perception

Ensuring that an estate—its workers, animals, rolling stock and crops—are all well managed and tended to is a demanding and somewhat tedious task. The primary use of this skill is to recover Taxed Resources dice.

Skill Type: Special

Tools: Nothing but an estate.

**Etching**Root: *Agility*

Etching is the delicate skill of scratching indelible symbols into metal.

Obstacles: Burnishing, Ob 1. Embossing simple pattern, Ob 2. Inlaying a simple pattern, Ob 3. Embossing a complex pattern, Ob 4. Damascening, Ob 5.

FoRKs: Etching, Whitesmith

Skill Type: Craftsman

Tools: Yes.

EtiquetteRoot: *Will/Perception*

Etiquette is proper courtly behavior. One cannot make requests of the court without knowing the appropriate social rituals.

Obstacles: Proper etiquette for a minor lord, Ob 1. Proper etiquette for a baronial lord, Ob 2. For a ducal lord, Ob 3. For the king, Ob 4. For the queen, Ob 5. For the queen-mother, Ob 6.

FoRKs: Soothing Platitudes, Falsehood

Skill Type: Social

Tools: No.

ExtortionRoot: *Will*

Extortion is a popular and social skill! Who doesn't need to know how to threaten friends and enemies alike so they pay you to remain safe and healthy? Makes a great way to recover Taxed Resources.

Obstacle: The obstacle for an Extortion test is the Will exponent of the victim plus any situational disadvantages.

FoRKs: Intimidation, Interrogation, Falsehood, Ugly Truth

Skill Type: Social

Tools: No.

F**Falconry**Root: *Will/Perception*

Falconry is a specialized Animal Husbandry skill dealing with training of and hunting with hawks. A very popular (and expensive) sport among medieval nobility of all stripes.

Skill Type: Forester

Tools: Yes and Companion Animal.

FalsehoodRoot: *Will*

Falsehood is bare-faced lying.

Obstacles: Base obstacle for Falsehood is always the Will of the character you are deceiving. Add an advantage die if the lie is believable, damn good or has some kernel of known truth to it. Increase obstacle if it is a whopper or just a bad lie: "That wasn't me, that was my twin brother!" +2 Ob...

FoRKs: Persuasion

Skill Type: Social

Tools: No.

FarmingRoot: *Perception*

Farming is the prodigious knowledge of seeding, planting and harvesting.

Obstacles: Hiring samurai to protect crops from bandits, Ob 7.

Skill Type: Peasant

Tools: Yes.

Field DressingRoot: *Perception*

Field Dressing is the skill acquired by soldiers in the field who are forced to tend to their own wounded. It imputes a bare knowledge of anatomy and assumes a splash of common sense.

Obstacles: See the Anatomy of Injury chapter in the Burning Wheel for Field Dressing treatment obstacles.

FoRKs: Herbalism, Surgery

Skill Type: Medicinal

Tools: Yes.

FirearmsRoot: *Perception/Agility*

Pistols, arquebuses and even muskets may be safely and accurately discharged using this skill. This skill may be taken under the Appropriate Weapons heading if it is indeed germane to your game. Use Munitions for building and creating ammunition for said weapons.

Obstacle: See Range and Cover and Weapons Mechanics.

FoRKs: Crossbow

Skill Type: Martial

Tools: No.

FirebuildingRoot: *Perception*

Firebuilding teaches characters how to light and maintain a fire suitable to their needs under any conditions. Characters without Firebuilding who light fires in the forest are liable to get into trouble.

Obstacles: Starting a (controlled) fire in the wilderness with flint and steel, Ob 1. Maintaining a bonfire that lasts the duration of the night, Ob 2. Starting a fire on a windy night, Ob 3. Starting a fire on a rainy night, Ob 4.

Skill Type: Forester

Tools: Yes and No. You know?

FishingRoot: *Perception/Agility*

The basic skill teaches characters the nature of fish, where they live and what they like to eat. Hopefully, this knowledge should help catch some. A good-sized game fish can feed four people at one meal.

Alternately, the player may choose Net Fishing if it is appropriate to his character. Net Fishing is primarily used in lakes and seas. It allows the

fisherman to gather up large catches of fish in comparatively less time than line fishing. It also teaches how to make a suitable fishing net.

Obstacles: Weaving a net, Ob 3. Bait fish, Ob 1. Herring, Ob 2. Shrimp/Squid, Ob 3. The Marlin, Ob 5.

Skill Type: Peasant

Tools: Yes.

Fletcher

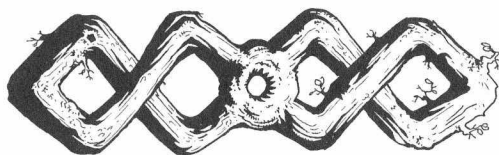
Root: Perception/Agility

A Fletcher is a specialist who creates feather, paper or leather flights for arrows and crossbow bolts. Fletching is the art of applying flights of leather, paper or feather to an arrow. In addition, a Fletcher may carve suitable arrows for bows and crossbows. The Fletcher skill does not include the manufacture of bolt/arrow *heads*. That process is the province of a weaponsmith or blacksmith.

ForKs: Carving, Tanning

Skill Type: Craftsman

Tools: Yes.



Folklore

Root: Perception

Folklore is a specialized history skill. It encompasses the knowledge of the myriad and various "folk" beliefs of a culture—a catalog of superstitions, tall tales and legends.

ForKs: Symbolology, Ancient and Obscure History

Skill Type: Special

Tools: No.

Foraging

Root: Perception

Using Foraging, a character can gather enough roots, fruit and greens from the land to feed himself in times of austerity. Usually Foraging is a day long endeavor.

Obstacles: Edible berries, Ob 1. Greens, Ob 2. Edible roots, Ob 3.

Enough forage to feed yourself for the day, Ob 2. Enough forage to feed two people for the day, Ob 3. Three people, Ob 4, etc....

ForKs: Hunting, Herbalism

Skill Type: Forester

Tools: No.



Foreign Languages

Root: Perception

This skill represents that the character has had the opportunity to learn foreign languages over the course of his life. As many foreign languages as the player likes may be taken. Each is a separate skill opened and advanced.

Skill Type: Social

Tools: No.

Forgery

Root: Perception/Agility

Forgery is the ability to flawlessly copy documents, signatures and seals.

Obstacles: Mimic document style, Ob 1. Mimic handwriting, Ob 2.

Forge signature, Ob 3. Forge stamp/seal, Ob 4. Perfectly duplicate a document, Ob 5. Perfectly duplicate a signature, Ob 6. Perfectly duplicate handwriting, Ob 7. Perfectly duplicate stamp/seal, Ob 8.

ForKs: Calligraphy, Scribe, Illuminations

Skill Type: Special

Tools: Yes.

Formation Fighting

Root: Will (for aptitude only)

Characters with Formation Fighting training have been taught how to fight shoulder-to-shoulder in a regiment.

In game, Formation Fighting applies in the Range and Cover rules. If the characters can for a viable unit, they may *help* each other with Steel-based maneuvers.

Skill Type: Military Training

Tools: No.

Fortifications

Root: Perception

Fortifications is a specialized military skill centering on the construction of defensible positions. Successfully constructed fortifications act as "cover" in the Range and Cover rules. These grant dice to the defenders so long as they script Maintain actions.

Obstacle: Fences, barricades (+1D of cover), Ob 1. Walls (+1D cover),

Ob 2. Palisades (+2D), Ob 3. Dugouts and trenches (+3D), Ob 4.

ForKs: Engineer, Mason, Architect

Skill Type: Military

Tools: Yes.



G, H

GamblingRoot: *Will/Perception*

This skill represents the character's skill, knowledge and luck with gambling. The best use of this skill is to make versus tests against other gamblers. The winner walks away with the prize. Use the mechanics for Loans in the Resources test. The loser must test his Resources against the obstacle.

FoRKs: Strategy Games

Skill Type: Special

Tools: No.

Geometry TrainingRoot: *Perception (for aptitude only)*

Geometry is the mother of invention. Forget what that other guy says. This training skill acts as a FoRK for any skill that utilizes mathematics or measurements. Yup, +1D just for passing geometry class. You never thought that stuff would help out in real life, did you?

Skill Type: Academic Training

Tools: No.

HagglingRoot: *Will*

Haggling is the skill required to negotiate prices, terms of purchase and contracts.

Obstacles: If you don't want to use the Duel of Wits rules to set a price, a quick Haggling versus test series can be used instead: To do so, test Haggling vs Haggling. FoRK as appropriate. If the buying character wins the test, he may reduce the price by one step/obstacle point *or* may opt to close the bargain. If the selling character wins the test, he may opt to increase the price one step, or close the bargaining and stand firm on his price. The price may not be raised above the original obstacle and may not be reduced below half the original offering. It is recommended that only three consecutive Haggling tests be allowed per Resources test in order to keep game play moving.

FoRKs: Persuasion, Soothing Platitudes

Skill Type: Social

Tools: No.

HammerRoot: *Agility*

Hammer is a weapon skill focusing on the use of heavy, blunt, crushing weapons typically mounted with reversed beaks or spikes.

FoRKs: Mace, Cudgel, Axe

Skill Type: Martial

Tools: No.

HaulingRoot: *Will/Power*

Use this skill in place of Power when hauling improbable loads on your back.

Obstacles: 60 lb sack on back, Ob 1. Bowl on head, Ob 3. Ridiculously heavy container, Ob 4.

Skill Type: Peasant

Tools: No.

HeraldryRoot: *Perception*

Heraldry is the skill of recognizing and deciphering heraldic coats of arms. Medieval family crests exist in a bewildering array of iterations and combinations, and the herald's knowledge of them is encyclopedic.

Obstacles: Common/prominent family, Ob 1. Second tier families, Ob 2.

Lesser known cousins, Ob 3. Dead lines or remote branches, Ob 4.

Obscure houses, Ob 5.

FoRKs: Etiquette

Skill Type: Special

Tools: No.

HerbalismRoot: *Perception*

Herbalism uses herbs and roots to cure and prevent common and chronic ailments. Herbalism can be used as a medical skill for treating wounds and stopping bleeding.

Obstacles: See the Anatomy of Injury section in the Burning Wheel for the mechanics of treating wounds. Identifying common herbs, Ob 1. Diagnosing common ailments, Ob 2. Identifying uncommon herbs, Ob 3. Sleeping potion, Ob 4. Mixing a poison, Ob 5. Determining proper dosage of a poison, Ob 6.

FoRKs: Apothecary or Alchemy for creating potions, Surgery or Field Dressing for tending wounds.

Skill Type: Medicinal

Tools: Yes.

HistoryRoot: *Perception*

History is the knowledge of the records of past events pertaining to one culture or society. The character is assumed to have studied the popular history of his culture/people unless the player or lifepath decides otherwise. Specific histories are often listed in the lifepaths. They are fairly self-explanatory: *Ancient History*, (Military) *Campaign History*, *Foreign History*, *Local History*, *Obscure History* and *Religious History*: Each of these is a separate skill that must be purchased and opened.

Obstacles: Common historical fact, Ob 1. Classical history, Ob 2. Recent history, Ob 3. Obscure figure in history, Ob 4. History of the labor movement, Ob 5.

FoRKs: Research, Philosophy, Doctrine, other history skills

Skill Type: Academic

Tools: No.

**Hunting**Root: *Perception/Agility*

Hunters learn the behavior and habits of their quarry so that they might get near enough to bring them down with bow or spear.

A buck will feed a man for weeks if it is properly skinned and cut.

Obstacles: Food for one person for a day, Ob 2. Food for two people for a day, Ob 3. Food for one person for a week, Ob 4. Food for two people for a week, Ob 5. Food for one person for a month, Ob 6. Most Dangerous Game, Ob 7.

FoRKs: Tracking, Trapper

Skill Type: Forester

Tools: Yes.

IlluminationsRoot: *Agility*

Illumination is the patient art of embellishing manuscripts with illustrations.

Obstacles: Doodles, Ob 1. Flourishes, Ob 2. Illustrations, Ob 3. Color illustrations, Ob 4. Gold foil, Ob 5.

FoRKs: Painting, Calligraphy

Skill Type: Artist

Tools: Yes.

InconspicuousRoot: *Will*

Quite simply, Inconspicuous is the ability to go unnoticed in a crowd.

Obstacles: Inconspicuous is tested in versus tests against Observation.

Perception can be used in place of Observation, but at a double obstacle penalty. Inconspicuous tests are penalized under the following conditions: Garish or inappropriate dress, +1 Ob. Character is above/below his station, +1 Ob. Character is not from the region, +1 Ob. Character is of a different race than those he is trying to blend in with, +2 Ob.

FoRKs: Acting

Skill Type: Social

Tools: No.

InstructionRoot: *Will*

Using the Instruction skill, a character may teach another character.

Obstacle: Basic obstacle is 2. Extra successes reduce the overall time by 10% each. If the test is failed, the instruction time merely counts as *practice*.

Obstacles: See Learning from Another in the Burning Wheel for more details on teaching.

FoRKs: Command, Persuasion

Skill Type: Social

Tools: No.

**Interrogation**Root: *Will*

Using a peculiar logic, interrogators gain information from unwilling subjects. For me, in game Interrogation has to be one of the most tiresome and boring aspects of adventure roleplay. As the GM, I despise having to play the moods of the threatened victim—if I play strong-willed, the players hate it. If I break and give them what they want, they think I'm being easy on them. Use the Interrogation skill to get past all that. Either use a one test resolution, or if roleplay and subtlety is required, use a Duel of Wits. However you choose to handle it, a successful interrogation means the victim character has given up the information the players are looking for.

Obstacles: Obstacle for Interrogation is the (current) Will exponent of the person being interrogated plus any traits plus situational disadvantages—like if the victim has Beliefs that prevent him from revealing what is being sought.

FoRKs: Intimidation, Torture, Ugly Truth

Skill Type: Social

Tools: No.

IntimidationRoot: *Will*

Intimidation is the non-verbal and verbal communication of threat. In Burning Wheel, Intimidation can be used to cause another character to hesitate. Test skill vs the obstacle. Success indicates the target character must immediately make a Steel test. Extra successes from the Intimidation add to the hesitation obstacle.

Obstacles: Intimidation obstacles are based on the Will of the victim.

However, circumstances can modify the obstacle: If the Intimidating character is of higher station than his victim, +1D. If he/she is lower station, +1 Ob. If the character has a particularly nasty threat within notice of his victim (such as carrying an ancient weapon of awesome might, having a wicked-looking bodyguard, or having entrails hanging from his fingernails...), +1D. If the intimidator is obviously not a threat, add +1 Ob.

FoRKs: Ugly Truth

Skill Type: Social

Tools: No.

J, K, L

JargonRoot: *Perception*

Jargon is the specialized speech used by Masons, Architects and Engineers.

Skill Type: Social

Tools: No.

JavelinRoot: *Agility*

Javelins are spears used for throwing.

FoRKs: Throwing

Skill Type: Martial

Tools: No.

JewelerRoot: *Perception/Agility*

This skill provides the character with a knowledge of metals and precious gems used to create jewelry. With the proper tools, characters can build necklaces, form bracelets and create brooches.

Obstacles: Polishing and cleaning metal, Ob 1. Weighing and counting elements, Ob 1. Gewgaws and baubles, Ob 2. Chain, Ob 3. Ring, Ob 3. Necklace, Ob 3. Bracelet, Ob 3. Locket, Ob 4. Carcanet, Ob 5. Coronet, Ob 6. Diadem, Ob 6. Crown, Ob 7.

FoRKs: Etching, Whitesmith, Lapidary

Skill Type: Craftsman

Tools: Yes.

KnivesRoot: *Agility*

Hand-to-hand knife fighting techniques. This is not a throwing skill.

FoRKs: Brawling, Boxing, Martial Arts or an appropriate weapon skill.

Skill Type: Martial

Tools: Something knife-like.

KnotsRoot: *Perception/Agility*

Knots is the knowledge of many rope ties vital to sailors to keep a ship running.

Obstacles: Overhand knot, Ob 0. Figure-Eight knot, Ob 1. Bowline (rhymes with rollin') knot, Ob 2. Square knot, Ob 2. Half-hitch, Ob 2. Anchor bend, Ob 3. Rolling hitch, Ob 3. Trucker's hitch, Ob 4.

Gordian knot—it all depends on how you tackle the problem, doesn't it?

FoRKs: Rigging

Skill Type: Seafaring

Tools: Yes.

LanceRoot: *Agility/Power*

The Lance skill is used in tandem with the Mounted Combat training. See the Mounted Combat section in the Burning Wheel for more information.

Skill Type: Martial

Tools: A really big, pointy stick.

**Lapidary**Root: *Perception*

Lapidary, or gemcraft, is the careful art of refining gems to be sold on the market or placed into jewelry. This skill includes an ability to appraise cut and uncut stones.

Obstacles: Polishing gems, Ob 1. Cutting and faceting zircon, Ob 2. Shaping opals, Ob 3. Working jade, Ob 3. Cutting and faceting sapphire, Ob 4. Cutting and faceting rubies and emeralds, Ob 5. Cutting and faceting diamonds, Ob 6.

FoRKs: Jeweler

Skill Type: Craftsman

Tools: Yes.

LockpickRoot: *Perception/Agility*

The skill of disabling and disarming mechanical locks.

Obstacles: Simple lock, Ob 1. Decent lock, Ob 2. Rusted simple lock, Ob 3. Rusted decent lock, Ob 3. Complex lock, Ob 4. Rusty complex lock, Ob 5.

FoRKs: Locksmith, Sleight of Hand

Skill Type: Special

Tools: Yes.

LocksmithRoot: *Perception/Agility*

Locksmithing is the knowledge of the pins, slides, levers and keys that comprise locks. A locksmith can build locks as well as disarm those he happens upon in his travels. This skill includes the knowledge and ability of Lockpick, as well.

Obstacles: Cleaning a lock, Ob 1. Cutting keys, Ob 2. Building a simple lock, Ob 3. Building a decent lock, Ob 4. Building a complex lock, Ob 5.

FoRKs: Lockpick

Skill Type: Craftsman

Tools: Yes.

LogisticsRoot: *Perception*

Logistics is a rare skill. It is the knowledge of supply lines, resources, consumption rates and rates of travel of armies. The skill is used by particularly thoughtful commanders to keep their troops in supply while on campaign.

Skill Type: Military

Tools: No.

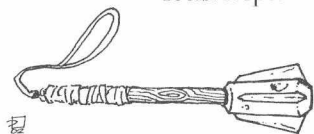
M

MaceRoot: *Agility*

A mace is a short-hafted, metal-flanged club. Its main purpose in battle is to crush through heavy metal armor.

Skill Type: Martial

Tools: Nope.

**Martial Arts**Root: *Agility*

This is a catch-all skill for any specialist hand-to-hand fighting techniques. We prefer the term Boxing, and you can see a slightly more detailed entry under that heading.

Skill Type: Martial

Tools: No.

MasonRoot: *Perception/Agility*

A mason knows how to choose suitable stone, carve it and use it to build structures. Also, masons are skilled in mixing mortar and setting foundations.

Obstacles: Making bricks, Ob 1. Making mortar, Ob 2. Cutting soft stone (sandstone or limestone), Ob 3. Cutting marble, Ob 4. Cutting granite or basalt, Ob 5. Slate flooring, Ob 2. Arch, Ob 3. Small stone house, Ob 4.

FoRKs: Engineer, Architect

Skill Type: Artisan

Tools: Yes.

MeditationRoot: *Will*

First and foremost, Meditation is a way for a character to calm and center himself. It is both rest and a method for divining solutions to problems via deep thought.

While meditating, a character is vaguely aware of his surroundings—cognizant of changes in the environment like noise or the presence of someone near him. He may make Perception/Observation tests to detect Stealthy characters.

A Sorcerer can maintain any spells he is currently sustaining while meditating. He must retest Tax as per The Power Still Flows Through Him rules in the Burning Wheel.

Obstacles: Meditation can be used in place of sleep for rest. Each hour of meditation counts as an hour of rest for the purposes of recovering from wounds and Tax. This is an Ob 1 test plus 1 per additional



hour meditated. For example, meditating for 4 hours is an Ob 4 test. Failing the test indicates that the character falls asleep at some point. Using Meditation, a character may “center” before taking a test for another skill. This is a linked skill test. When centering for a versus test or detailed conflict, make a versus test between the Meditation skill and the opposing skill. If Meditation wins, the character earns a +1D advantage.

Skill Type: School of Thought

Tools: No.

MendingRoot: *Perception/Agility*

Mending is a useful skill. It encompasses the knowledge of the form and function of everything on the farm. This skill allows characters to fix, repair or darn just about anything.

Obstacles: Mending the fence, Ob 1. Darning socks, Ob 1. Mending the floor, Ob 2. Mending a rip in your jerkin, Ob 2. Mending the roof, Ob 3. Mending a broken saddle, Ob 3. Mending a broken cart wheel or axle, Ob 4. Mending Armor: First die, Ob 1. Second die, Ob 2. Third die, Ob 4. Fourth die, Ob 6. Fifth die, Ob 8. Mending shields, Ob 2: Characters may only mend one shield die.

FoRKs: Any appropriate craftsman skill could suffice.

Skill Type: Peasant

Tools: Yes.

MidwiferyRoot: *Will/Perception*

Midwives are an important fixture in any village. They help the women give birth to their children and survive the process.

Obstacles: Uncomplicated birth, Ob 3. Cesarean, Ob 4. Breach birth, Ob 5. Determining the child's sex before birth, Ob 6.

FoRKs: Herbalism

Skill Type: Medicinal

Tools: No.

MillerRoot: *Perception*

Milling is the knowledge of building, maintaining and operating the machinery used to grind grain for consumption.

Obstacles: Windmilling, Ob 1. Water milling, Ob 2. Manual milling, Ob 3. Building a manual mill with the help of your carpenter friends, Ob 4. A water mill, Ob 5. A windmill, Ob 6.

FoRKs: Brewer

Skill Type: Peasant

Tools: A workshop.

MimicryRoot: *Perception*

Using this skill, a character may imitate animal sounds and voices.

Obstacles: Squirrels, Ob 1. Bird calls, Ob 2. Cats, dogs, monkeys, Ob 3.

Human voices, Ob 4.

Skill Type: Forester

Tools: No.

**Mining**Root: *Perception*

Mining is the technique of excavating earth in order to remove valuable ore. Mining includes prospecting ore, sinking the shafts and setting up a system to remove the ore.

FoRKs: Engineer, Architect

Skill Type: Craftsman

Tools: Yes.

Mounted Combat TrainingRoot: *Will/Power (for aptitude only)*

Mounted Combat Training gives the character the ability to fight effectively from horseback. If appropriate to the character and the game setting, players may choose Mounted Combat: Bowman instead of the traditional lancer archetype. See Mounted Combat in the Burning Wheel.

Skill Type: Martial Training

Tools: No.

Musical InstrumentRoot: *Will/Agility*

A variety of musical instruments are available to the erstwhile musician. Drum, Flute and Lyre are but a few of the many options.

FoRKs: Sing, Composition, and additional instruments

Skill Type: Musical

Tools: Yes, an instrument.

Music CompositionRoot: *Will/Perception*

A character with this skill can write musical notation and compose various types of songs, both for voice and instrument.

Skill Type: Musical

Tools: Yes.

N, O**Navigation**Root: *Perception*

Using charts of the stars, winds and currents, a navigator safely guides his ship from port to port. True navigation allows ships to journey away from the coastline into the open sea without becoming hopelessly lost.

Obstacles: Navigating in clear weather through well-charted water, Ob 1. Navigating on a starry night, Ob 2. Navigating through known waters on a partially cloudy night, Ob 3. Known waters on a cloudy day, Ob 3. Through rough waters, Ob 4. Through a storm at night in unknown waters, Ob 8.

FoRKs: Astrology, Orienteering, Pilot, Geometry Training

Skill Type: Seafaring

Tools: Yes.

ObservationRoot: *Perception*

Observation is the skill used to spot the concealed or hidden characters. Test this skill in versus tests against Inconspicuous, Stealthy, Sleight of Hand or Trapper. Note: Observation is *only* used in these circumstances. Do *not* use it for standard Perception tests—to spot weakness in armor, to notice details of a flag or to look for an escape tunnel. Some spells and traits allow Perception to act as Observation. In this case, the Perception dice are not open-ended, but only successful tests count toward advancement.

Obstacles: In the case of versus tests, instead of raising obstacles for one side, it is almost always mechanically smoother to give the other side advantage dice. So if it's dark or raining or a confusing situation, give the "hider" a few extra dice, then make the versus test. To be explicit, Observation *never* suffers a double obstacle penalty to spot Inconspicuous, Stealthy, etc.

Skill Type: Forester

Tools: No.

OratoryRoot: *Will*

Oratory is the ability to rouse the masses with a stirring speech. It teaches how to project the voice and speaking techniques used to get a point across. Oratory can also aid the commander in motivating his troops.

Obstacles: The obstacle of Oratory is the Will exponent of the intended victim. If so desired, allow the orating player to speak his part before the dice are rolled. If the speech is particularly poignant or well-roleplayed, grant an advantage die, then make the skill test.

FoRKs: Command, Persuasion, Rhetoric

Skill Type: Social

Tools: No.

OrienteeringRoot: *Perception*

Orienteering is the ability to navigate across land both with and without maps. Maps do, however, provide an advantage die to Orienteering tests.

A successful Orienteering test indicates the character has found his way without delay. A failed test indicates the character and his companions have gotten lost. This result either causes the characters to miss any appointments they were trying to keep (but still arrive at their destination) or causes them to arrive in an unintended location.

Obstacles: Determining your compass directions during the day in familiar land, Ob 1. At night in familiar land, Ob 2. In unfamiliar land, Ob 3. In unfamiliar land at night, Ob 4. In familiar land during a storm, Ob 5. During a storm at night, Ob 6.

FoRKs: Navigation

Skill Type: Forester

Tools: No.



P

PaintingRoot: *Will/Agility*

Painters use dyes, pigments and brushes to craft images on a variety of surfaces.

Obstacles: Stick figures with india ink, Ob 1.

FoRKs: Illuminations

Skill Type: Artist

Tools: Yes.

PersuasionRoot: *Will*

Persuasion is the art of convincing someone to act on your behalf because it is in his best interest. This skill often involves an exchange of agreements—something very different from Falsehood or Oratory. Those two skills tell someone what to do or believe, whereas using Persuasion, one carefully crafts a suggestion for the victim agree with. And with luck, he'll think it was his idea in the first place.

Obstacles: Will exponent of the intended victim.

FoRKs: Falsehood, Hagglng, Soothing Platitudes, Ugly Truth

Skill Type: Social

Tools: No.

PhilosophyRoot: *Will/Perception*

Philosophy is the pursuit and discussion of wisdom, centering on the role of man in the great cycle. Often it is at odds with Law and Doctrine.

FoRKs: Doctrine, Rule of Law, History

Skill Type: School of Thought

Tools: No.

PilotRoot: *Perception/Power*

The Pilot is the all-important crewman who guides the ship through storm and calm. A good helmsman can stay the course through the most terrible gale. The helm works closely with the navigator.

Obstacles: Steady as she goes, Ob 1. Three degrees to port, Ob 2. Hard to starboard, Ob 3. Staying the course during a squall, Ob 4. Staying the course in a storm, Ob 5.

FoRKs: Navigation

Skill Type: Seafaring

Tools: No.

PlaywrightRoot: *Will/Perception*

A playwright composes dramatic dialogue into scripts to be read and performed by actors on stage. This skill allows a character to convey his own ideas into a written form so that others may transmit them via performance. Writing is required in order for this skill to be taken.

Obstacles: The more coarse the message, the lower the obstacle. The more subtle, the higher.

FoRKs: Composition

Skill Type: Academic

Tools: No.

PlumbingRoot: *Perception*

The fine art of plumbing. Using this skill a character may design systems to convey water from one location to another. Typical plumbing in the middle ages was made of lead, wood and stone.

Obstacle: Troughs or ducts, Ob 1. A pump, Ob 3. Plumbing, Ob 4. Hot and cold running water, Ob 5.

Skill Type: Artisan

Tools: Yes.

PoetryRoot: *Will*

Poetry allows the expression of ideas and emotions through metered verse.

FoRKs: Sing

Skill Type: Musical

Tools: No.

PoisonsRoot: *Perception*

Poisons is a specialized herbalism/apothecary skill that allows the character to concoct harmful substances from herbs, minerals and animalia. The Poisons skill also lends the character a limited knowledge of antidotes; not every poison has an antidote, though.

Obstacles: For poison manufacture, use the trait point costs of the Venom traits in the Monster Burner as obstacles.

FoRKs: Herbalism, Apothecary, Alchemical

Skill Type: Special

Tools: Yes.

PolearmRoot: *Agility*

Whack-whack, poke-poke, chip-chop. A polearm is a versatile weapon. When using such a device in combat, the player must decide each action whether the character is using the blade to cut, or the beak (or blade tip) to thrust. If appropriate, he may also perform a butt-strike with the haft or a big fat Great Strike with the blade or beak. Stats for each type of attack are listed in the Weapons Appendix of the Burning Wheel.

Skill Type: Martial

Tools: No.

**Potter**

Root: Perception/Agility

'Tis a most ancient and honorable craft. A character with the Potter skill knows how to make vessels of fired clay.

Obstacles: Preparing argil, Ob 1. Making earthenware, Ob 2. Mixing glaze, Ob 3. Making porcelain, Ob 4. Nankeen, Ob 5. Vitrification, Ob 6.

Skill Type: Craftsman

Tools: Yes.

Precision Training

Root: Perception (for aptitude only)

Precision Training allows the character to use his *skill exponent* in place of his Power stat when factoring his IMS.

A trained character with a B4 Power and a B6 Throwing skill can do damage with throwing knives using the 6 of his throwing skill rather than his 4 Power. In the standard rules he does: 1 B3, M B5, S B7 with a throwing knife. Once trained to hit with Precision, he would do: 1 B4, M B7, S B10. Much better!

Skill Type: Special Training

Tools: No.

Prospecting

Root: Perception

The Prospecting skill allows the character to locate seams and veins of minerals and metals so that they may be mined.

Obstacles: Alluvial deposits, Ob 1. Eluvial deposits, Ob 2. Crevice mining, Ob 3.

FoRKs: Appropriate wises, Mining, Mason

Skill Type: Artisan

Tools: No.

R**Read**

Root: Perception

In the middle ages, reading and writing were two separate and distinct skills. It's difficult for the modern mind to comprehend this, but it is indeed a fact. Therefore, a character may be able to read but not have any conception as to how to transcribe his thoughts onto paper. (The other reason to separate literacy into two skills is to enforce its rarity by forcing players to pay double for it.)

FoRKs: Research

Skill Type: Academic

Tools: No.

**Research**

Root: Perception

Research is the art of navigating libraries, gathering data and collating coherent reports.

Obstacles: Common knowledge, Ob 1. Interesting facts, Ob 2. Collating relevant information from a native language text, Ob 3. Deciphering a handwritten monograph in your own language, Ob 4. Deciphering handwritten monograph about an obscure subject, Ob 5. Deciphering a monograph about heretofore unknown subject, Ob 6.

FoRKs: History, Ancient and Obscure History

Skill Type: Academic

Tools: No.

Rhetoric

Root: Perception

Rhetoric is a form of discourse centered on the conveyance of thoughts, ideas and concepts in the interest of winning an argument. This skill exists only to be used in the Duel of Wits mechanics. Have fun.

FoRKs: Oratory, Soothing Platitudes, Ugly Truth

Skill Type: Academic

Tools: No.

Riding

Root: Will

This skill teaches the character to effectively maneuver a mount. See the Riding mechanics in the Burning Wheel for more details.

Obstacles: The base obstacle is typically the Will of the animal. If the animal does not have Rider Training, double the obstacle.

Skill Type: Physical

Tools: A horse or some such thing.

Rigging

Root: Agility/Speed

Rigging is the knowledge of setting the sails of seagoing vessels. This includes how they work, and the ability to climb the rigging like a monkey climbs a tree.

FoRKs: Knots

Skill Type: Seafaring

Tools: No.

Rowing Training

Root: Power (for aptitude only)

Rowing Training allows characters who are chained to the oarlocks to *help* each other with their Power tests to motivate a sea-going vessel.

Alternately, if the character is rowing a small vessel alone, he gets +1D to his Power for putting his back into it.

Skill Type: Physical Training

Tools: No.

**Rule of Law**Root: *Perception*

The Rule of Law is the body of rules and guides set up to maintain order within the state. Characters familiar with law may act as advocates, lawyers and magistrates within the system.

Obstacles: Taxonomy of a cause of action, i.e., a case in property or contract, Ob 1. Figuring out which court has jurisdiction over your suit—the Duke's court, the King's bench or a court of chancery, Ob 2. Determining which court will be the best disposed toward ruling in your favor, Ob 3.

ForKs: For researching a case: Doctrine, Philosophy, History, Research. For presenting a case: Oratory, Persuasion and Ugly Truth. Only an idiot—or a very powerful man—intimidates or commands a court.

Skill Type: School of Thought **Tools:** No.

S**Saddlery**Root: *Perception/Agility*

Saddlery is the fine art of creating horse furniture from suitable hides. Saddlers work closely with local tanners to create saddles, bits, bridles and stirrups.

ForKs: Tanner

Skill Type: Craftsman **Tools:** Yes.

ScavengingRoot: *Perception*

A player using his character's Scavenger skill may state what he is looking for—it can be any type of item, but it cannot be a specific or unique thing.

Obstacles: Common household goods are Ob 2, hard to find items are Ob 3, rare objects are Ob 5, and really obscure or out of place items are Ob 7. A successful roll indicates that the character has found a reasonable facsimile of what he set out after.

ForKs: Foraging and appropriate wises

Skill Type: Peasant **Tools:** No.

SculptureRoot: *Will/Agility*

Sculptors carve forms and images from obdurate stone.

Obstacles: Mixing plaster, Ob 1. Canosis, Ob 1. Low relief, Ob 2. Mezzo-relief, Ob 3. High-relief, Ob 4. These obstacles stand for working with softer stones like limestone and sandstone. Increase obstacles by one and two respectively for working in marble and granite.

ForKs: Mason, Engraving

Skill Type: Artist **Tools:** Yes.

SeamanshipRoot: *Perception*

Seamanship covers all of the basic knowledge and skills, short of actual sailing, necessary to survive on board a boat or ship: stowing, cleaning, mending shipboard paraphernalia and water discipline.

Skill Type: Seafaring **Tools:** No.

SeductionRoot: *Will*

Seduction involves the extraction of information or the persuasion of action from a subject through the manipulation of sexual desire and intention. This does not necessarily entail sexual intercourse.

Obstacles: Seduction requires a somewhat willing victim. Basic obstacle is always victim's Will.

ForKs: Persuasion, Soothing Platitudes, Poetry

Skill Type: Social **Tools:** No.

SewingRoot: *Agility*

Sewing is used to make garments, blankets and pillows from swatches of cloth.

Obstacles: Threading a needle, Ob 1. Basting, Ob 1. Blanket Stitching, Ob 2. Saddle Stitching, Ob 2. Pants or dress from pattern, Ob 2. Shirt from pattern, Ob 3. Pants or dress sans pattern, Ob 4.

ForKs: Weaver, Tailor, Embroidery

Skill Type: Peasant **Tools:** Yes, a needle pulling thread!

Shield TrainingRoot: *Agility (for aptitude only)*

Shield Training allows a character to incorporate a shield into his defense. Characters without Shield Training must actively block with a shield in order to gain its benefits. See Armor and Shields in the Burning Wheel for rules. When performing a Strike with a shield use Brawling, an appropriate Boxing skill or Agility.

Obstacles: See Armor and Shields.

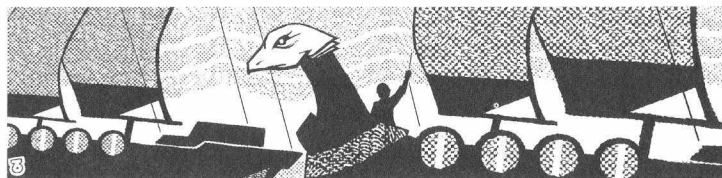
Skill Type: Martial Training **Tools:** No.

Ship ManagementRoot: *Perception*

The steward learns the daily and long-term needs of a ship and crew at sea. Use this skill for factoring supplies or determining cargo capacity for sea voyages. Success indicates there's no problem. A failed test and the ship runs short of supplies—food, water, medicine, lumber, ammunition, etc—and serious complications arise. Sailors start dying from one thing or another, because whatever's missing is what is sorely needed, of course! A bad steward is bad for morale.

Obstacle: Short journey, Ob 2. Medium term journey, Ob 3. Long haul, Ob 4. Add +1 Ob for every ten or twenty crew members, too.

Skill Type: Seafaring **Tools:** No.



Shipwright

Root: *Perception*

Shipbuilding is the art of designing and constructing ship-sized seagoing vessels. A master shipwright usually directs a team of carpenters, blacksmiths and laborers in the construction process.

Obstacles: Building a rowboat, Ob 2. Building a barge, Ob 3. Building a longboat, Ob 5. Building a ketch or junk, Ob 6. Building a schooner, Ob 7. Building a cog, Ob 7. Building a barque, Ob 8. Building a galley, Ob 10.

FoRKs: Engineer, Carpenter, Boatwright

Skill Type: Craftsman

Tools: Yes.

Signaling

Root: *Perception*

Using this skill and a specially designed lantern or flag, a sailor can relay predetermined codes or signals over great distances.

Obstacles: Simple commands, Ob 1. Questions, Ob 2. Complicated orders, Ob 3.

FoRKs: Cryptography

Skill Type: Seafaring

Tools: Yes.

Sing

Root: *Will*

Singing is the art of celebrating and communicating through voice, verse and tune. Singing can be used to soothe, invigorate and inform.

Obstacles: Singing in key, Ob 1. In time, Ob 2. In rhyme, Ob 2.

FoRKs: Poetry

Skill Type: Musical

Tools: No.

Skirmish Tactics

Root: *Will/Perception (for aptitude only)*

Skirmish Tactics are the opposite of Formation Fighting. Skirmishers are taught how to fight in loose formation while still acting as a coherent force. In the Range and Cover rules, characters with this skill give each other an additional +1D helping die.

Skill Type: Military Training

Tools: No.



Sleight of Hand

Root: *Agility*

Sleight of Hand allows the character to perform minor tricks with small objects in the hands. Sleight of Hand also allows the character to surreptitiously place objects on and remove objects from another person.

Obstacles: Simple card tricks, Ob 1. Palming coins and making them appear in the ear, Ob 2. Rolling coins down the knuckles, Ob 2. To pick a pocket or perform a similar trick of legerdemain, make a versus test: Sleight of Hand vs Observation. If the target character doesn't have Observation, then use Perception at a double obstacle penalty.

Skill Type: Special

Tools: No.

Soldiering

Root: *Will/Perception*

This skill covers all the incredibly boring minutiae of being a soldier—marching, digging latrines, setting up tents, army procedures and dealing with the paymasters.

Skill Type: Military

Tools: No.

Soothing Platitudes

Root: *Will*

Soothing Platitudes is a skill for placating angered or irksome fellows with words that say nothing but compliment everything.

Obstacles: Basic obstacle for Soothing Platitudes is the victim's Will. "Looking good today, sire." "Good show, sir!" "A masterpiece of ingenuity, lord." "The *pope* isn't so benevolent as you, sire." "Looking fit and fine today, sir." "God's own judgment would falter where yours stands true, lord." "Your ingenious calculations are beyond compare, Prime Minister."

FoRKs: Persuasion, Falsehood

Skill Type: Social

Tools: No.

Spear

Root: *Agility*

Spears, lances or pikes are versatile and intuitive weapons. They can be used as a quick slashing weapon, as a thrusting or even a smashing weapon. This is not a throwing skill.

Obstacles: See the Fight! and Weapons Mechanics sections of the Burning Wheel.

FoRKs: Martial Arts, Boxing or any appropriate melee weapon skill

Skill Type: Martial

Tools: No.

Sprinting TrainingRoot: *Speed (for aptitude only)*

This training increases the Speed multiplier of the character by one pace. For Elves, Orcs and Men, that'd be from 3.5 to 4.5. This can grant a substantial bonus to positioning tests, as the character will very likely have the highest Speed multiplier and gain a bonus die for it.

Skill Type: Physical Training Tools: No.

StaffRoot: *Agility*

A staff is a thin pole, usually shod with iron at the ends, useful for leaning on when walking and as a weapon. Staves are typically swung laterally or vertically, like a club. This is a Power 2, Add 2, VA -, Fast, Long reach weapon. Staves can also be used as a thrusting weapon, like a spear: Power 1, Add 2, VA -, Fast, Longer reach.

FoRKs: Brawling, Martial Arts, or any melee weapon skill

Skill Type: Martial Tools: No.

StealthyRoot: *Speed*

Stealthy is the ability to use camouflage, natural surroundings, shadow, light and a quiet step to move undetected.

Obstacles: Stealthy relies on a versus test between the stealthy character and those trying to spot him. Typically, it's Stealthy versus Observation, with the sneaking character gaining advantage dice for darkness, rain or covering noise—and increased obstacles for bright light, absolute quiet or impediments like dead leaves. If the spotting characters don't have Observation, then use Perception at double obstacle penalty.

Skill Type: Forester Tools: No.

StrategyRoot: *Perception*

Strategy combines tactics, logistics and cunning to guide armies through war. This is a rare and highly specialized skill reserved for only the greatest of generals.

FoRKs: Logistics, Strategy Games, Tactics

Skill Type: Military Tools: No.

Strategy GamesRoot: *Perception*

A character with this skill is well versed in games of strategy popular to his region. Game play was rather common in the middle ages, but this character has developed a particular knack and skill for it. Test this skill whenever in a game of strategy. Ideally, the test should be versus another Strategy Games skill. If the opposing character does not have the skill, test his Will at a double obstacle penalty.

Skill Type: Special Tools: Yes, unless the game is provided.

StreetwiseRoot: *Perception*

Streetwise is the etiquette of the city streets. This skill helps characters navigate urban centers safely, allowing them to find places only a native would know.

Obstacles: Finding a well-known establishment in a city you have never been to, Ob 1. Finding an out-of-the-way place in a familiar city, Ob 2. Staying out of neighborhoods where you don't belong, Ob 3. Acting like you belong there, Ob 4.

FoRKs: Inconspicuous, Orienteering

Skill Type: Special Tools: No.

SuasionRoot: *Will*

Suasion is the verbal art of the priest. It is used to enlighten the benighted. This skill allows a Priest to convince others to act on his behalf (because it is in the best interest of their immortal souls). It is a Persuasion skill for the clergy.

Obstacles: This skill relies on the Will of the victim for obstacles. If a person to be convinced has a Will of B3, the obstacle for the test is 3.

FoRKs: Soothing Platitudes, Falsehood

Skill Type: Social Tools: No.

SurgeryRoot: *Perception/Agility*

Surgery is a highly specialized art that involves cutting and sewing damaged body parts back into a position where they can heal properly. Surgery can be used to repair broken limbs, stop bleeding and remove bodily aberrations. Failed Surgery tests increase the blood clock for the wound by one stage. Can be used to treat wounds of all types.

Obstacles: See Anatomy of Injury for obstacles and mechanics.

FoRKs: Anatomy, Field Dressing, Apothecary

Skill Type: Medicinal Tools: Yes.

SurvivalRoot: *Will/Perception*

Survival teaches a character how to build shelters, find water and stay warm/cool in adverse conditions. The player should specify what type of climate his character has is familiar with: temperate, tropical, desert, mountainous, arctic or mediterranean.

FoRKs: Foraging, Hunting

Skill Type: Forester Tools: No.

**Sword**Root: *Agility*

This skill covers the use of any long-bladed, one- or two-handed weapons. Bastard swords, broad swords, short swords, katana, falchions, machetes, rapiers, gladii or yataghans.

Obstacles: See the Fight!, Weapons Mechanics and extended example sections of the Burning Wheel.

FoRKs: Martial Arts, Brawling or any appropriate melee weapon skill

Skill Type: Martial

Tools: No.

SymbologyRoot: *Perception*

Symbology is the study of ancient & obscure symbols. A symbologist can recognize + interpret these marks + signs.

Obstacles: Common symbols, Ob 1. Common religious symbols, Ob 2. Common arcane symbols, Ob 3. Obscure religious symbols, Ob 4. Foreign pictograms, Ob 5. Obscure arcane symbols, Ob 6. Unknown religious symbols, Ob 7. Unknown arcane symbols, Ob 8. Truly alien symbology, Ob 9.

FoRKs: Ancient and Obscure History, Doctrine, Sorcery

Skill Type: Academic

Tools: No.

T, U, V**Tactics**Root: *Will/Perception*

The Tactics skill can be used in the Range and Cover field maneuvers in place of Speed or Perception for positioning tests. It counts as Observation training versus Stealthy.

FoRKs: Strategy

Skill Type: Military

Tools: No.

TailorRoot: *Perception/Agility*

The art of creating clothing from manufactured cloth.

Obstacles: Hemming, Ob 1. Run of the mill clothes, Ob 2. Finery, Ob 4. Fashion, Ob 5.

Skill Type: Craftsman

Tools: Yes.

TanningRoot: *Perception*

A tanner treats and cures hides so that they can be used as enduring clothing, furniture and coverings.

Skill Type: Craftsman

Tools: Yes.

TheatricsRoot: *Will/Perception*

Theatrics is the familiarity with the mechanics of stage performance. This skill encompasses sets, make-up and costumes.

Obstacles: Stage makeup, Ob 1. Making simple masks, Ob 2. Disguising an androgynous woman as a man, Ob 3.

Skill Type: Special

Tools: Yes.

TaxidermyRoot: *Perception*

The process of preparing, stuffing and mounting the skins of dead animals for exhibition in a lifelike state.

Obstacles: Rabbits and small game, Ob 1. Insects and fish, Ob 2. Fowl and large game, Ob 3. Your aunt, Ob 5.

Skill Type: Medicinal

Tools: Yes.

ThrowingRoot: *Agility*

Throwing allows characters to accurately throw knives, pins, rocks and balls at targets.

FoRKs: Javelin

Skill Type: Martial

Tools: No.

TortureRoot: *Perception*

This is the unsavory skill of inducing severe pain in a victim while minimizing bodily harm. Ideally, the victim remains alive and aware, ready to receive more torture. A torturer may use this skill as a weapon on a subdued victim and choose how much pain he'd like to inflict before the dice are rolled: an Incidental, Mark or Superb result.

Obstacles: The obstacle is equal to the victim's Will. The Torture exponent counts as the Power for IMS. Extra successes are added to the Torture skill as weapon Power. Essentially, the torturing character slowly and viciously carves up and degrades his victim. However, there is absolutely no mechanic for the victim telling the truth. The victim will ultimately tell the torturer anything he wants to hear, or he'll be killed. But he's never obligated to tell the truth.

FoRKs: Interrogation, Anatomy, Surgery

Skill Type: Special

Tools: Yes.

**Tracking**Root: *Perception*

Tracking is the ability to follow prints, impressions and traces through wilderness. Trackers refer to their art as "following sign."

Obstacles: Following fresh tracks on soft earth, Ob 1. Identifying common animals by tracks, Ob 2. Determining number of creatures from tracks on soft earth, Ob 2. Following fresh tracks on hard earth, Ob 3. Determining weight of creature, Ob 4. Following tracks on soft earth after rain, Ob 5. Identifying a man by his shoes, Ob 6. Following tracks on hard earth after rain, Ob 7.

FoRKs: Hunting

Skill Type: Forester

Tools: No.

TrapperRoot: *Perception/Agility*

Trapping is the art of setting traps and snares to catch small game.

Obstacles: Rabbits, Ob 1. Dogs and cats, Ob 2. Foxes and raccoons, Ob 3. Pit traps, Ob 3. Man snares, Ob 4.

Skill Type: Forester

Tools: Yes.

Tree CuttingRoot: *Perception/Power*

Tree Cutting is the technique of rapidly and safely felling live trees to be used as lumber and firewood.

Skill Type: Peasant

Tools: Yes.

Two-Fisted Fighting TrainingRoot: *Agility (for aptitude only)*

This martial training skill allows a character to fight effectively with a weapon in his off hand—the weapon must be smaller or of equal weight to his other weapon. Neither weapon can exceed the "long" weapon length classification.

When fighting with two weapons, there is no penalty for striking with a weapon in the off hand. If a player wants to Strike with both weapons simultaneously, divide his dice between his two weapons. They must be of equal length to perform this. Also, the character may perform "Block-and-Strikes" as if he had Shield Training. Skill dice are divided between attack and defense as the martial artist sees fit. Swords, knives, clubs, fans and other such off-hand devices count as 1D shields.

Skill Type: Martial Training

Tools: No.

Ugly TruthRoot: *Perception*

Ugly Truth is the singular and unique ability to strip a situation or argument to its bare, naked core.

Obstacles: "The emperor isn't wearing any clothes," Ob 1. "There is no such thing as Santa Claus," Ob 2. "That, my friend, is a suicide mission. Have fun!" Ob 2.

FoRKs: Falsehood, Intimidation

Skill Type: Social

Tools: No.

VintnerRoot: *Will/Perception*

A Vintner is an artist who grows grapes, mashes them and ferments them into wine.

FoRKs: Farming, Brewer

Skill Type: Peasant

Tools: Yes.

W-Z**Waiting Tables**Root: *Will*

Despite what they may say, it takes skill, patience and cunning to serve customers. A great skill for replenishing Taxed Resources.

Skill Type: Special

Tools: No.

WeaponsmithRoot: *Perception/Agility*

Weaponsmith is the specialized craft of manufacturing weapons of war. Using it, a character may make axes, swords, spears and other assorted melee weapons. It is not used to manufacture bows or crossbows.

FoRKs: Blacksmith

Skill Type: Craftsman

Tools: Yes.

WeavingRoot: *Perception/Agility*

Weaving is the skill used for taking raw fiber (cotton, wool or silk, etc.) and turning it into usable cloth.

FoRKs: Sewing

Skill Type: Peasant

Tools: Yes.

WisesRoot: *Perception*

A wise is a skill through which a character can call upon the knowledge of various details of the game world—knowledge of "who's who" or "what's what" for the areas encompassed by his wises. For the most part, wises are fairly self-explanatory—their name says it



all. Some of the more bizarre examples have detailed descriptions in the individual lifepath sections. The following are the general skill obstacles applicable to all wises.

Obstacles: Obstacles are pretty much the same for all wises: Common knowledge of the subject, Ob 1. An interesting fact, Ob 2. Details, Ob 3. Uncommon knowledge, Ob 4. Rare goods, Ob 5. Bizarre or obscure, Ob 7. Freaky details or specifics, Ob 8.

Skill Type: Special **Tools:** No.

Whitesmith Root: Perception/Agility

Using similar techniques as the blacksmith, a whitesmith forges wares from the softer metals: silver and gold.

Obstacles: Pumping bellows, Ob 1. Pouring into the crucible, Ob 2. Hairpins, Ob 2. Spoons and cups, Ob 3. Silver bullets, Ob 3. Tea service, Ob 4. Silver swords, Ob 4.

ForKs: Blacksmith, Jeweler, Etching

Skill Type: Craftsman **Tools:** Yes.

Wine Tasting Root: Perception

Tasting wine and discerning its flavors and properties is a highly refined skill.

Skill Type: Special **Tools:** No.



Write Root: Perception/Agility

Write is the companion skill to Read. As I mentioned in the Read listing, it is possible to have this as a separate skill. Without the benefit of the ability to read, Write is a copyist's skill. The character knows the shapes of letters and how to reproduce them, but he does not know what they mean. Accompanied by the Read skill, a character with Write may transcribe his thoughts onto paper in reasonably coherent chunks.

Skill Type: Academic **Tools:** Yes.



General Trait List

The following section contains lists and descriptions of traits. These traits are available for purchase for all character stocks.

Create Your Own

If you find yourself dissatisfied with the options presented in this list, you are welcome to create your own individual traits for your character. The rules for trait burning can be found in the Monster Burner.

General Call-On and Die Trait List

Some of the traits that appear in the lifepaths may also appear in this list. When a character has walked a lifepath, the player may purchase its traits at one point apiece. Buying the trait from this list, a player must pay the listed cost.

C-O=Call-On

The basic rules and mechanics for traits can be found in the Burning Wheel. The C-O abbreviation is short for "call-on."

Dt=Die Trait

Dt is short for die trait.

A

Affinity for... Dt 4 pts

An Affinity trait represents something that the character loves so much, he excels at it. Players may choose one skill for which their character has an Affinity. The trait gives the character +1D to the skill.

Alert Dt 2 pts

Little, electric voices echo round the character's skull. Character may Glance Assess, Acquire and Aim (+1D) when Stand and Drool hesitating. Therefore, if your character hesitates for two actions in Fight!, he may recover himself and have his target Acquired and a bonus die to aiming. In Range and Cover, Alert grants 1D of aiming after character finishes hesitating.

Ambidextrous Char 1 pt

Ambidextrous characters can switch dominant hands as needed.

Artful Dodger Dt 5 pts

This trait allows the character to see it coming—he knows Destiny has it in for him and knows what she looks like. In the Fight! mechanics, he may *forfeit* one action for free per *exchange*: He does not have to lose one when he changes one. All the other normal rules and conditions for Forfeiting apply.

Atravieso Dt 1 pt

Someone who is *Atravieso* is always getting his hands into everything, fiddling with every little thing he can. When in any new place, or a stressful situation, the character must pass an Ob 3 Will test to resist touching and fiddling. If he fails the test, the character goes for the most fragile/breakable/dangerous objects around—beakers in the laboratory, eggs in the hen house, detonators in the bomb shop, the queen's dress at court, etc—and, well, fiddles with them.

Aura of Innocence C-O 2 pts

This character projects the appearance of being completely free of taint and guilt in any crime. No one would ever suspect him. This is a call-on for Falsehood or Inconspicuous when dodging guilt.

Aura of Martyrdom Dt 3 pts

He will die for our sins. We all know it. We all want it (not that we would do anything to speed the process along...). In him we shall be redeemed. The player whose character possesses this trait earns Persona artha for personal goals when taking steps in the game to martyr his character. The character must die for a lost cause—preferably religious. Should this glorious death transpire, the character's remains instantly become holy relics. The first person to gather up those remains is granted all of the martyr's remaining artha. If he had no artha left at the time of his death, the relic grants a Deeds point to its new owner. Lastly, after the artha/Deeds point is spent from the remains, they become a suitable matrix for Enchanting. See the Enchanting pdf at www.burningwheel.org for more.

Aura of Determination C-O/Dt 5 pts

This trait allows the character and *everyone within his presence* to reroll one test in a great effort.

Aura of Fear Dt 5 pts

This character emanates fear. When entering his presence, all must pass a Steel test. Once the Steel test is made, the victim character does not have to test again until the next time he encounters this fearful creature.

Aura of Holiness Dt 7 pts

This character is bathed in a divine light. Any character with the Lawbreaker, Dreaded, Spirit Nature or Aura of Malevolence trait must immediately take a Steel test when entering the holy character's presence. Add the holy character's Will exponent to the hesitation obstacle. In addition, the holy man's Suasion dice are always considered open-ended.

Aura of Malevolence Dt 6 pts

This character is evil, and everyone knows it. Little children run away crying, dogs bark maniacally. This character, and all of his cohorts within his Presence gain +2D to Intimidate or Interrogate. If the malevolent character has other characters helping him Intimidate, each character grants an additional helping die over what they would normally give. Only one effect may be used at a time.

B

Blank Stare Dt 3 pts

No matter the emotion, the character never shows any sign of "getting it." The little light bulb never seems to come on. +1 Ob to all Persuasion and Soothing Platitudes tests made against this character.

Blind Dt 1 pt

This character cannot see clearly. He cannot make purely visual-based Perception tests, and he is at +2 Ob to all sight-based Speed and Agility tests.

Bookworm Dt 2 pts

"You've got to leave this library and go out and experience the world! Stop hiding in your books and *live*!" warned the old instructor.

"Yeah, right," thought the student. "All the knowledge I'll ever need is here...in these books!"

Characters with this trait reduce their aptitude for learning Academic skills by one.

Booming Voice C-O 2 pts

This character's voice cuts through walls and overpowers other speakers. This is a call-on for Conspicuous, Oratory, or Command.

Bottomless Stomach Dt 2 pts

Eat and eat and eat. "Nature's Cruel Joke." Characters with the Bottomless Stomach trait are at +1 Ob to all Resources tests involving food, drink and meals.



C

Charismatic C-O 2 pts

There is something magnetic and enigmatic about this character that draws people to him. People generally enjoy his company. This is a call-on for Persuasion or Oratory.

Charming C-O 2 pts

Suave and likable, this character possesses a certain *je ne sais quoi* that makes him affable (despite his cowardly, murderous personality). Call-on for Soothing Platitudes or Seduction.

Child Prodigy Dt 2 pts

This trait is only available to one or two lifepath characters. The player may add +3D to the Perception or Will exponent of the character, or may shade shift one *skill*. Abuse this at your peril.

Chronologue Char 1 pt

An innate sense of time plagues this character. He always knows what time it is.

Cipher Dt 5 pts

It is not that the character is completely nondescript, but there is something about him that makes people *not* notice him. This trait shade shifts Inconspicuous to gray, but adds +1 Ob to all Circles tests.

Claustrophobic Dt 1 pt

Claustrophobia is a specific phobia applying to enclosed spaces. A character afflicted with this trait will not willingly enter small spaces, like prison cells, closets, tunnels, trunks or even cramped rooms. If he should find himself in an enclosed space for a long period of time (more than a minute or two), he becomes agitated and eventually hysterical—the character must pass a Steel test. If failed, he must either Swoon or Run and Scream.

Clumsy Dt 1 pt

This character tends to trip or drop things at the wrong moment. Use this trait to further color failed tests involving holding precious or fragile things. A Clumsy character will always drop what he is holding in a rather spectacular manner if he fails a test.

Cold-Blooded Dt 2 pts

The sight of death or suffering means little to this character; he is unaffected. Reduce hesitation for death, violence and pain by one.

Commanding Aura Dt 6 pts

This character possesses an imperious and imposing demeanor. His merest words seem like fiat and his statements like edicts. His lessers feel compelled to obey. Add +1D to the character's Command skill. He may also *help* all those in his presence with any Steel tests they are compelled to make.

Compulsive Liar Char 1 pt

The character cannot help himself; the lies come unbidden and never ending. Note that this trait does not necessarily make the character a *good* liar.

Contortionist C-O 2 pts

A Contortionist can bend and twist the body into odd positions. Call-on for Speed and Agility in tight situations.

Cool-Headed Dt 2 pts

Cool heads keep calm in crazy situations. Reduce hesitation from surprise (not pain) by one.

Cowardly Dt 1 pt

This is not the most flattering trait. Cowardly characters will not willingly put themselves at bodily risk and tend to run from danger—or at least be conveniently absent. +1 hesitation.

D

Deaf Dt 4 pts
 This character cannot make auditory-based Perception tests, and is +2 Ob to all Perception tests in general.

Deep Sleeper Dt 3 pts
 Deep Sleepers are very difficult to rouse from sleep. Loud noises, shouts, even calling their own names won't do it. To wake from sleep before the appointed time, this character must pass an Ob 5 Will test.

Dexterity of the Cat C-O 2 pts
 This trait can be called on when the character is trying to navigate narrow ledges, branches, rope or walkways. Call-on for Climbing or related Speed tests.

Diminutive Stature Char 1 pt
 Characters of Diminutive Stature are no taller than five feet (1.6 paces). This is the stature of Dwarves.

Dramatic C-O 2 pts
 Whatever happens to the character, it is very entertaining and overwrought when he tells you about it later. This trait can be called on for Acting and Theatrics.

Dreadful C-O 2 pts
 This character is so horrible to look upon, dread fills the hearts of his enemies and friends. The character can use this trait as a call-on for Intimidation and Interrogation.

Dreamer Dt 3 pts
 This character's dreams have a lifelike and portentous quality. The prime function of this trait is to allow the character to have visions in his dreams. These visions are always relevant to the game at hand. The player then becomes the intermediary for this information between the GM and the rest of the group.

Driven C-O 2 pts
 There is a distant goal which drives this character on. Something burns in his mind that will make all this suffering, hardship and pain worth it in the end. This trait is a call-on for one skill that is related to one of the goals listed in the character's Beliefs. Choose the skill before play starts.

Drunk Dt 2 pts

This character drinks too much alcohol. When offered a drink, it is nearly impossible to find an excuse not to have one. And once drinking, there is no reason not to have one more. Drunks have a shocking inability to see the world through another's eyes, tend to blame the people around them for their problems and are alternately hostile and worshipful toward those who don't drink. This trait forces the character to make a Steel test every time he is in the presence of alcohol. If he fails, his reaction can either be to drink or to fly into a fit of anger at his friends.

E

Eagle Eye Dt 4 pts

Eagle Eye allows the character to see great distances clearly. For the purposes of *shooting* skill tests, characters with Eagle Eye count extreme range as optimal in the Range and Cover rules.

Ear for Voices Dt 3 pts

The character always remembers a voice and is able to pick out conversations over distance and noise. An Ob 3 Perception test allows the character to hear perfectly that conversation across the busy bar.

Eidetic Memory Dt 4 pts

The character has the ability to remember nearly anything that he has read or seen. The player is allowed to consult the GM on occasion about certain important character memories. Whenever there is a question about whether or not the character remembers something, it is assumed that he does. The GM can provide the necessary information to the player.

Eldritch Sink Dt 8 pts

Magic does not and cannot directly affect this character. This includes both beneficial and detrimental effects. This isn't the best trait for sorcerers, as it would negate the Gifted trait.

Entropic Dt 5 pts

Things fall apart around the character. Any mechanic that involves something breaking—armor or materials, for example—counts double in its effect. One breach counts as two, one lost armor die counts as two. Any DoF mechanic for catastrophic failure is weighted by +1

toward the worst result. And any roll that results in complete failure indicates that something broke. Oops. This trait affects everyone and everything in the character's presence, including himself.

Extrovert Dt 3 pts

The character may reduce his aptitude for learning social skills by one.

Eye of the Hunter Dt 3 pts

Characters with the Eye of the Hunter count their Perception exponent as Observation for detecting Stealthy, Camouflage or similarly concealed characters. This test is not open-ended.



F

Familiar Face Dt 2 pts

Of course he's my friend. I've seen him around here dozens of times! Familiar Face is a call-on for Circles tests.

Family Heirloom Dt 5 pts

A Family Heirloom is an item of great value or power that symbolizes the (once great) might of the family. A character may only take this trait if he starts with 20 or fewer resource points. The trait allows the player to take one item from *any* list that costs 50 rps or less.

Fearless Dt 3 pts

This character is practically immune to fear. Reduce hesitation for pain, fear and the shock of gore or death by three. Hesitation for wonderment or surprise is not reduced.

Fey Blood Dt 4 pts

The blood of the elder folk runs through him. This character may choose one trait from the Elf, Dwarf or Orc traits list. Lifepath and Common Racial traits are free, normal costs apply to Special Traits.

Fleet of Foot C-O 2 pts

Fleet of Foot is a call-on for Speed when racing or positioning.

Fortitude C-O 2 pts

When others would quit from exhaustion, this character will heave to and give it one more try. Call-on for Forte.

Frail Dt 4 pts

Weakness saps vitality. This character is less vigorous than his companions. Perhaps due to an overactive life of the mind? Subtract one from Power or Forte. Also, maximum for the Frail stat is reduced to exponent 5.

G

Glib C-O 2 pts

This character is a believable storyteller. His manner and expressions are earnest and appropriate. This trait is a call-on for Soothing Platitudes, Falsehood and Seduction.

Gloryhound Dt 3 pts

A Gloryhound cannot restrain himself when he sees a chance for "glory." He charges into the fray heedless of safety, tactics or plans. Glory includes: maidens fair, enemy sorcerers commanding the undead hordes, large monsters, enemy knights, enemy kings, lost and ancient artifacts. Gloryhounds may add an additional Steel reaction: *For Glory!* While hesitating from a failed Steel test (and choosing this reaction) the Gloryhound must Close. In Range and Cover he must use Steel. In Fight! he must Close and attempt to Charge. He may not do anything else.

Graceful C-O 4 pts

This character is fluid and flowing in motion. This trait may be called-on for Speed tests requiring maneuver, and for social skills requiring presence. This is a special, double effect call-on. The pricing is correct.

Greater Muse Dt 6 pts

Under the influence of his muse, this character is a virtuoso genius. The player must choose an *art form* and one of his character's skills that it inspires. When the art is being performed or witnessed, the dependent skill shade shifts one step lighter.

H

Hand-Eye Coordination *Dt* 3 pts

The character may round up when factoring roots for skills with the Perception/Agility root.

Hands of Iron *Dt* 4 pts

The character's fists (and feet) have been so toughened that his hands count as a Power 1 weapon (like a stone, knife or dagger).

Healthy *C-O* 2 pts

No matter what the character does or how he lives his life, he still maintains the glow of fitness. Call-on for Health tests.

I-J

Ineffable Feature *Char* 2 pts

An Ineffable Feature is a facial or bodily feature that cannot be altered or destroyed. Or if it is somehow destroyed or removed, it grows back the same as it was before. This is a special character trait deliberately included in this list.

Inspirational *C-O* 2 pts

This character innervates and motivates other people by his mere presence. Can be used as a call-on for Oratory and Command.

Iron Stomach *C-O* 2 pts

This character can eat nearly anything and not get sick, even while enduring stomach-churning gross-out jokes. Call-on for Forte tests against illness or poison.

Iron Will *Dt* 3 pts

Characters with Iron Will are resistant to Interrogation and Seduction. Any attempts at bending them are made at a double obstacle penalty. In a Duel of Wits, in which the opposing skill is Interrogation or Seduction, the player may double his body of argument.

Jaded *Dt* 4 pts

So many years and so much humanity has this character seen, life seems to be an endless repetition of petty struggles. "I tire of this game...." Reduce hesitation for surprise or shock by three.

K

Keen Taste *Dt/C-O* 5 pts

This trait can be used to determine the ingredients of a substance sampled by taste. The player can combine this trait with any one of his applicable skills. Using his knowledge and this inborn talent, he can decipher the ingredients or components of a material, substance or compound.

If a character had Prospecting and Keen Taste, he could taste earth and determine what components are contained therein.

Such an act requires a successful Perception test at an obstacle equal to what it would normally take to create or spot this substance. This test is open-ended.

Keen Taste can also be used as a call-on for Alchemy, Apothecary, Herbalism, Wine Tasting, Cooking and Baking.

The Killer *Dt* 5 pts

This character is always aware of what is going on around him—always looking one way while acting on something else. In the Fight! mechanics, The Killer trait gives a free tandem Assess or Acquire Target action once per exchange (meaning, Assess or Acquire is done at the same time as another action). In the Range and Cover mechanics, The Killer grants a +1D advantage to positioning tests.

L

Lame *Dt* 1 pt

One of the character's legs is deformed or permanently injured, causing the character to walk with a pronounced limp. Reduce the Speed Multiplier to x3. In addition, the character may not benefit from any skill or trait that increases the Speed Multiplier (like Sprinting).

Landlubber *Dt* 1 pt

"I think...I think I'm gonna throw up." "I can't swim!" Look at the landlubber, seasick and staggering around the deck. This character is +1 Ob to all Health tests and attempts at good judgement while at sea.

Lesser Muse *Dt* 5 pts

The beauty of art inspires this character to wild heights. The player must choose an art form and a skill it inspires. When under the influence of his Muse, the character gains +2 open-ended dice to all "inspired" skill tests.

For example, a major in the army's Muse is German opera. The skill inspired by the opera/muse is Tactics. Thus while German opera is blaring, the major has +2 dice to those skills.

A character cannot be his own Muse. He cannot recite poetry to himself while he is madly hacking away at his enemies.

Light Sleeper Dt 2 pts

Light Sleepers are easily roused from slumber. They are always allowed the benefit of a Perception test to wake up when a noise is heard or someone is creeping about their room. Make the test as if they were awake. If the character has Observation, that can be used in place of Perception. If the test is passed, the character is instantly awake and ready to go. Also, Light Sleeper adds +1 Ob to all Health tests for recovering Tax.

Linguist Dt 3 pts

Languages are interesting to this character—a puzzle to solve, a mystery to unravel, a game he enjoys and is naturally good at. Aptitude for learning languages is two.

Lithe C-O 2 pts

This character has fluid grace inherent to his movements. Lithe characters tend to be thin and muscular. Call-on for Dance or any other athletic-type skill. Choose one before starting the game.

Long of Limb Dt 4 pts

Abnormally long arms or legs. Long of Limb increases the character's bare-fisted reach in positioning tests to *long*. If used with a weapon, increase the weapon length by one step.

Lost Dt 1 pt

This character never knows where he is or in what direction he is going. Explicit directions are required to get him anywhere, and even that rarely works. Double obstacle penalties to all Orienteering or Navigation tests and any Perception test used to find the right direction.

Louis Wu Dt 2 pts

When surprised or shocked by a revelation (especially when called on to make a Steel test for such instances), this character is prone to fits of laughter. He may replace "Stand and Drool" with "Belly Laugh" in his hesitation options. If this doesn't infuriate friends and foes alike, something is wrong in the world.

Low Speech Dt 3 pts

The knowledge of the language of animals and beasts is known to you. Choose one type of animalia: birds, horses and beasts of burden, beasts of the wild, reptiles and scaly beasts, fish or insects. This trait may be taken multiple times. Additional Low Speech categories cost +1 trait point.

Loyal Dt 3 pts

There is an old saying: "Death is lighter than a feather, but duty is heavier than a mountain." This character lives by these words. The player may add an additional Belief centered around his Loyalty to another character. Should this trait ever be voted off, the character loses the Belief as well; should the Belief be changed, the trait is lost.

Lunatic Char 1 pt

This character always knows the phase of the moon.

M

Manhunter Dt 3 pts

This trait grants the ability to detect strong emotion in others, namely fear, nerves, elation and arousal. The character's Perception acts as the Aura Reading skill (but only for the non-spell detection uses). Those tests are not open-ended.

Massive Stature Dt 4 pts

This character is the size of a Troll. Due to his imposing bulk, his weapon length categories are increased by one step. If wielding a "longest" weapon, he may count his weapon *longer than longest*!

Meticulous C-O 2 pts

The Meticulous character is neat and organized to the point of obsessiveness. All non-physical/martial arts skill tests take the maximum time required. The trait may be used as a call-on for one academic, craftsman, artisan or military skill of the player's choosing.

Mind over Matter Dt 3 pts

With this trait, a player may add one point from his physical pool to his mental. This trait has no effect after character burning.

Misplaced Aura Dt 3 pts

Character has an aura of another type of person or creature. The player and the GM must design this aura—complete with character stock,

Beliefs, Instincts and traits—before play begins. Any Aura Reading tests made against this character see the *Misplaced Aura* instead of the real one. However, the Aura Reader can see the *Misplaced Aura* trait if he gets at least four successes on his test.

Missing Eye Dt 3 pts

This trait increases most sight-based Perception obstacles by +1 to +2 Ob depending on the situation.

Missing Limb Dt 1 pt

Missing limbs have a serious effect on how the character is played. A missing arm sets the Agility cap at 5, and obviously prevents the character from performing any action with two hands. A missing leg sets the Speed cap at 4 and reduces the Speed multiplier by half.

N-O

Nimble C-O 2 pts

Nimble characters are capable of great acts of dexterity with their hands. Nimble may be called-on for Agility tests or one skill with Agility in its root. Chose the skill during character burning.

Nose of the Bloodhound Dt 4 pts

A character with the Nose of the Bloodhound trait can tell a person's or animal's identity via scent and an Ob 1 Perception test. Nose of the Bloodhound also counts as a call-on for Tracking.

Obscure Aura Dt 3 pts

Tests to read this character's Aura are made at a double obstacle penalty. This penalty does not apply to detecting spells cast by or on the character.

P

Palsy Dt 2 pts

The shakes. Manifestations of this can be minor or only arise under certain conditions. But whenever it does arise, the character has serious difficulty performing delicate work with the hands. +1 Ob to any delicate work on Agility- or Perception/Agility-based skills.

Paranoid Ear Dt 3 pts

A character with Paranoid Ear uses his Perception exponent as Observation for detecting Stealthy (or Chameleoned) characters.

Penetrating Gaze Dt 4 pts

Penetrating Gaze reduces obstacle penalties for visibility and darkness by two.

Perfect Pitch C-O 2 pts

Perfect Pitch bestows the heavenly ability to identify or to reproduce any pitch heard. Obviously this can be greatly useful in music. Call-on for singing and musical instrument skills.

Phobia Dt 3 pts

Choose any one of the numerous phobias floating around out in the world. If faced with the object of his phobia, a character must make a Steel Test at +2 Ob hesitation.

Pickled Dt 3 pts

This character may ignore all starting Health penalties for having an unhealthy lifestyle and whatnot. The character must pursue the unhealthy lifestyle in game in order to keep this bonus!

Plain Faced C-O 2 pts

The character just looks like anyone else (of his race and class) and is quite difficult to identify in a crowd. Call-on for Inconspicuous.

Poised C-O 3 pts

Despite being caught in extremely compromising circumstances, this character remains unflustered. Poised counts as a call-on for resisting the effects of Obfuscate and Incite actions. It also counts as a call-on for Etiquette.

Poker Face C-O 2 pts

More than just an inscrutable stone face, Poker Face is all about giving the face you need to mislead your opponent. This trait can be used as a call-on for Falsehood and Gambling/Games of Chance.

Practiced Precision Dt 2 pts

The match appeared in his hand, and in a tiny blur of motion, his pipe was lit. This character has a trademark act that he has repeated so frequently that it has become a single action—like lighting a pipe with a match. Normally this would cost at least three “actions” in game, but the Practiced Precision trait reduces that cost to one action—from three to one. Players must decide what “trademark act” their character will practice before the character enters into the game.





If a player desires the trademark act to be something combat-related, like drawing a sword or knife, or nocking an arrow, the GM should smack him. However, combat-related actions may be Practiced Precision trademarks. They are only reduced *by* one action, rather than reduced *to* one action.

Q

Quick Study *Dt* 3 pts

A character with this trait reduces his Perception aptitude by one.

Quick-Witted *Dt* 4 pts

Quick-Witted reduces hesitation by one action and grants the character +1D to any Rebuttal action in the Duel of Wits.

Quickened Pulse *Dt* 3 pts

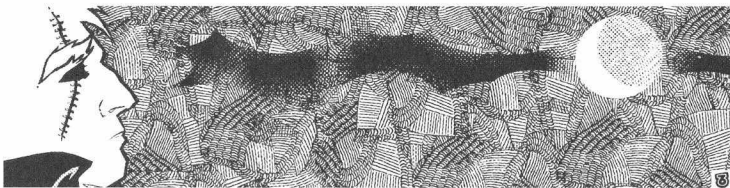
There was a moment of electric hesitation between them; their eyes flashed and fenced. But when the assassin lunged it was too late. The thin man was already at his throat. This trait allows the character to round up when factoring Reflexes.

Quiescent *Dt* 2 pts

Buying this trait allows the player to neutralize and remove one required lifepath trait.

Quiet *C-O* 2 pts

Quiet characters walk quietly, talk quietly, eat quietly and often startle their friends with unheralded appearances. This trait can be used as a call-on for Stealthy.



R

Rainman *Dt* 2 pts

If the character can see it, he can count it. The tallying happens instantaneously and is utterly involuntary. This inevitably leads to the character constantly muttering numbers and figures and driving his companions crazy.

Resigned (to Death) *C-O* 2 pts

This character realizes that he is going to die and has accepted that fact. This trait acts as a call-on for Steel tests in which the character rightly assumes he is going to die, i.e., the cause is hopeless, he's badly wounded, everyone else is dead, etc.

Robust *Dt* 3 pts

The player may add one point from his mental pool to his physical pool in character burning. Thereafter Robust acts as a character trait.

S

Scavenger *C-O* 2 pts

This is a call-on for the Scavenging skill.

Scheming *Dt* 2 pts

Scheming characters are always plotting and planning. It doesn't even have to be for their benefit or gain—sometimes they just plot and plan to see their cleverness at work. Combined with Murderous or Ambitious, this can be a very problematic trait. Scheming also allows the player to add +1D to his body of argument in a Duel of Wits.

Sea Legs *C-O* 2 pts

Call-on for Speed when aboard a ship. Also, this character doesn't get seasick.

Second Sight *Dt* 4 pts

With Second Sight, the character can peer vaguely into the shifting shadows of the spirit world. Through an act of concentration, he can push through the veil of reality to see the other side. This costs one action in the Fight! mechanics. The character can see magic: A successful Perception test with the obstacle equal to 10 minus the spell obstacle means he can see the spell. Using the Aura Reading skill, he can determine what it does. In addition, he may use Aura Reading to look into people's auras as described under the sample obstacles for the skill. Also, Second Sight allows the mage to FoRK Aura Reading into Sorcery or Summoning (so long as he is using his sight). Lastly, Second Sight turns Perception into Observation for detecting Stealthy or Inconspicuous characters. Any physical actions taken (running, jumping, fighting, etc.) while using Second Sight are done at +1 Ob.



Sense of Direction C-O 2 pts

Characters with this trait have a harder time getting lost because they always have a general idea which direction they came from. Sense of Direction can be called on to aid Orienteering and Navigation. This trait is not universal: a farmer has no Sense of Direction at sea; a ranger has no Sense of Direction underground; a sailor doesn't do so well in the mountains.

Sickly Dt 2 pts

This character is prone to illness. Permanently subtract -1D of Health. Cap Health at B5.

Sight of the Bat Dt 6 pts

This is a scary supernatural trait. It negates all penalties for darkness or dim light.

Sixth Sense Dt 3 pts

This character gets a twinge in his brain (or eye, or heart, or stomach) when a life-threatening event or phenomena is near. This trait counts as a very special Instinct: *Always get a twinge in the head from impending danger*. It's broad, and breaks all the rules for Instincts, but that's why it's a trait.

At any point where the player is about to send his character into a life-threatening situation, the GM is obligated to warn him, "You've got a bad feeling about this." The precise nature of the danger is not revealed. Also, it is the player's responsibility to remind the GM that he has Sixth Sense. If ever there is a dispute surrounding its use, apply the guidelines for using Instincts to the trait.

Sleepasaurus Dt 2 pts

This character is the queen of sleep. She can sleep anywhere, any time. (It's kind of scary, really). She likes sleep; it's her friend.

Slippery Dt 3 pts

This character is hard to get a hold of—he wriggles and squirms his way out of nearly any grip. This character may use his Speed or Agility rather than Power to escape from and avoid Locks.

Slow Dt 2 pts

Slow to react and slow on the uptake, he's not the sharpest knife in the drawer. +1 Ob to all Perception tests and increase base hesitation by one.

Sonorous Voice C-O 2 pts

This character's voice sounds sweet and melodious to the ear. So delightful is the sound that it can be used as a call-on for Seduction, Persuasion and Suasion tests.

Stoic Dt 3 pts

The Stoic character simply does not flinch in the face of danger. Reduce overall hesitation by one.

Street Smart C-O 3 pts

This character understands the dangers and customs of city living. This trait may be used as a call-on for Streetwise, City-wise and Circles in the City Dweller Setting. (The pricing is correct for this trait.)

Stubborn Dt 3 pts

This trait adds +2D to the character's body of argument in a Duel of Wits that contravenes one of his Beliefs.

Stupid Dt 3 pts

+1 Ob to all social skills/spells affecting and used by this character.

T

Tainted Legacy Dt 5 pts

This character's ancestors have mated with something unholy and have tainted the bloodline forever: a curse that will never be lifted, a twisted yoke to bear. The player may choose one trait from a Dæmon, Vampyr, Satyr, Red Cap, Raksha, Ophidia, Koscista-Noga, Giant or Dragon. Tainted Legacy also incurs an Inconspicuous penalty. The character always counts as having the "different race" penalty (+2 Ob)—his taint has certain odd outward signs.

Tenacious Dt 4 pts

A Tenacious character has a one-track mind. Once he is fixed on something he keeps after it. If a Tenacious character's body of argument in a Duel of Wits is reduced to zero or below, this trait puts it back up to one die. This allows the character to play out the next volley (or more if the die isn't lost). Once that one die is reduced, however, the argument is over.

Thick Skinned Dt 1 pt

The character is unaffected by insults, nettling and nagging. Incite actions in the Duel of Wits are +2 Ob against this character.

Thousand-Yard Stare *Dt* 2 pts

This character has seen so much death, shock, inhumanity and horror that nothing phases him anymore. This trait reduces hesitation by three against pain, violence and intimidation, but increases hesitation by two against surprise and Wonderment-type spell effects. This character may not Run and Scream.

Characters with this trait tend to be quiet, remote and cold. They also never seem to look into your eyes. Rather, their gaze is always fixed a thousand yards behind you.

Tidy Aspect *Char* 1 pt

Even under the most adverse conditions, the character's clothes and appearance are neat and clean.

Tongueless *Dt* 2 pts

This character's tongue has been cut out, either as an act of criminal malice, as cruel punishment or as religious service. The character may not properly speak. This is a pretty big handicap in a game where all communication is done via speech.

Touch of Ages *Dt* 7 pts

This trait allows the character to "read" objects through her touch. A successful Perception test will give impressions present in the object: strong emotion, arcana and even age. Type/name of object, Ob 1. Age of object, Ob 2. Length of time the object has been in its current location, Ob 3. Recent events surrounding the object that left physical evidence, Ob 4. Recent events that left no physical mark, Ob 5. Past events that left their mark, Ob 6. Past events that left no mark, Ob 7.

Touch of the Devil *Dt/C-O* 7 pts

This is an odd but powerful trait. With the Touch of the Devil, a character's hands become sensitive and finely tuned instruments. If, when making a Perception test, the player can describe how his character is using his hands to sense the disturbance/noise, Perception counts as Gray shade. Detecting soft foot steps on a stone floor, impressions on a piece of paper, cracks in a vial or the breeze through a keyhole, for example. If used in a versus test against Stealthy, Touch of the Devil counts as Observation. Surgery, Pottery, Carpentry, Tailor, Whitesmithing, Etching, Engraving, Carving, Lapidary and Jewelcraft may root from Gray Perception. Whenever a character with this trait is wounded, he suffers an additional automatic Superficial wound. These count toward the "three Superficial wounds" limit and toward incapacitation.

Tough *Dt* 2 pts

A tough character may round up when determining his Mortal Wound.

Tough as Nails *Dt* 6 pts

Pain and suffering are a picnic. This character is not required to make Steel tests for pain, exhaustion or deprivation. He just clambers to his feet and keeps going. If kicked back to the ground, he crawls.

U-V

Unctuous *Dt* 3 pts

The personality of this character is so caustic that he is distasteful and difficult to be around. +2 Ob to the character's Persuasion, Seduction, Haggling and Oratory tests. It does not affect Command or even Intimidation.

Unlucky *Dt* 1 pts

The Unlucky character has a hard life. Whenever the player makes an arbitrary decision about something in game, it's always wrong. If, for example, the character comes to a fork in the road, and the player just shrugs, "I dunno. I go left." It's the wrong direction—doesn't matter what the "truth" is, that's his luck.

Unlucky may be bought off in game. If the player utterly succeeds at a test at a crucial moment—all successes, glowing results, victory, etc.—the player may opt to turn the success into a dismal, catastrophic and hopefully hilarious failure. Doing so immediately earns the player a fate point and persona point. Unlucky is then removed from his trait list.

W-Z

Weak-Willed *Dt* 2 pts

This character is pliable like tapioca. In a Duel of Wits, this character can only ever use the Not a Big Deal rules for his body of argument.

Weather Sense *Dt* 2 pts

My joints ache; storm's coming. With a twinge in the knee, a stiffening of the joints, back pain or headaches, Weather Sense clues a character into impending weather.

Unless the GM plays with strict house weather rules—I don't—the Weather Sense in essence gives the player the ability to dictate the weather. Why else would a player pick this trait unless he were concerned about having the right weather for something or other?



Anyway, I say let him predict it based on the Perception obstacles below—and let his predictions come true.

Useless vague predictions ("Rain soon"), Ob 1. Accurate weather, Ob 2. Approximate location, Ob 3. Approximate time, Ob 4. Accurate location, Ob 4. Accurate time, Ob 5.

Each obstacle tier includes all the other effects under it.

Wolf's Snout

Dt 5 pts

The character's sense of smell and space are so intertwined that he gets +1D to Perception. The trait also lets the player use his Perception as an Observation skill (without the bonus die). Observation tests are not open-ended.



Wolverine

Dt/C-O 5 pts

Characters with the Wolverine trait recover faster than others from wounds and illness. May be used as a call-on for Health for recovery from a wound.

Wolverine can also be used to buy off a botched recovery test. If used in this way, the test is considered passed, but the trait is lost in the bargain.

Character Traits

Character traits are fairly self-explanatory—the name usually says it all. Therefore, character trait descriptions are not included in the full blown list. However, a list of approximately 250 examples has been included (mostly compiled from the lifepaths), so players can get a feel for what Burning Wheel considers a character trait.

Players may purchase character traits with the trait points earned from the lifepaths. If none of these suit your taste, feel free to make up your own. All character traits cost one trait point.

Character Traits, 1 pt Each

Abashed	Blisters	Crotchety
Abnormally Long	Bloviatic	Cruel
Tongue	Boaster	Cry Wolf
Abused	Bored	Curious
Aches and Pains	Bottomless Stomach	Curses like a Sailor
Addicted	Brash	Cursing
Adorable	Brave	Cynical
Aggressive	Broken Man	Darling of the Court
Agoraphobic	Bruiser	Debauched
Agreeable	Brusque	Deferential
Alarming	Brutal	Demagogue
Alcoholic	Bulbous Nose	Denouncer
Alms-Taker	Buxom	Desperate
Aloof	Cadaverous	Despondent
Ambitious	Callous	Determined
Amenable	Calloused	Devout
Anemic	Callow	Diligent
Appreciation for Beauty	Calm Demeanor	Diminutive Hands
Apprehensive	Chuffing	Disciplined
Arcane	Chuntering	Dismissive
Arrogant	Claustrophobia	Distracted
Bad Egg	Collector	Disturbed
Barker	Color Blind	Disturbingly Confident
Base Humility	Colorful	Disturbingly Large
Batshit	Comely	Mouth
Bedside Manner	Complaining	Dog Lover
Bellicose	Condescending	Dog-Faced Boy
Big Boned	Confident	Domineering
Bilge-Drinker	Corrupt	Dour
Bitter	Cramped Hands	

Downtrodden	Grand	Iron Nails
Drop-Dead Gorgeous	Greasy	Iron Stomach
Drunk	Greedy	Jaunty
Dusty	Grim	Jealous
Dutiful	Grumbling	Joan of Arc
Early Riser	Hacking Cough	Keen Sense of Humor
Earthy Smell	Hairy	Know It All
Eating Maggots	Halitosis	Laconic
Ebullient	Handsome	Lavish Taste
Effete	Happy-Go-Lucky	Lazy
Emotional	Hard-Work	Learned
Erudite	Haunted	A Little Crazy
Esoteric	He's a Jonah, that one.	A Little Fat
Eunuch	Hide before Battle	Loner
Evasive	Hoarding	Love of the Horse
Exasperated	Hollow Bones	Lucky
Extra Digit	Homesick	Lustrous
Extremely Bitter	Honored	Mad
Faded	Hope	Made Man
Fanatical Devotion	Humble Before My	Maggot Connoisseur
Fastidious	Master	Man of Few Words
Feral	Humility	Manly
Fervent Believer	Humility in the Face of	Mark of the Beast
Firm	Your Betters	Maternal
Fixed Smile	Hurt	Maudlin
Flamboyant	Hypochondriac	Mean
Flatterer	Idealistic	Melodramatic Family
Flip	Ideologue	Mercenary
Folksy Wisdom	Impecunious	Merciful
Following the Beat	Imperious	Merciless
Forked Tongue	Impulsive	Metal Plate in the Skull
Formalist	Incessant Tapping	Mind for Small Details
Frippery	Inconsiderate	Misanthropic
Frustration with Church	Indecisive	Missing Digit
Garrulous	Ink-Stained Hands	Murderous
Gelid	Inscrutable	Mute
Generous	Insightful	Muttering
Genial	Insomniac	Naked Hatred
Gluttonous	Intractable	Narcoleptic
Gnawing Hunger	Inured	Night Owl
Good for Nothing	Invisible Friend	Nihilistic
Gossip	Involuntary Shudders	No Nonsense

Nose for Trouble	Resigned to Fate	Stutter
Obedient	Resolute	Superstitious
Obliging	Restless	Suspicious
Obsessed	Rhetorical	Taciturn
Obstinate	Righteous	Temperamental
Odd	Road Wary	Thick Skin
Odious	Romantic	Thug
Off-Kilter	Royal Favorite	Thunderous Snoring
Ornery	Ruddy Complexion	Timid
Other Life	Sadistic	Tolerant
Overbite/Underbite	Salt of the Earth	Touch of Madness
Overworked	Sane	Trusting
Paranoid	Scapegoat	Trustworthy
Pariah	Scarred	Turgid
Passionate	Screaming	Ugly
Patient	Secretive	Unbeliever
Pegboy	Seemingly Concerned	Uneasy
Perfectionist	Seen It All	Unsavory Madman
Pigpen	Self-Confident	Urbane
Pointed Ears	Self-Satisfied	Venial
Pompous	Sense of Entitlement	Veneer of Obedience
Practical	Sharp Dresser	Vitriolic
Predatory	Shouting	Weird
Profuse Sweat	Shrewd	Worldly
Prominent Scar	Sick	Xenophobic
Prone to Exaggeration	Silent Hatred	
Proud	Skeptical	
Psychotic	Skin of an Apple	
Querulous	Skinny	
Quirky	Sleek	
Rabble-Rouser	Sleep-Talker	
Rash	Solipsistic	
Reckless	Somnambulist	
Recondite	Spectacular	
Red Cheeks	Spitting	
Red-Blooded	Squinty	
Reeks of Alcohol	Starved	
Regal Bearing	Stern Demeanor	
Reincarnated	Stinky	
Remarkable Flatulence/	Strange	
Belching	Strapping	
Remote	Strong-Willed	

[illegible]

Skill Name	Shut-Open	Exercises for Disassembly	Key Symbol	Est. Price
	☐ <i>Beginner</i>	Routing: 3 3 3 3 Difficult: 3 3 3 3 Challenge: 3 3 3 3		
	☐ <i>Beginner</i>	Routing: 3 3 3 3 Difficult: 3 3 3 3 Challenge: 3 3 3 3		
	☐ <i>Beginner</i>	Routing: 3 3 3 3 Difficult: 3 3 3 3 Challenge: 3 3 3 3		
	☐ <i>Beginner</i>	Routing: 3 3 3 3 Difficult: 3 3 3 3 Challenge: 3 3 3 3		
	☐ <i>Beginner</i>	Routing: 3 3 3 3 Difficult: 3 3 3 3 Challenge: 3 3 3 3		
	☐ <i>Beginner</i>	Routing: 3 3 3 3 Difficult: 3 3 3 3 Challenge: 3 3 3 3		
	☐ <i>Beginner</i>	Routing: 3 3 3 3 Difficult: 3 3 3 3 Challenge: 3 3 3 3		
	☐ <i>Beginner</i>	Routing: 3 3 3 3 Difficult: 3 3 3 3 Challenge: 3 3 3 3		
	☐ <i>Beginner</i>	Routing: 3 3 3 3 Difficult: 3 3 3 3 Challenge: 3 3 3 3		

Practice Log


 F


 P


 D

Ability: _____

Total Artha Spent   

Ability: _____

Total Artha Spent   

Ability: _____

Total Artha Spent   

Ability: _____

Total Artha Spent   

Artha and Epiphanies

Fate: Open-end 6s
 Persona: +1D per point
 Deeds: Double dice or reroll failure


 F


 P


 D

Ability: _____

Total Artha Spent   

Ability: _____

Total Artha Spent   

Ability: _____

Total Artha Spent   

Ability: _____

Total Artha Spent   

Epiphany (permanent shade shift)

3 Deeds points, 10 Persona points and 20 Fate points

Gear and Possessions

Weapons Mechanics

Incidental— *B2 Mark (round up)* Mark— *Power stat exponent + Weapon Power exponent.*
 Superb— *1.3x Mark (round down)*

MELEE	I	M	S	Add	VA	WS
Bare-fisted	☐	☐	☐	2	-	F
	☐	☐	☐			
	☐	☐	☐			
	☐	☐	☐			

MISSILE WEAPONS

I	M	S	VA	ammunition
☐	☐	☐	☐	

Range Dice: Optimal ___ Extreme ___ DOF: I ___ M ___ S ___

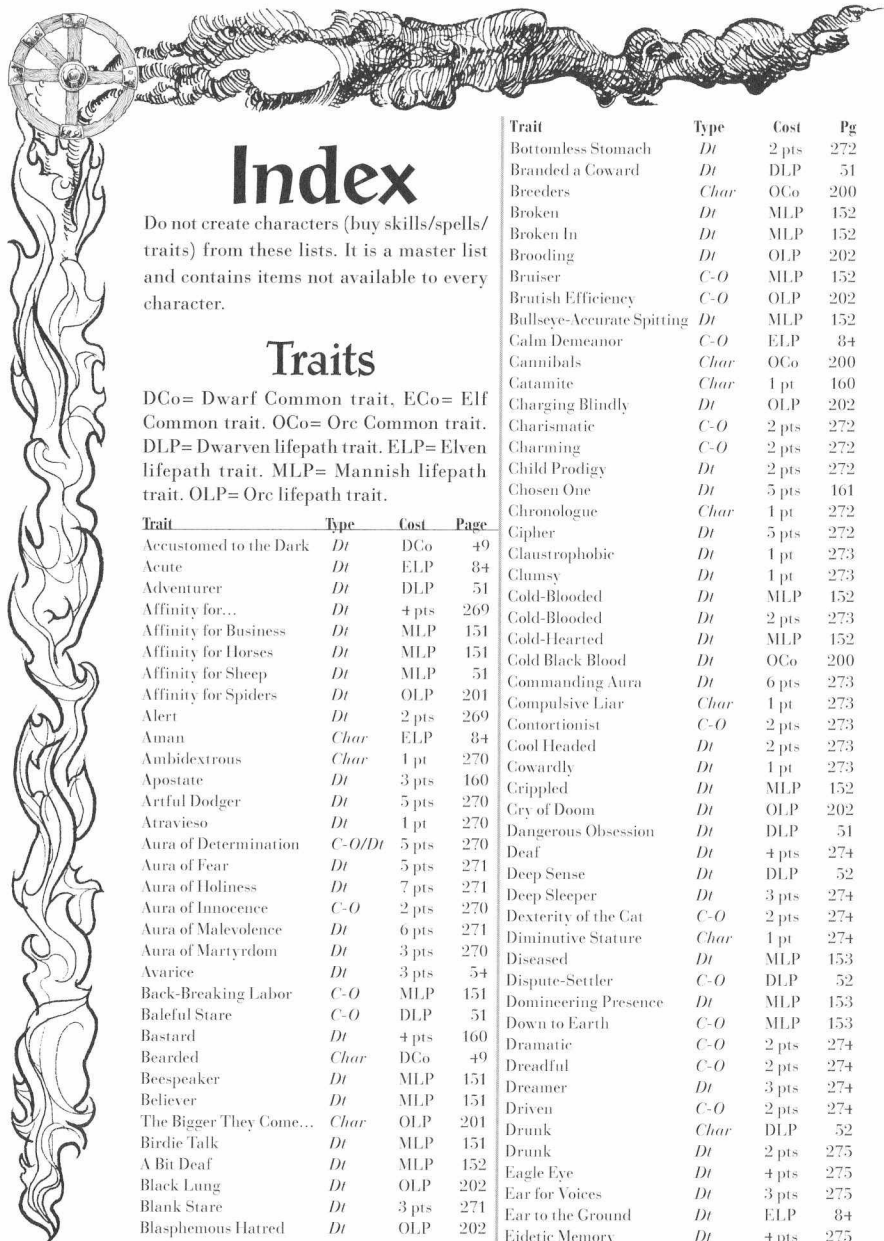
I	M	S	VA	ammunition
☐	☐	☐	☐	

Range Dice: Optimal ___ Extreme ___ DOF: I ___ M ___ S ___

Armor

Dice	Location	Type	Clumsy Weight
○○○○○○○	Head	_____	STEALTHY: _____
○○○○○○○○	Torso	_____	PERCEPTION: _____
○○○○○○○	Right Arm	_____	SPEED: _____
○○○○○○○	Left Arm	_____	AGILITY: _____
○○○○○○○	Right Leg	_____	
○○○○○○○	Left Leg	_____	
○○○○○○○	Shield	_____	

Worksheets and other play-aids are available as pdfs for download from
www.burningwheel.org



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Do not create characters (buy skills/spells/traits) from these lists. It is a master list and contains items not available to every character.

Traits

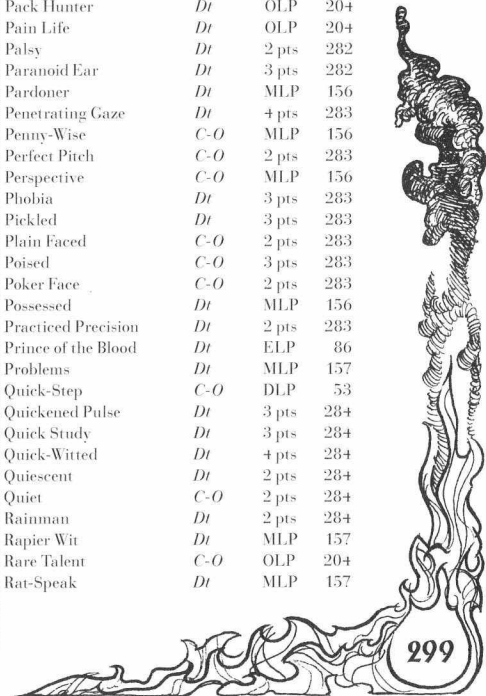
DCo= Dwarf Common trait, ECo= Elf Common trait. OCo= Orc Common trait. DLP= Dwarven lifepath trait. ELP= Elven lifepath trait. MLP= Mannish lifepath trait. OLP= Orc lifepath trait.

Trait	Type	Cost	Page
Accustomed to the Dark	<i>Dt</i>	DCo	49
Acute	<i>Dt</i>	ELP	84
Adventurer	<i>Dt</i>	DLP	51
Affinity for...	<i>Dt</i>	4 pts	269
Affinity for Business	<i>Dt</i>	MLP	151
Affinity for Horses	<i>Dt</i>	MLP	151
Affinity for Sheep	<i>Dt</i>	MLP	51
Affinity for Spiders	<i>Dt</i>	OLP	201
Alert	<i>Dt</i>	2 pts	269
Aman	<i>Char</i>	ELP	84
Ambidextrous	<i>Char</i>	1 pt	270
Apostate	<i>Dt</i>	3 pts	160
Artful Dodger	<i>Dt</i>	5 pts	270
Atravieso	<i>Dt</i>	1 pt	270
Aura of Determination	<i>C-O/Dt</i>	5 pts	270
Aura of Fear	<i>Dt</i>	5 pts	271
Aura of Holiness	<i>Dt</i>	7 pts	271
Aura of Innocence	<i>C-O</i>	2 pts	270
Aura of Malevolence	<i>Dt</i>	6 pts	271
Aura of Martyrdom	<i>Dt</i>	3 pts	270
Avarice	<i>Dt</i>	3 pts	54
Back-Breaking Labor	<i>C-O</i>	MLP	151
Baleful Stare	<i>C-O</i>	DLP	51
Bastard	<i>Dt</i>	4 pts	160
Bearded	<i>Char</i>	DCo	49
Beespeaker	<i>Dt</i>	MLP	151
Believer	<i>Dt</i>	MLP	151
The Bigger They Come...	<i>Char</i>	OLP	201
Birdie Talk	<i>Dt</i>	MLP	151
A Bit Deaf	<i>Dt</i>	MLP	152
Black Lung	<i>Dt</i>	OLP	202
Blank Stare	<i>Dt</i>	3 pts	271
Blasphemous Hatred	<i>Dt</i>	OLP	202
Blasphemous Hatred	<i>Dt</i>	3 pts	206
Blind	<i>Dt</i>	1 pt	271
Bookworm	<i>Dt</i>	MLP	152
Bookworm	<i>Dt</i>	2 pts	271
Booming Voice	<i>C-O</i>	OLP	202
Booming Voice	<i>C-O</i>	2 pts	272
Born to be King	<i>Char</i>	5 pts	160
Born to Rule Them All	<i>Dt</i>	OLP	202
Born Under the Silver Stars	<i>Char</i>	ECo	82

Trait	Type	Cost	Pg
Bottomless Stomach	<i>Dt</i>	2 pts	272
Branded a Coward	<i>Dt</i>	DLP	51
Breeders	<i>Char</i>	OCo	200
Broken	<i>Dt</i>	MLP	152
Broken In	<i>Dt</i>	MLP	152
Brooding	<i>Dt</i>	OLP	202
Bruiser	<i>C-O</i>	MLP	152
Brutish Efficiency	<i>C-O</i>	OLP	202
Bullseye-Accurate Spitting	<i>Dt</i>	MLP	152
Calm Demeanor	<i>C-O</i>	ELP	84
Cannibals	<i>Char</i>	OCo	200
Catamite	<i>Char</i>	1 pt	160
Charging Blindly	<i>Dt</i>	OLP	202
Charismatic	<i>C-O</i>	2 pts	272
Charming	<i>C-O</i>	2 pts	272
Child Prodigy	<i>Dt</i>	2 pts	272
Chosen One	<i>Dt</i>	5 pts	161
Chronologue	<i>Char</i>	1 pt	272
Cipher	<i>Dt</i>	5 pts	272
Claustrophobic	<i>Dt</i>	1 pt	273
Clumsy	<i>Dt</i>	1 pt	273
Cold-Blooded	<i>Dt</i>	MLP	152
Cold-Blooded	<i>Dt</i>	2 pts	273
Cold-Hearted	<i>Dt</i>	MLP	152
Cold Black Blood	<i>Dt</i>	OCo	200
Commanding Aura	<i>Dt</i>	6 pts	273
Compulsive Liar	<i>Char</i>	1 pt	273
Contortionist	<i>C-O</i>	2 pts	273
Cool Headed	<i>Dt</i>	2 pts	273
Cowardly	<i>Dt</i>	1 pt	273
Crippled	<i>Dt</i>	MLP	152
Cry of Doom	<i>Dt</i>	OLP	202
Dangerous Obsession	<i>Dt</i>	DLP	51
Deaf	<i>Dt</i>	4 pts	274
Deep Sense	<i>Dt</i>	DLP	52
Deep Sleeper	<i>Dt</i>	3 pts	274
Dexterity of the Cat	<i>C-O</i>	2 pts	274
Diminutive Stature	<i>Char</i>	1 pt	274
Diseased	<i>Dt</i>	MLP	153
Dispute-Settler	<i>C-O</i>	DLP	52
Domineering Presence	<i>Dt</i>	MLP	153
Down to Earth	<i>C-O</i>	MLP	153
Dramatic	<i>C-O</i>	2 pts	274
Dreadful	<i>C-O</i>	2 pts	274
Dreamer	<i>Dt</i>	3 pts	274
Driven	<i>C-O</i>	2 pts	274
Drunk	<i>Char</i>	DLP	52
Drunk	<i>Dt</i>	2 pts	275
Eagle Eye	<i>Dt</i>	4 pts	275
Ear for Voices	<i>Dt</i>	3 pts	275
Ear to the Ground	<i>Dt</i>	ELP	84
Eidetic Memory	<i>Dt</i>	4 pts	275
Eldritch Sink	<i>Dt</i>	8 pts	275
Enemy of the Sun	<i>Dt</i>	3 pts	206
Entropic	<i>Dt</i>	5 pts	275
Essence of the Earth	<i>Dt</i>	ECo	82
Etharchal	<i>Dt</i>	ELP	84
Exhausted	<i>Dt</i>	MLP	153
Exhaustion	<i>Dt</i>	OLP	203
Exile	<i>Dt</i>	2 pts	87
Extrovert	<i>Dt</i>	3 pts	276



Trait	Type	Cost	Pg	Trait	Type	Cost	Pg
Eye of the Hunter	<i>Dt</i>	3 pts	276	Louis Wu	<i>Dt</i>	2 pts	280
Fair and Statuesque	<i>Char</i>	ECo	82	Low Speech	<i>Dt</i>	3 pts	281
Faithful	<i>Dt</i>	5 pts	161	Loyal	<i>Dt</i>	3 pts	281
Familiar Face	<i>Dt</i>	2 pts	276	Lucky	<i>Dt</i>	MLP	154
Family Heirloom	<i>Dt</i>	276		Lunatic	<i>Char</i>	1 pt	281
Fanged and Clawed	<i>Dt</i>	OCo	200	Lynx-Eyed...	<i>Dt</i>	OCo	201
Faithful to the Fêa	<i>Char</i>	ELP	84	Made Man	<i>Dt</i>	MLP	155
Fearless	<i>Dt</i>	3 pts	276	Maimed	<i>Dt</i>	MLP	155
Fêa	<i>Char</i>	ELP	84	Manhunter	<i>Dt</i>	3 pts	281
Fey Blood	<i>Dt</i>	4 pts	276	Marching	<i>Dt</i>	OLP	203
First Born	<i>Dt</i>	ECo	83	Mark of Privilege	<i>Dt</i>	MLP	155
Fleet of Foot	<i>C-O</i>	2 pts	276	Massive Stature	<i>Dt</i>	4 pts	281
Flights of Murderous Fancy	<i>Dt</i>	OLP	203	Meticulous	<i>C-O</i>	DLP	52
Forked Tongue	<i>C-O</i>	OLP	203	Meticulous	<i>C-O</i>	2 pts	281
Fortitude	<i>C-O</i>	2 pts	277	Mind-Numbing Work	<i>C-O</i>	MLP	155
Frail	<i>Dt</i>	4 pts	277	Mind over Matter	<i>Dt</i>	3 pts	281
Galvanizing Presence	<i>C-O</i>	DLP	52	Misplaced Aura	<i>Dt</i>	3 pts	281
Gifted	<i>Dt</i>	5 pts	161	Missing Eye	<i>Dt</i>	3 pts	282
Glib	<i>C-O</i>	2 pts	277	Missing Limb	<i>Dt</i>	1 pt	282
Gloryhound	<i>Dt</i>	3 pts	277	Mourner	<i>Dt</i>	3 pts	87
Graceful	<i>C-O</i>	4 pts	277	Myopic	<i>Dt</i>	MLP	155
Greater Muse	<i>Dt</i>	6 pts	277	Near-Sighted	<i>Dt</i>	MLP	155
Greed	<i>Dt</i>	DCo	49	Nimble	<i>C-O</i>	2 pts	282
Grief	<i>Dt</i>	ECo	83	Noblesse Oblige	<i>Dt</i>	MLP	155
Grudgekeeper	<i>Char</i>	1 pt	54	Nose of the Bloodhound	<i>Dt</i>	4 pts	282
Hand-Eye Coordination	<i>Dt</i>	3 pts	278	Numb	<i>Dt</i>	MLP	156
Hands of Iron	<i>Dt</i>	4 pts	278	Numb	<i>Dt</i>	OLP	204
Hard-Hearted	<i>Dt</i>	MLP	153	Oathbreaker	<i>Char</i>	DLP	53
Hardened	<i>Dt</i>	MLP	153	Oathswearer	<i>Dt</i>	DLP	53
Hard as Nails	<i>Dt</i>	DLP	52	Oathsworn	<i>Dt</i>	DCo	49
Healthy	<i>C-O</i>	2 pts	278	Obscure Aura	<i>Dt</i>	3 pts	282
Hiding	<i>Dt</i>	OLP	203	Obsessive	<i>Dt</i>	DLP	53
Imperious Demeanor	<i>C-O</i>	MLP	153	Oddly Likeable	<i>Dt</i>	DLP	53
Incomprehensible Diagnosis	<i>C-O</i>	MLP	154	Organized	<i>C-O</i>	ELP	85
Ineffable Feature	<i>Char</i>	2 pts	278	Outlaw	<i>Dt</i>	3 pts	161
Inspirational	<i>C-O</i>	2 pts	278	Pack Hunter	<i>Dt</i>	OLP	204
Iron Memory	<i>Dt</i>	DLP	52	Pain Life	<i>Dt</i>	OLP	204
Iron Nose	<i>Dt</i>	DLP	52	Palsy	<i>Dt</i>	2 pts	282
Iron Stomach	<i>C-O</i>	2 pts	278	Paranoid Ear	<i>Dt</i>	3 pts	282
Iron Will	<i>Dt</i>	3 pts	278	Pardoner	<i>Dt</i>	MLP	156
I Know This Ship...	<i>C-O</i>	MLP	153	Penetrating Gaze	<i>Dt</i>	4 pts	283
Jaded	<i>Dt</i>	4 pts	278	Penny-Wise	<i>C-O</i>	MLP	156
Keen Sight	<i>Dt</i>	ECo	83	Perfect Pitch	<i>C-O</i>	2 pts	283
Keen Taste	<i>Dt/C-O</i>	5 pts	279	Perspective	<i>C-O</i>	MLP	156
Keys to the Church	<i>Dt</i>	MLP	154	Phobia	<i>Dt</i>	3 pts	283
Kicking the Beast	<i>Dt</i>	OLP	203	Pickled	<i>Dt</i>	3 pts	283
The Killer	<i>Dt</i>	5 pts	279	Plain Faced	<i>C-O</i>	2 pts	283
Lame	<i>Dt</i>	1 pt	279	Poised	<i>C-O</i>	3 pts	283
Landlubber	<i>Dt</i>	1 pt	279	Poker Face	<i>C-O</i>	2 pts	283
Lesser Muse	<i>Dt</i>	5 pts	279	Possessed	<i>Dt</i>	MLP	156
Lesson of One	<i>Dt</i>	ELP	85	Practiced Precision	<i>Dt</i>	2 pts	283
Life is Death	<i>Dt</i>	OLP	203	Prince of the Blood	<i>Dt</i>	ELP	86
Lifting Heavy Things	<i>C-O</i>	DLP	52	Problems	<i>Dt</i>	MLP	157
Lifting Heavy Things	<i>C-O</i>	MLP	154	Quick-Step	<i>C-O</i>	DLP	53
Light Sleeper	<i>Dt</i>	MLP	154	Quickened Pulse	<i>Dt</i>	3 pts	284
Light Sleeper	<i>Dt</i>	2 pts	280	Quick Study	<i>Dt</i>	3 pts	284
Linguist	<i>Dt</i>	3 pts	280	Quick-Witted	<i>Dt</i>	4 pts	284
Lithe	<i>C-O</i>	2 pts	280	Quiescent	<i>Dt</i>	2 pts	284
Loathsome and Twisted	<i>Dt</i>	OCo	201	Quiet	<i>C-O</i>	2 pts	284
Long of Limb	<i>Dt</i>	4 pts	280	Rainman	<i>Dt</i>	2 pts	284
Lord of Ages	<i>Dt</i>	ELP	85	Rapier Wit	<i>Dt</i>	MLP	157
Lost Faith	<i>Dt</i>	MLP	154	Rare Talent	<i>C-O</i>	OLP	204
Lost	<i>Dt</i>	1 pt	280	Rat-Speak	<i>Dt</i>	MLP	157



Trait	Type	Cost	Pg
Resigned (to Death)	C-O	2 pts	285
Robust	Dt	3 pts	285
Running (Away)	Dt	OLP	204
Savage Consequences	Char	OLP	204
Savvy	C-O	MLP	157
Scavenger	C-O	OLP	204
Scavenger	C-O	2 pts	285
Scheming	Dt	2 pts	285
Sea Legs	C-O	MLP	157
Sea Legs	C-O	2 pts	285
Second Sight	Dt	4 pts	285
Sense of Direction	C-O	2 pts	286
Sense of Distance	Dt	MLP	157
Servant of the Citadel	Dt	ELP	86
Shaped from Earth...	Dt	DCo	50
Show No Fear	C-O	DLP	204
Sickly	Dt	2 pts	286
Sight of the Bat	Dt	6 pts	286
Sixth Sense	Dt	3 pts	286
Slave to Fate	Char	DLP	54
Slayer	Dt	4 pts	87
Sleepasaurus	Dt	2 pts	286
Slippery	Dt	3 pts	286
Slow	Dt	2 pts	286
Sonorous Voice	C-O	2 pts	287
Stark Madness	Char	OLP	204
Stealing	Dt	OLP	205
Stentorious Voice	Dt	OLP	54
Stoic	Dt	3 pts	287
Stone-Faced	Dt	OLP	54
The Story	C-O	MLP	157
Stout	Dt	DCo	50
Street Smart	C-O	3 pts	287
Stubborn	Dt	3 pts	287
Stupid	Dt	3 pts	287
Sword of the White Towers	Dt	ELP	86
Sworn Homage	Dt	MLP	158
Sworn to Protect	Dt	ELP	86
Sworn to the Lord Protector	Dt	ELP	86
Sworn to the Order	Dt	MLP	158
Tainted Legacy	Dt	5 pts	287
Tall Tale Teller	Dt	MLP	158
Tasting the Lash	Dt	MLP	158
Tasting the Lash	Dt	OLP	205
Tenacious	Dt	4 pts	287
Thick Skinned	Dt	1 pt	287
Thousand-Yard Stare	Dt	2 pts	288
Tidy Aspect	Char	1 pt	288
Tinkerer	C-O	DLP	54
Tongueless	Dt	2 pts	288
Tonsured	Dt	MLP	158
Touch of Ages	Dt	7 pts	288
Touch of the Devil	Dt/C-O	7 pts	288
Tough as Nails	Dt	6 pts	289
Tough	Dt	DCo	50
Tough	Dt	2 pts	289
Troll Speak	Dt	OLP	205
Ugly Reputation	Dt	MLP	159
Unbreakable	Dt	5 pts	87
Unctuous	Dt	3 pts	289
Unheeded	C-O	MLP	159
Unlucky	Dt	1 pts	289
Unrelenting Savagery	Dt	OLP	205
Vested	Dt	MLP	159

Vigor of Youth	Dt	5 pts	161
Vile Language	Char	OCo	201
Virtuous	Dt	3 pts	55
Weak-Willed	Dt	2 pts	289
Weather Sense	Dt	2 pts	289
Where There's a Whip...	Dt	OLP	205
Wise Aphorisms	C-O	ELP	86
Wolf's Snout	Dt	5 pts	290
Wolverine	Dt/C-O	5 pts	290
World Weary	Dt	1 pt	87
Your Eminence	Char	MLP	159
Your Grace	Char	MLP	159
Your Lordship	Char	MLP	159
Zealot	Dt	MLP	160

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REVISED EDITION

There are consequences to every decision, ramifications to every action. The choices you make close off one path, while opening another. This philosophy underpins the character creation system for *Burning Wheel*. And it's not just a matter of pushing a point here, or nudging a number there: As soon as a player decides to make a character in *Burning Wheel*, he is confronted with decisions about the character's past, ethics, beliefs, scars, goals and dreams. Questions whose answers affect not only the player's character, but the shape of the story as a whole.

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